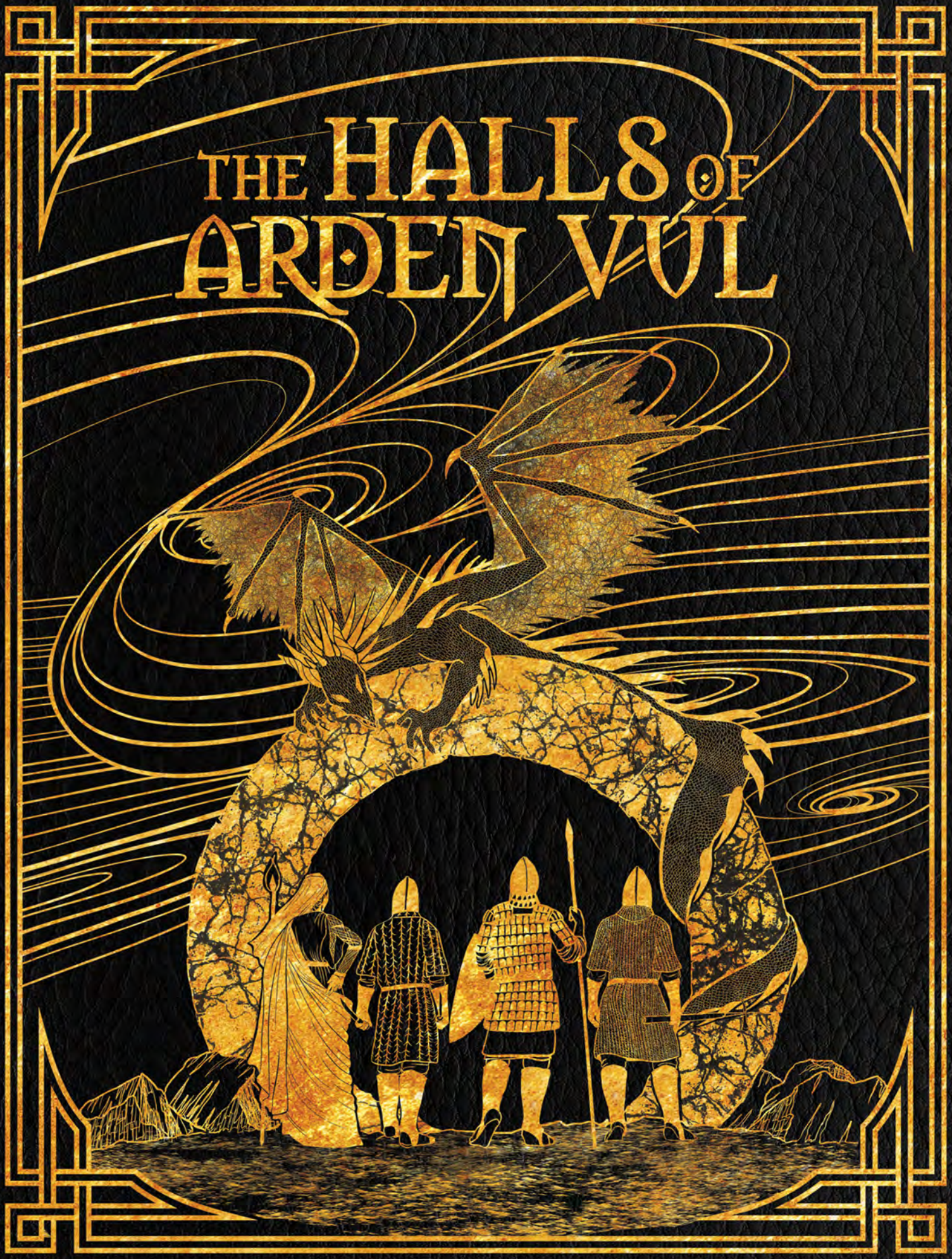

THE HALLS OF
ARDEN VUL

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ARDEN VUL

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Author's Foreword

Arden Vul appeared as a hazy gleam in my eye in 2009. I was returning to gaming after a ten-year hiatus and, as someone who had been transformed by reading of the Fellowship's trek through Moria, it seemed only fitting that my new campaign should feature a tent-pole megadungeon. At the outset I only had a couple of vague ideas for what my dungeon should feature: 1) 'at least' ten levels, 2) a 'blasted ziggurat' on the bottom level, 3) some sort of demon boss as a culmination of the dungeon, and 4) enough adventuring space that a typical party could never hope to clear it out.

From these vague beginnings, Arden Vul took a long time to conceive, map and write. I had spent several years as a lurker on-line, passively absorbing wisdom from such OSR luminaries as Allan Grohe, Trent Foster, Gabor Lux, Al Krombauch, James Maliszewski, and many others. My plan was to just start mapping and let things proceed from there. And so the first maps I drew eventually came to comprise what is now Level 3. My procedure was pretty simple: I'd draw some cool designs, and only then begin to think about who might have created them and for what purpose. Keying also began with Level 3. Levels 2 and 4 followed, since they were conceptually linked to Level 3. Level 1 was written later, as a 'starter' level for brand new characters. Levels 5-10 and the sub-levels proceeded mostly in order, since by the time I got around to them I had already established a pretty good sense of which factions and regions needed to be placed in which order. Those early levels were the easiest to write, as they followed some pretty standard dungeon tropes: lost crypts, factions of low-to-middle level opponents, hints about deeper levels, etc. It was also the case that I had no problem with skipping a room or series of rooms if I didn't know what should happen there, only returning once inspiration hit or once I realized I needed to link an upper level to a lower one. The lower levels were more difficult to key (and slower, as well!), since they needed to satisfactorily link up with the ideas and content that I'd laid out in the first few levels. Joe Browning was incredibly patient with this process, accepting that the writing process for such a large, complex, and integrated dungeon would be different from that required by a 32-page module.

I took inspiration from a wide array of literature, art, mythology, and previous gaming products. The entire setting of Arden Vul is basically an unlikely mashup of elements of the Byzantine Empire and Moorcock's Melniboné. General inspiration comes from the awesome NG product, Rappan Athuk, and from Jennell Jacquays' Caverns of Thracia, which remains for me a master example of level design. My beastmen are a clear homage to Gygax's Old Guard Kobolds (with a twist, though). Peter Mullen's image of a giant, horned skeleton sitting in a chair in front of a pile of corpses (appearing on the first printing of Swords and Wizardry) provided the inspiration for my giant rudishva skeletons. The library of Thoth is infested with critters inspired by a Scott Lynch short story. An NPC on level 8 is a thinly-disguised biologist friend of mine. Al Krombauch's (sadly now-defunct) blog "Behind the Black Gates" gave me inspiration for the iconic Arden Vul location, the Obsidian Gates. I even reskinned a medieval Arthurian legend for one encounter!

I can't close without expressing some deeply felt thanks. First, this product would not exist without Andreas Claren. Not only did he push me to consider showing it to publishers, and not only has he patiently drawn and redrawn all the maps, he has been a font of personal and gaming advice for over a decade. Truly, Andreas is an amicus optimus. Second, I owe a massive debt to Joe Browning. I'm still amazed that he was willing to take a chance on an unknown author for a project this big! Since he came on board, his genius for editing – both copy-editing and the more challenging task of improving the author's ideas and execution – has been nothing short of miraculous. For support and advice, I must also thank Jon Hershberger, Stuart Marshall, and Scot Hoover. The players in my home campaign – Chad B., Matt, Katie, Olav, Randall, Chad R., Greg, Ethan, and Byron - also deserve thanks. Their clever and sometimes ornery play has frequently resulted in redesigns that have made the product better. Finally, I must thank my wife, Anne, and my daughter, Katie, for letting Arden Vul hang over our lives for the past ten years.

Richard Barton
March 7th, 2020

Rick thanks the following playtesters:

Home Campaign: Matt "Balthazar" Watson, Chad "Wicktrimmer" Bowser, Chad "Grimley" Rohrbacher, Randall "Callista" Hayes, Katie "Aelin" Barton, Greg "Maggie (for now)" Grieve, Ethan "Drombaush" Moore, Olav "Cleo" Rüppell, Byron "Abardar" Grimes, Mike "Adric" Watson, Dustin "I came to throw down!" Cranford, Ben "Jimmy" Fowler.

Others: Andreas Claren, Rafe Smt, Rodrigo Ventura Merg. Sage Barton. Heinrich Helms. Maggie Quigley, Mary Valante, and the Boone Crew. Kevin O'Brien, Kevin Dorn, Jimmy Honeycutt, Chris Helland, Kenetha Miller, Greg Grieve, Chad Bowser, and Russell.



Cartographer's Foreword

I first met Rick Barton in the mid-2000s at the Necromancer Games forum where I often used to hang around at that time. Both being music aficionados, we originally got into contact about music there, and only after a while started talking about gaming. Rick told me that even though he hadn't gamed anymore since several years, he was in the process of designing a multiple level dungeon. The snippets that he shared with me about it sounded intriguing, and after I expressed interest in it, he asked me whether I would like to take a look at a few maps and notes that he had already done.

After looking at the pencil-drawn maps and the accompanying notes that he sent me, I immediately realized that this was an uncut gem of a beauty that to me as a hobby cartographer was like the Arkenstone to the dwarves of Middle Earth. I had never before seen anything so beautifully convoluted and perfectly designed in a non-linear way, except for Jennell Jaquays' maps in Dark Tower and Caverns of Thracia, which to this day both count among the top five of my all-time favorite dungeon adventures. I tried to convince Rick that this had the potential of becoming a superior gaming product and that it cried out to be published. It was obvious that he had never thought about this possibility before and, being the humble person that he is, at first seemed to be reluctant of the thought, but I begged him to allow me to render his maps so they might better shine in all their beauty, and also to help him in finding a possible publisher, and finally he gave in.

Over the next ten years, rendering the 38 maps that make up The Halls of Arden Vul was the most demanding and most satisfying mapping job that I had ever done and likely ever will. It fills me with pride and joy to have been a part in the creative process of bringing Arden Vul to life, and I never ceased to admire Rick's ingenuity and creativity, his vast knowledge, and the incredibly fast output of high-quality gaming material, all perfectly well-written. Over time, Rick and I have become close friends, even visiting each other in the US and Germany, and I'm looking forward to working together with him on new projects for the World of Magae setting.

In the good tradition of saying *Thank You*, I want to thank my wife Bettina for being patient with my gaming obsessions over all these years. I also want to thank my son Lucas who turned out to be a talented artist and provided a few wonderful drawings to this product. Thank you to all my gaming buddies out there who helped me with comments and insights during the whole process, especially Heinrich Helms and Rafael San Miguel. And finally thank you to Rick Barton and Joe Browning for letting me be part of this.

Andreas Claren
March 7th, 2020

Publisher's Foreword

Out of the blue, way back in June of 2013, I was approached by Moritz Mehlem, a steady Expeditious Retreat Press customer, and Stuart Marshall, editor of the First Edition retroclone OSRIC, about a manuscript they'd stumbled across and fell in love with. They wanted to know if I'd be interested in taking a look at it and perhaps even publishing it. I agreed—I'm always willing to look at manuscripts—and when they put me in contact with the author who then passed along the first partial draft and companion maps, I was stunned by what was before me.

Firstly, you don't get many RPG publishing inquires that *begin* with a 400+page manuscript submission. Secondly, and most importantly, you simply don't get submissions that, while still quite incomplete, are already leaps and bounds ahead of the standard adventure module fare. The early Arden Vul manuscript was good. *Very good*. Somehow, I'd lucked into the single most amazing thing I believe I will ever publish and it just landed on my virtual doorstep with a polite knock and a calm, "Hey, we think you're going to like this."

Describing Arden Vul to someone who hasn't read it is a difficult endeavor. It is a megadungeon, yes, but it's more than that. It's also a campaign setting, yes again, but it's more than that too. It took me several years before I finally hit on the right metaphor to describe the core of the work: Arden Vul is the banquet of role-playing modules, but it not just any banquet, it is the Manchu–Han Imperial Feast of dungeons. It is not merely the size that is impressive, although there are none larger, nor is it the resounding delicacy of the servings, although there are no dungeons more fiendishly interconnected thematically and texturally. No, Arden Vul is all these things, yes, but it is one thing in particular.

Arden Vul, the *real* Arden Vul, is the moment when you realize you're enjoying the most amazing meal you've ever had and there are still ***90 more courses to go***. Arden Vul is *that* moment—that exquisite moment when you are ecstatically transported into another realm and can hardly wait to find out how everything else interconnects. When you want nothing more than to fully and deeply relish the moment where you are, but yet you also crave to know how things all work out in the end.

I remember when it happened to me, and I'm smiling knowing what's in store for you. For now, you are a member of an elite club and you have the enviable pleasure of taking the first bite of the massive fantasy gaming banquet that is Arden Vul. As you keep eating, you too will reach that point where suddenly it all starts to make a deeper sense, when suddenly you become awestruck by what has been created and laid before you, by the sheer unrelenting audacity of the work.

There will be a moment when you realize that you are one of the luckiest people: you have experienced a singular soaring vision and the unarguable masterpiece of old-school dungeon design. You'll push back from the table, full to brimming over, and the servers will continue to line up the next courses while you marvel at the bounty.

Bon Appétit!

Joseph Browning
Expeditious Retreat Press
March 7th, 2020

ARDEN VUL TABLE OF CONTENTS

General Introduction

A Brief History of Arden Vul ..... V. 1 P. 7
Design Principles ..... V. 1 P. 10
Note on Designation of Keyed Locations ..... V. 1 P. 11
Starting Levels for PCs ..... V. 1 P. 11
General Construction Features ..... V. 1 P. 12
Iconic Locations of Arden Vul ..... V. 1 P. 14
Rumors ..... V. 1 P. 18
Factions of Arden Vul ..... V. 1 P. 30
Adventure Hooks ..... V. 1 P. 48
Customizing Arden Vul ..... V. 1 P. 58

Exterior Adventure Locations

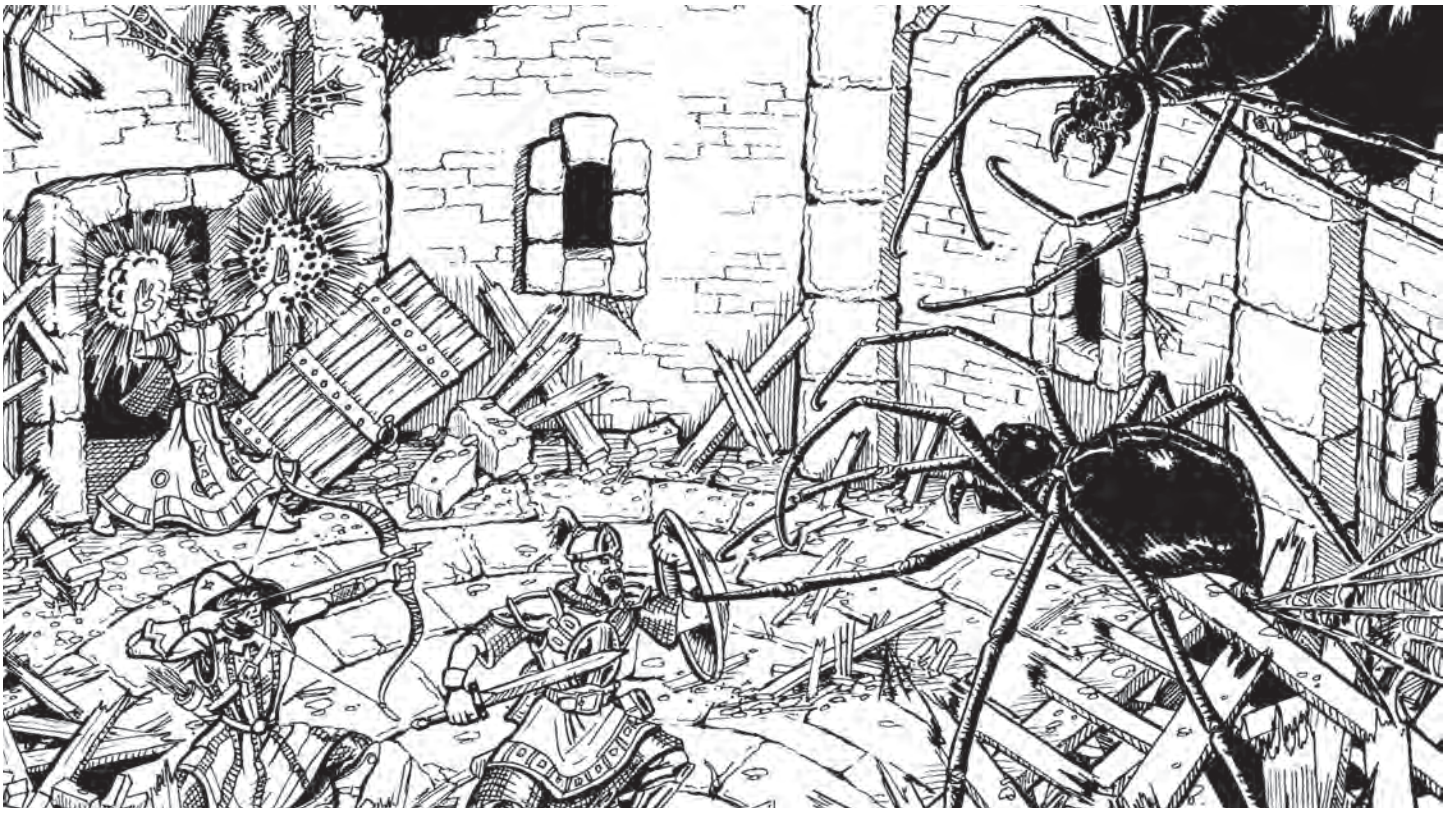
Burdock's Valley, The Azure Keep, and Gosterwick (AK) ... V. 1 P. 61
Exterior: the Long Falls and the Long Stair (EX) ..... V. 1 P. 75
The Ruined City of Arden Vul (AV) ..... V. 1 P. 81
The Pyramid of Thoth (UP) ..... V. 1 P. 107
The Tower of Scrutiny (TS) ..... V. 1 P. 112

The Halls of Arden Vul

Level 1: The Basement ..... V. 1 P. 117
Level 2: The Howling Caves and the Well of Light ..... V. 1 P. 123
Level 3: The Halls of Thoth ..... V. 1 P. 153
Level 4: The Forum of Set ..... V. 1 P. 239
Level 5: The Obsidian Gates and the Midnight Road ..... V. 2 P. 3
Level 6: The Troll Lifts and the Arena ..... V. 2 P. 65
Level 7: The Court of the Troll Thegn ..... V. 2 P. 135
Level 8: The Nether Reaches ..... V. 2 P. 201
Level 9: The Floor of the Great Chasm ..... V. 2 P. 261
Level 10: The Ziggurat of Kauket ..... V. 2 P. 317
Sub-Level 1: The Tombs of Light ..... V. 3 P. 3
Sub-Level 2: The Hall of Shrines ..... V. 3 P. 11
Sub-Level 3: The Lesser Baboon Caves ..... V. 3 P. 23
Sub-Level 4: The Goblin Warrens ..... V. 3 P. 33
Sub-Level 5: The Lizardman Caves ..... V. 3 P. 57
Sub-Level 6: The Drowned Canyon ..... V. 3 P. 73
Sub-Level 7: The Flooded Vaults ..... V. 3 P. 117
Sub-Level 8: The Caves Behind the Falls ..... V. 3 P. 125
Sub-Level 9: The Kaliyani Pits ..... V. 3 P. 131
Sub-Level 10A: The Hold of the Sun-Scarred Knights ..... V. 3 P. 153
Sub-Level 10B: The Citadel of the Sun-Scarred Knights .... V. 3 P. 167
Sub-Level 11: The Tomb of Isadora ..... V. 3 P. 177
Sub-Level 12: The Workshops of Kerbog Khan ..... V. 3 P. 187
Sub-Level 13: The Lost Chambers of Arden ..... V. 3 P. 199
Sub-Level 14: The Chamber of the Beacon ..... V. 3 P. 219
Sub-Level 15: The Druid's Retreat ..... V. 3 P. 225

Appendices

New Monsters ..... V. 4 P. 2
New Magic Items ..... V. 4 P. 71
New Technological Items ..... V. 4 P. 116
Arden Vul Items ..... V. 4 P. 126
New Flora ..... V. 4 P. 129
New Spells ..... V. 4 P. 132
Arden Vul Books ..... V. 4 P. 141
World of Archontos ..... V. 4 P. 171
NPC Appendix ..... V. 4 P. 191
Index of Proper Names ..... V. 4 P. 227
OGL ..... V. 4 P.234





GENERAL INTRODUCTION

Who has not heard rumors of the lost city of Arden Vul? During the glory days of the Archontean Empire, now 1,200 years in the past, Arden Vul was a small, but important, wealthy and secretive imperial center located atop a 1,500'-tall cliff at the head of Burdock's Valley. Dominated by the imperial administration itself, as well as by the great temples of Thoth and Set, the city attracted alchemists, scholars, priests and sorcerers by the droves. Seeking the lost secrets of long-dead civilizations as well as the mysterious element known as **arcanum** (see new magic items), the Archonteans delved deeply - and secretively - within the mountain. Alas! The terrible civil war that rent the Archontean Empire, that is, the war of Sortians and Theosophs, led to the utter destruction of the city and the withdrawal of the imperial legions from the western continent of Irthuin.

Now, with the renaissance of imperial power, it is possible for well-equipped adventurers to make the long trek to Arden Vul from the exarchates of the coast. Tales of gold piled in imperial vaults, legendary magical artifacts resting in unspoiled crypts, and the fruits of the lost secrets of ancient imperial smiths and mages lying ripe for the picking are legion. Yet alongside the tales of lost treasures are other, more unsettling whispers. How could a lost city remain unplundered for more than a millennium? Surely only the existence of the cruelest of foes and unimaginable evil within the mountain can explain Arden Vul's unspoiled status. Only the bravest, the cleverest, and the luckiest of adventurers will survive to plumb the mysteries of Arden Vul.

After three hard days' march from the town of Newmarket, the setting sun illuminates a thunderous waterfall pouring down the fabled cliff face of Arden Vul. Two colossi carved into the cliff to the right of the waterfall stare stonily across the valley. A twinkle of sunlight catches on the rocks ... is it the spray from the falls? or could it be the glint of metal moving up the cliff? There's only one way to find out ... Adventure awaits!

A Brief History of Arden Vul

The ruined city and dungeons Arden Vul were designed as part of the author's home-brewed world of Archontos. The history, names, cultural practices, and political background that define the dungeon thus reflect that setting. Still, it is easy enough to plunk Arden Vul into most other settings with a minimum of GM tweaking. All that's needed is a setting with ancient civilizations and brave adventurers willing to loot their buried treasures! The following text and time-line provides the briefest of overviews of the history and development of Arden Vul and, to a degree, the world around it (for more, see the World of Archontos appendix).

The site of Arden Vul has been inhabited for some 3,600 years. The first settlers were the inimical heqeti (see new monsters), who traveled here from their Underearth dwellings and built their great ziggurat to the demon prince Kauket. The rudishva arrived some 600 years later, bringing with them their servitor races (the varumani, kaliyani, and varuda). In canonical Arden Vul, the rudishva are starfarers who arrived when their starship, the Shining Beacon of Glorious Heaven, crash-landed into the cliff of Arden Vul [Note: for those nervous about mixing sci-fi with their fantasy, the Customizing Arden Vul section provides suggestions on how to remove the sci-fi elements]. For the next 160 years, the rudishva dominated Arden Vul, pushing the heqeti back to the Underearth while attempting to engineer a way to escape the planet. The heqeti struck back some 2,800 years ago, destroying the rudishva hegemony almost overnight with deadly bio-weapons (slimes) and with the treacherous aid of the kaliyani. A remnant of the varumani escaped to found a new culture in the middle levels that survives to this day. The heqeti ruled in Arden Vul for the next 700 years.

While the struggle between heqeti and rudishva was transpiring below ground, the rise of the human Archontean empire was taking place on the surface. The lords of the city of Archontos struck an alliance with the seven princes of dragonkind (the Compact of Ennius) at about the same time that the rudishva arrived at Arden Vul. This alliance allowed the Archonteans to unify the human cultures of their home island and to enslave the goblins of the same island; unification occurred roughly as the rudishva were (mostly) being exterminated in Arden Vul. For the next several centuries, the Archonteans expanded across the Wine-Dark Sea, bringing the territories of Irthuin and Ostralios under their rule. Eventually this expansion brought the Archonteans - in the form of the heroes Arden and Vul - to discover the cliff of Arden Vul. A city was established on the cliff face 2,100 years ago, and the Archonteans began exploring the caverns below. Making use of some found rudishva devices, the archons of Arden Vul began to push the heqeti back; this campaign culminated with the great victories of the archon Marius Tricotor, who drove the heqeti from their ziggurat. The varumani thegn offered fealty to the human archon, and for the next 975 years the Archonteans reigned supreme. During this golden age, the Archonteans delved deeply beneath the cliff, erecting tombs, temples, shrines, and administrative chambers therein (but failing to penetrate the Obsidian Gates). Ultimately rivalries within the empire, between the conservative forces known as the Thesosophs and radical egalitarians known as Sortians, broke into open conflict; the ensuing civil war crippled the Archontean empire, and the city of Arden Vul was sacked 1,210 years ago. Twenty years later, the emperor ordered the formal abandonment of Arden Vul and the withdrawal of all remaining legions from Irthuin.

A dark age for Archontos set in. The varumani became the dominant faction within Arden Vul, even as monsters moved into many of the darkened Halls. The heqeti returned to their ziggurat some 300 years ago, even as the Archonteans returned in muted triumph to Irthuin. A formal Archontean expedition to reclaim Arden Vul, under the leadership of Adrienic, was dispatched from Narsileon 250 years ago; within a decade, it had foundered, destroyed in a foolish assault on the varumani court. One cohort of imperial soldiers were trapped and enslaved by the witch, Deino, who transformed them into beastmen.

In the present, the Halls are thus home to several vibrant and unusual 'native' factions: ferocious albino baboons led by quasi-intelligent 4-armed baboons and a deluded druid (Level 2); a small goblin community (Levels 3 and 5, and Sub-Level 4); the beastmen and Deino (Level 3); lizardmen (Sub-Level 4); the varumani thegn and his court (Level 7); and the heqeti with their terrible ziggurat of Kauket (Level 10). Interest in the Halls from the outside is also growing, with numerous parties eager to exploit the riches and hidden secrets of the Halls. Among these groups are the newly reformed cult of Set (Levels 3 and 4), who have partially restored their ancient halls and shrine; a group of secretive Priscians, who claim (wrongly) to be the philosophical descendants of the ancient Sortians (Levels 3, 6, and 9); numerous sorcerers seeking **arcanum** (e.g., Kerbog Khan on Sub-Level 12, see new magic items); a band of evil halfling thugs (Level 3), a group of renegade kaliyani who have fled their Underearth city to seek their ancient heritage (see Sub-Level 9); and a sect of fearsome lone knights led by their mysterious Master Malachite (Sub-Level 10).

Timeline of Arden Vul and Archontos

AEP = 'from the pact of Ennius'; SP = 'before the pact'

Archontean Reckoning (see World of Archontos appendix)	Approx. years in past	Important Event
2993 AEP	0	Present
2992 AEP	1	Phlebotomas Plumthorn (3-5) seizes some of the entry halls of Level 3
2990 AEP	3	Kronos Kettle-Belly and Estelle establish a roadhouse named the Sign of the Broken Head in the ruined city of Arden Vul (see AV-22)
2978 AEP	15	The Set cult in Arden Vul makes contact with the kaliyani
2972 AEP	21	Tsilliv (SL9-77) leads a group of renegade kaliyani to Arden Vul and founds the Twelfth Consortium (see Sub-Level 9)
2968 AEP	25	Lady Alexia Basileon (AK-2) leads a sept of the Knights of the Azure Shield to a tiny Thorcin community named Gosterwick, located near the falls of Arden Vul. The knights restore an ancient fortress (the Azure Keep) and Lady Alexia renames the community Vetucaster; she proceeds to expand the community rapidly, offering residence, citizenship, and services to adventurers and others
2943 AEP	50	The archmage Nerub Null, one of the secretive Priscians, arrives in Arden Vul searching for Sortian lore and power (see 9-64)
2936 AEP	57	The arch-mage Cerbactos Kalthetos arrives in Arden Vul, locates the medical pod of the Beacon, and transforms himself into Kerbog Khan (see SL12-25)
2900 AEP	93	A group of Set cultists re-colonizes areas of Level 4
2810 AEP	183	Alarmed at the threat posed by the beastmen, Narbisto the Huge persuades the several tribes of goblins living in Arden Vul (descendants of Archontean slaves) to unite. Narbisto naturally becomes the first Grand King of the United Goblins
2784 AEP	209	The Order of Priscians is founded in Archontos
2759 AEP	234	Deino (3-158) enslaves a kentarchia of the 3rd Cohort of the Imperial Tagmata as it retreats from the disaster of the Cave of Blood (7-76), and transforms them into the beastmen
2759 AEP	234	The Archontean attempt to recolonize Arden Vul ends in complete failure, as Adrienic's forces are destroyed by Girbala, the 31st thegn of the varumani, in a massacre at the Cave of Blood (7-76)
2743 AEP	250	A dragon is spotted in the skies west of Narsileon for first time in centuries
2742 AEP	251	Emperor Phocion IV dispatches an expedition led by Adrienic to reoccupy the halls of Arden Vul. With Adrienic are several contingents of imperial soldiers, including the 2nd Legion of scutarii and the 3rd Cohort of the Imperial Tagmata. Among Adrienic's chief advisors are Lankios, Kaitor, and Guivrel (c.f. 1-6 and 5-11)
2718 AEP	275	Archonteans settlers found a new town in Burdock's Valley, naming it Noviomagus. It is colloquially known as Newmarket, and becomes the largest community in the valley
2682 AEP	311	The Heqeti return to Arden Vul and begin restoring the ziggurat of Kauket (10-32 to 10-37)
2661 AEP	332	The secret revival of the cult of Set commences in Archontos

2639 AEP	354	Empress Juliana X Bellatrix leads a triumphant Archontean return to Irthuin; imperial forces reoccupy Narsileon and Arcturos, which are named the seats of Archontean exarchates
2495 AEP	498	Livraka, the 26th thegn of the varumani, establishes a system of lifts along the Great Chasm; the system comes to be known as the Troll Lifts
2493 AEP	500	Deino arrives in Arden Vul and lays claim to the abandoned administrative centers of the temple of Thoth (3-158)
2450 AEP	543	The Archontean Silver Age begins with a renewed period of military expansion
2400-1900 AEP	593 to 1103 years ago	The Archontean Dark Ages commence; the empire retracts to Mithruin and the Grain Islands and much ancient knowledge is lost
2093 AEP	900	Javaka, the 20th thegn of the varumani, re-establishes control of Middle Halls of Arden Vul
1991 AEP	1002	Niravairi members of the Order of Planar Explorers searching for the god-corpse of Horus use Sub-Level 1 as a base for exploring the Astral Plane
1855 AEP	1138	The Archontean empire formally adopts a new pantheon of deities, known as the Twelve (see Gods of Magae in the World of Archontos appendix)
1839 AEP	1154	The worship of Set is proscribed within the Archontean empire
1833 AEP	1160	The embassy of the elven lord, Gillethorn Ellagelsson, to Archontos ends in disaster, when a mob kills him in the streets; many elves withdraw from imperial lands
1818 AEP	1175	Emperor Drusus VII Fusus withdraws the weakened legions from Irthuin, abandoning imperial citizens in Narsileon, Arcturos and elsewhere; jubilant Thorcinga occupy these worried cities
1803 AEP	1190	Emperor Drusus VI Tenax orders the abandonment of the city of Arden Vul; the archon, Pellas the Last, oversees the evacuation
1801 AEP	1192	The arch-mage, Kel Bormol, is imprisoned in his own chess set by his rival, Hithra the Paleologue (see SL3-2A)
1793 AEP	1200	The war of Sortians and Theosophs comes to an end
1783 AEP	1210	The city of Arden Vul is brutally sacked by dragons and renegade Sortians during the war of Sortians and Theosophs. The archon, Uriel Basileon, dies in her palace. The varumani revolt under the mountain, expelling the Archonteans from the Lower Halls
1775 AEP	1218	The city of Agoreon, the Archonteon empire's 'second capital' located on the edge of Ostralios, is sacked by Theosophic troops during the War of Sortians and Theosophs
1729 AEP	1264	Alcibiades the Hunter, archon of Arden Vul, orders the priesthoods to arrest all suspected Sortians. Berenib, the high priestess of Bastet, refuses, and the Bastet cult flees to Level 8
1713 AEP	1280	Priscus Pulcher, the leader of the Sortians, is executed by Gordion ('the Impaler'), archon of Arden Vul
1701 AEP	1292	Zhorak, the great dwarven smith (see 8-97), dies inside Arden Vul, although his death is unknown to imperial authorities
1698 AEP	1295	Emperor Vaslotus IV formally accuses Priscus Pulcher of stealing the Compact of Ennius from the imperial treasury, thus setting off the War of Sortians and Theosophs
1687 AEP	1306	The Order of Thoth votes to democratize its membership following pressure by Priscus Pulcher and other soi-disant Sortians. Certain conservative members of the Order of Thoth announce the formation of the first new collegium, the New Imperial Academy
1680-850 AEP	1313 to 2143 years ago	The Archontean Golden Age
1679 AEP	1314	Priscus Pulcher emerges as a leading voice seeking to democratize the teaching of magic throughout the Archontean empire; he becomes one of the most important leaders of the emerging Sortian party
1588 AEP	1405	Emperor Basil III Piso breaches the Compact of Ennius, ending a long relationship between the emperors and the Seven Princes of Dragonkind
1123 AEP	1870	Melok-Ri slays all his human spawn and founds his third order, the Order of the Sun-Scarred Knights. Melok-Ri becomes known as Master Malachite (see Sub-Level 10)

1051 AEP	1942	Marius Tricotor, the archon of Arden Vul, defeats the heqeti and drives them from Level 10 into the Underearth
1043 AEP	1950	Refta, thegn of the varumani, submits to the archon, Marius Tricotor; the varumani will pay tribute to the Archonteans for almost 800 years
901 AEP	2092	Melok-Ri forms his second paramilitary order, the 'New Harmonious Brotherhood', this time using human recruits
893 AEP	2100	The city of Arden Vul founded by imperial decree, and the emperor appoints Fretevus of Haldur as the first archon of the city
829 AEP	2164	The Archontean heroes, Arden and Vul, discover the place of power that later bears their name, namely the cliff and cavern systems of Arden Vul
523 AEP	2470	The Archonteans establish the thematic system, which includes exarchates located on Irthuin at Narsileon and Arcturos
483 AEP	2510	The Archontean empire quietly abandons efforts to colonize Borealios
471 AEP	2522	The Archontean empire initiates the colonization of Borealios
417 AEP	2576	The Archontean empire conquers the Grain Islands and settles numerous halflings there
357 AEP	2636	The Archontean empire establishes the city of Agoreon on a set of islands located just off the coast of Ostralios
303 AEP	2690	The Archontean empire establishes its second province on Irthuin, with capital at Arcturos
276 AEP	2717	The Archontean empire establishes its first province on Irthuin, centered at Narsileon
197 AEP	2796	The Emperor, ruling from Archontos, completes the unification of Mithruin
193 AEP	2800	The rudishva hegemony in Arden Vul is destroyed in a sneak attack planned by the heqeti and the kaliyani. The varuda are mostly slain, while the varumani survivors flee; eventually ending up on Level 7. The kaliyani depart for a new home in the Underearth. The Harmonious Brotherhood is dissolved
179 AEP	2814	The rudishva, Melok-Ri, founds his first paramilitary organization, the Harmonious Brotherhood, with the help of Isok-Crix
77 AEP	2916	The rudishva lead the varumani and varuda in a war against the heqeti, driving them from the majority of Arden Vul
36 AEP	2957	Unable to reassemble the Beacon, the rudishva delve quasi-permanent dwellings within Arden Vul (e.g., the Midnight Road of Level 5) and commence long-term scientific programs designed to develop a new fuel source
32 AEP	2963	A rudishva starship, the *Shining Beacon of Glorious Heaven*, crashes into a mountain on Magae; the location of the crash is later known as Arden Vul
1 AEP	2992	Seven sorcerer-lords of Archontos swear oaths and a blood-pact with the Seven Princes of Dragonkind; one of these sorcerer-lords, Ennius, assumes the title of Emperor. The pact comes to be known as the Compact of Ennius
371 SP	3364	The heqeti construct the ziggurat of Kauket beneath Arden Vul (10-32 to 10-37)
490-510 SP	3483 to 3503 years ago	The heqeti construct the system of **pukel-manders** within Arden Vul (see new magic items)
606 SP	3599	The heqeti arrive in Arden Vul from Underearth and construct their first fanes to Rimmaq-Isfet and Kauket

Design Principles

When I began the decade-long process of creating the Halls, I had four principles in mind. The first was that the dungeon needed to be large. This meant not merely big, but truly large. Inspired by a spate of message-board threads and blog-posts about mega-dungeons, Arden Vul was intended from the beginning to be one of the largest mega-dungeons published for old-school gaming. To our delight, we appear to have met this goal. The Halls comprise more than 2,000 keyed encounter areas spread across ten main levels and fifteen sub-levels. That's a lot of adventuring! While not quite on the scale of the Mythic Underworld beloved of some old-schoolers, the Halls are so large that they ought to be properly understood more as a campaign product than as a typical dungeon

adventure. The scale of the Halls and the variety of adventuring experiences available within them ensure that no two groups will encounter the Halls in the same way. In fact, the same group might well be able to run several different parties through the Halls and never replicate their own experiences.

The second guiding principle behind this product was coherence. A dungeon might be large, but its size won't mean much if it doesn't also offer a gripping and inspiring context and setting for adventure. With Arden Vul we have attempted to provide a rich backstory (well, really, many rich backstories) which adventuring parties can use as inspirations for unlocking secrets, confronting powerful foes, and 'liberating' great treasures. What is more, the product is self-referential in numerous subtle ways. This means that actions taken by adventurers one level can and will affect their adventures elsewhere in the Halls, sometimes in ways that they may not even realize. We have provided numerous cross-references which the GM can use to help keep track of how foolish or clever actions in one place might affect actions taken elsewhere. In this sense, the Halls are a living place, and the adventurers only one of many inputs that affect how the site evolves and changes. Some GMs and some parties may be less interested in backstory, history, and/or interconnections. That's fine. The Halls work perfectly well without paying attention to such matters. But for those GMs wishing to get the most out of the product, that background is fully available, both in the appendices (World of Archontos, Arden Vul books) and in some of the introductory chapters (Factions of Arden Vul).

The third guiding principle was that the Halls ought to offer a loving homage to the tropes of old-school gaming. The Halls attempt therefore to offer plenty of the familiar in terms of monsters, traps, puzzles, and treasures while simultaneously offering new interpretations of and variations on those tropes, all intended to challenge even the most grizzled grognard. So, while there are some familiar motifs (like pit traps), there are also scores of new traps, designed solely for this product. Similarly, while many of the foes found in the original three monster books can be encountered here, so too can some 200 new monsters, all designed in the old-school vein. Other old-school tropes abound. The Halls are dangerous. PCs will undoubtedly die. Such is the way of it! In addition, while the product generally follows the old trope that dungeon levels get tougher the deeper they are from the surface, this is only a guideline and not a rule. Indeed, there's nothing more annoying than players confidently asserting that since it's the 2nd level of the dungeon, they can expect to face only 1st or 2nd-level monsters! PCs adventuring in the Halls will need, to the contrary, to be extremely cautious; they will need to gauge each situation carefully, and be prepared to flee if (as is likely) they stumble across a hidden location that is clearly out of their league. Of course we have not been purposefully sadistic. In most cases, it should be clear from context clues that PCs have stumbled into dangerous areas, even if it is 'only' on Level 3.

The fourth guiding principle was that the Halls should offer the opportunity for lots of styles of role-playing. For those who prefer combat, the Halls have plenty of opportunities to 'use the axe', and several of the possible culminating encounters provide suitably epic, campaign-defining combats. And yet the Halls are also ripe for negotiation, plotting, and politics: twelve factions of sentient creatures can be found within, many of which are willing to negotiate with like-minded parties. In addition, the Halls contain two major trading centers, a strange "inn" for travelers, and an arena, all of which can serve as neutral grounds in which parties can catch their breath, heal, and exchange goods and information. For those parties who like to unravel secrets, the Halls provide fertile ground for investigation; such investigations are, in most cases, not merely satisfying to the players' sense of curiosity, they also can prove extremely lucrative to the PCs of such players. Ultimately, the Halls are designed to provide a little bit of everything (or, perhaps, a lot of everything!). In so doing they attempt, humbly, to emulate the great works of the early designers of dungeons.

Note on Designation of Keyed Locations

All keyed locations in this product are designated by a two part code: the first part is a prefix indicating the chapter or level in which the location may be found, while the second is the numbered location within that chapter or level. So, for instance, the famous Obsidian Gates are designated as area 5-6D; this means that they may be found on Level 5, and in area 6D of that level. Similarly, AV-15 indicates the great pyramid of Thoth found in the ruined city of Arden Vul; it is found in the AV (city of Arden Vul) chapter, under area 15.

Starting Levels for PCs

The Halls of Arden Vul should provide challenges and fun to PCs of any level from 1st to 12th. Those GMs wishing to start a new campaign with 1st-level PCs should be forewarned, however: the design principles described above mean that fragile new characters need to be exceptionally cautious in adventuring within Arden Vul; the multiple entrance points to the dungeons and multiple interconnections between levels make it entirely possible for cocky PCs to quickly end up in areas that greatly exceed their capabilities. Even in those areas more appropriate to low-level parties, the design principles sketched above mean that PCs should be careful in exploration; they should be ready to flee if (or when) they encounter something beyond their capabilities. Of course, these points lie at the heart of old-school play, and experienced players will know exactly what to expect.

New 1st-level parties should probably have received the rumor that the most accessible entry point is through the Pyramid of Thoth (AV-15). Such information would lead them to Level 3, which was always intended to be the 'default' starting level for 1st-level PCs. If the players are relatively inexperienced, however, the GM might wish to guide them towards Level 1 (perhaps by Kronos Kettle-Belly in AV-22, whose men may have discovered the stairs at AV-17), which was specifically designed as a 'starter' level for players new to the pleasures of old-school gaming. While such weak parties might well discover other enticing secret entrances to the Halls, they should probably know better than to tempt the fates by descending too deeply into the dangers below the mountain.

The GM could also easily drop the Halls into an existing campaign. PCs who have already gained a few experience levels (2nd to 4th levels) will be able to breathe more easily in the lower levels (Level 1, Level 3, Sub-Level 3), and will find Levels 2 and 5

challenging. PCs who have already reached the first edition 'sweet spot' (level 4-7) will find the lower levels relatively easy (at least in most sections), and might be encouraged to delve more deeply, perhaps by revealing one of the direct routes from the surface or cliff face to the middle levels (Level 4, Level 5, Level 6, etc.). Still, as noted above, each level has a mixture of challenges, so even more powerful parties might find themselves needing to work carefully to pass through portions of the lower Halls.

While keeping in mind the principle that every level will have a few challenges above what might be expected, the following chart offers some suggested PC levels for a few of the most accessible upper levels of Arden Vul.

Arden Vul Location	Suggested PC Experience Level	Typical Entry Point(s) to Arden Vul Location
Ruined City (AV)	1st to 4th	EX-8 to AV-1
Pyramid of Thoth (UP)	1st to 3rd	AV-15
Tower of Scrutiny (TS)	6th to 9th	AV-8
Level 1	1st	AV-17
Level 2	3rd or 4th	AV-14, or 3-21
Level 3	1st to 4th	AV-15/UP-5, or EX-11, or 1-21
Level 4	2nd to 5th	EX-15, or several entrances from Level 3
Level 5	3rd to 5th	3-12, or 3-7, or the Great Chasm (5-34)
Sub-Level 3	2nd to 3rd	EX-12, or 2-56F, or 3-123
Sub-Level 8	4th to 7th	EX-16
Sub-Level 13	6th to 9th	EX-17
Sub-Level 15	3rd to 6th	AV-46, or 2-33

General Construction Features

The subterranean regions of Arden Vul have been worked for thousands of years by a series of different peoples. Each of these cultures left a distinctive imprint on the physical space of the Halls. The descriptions below proceed from the first delvers within the halls to the latest.

In what follows, however, it should be remembered that the central feature of the Halls is not man-made at all, but is rather a natural feature, the Great Chasm. Extending more than 1,500 feet between Level 2 and Level 9, the conical Chasm provides the most direct (but dangerous!) means of traveling vertically throughout the dungeons. Unsurprisingly, the Chasm also provided the starting point for most of the cultures that delved beneath the cliff face: heqeti, rudishva, Archonteans and varumani typically used the Chasm as the focal point for their subterranean halls.

Heqeti

The heqeti were the first to delve within Arden Vul. Arriving from the Underearth about 3,600 years ago, they erected the colossal ziggurat of Kauket within the mephitic marsh (10-15) and colonized the floor of the Great Chasm (i.e., Level 9). Limited delving of upper sectors of the Great Chasm, including the **pukel-manders** (see new magic items), the Obsidian Gates (5-6D), the Hall of Forty Pillars (5-6), and an upper temple to Kauket (7-79), proceeded. The heqeti were driven from Arden Vul twice, first by the rudishva in 32 AEP and again by the Archonteans in 1942 AEP. They returned 300 years ago (2682 AEP) and immediately restored the ziggurat; they now seek to reclaim their former dwellings.

Stonework: Most of the heqeti construction is ancient, dating to the period between 32 and 1942 AEP. Surfaces are worked (with hand tools), but not smoothed; indeed, surfaces have a pebbled, bumpy texture. The heqeti also spread a special non-lethal slime across these surfaces that gives them an oily, greasy feel.

Doors: Doors are stone and typically unlocked

Ceiling Height: 10', unless otherwise indicated

Sculpture and Art: The heqeti do carve statuary and relief images, but infrequently. When they do, the subject matter tends to be struggle against their enemies and/or images of their great dread lords, Kauket and Rimmaq-Isfet. The great **pukel-manders** (see new magic items) are indicative of the heavy, oppressive feel of heqeti artistic programs.

Locations: 2-48, 2-49, 2-56C, 3-51, 3-117, 4-51A, 4-51B, 4-74, 4-151A, 4-152, 5-6, 5-18, 5-25, 5-41, 5-42, 5-46 to 5-49, 5-52, 5-104, 6-1, 6-50, 6-51, 6-54, 6-68, 6-92 to 6-98, 6-104 to 6-107, 7-78 to 7-84, 7-138, 7-139, 8-25, 8-26, 8-76, 8-159, 8-162, 8-165, 9-31 to 9-48, 9-76 to 9-82, 9-108 to 9-126, all worked areas of Level 10, SL5-32, SL5-36 to SL5-42, SL6-4, SL6-6, SL6-35, SL9-27, SL9-30. Mention should be made of the pukel-manders scattered throughout the upper levels. Finally, although areas 6-41 to 6-43 and 6-55 to 6-91 were originally heqeti areas, they have been repurposed over the millennia and have thus lost some of the pebbling and most of the oiliness of typical heqeti chambers.

Rudishva

The rudishva arrived in 32 AEP when their starship, the Shining Beacon of Glorious Heaven (aka, the Beacon), crashed into the cliff, its matter-phased pieces scattered at various depths. Once it was clear that rescue was not imminent and that the Beacon would never fly again, the rudishva began constructing permanent dwellings. They drove the heqeti from the upper reaches of the Great Chasm and established a base on what is now Level 5, locating it behind the ancient heqeti Obsidian Gates. These dwelling were connected to the surviving modules of the Beacon by a network of teleportation nodes. As the years of exile turned into decades and the heqeti resistance stiffened, the rudishva established breeding nests for the varuda and growth tanks for the varumani (the Troll Pits, 5-132). With these additional forces, the rudishva went to war against the heqeti and drove them from Arden Vul (77 AEP) Over the next century, the rudishva expanded into other portions of the halls, delving new halls on Level 9 and elsewhere while hegemony scientists attempted to engineer a new propulsion formula for their shuttle craft (SL13-37). During these years, the heqeti returned in secret to Arden Vul. Allying themselves with the traitorous kaliyani, the heqeti launched a surprise attack on the rudishva hegemony in 193 AEP; the heqeti slimes were deadly, and wiped out the rudishva, the varuda, and half of the varumani. The rudishva halls have remained unoccupied ever since.

Stonework: The rudishva favored a modernistic, 'clean' style in which right angles were absent. All rudishva chambers and halls therefore have rounded corners and no ninety-degree angles. The style has the effect of rendering corridors tunnel-like and chambers ovoid. The surfaces of rudishva chambers are typically sheathed with highly polished marble, either in pure white or dark black; the sheathing is formed of octagonal tiles, which fit together perfectly without grout lines (thanks to the advanced mining and cutting tools available to the rudishva).

Doors: Rudishva doors are always 6'-diameter oval dilating irises made of grey plasteel. An oval panel 6" high is set into the wall on the right side of the door; this panel flickers with a colored light that runs successively through the color spectrum. Each door was originally installed with security protocols that allowed only those crewmen of a particular rank to open the door. In game terms this means that a rudishva identity plaque (see new technological items) of the correct color must be placed against the panel, at which point the plasteel irises open.

Ceiling Height: 12', unless otherwise indicated

Sculpture and Art: The rudishva did not typically adorn public areas with sculpture or painting, so most of the ancient areas connected to the survivors of the Beacon are featureless. A few exceptions exist, especially in areas connected with the kaliyani, as the kaliyani culture did favor sculptural art (see below). One important exception is the Midnight Road itself (5-91), along which runs a kaliyani-inspired frieze of complex, kinetic sculpture of writhing figures surrounded by floral and geometric patterns.

Locations: 3-39, 4-156, 4-157, 4-158, 5-30, 5-31, 5-53, 5-54, 5-84, 5-86 to 5-98, 5-105 to 5-138, 6-4, 6-5, 6-27 to 6-38, 6-95A, 6-99, 6-100, 6-102, 6-103, 6-109 to 6-111, 6-113 to 6-124, 6-162 to 6-164, 7-4 to 7-6, 7-35 to 7-44, 7-108 to 7-111, 7-143 to 7-146, 8-29, 8-35, 8-46 to 8-48, 8-51 to 8-53, 8-56, 8-59, 8-62, 8-157, 9-29 to 9-30, 9-88 to 9-97, SL2-2, SL2-3, SL6-3, SL6-27, SL6-32, SL6-37, SL9-41, SL9-41A, SL9-43 to SL9-49, SL9-52, SL9-53, SL10A-30 to SL10A-33, SL12-4 to SL12-12, SL13-37 to SL13-39, SL14-6 to SL14-14

Varumani

The varumani survivors fled the collapse of the rudishva hegemony in 193 AEP. After wandering in the middle levels for several decades, they finally settled into a series of caves halfway down the Great Chasm (Level 7). Over the following centuries they developed a powerful, if insular, society centered around the four clan-holds (7-17, 7-18, 7-25 and 7-26), the thegn's court (7-75), the audience hall (7-27), their 'great pit' (7-32), and a trading center known today as the Troll Market (7-76). As befit security personnel on the Beacon, the modern varumani have labored to ensure that entrance to their halls is protected by a handful of choke-points. Aside from the system of troll lifts developed close to 500 years ago, the varumani have seen little reason to expand beyond their carefully-guarded hold.

Stonework: The varumani halls feature carefully-worked and polished native stone (granite, mostly).

Doors: Varumani doors mimic Archontean ones; that is, they are formed of wood with iron bands for extra support.

Ceiling Height: Varumani ceilings are 10' high unless otherwise indicated.

Sculpture and Art: Influenced by long centuries as tributaries to the human archons, varumani art is clearly modelled on Archontean forms and styles. It includes brightly painted walls, life-sized statues, the occasional fresco representing a thegn or some heroic feat of arms, etc. In terms of quality, though, varumani sculptors and painters are more enthusiastic than skilled.

Locations: 7-1, 7-8 to 7-33, 7-65 to 7-77

Archontean

The Archonteans arrived at Arden Vul in the century after two Archontean heroes, Arden the Defender and Vul the Sorcerer, 'discovered' the area in 829 AEP. The surface city was chartered by imperial decree in 893 AEP, and, seeking **arcanum** (see new magic items) and ancient artifacts and knowledge, the Archonteans began delving into the subterranean areas shortly thereafter. The powerful and wealthy temples of Thoth and Set were major pioneers in this effort, together developing much of Levels 1, 2, 3, 4, and 5, and Sub-Levels 2, 3 and 8. Building projects sponsored by the (secular) imperial administration were responsible for developing sections of Levels 6, 7, 8, and 9, and Sub-Levels 4, 6, 7, and 13. Individual Archontean officials also developed tombs and other hidden retreats throughout the complex; two of the most significant were the famous tombs of the Drowned Canyon (SL6) and the almost unknown tomb of Isadora (SL11).

Stonework: The quality of Archontean masonry is generally high, with neatly trimmed native walls covered (originally) in plaster. Most plastered surfaces were painted with bright colors, with some carrying painted frescoes appropriate to the purpose of their chamber.

Doors: Doors are wood, with iron bands for support.

Ceiling Height: 10' unless otherwise indicated.

Sculpture and Art: The ancient Archonteans favored representational art. As a result, important public chambers were typically plastered and then either painted with frescoes depicting scenes appropriate to the function of the chamber, or painted simply in a vibrant color. Sculpture was typically highly realistic, taking either the form of free-standing statues or of relief sculptures of varying depth. Modern Archontean art is frequently less realistic, although still representational, favoring wispy, elongated, ethereal depictions of idealized persons; it is typically found only in those areas occupied by the failed expedition of Adrienic (e.g., 5-15, 5-16, 5-19 to 5-24, etc.). It is possible for a viewer well-versed in ancient iconography to deduce the builders and purposes of individual chambers from the garb of figures depicted in frescoes: regions built by the priesthood of Thoth, for instance, will include images of priests in tall cylindrical headdresses and heavy vestments (in orange), as well as repeated use of ibis, baboon, and other appropriate images.

Locations: All of the ruined city (AV map), all of the Tower of Scrutiny (TS map), all of the Pyramid of Thoth (UP map), all of Level 1, all worked areas of Level 2 (except 2-48, 2-49, and 2-56C), all worked areas of Level 3 (except 3-39, 3-51, 3-117, and 3-192), 4-1 to 4-51, 4-52 to 4-62, 4-101 to 4-111, 4-118 to 4-120, 4-122 to 4-150, 4-159 to 4-164, 4-167 to 4-171, 4-177, 4-180, 4-181, 4-183, 4-185, 4-187, 5-1, 5-6 to 5-17, 5-19 to 5-24, 5-26 to 5-29, 5-35 to 5-40, 5-56 to 5-64, 5-66 to 5-81, 5-83, 5-85, 6-7 to 6-16, 6-18 to 6-20, 6-40, 6-44 to 6-49, 6-52, 6-53, 6-130 to 6-160, 7-100, 7-119 to 7-130, 7-136, 8-1, 8-3 to 8-21, 8-28, 8-30 to 8-34, 8-36 to 8-41, 8-69, 8-70, 8-77 to 8-79, 8-83 to 8-86, 8-95 to 8-107, 8-119 to 8-127, 8-133, 8-142 to 8-149, 8-168, 9-58 to 9-64, 9-98, and 9-100 to 9-107, SL2-1, SL3-2 to SL3-11, all worked areas of SL4, SL5-43 to SL5-47, SL6-2, SL6-5, SL6-7 to SL6-10, SL6-16, SL6-17, SL6-17A, SL6-20 to SL6-23, SL6-28, SL6-29, SL6-31, SL6-33, SL6-34, SL6-

36, SL6-38 to SL6-48, SL6-55, SL6-58 to SL6-63, SL6-65 to SL6-98, all of Sub-Level 7, SL8-9, SL8-13A, SL8-17 to SL8-24, SL10A-1 to SL10A-6, SL10A-12 to SL10A-28, all of Sub-Level 10B, all of Sub-Level 11, SL13-4 to SL13-27, SL14-1 to SL14-5, SL15-4, SL15-7 to SL15-10, SL15-13, SL15-17

Kaliyani

Although their ancestors were an important part of the rudishva hegemony that built sections of Level 5 (and elsewhere), the modern kaliyani have only a limited footprint in Arden Vul. Arriving in Arden Vul some twenty-one years ago (in 2972 AEP), Tsilliv's band of renegades have developed a small consortium in the kaliyani style on Sub-Level 9. While they are eager to locate traces of their former presence in Arden Vul, they have so far been unwilling to expand beyond the well-guarded precincts of their new consortium.

Stonework: The kaliyani are expert stone carvers. Walls, ceilings and floors within the consortium are neatly worked, and all feature the distinctive "no 90-degree angles" style inherited from the ancient rudishva days. As noted below, the kaliyani prefer to carve low-relief sculptures into all stone surfaces, including floors (although they may place mats atop such carved floors to protect the ceremonial carvings).

Doors: Kaliyani doors are oval in the tradition of the ancient rudishva dilating iris doors, although kaliyani doors are made of stone and do not require identity plaques or high-technology to open. These doors are rarely equipped with locking mechanisms (an exception is SL9-73); most can be pushed or pulled open easily.

Ceiling Height: Ceilings are 15' tall unless otherwise indicated.

Sculpture and Art: For public areas, the kaliyani favor busy, low-relief sculpture that covers every square inch of walls, floors and ceilings. The subject matter of such sculpture is typically kinetic, depicting kaliyani (and other allies) writhing in contest with foes; surrounding and interspersed among the action are floral and geometric images (e.g., 6-32, 6-33, SL9-60 to SL9-63, SL9-66, etc.). Private quarters are typically left un-carved. The kaliyani do produce statues, but rarely; their statues are designed to enhance the glory of a consortium, and are placed accordingly.

Locations: SL9-60 to SL9-77

Iconic Locations

Although specific knowledge about the ruined city and dungeons of Arden Vul has mostly faded into oblivion over the last millennium, a few locations remain better known and exercise a talismanic attraction among the civilized peoples. These "iconic locations" are those which the cognoscenti might be expected to remember, even if in only a partial or even faulty manner. It should be noted that almost no common folk outside of Burdock's Valley will know anything about Arden Vul; iconic locations are those likely to be known by sages, scholars working in the imperial or collegial libraries, and a handful of retired adventurers. The following list provides the current scuttlebutt about each location, that is, what makes each place 'iconic'. In addition, the list describes the veracity of the scuttlebutt, and the degree to which the information is widespread (i.e., how prevalent it is).

Adventurers and sages are those mostly to have heard of the iconic locations. The GM should feel free to select the locations known by such NPCs to fit her/his needs. Still, if randomization is desired, the following tables can be used to determine which iconic locations are known to a particular NPC. Table I ranks the chance of knowing about a location by the type of location; Table II provides an equal chance to know any of the locations.

Table I: Iconic Locations By Type

d20	Type	Possible Iconic Locations
1-9	Common	The Arena, the Forum of Set, the Glory of Thoth, the Great Cavern, the Great Hall, the Inn of the Lost, the Pyramid of Thoth
10-15	Uncommon	The Court of the Goblin King, the Great Chasm, the Howling Caves, the Obsidian Gates
16-18	Rare	The Drowned Canyon, the Hall of Forty Pillars, the Red Bridge, the Sundered or Imperial Span, the Well of Light
19-20	Esoteric	The Forge of Zhorak, the Troll Market, the Ziggurat

Table II: List of All Iconic Locations

d20	Location	d20	Location
1	The Arena	11	The Howling Caves
2	The Court of the Goblin King	12	The Inn of the Lost
3	The Drowned Canyon	13	The Obsidian Gates
4	The Forge of Zhorak	14	The Pyramid of Thoth
5	The Forum of Set	15	The Red Bridge
6	The Glory of Thoth	16	The Sundered or Imperial Span
7	The Great Cavern	17	The Troll Market
8	The Great Chasm	18	The Well of Light
9	The Great Hall	19	The Ziggurat
10	The Hall of Forty Pillars	20	Roll Twice, ignoring results of 20

The Arena (6-68)

The Scuttlebutt: A neutral ground deep within the mountain, where gladiatorial bouts are presided over by a fearsome undead warrior. It's a good place to gain experience by fighting, as well as the best spot to gamble and seek information. Bring your purse, because the arena isn't cheap. Although anyone can participate in arena bouts (if they dare), the house gladiators rarely lose. The Arena is hard to find within Arden Vul.

Veracity: Mostly accurate. The Arena Lord (6-85) is not undead, however, and the house gladiators do actually lose. The Arena Lord enforces peace within the Arena precincts, and anyone is permitted to participate ... if they dare. The Arena is actually easy to find, especially if one employs the Troll Lifts (e.g., 5-55 and 6-1)

Prevalence: Common

The Court of the Goblin King (SL4-23)

The Scuttlebutt: A powerful goblin refugee from Archontos holds court in set of halls located in the upper levels. The goblin

king's powerful sorcerers and ogre guards are the source of his power. The court is a swirling hotbed of intrigue, backstabbing, and information-trading. It's necessary to propitiate the goblin king in order to travel to the deeper levels, where the real wealth is to be found. The goblin court is best accessed through the pyramid.

Veracity: Partly accurate. The court of King Weskenim (SL4-22) is busy, but its rituals are mostly empty, and the king is eager to talk to (and impress) visitors. The goblin halls do not actually block access to the lower halls, although befriending the goblins will make it easier to access the chasm and the Sundered Span. Many informants seem to have conflated the goblin court with the larger and more dangerous court of the varumani thegn (7-75).

Prevalence: Uncommon

The Drowned Canyon (SL6-24)

The Scuttlebutt: The Drowned Canyon is an El Dorado-like location, where the un-plundered tombs of ancient imperial officials lie ripe for the looting. Most informants will confidently claim that one of the great lost treasures of antiquity is definitely to be found there: e.g., the **iron circlet of Ghanor**, the **bone ring of Jagri-Naz**, the **armor of Sulla**, or any of the unique, named magic weapons (see new magic items). Of course, most of those rumors are not true. Reports about why the canyon is 'drowned' vary, with most speaking of a vast lake that covers the tomb entrances. Most reports claim that there is only one entrance to the canyon, and that it is to be found in a hidden location within the old temple precincts (e.g., Levels 3 or 4).

Veracity: Some of the general information is accurate, including access routes found at 3-87 and 5-115, but the information about specific treasures is entirely false.

Prevalence: Rare

The Forge of Zhorak (8-100)

The Scuttlebutt: Attracted by the magical properties of Arden Vul, the legendary dwarven smith Zhorak set up his forge under the cliff of Arden Vul. The forge can be used to create magical items to this day, provided the smith knows the correct formulae, is strong enough to operate the forge, and/or can master the magical stone within which the forge was carved. Reports vary about Zhorak's fate: some think he is still living within Arden Vul, forging esoteric items. Others believe that, having been betrayed by imperial authorities, he 'took to the stone' somewhere within Arden Vul, leaving his stash of enchanted equipment to be plundered by the canny and bold.

Veracity: The basic report that Zhorak's forge remains open and usable is true. The report that Zhorak 'took to the stone' is interesting, if ultimately incorrect (for Zhorak's fate, see 8-97); it's interesting because most Archonteans don't know almost anything about Dwarven culture, let alone this closely-guarded secret. Of course, most rumor-mongers don't really know what 'took to the stone' means. The other details are mostly fabulous.

Prevalence: Esoteric

The Forum of Set (4-2)

The Scuttlebutt: Although it has been proscribed for centuries within all civilized territories, a cult of the god Set (one of the Twelve) has risen again, and has reoccupied the old market forum within Arden Vul. The forum is easy to access through a hole on the cliff-face. The cultists welcome those who show respect to their dread Lord, and particularly to those who bring valuable goods to trade in the Forum. The Forum is the best site from which to outfit expeditions to other parts of the Halls, at least for those strong enough to resist the nefarious slavers guild, known as the Guild of Service. The high priest of Set commands the loyalty of lots of monsters, who provide security for the Forum.

Veracity: Mostly accurate, especially about the trading function of the Forum and the access point on the cliff-face.

Prevalence: Common

The Glory of Thoth (3-2)

The Scuttlebutt: A glorious, bejeweled statue depicting the god Thoth (one of the Twelve). The statue is said to lie directly beneath the Pyramid of Thoth (AV-15). One must beware, for the Glory comes to life to protect followers of Thoth and to smite evildoers. It is said that placating the Glory with gifts of gnostic knowledge will secure a blessing from the god.

Veracity: Mostly accurate. The statue is located directly beneath the pyramid, and offerings of scrolls do produce a blessing of sorts. The statue does not come to life but is, however, part of a complex puzzle leading to the hidden treasury of Thoth (3-23 and 3-24).

Prevalence: Common

The Great Cavern (3-163, 3-172)

The Scuttlebutt: The priests of Thoth discovered in antiquity an enormous underground cavern containing a river, lake, and giant grove of mushrooms. Strange creatures lived in the groves, but the Thoth priests tamed them. The temple used the fungal forests not only for food, but also as a site in which to conceal the tombs of their favorite priests, including the legendary Ptarmis, who discovered the grove. Today the Cavern is nearly empty, and ripe for pickings. Watch out for the dragonflies, though!

Veracity: Almost entirely true. The dragonfly reference refers to the automatons of Kerbog Khan (SL12-25), which can be either helpful or harmful.

Prevalence: Common

The Great Chasm (2-63A, 3-38, 5-34, 6-108, 7-3, 8-2, 9-1)

The Scuttlebutt: A giant chasm at least 1,000' deep bisects all the underground region of Arden Vul. It's the best way to travel between the multiple levels, especially since a giant staircase has been cut into the walls of the chasm. The only danger are the cave worms that dwell within holes in the chasm wall. It is said that six waterfalls plunge down the chasm! One hot tip is that the shrine to the great Archon Marius is located just off the chasm about halfway down the shaft.

Veracity: Partly accurate. The chasm does extend from level 2 to level 9, and does provide the surest method for quick ascent or descent. While the staircase is a myth, the system of troll lifts (5-55, 6-1 to 6-5, 7-1, 8-1) provides a relatively safe way of traversing the chasm. The shrine of Marius (6-154) is not really located 'just off' the chasm. The story about the cave worms is a total urban legend, created centuries ago by bored adventurers; other threats, including cavern cephalopods, do lurk within the chasm, though.

Prevalence: Uncommon

The Great Hall (3-123)

The Scuttlebutt: A giant hall of crucial importance to the exploration of Arden Vul. Some argue that the Great Hall is the same as the Hall of Forty Pillars, while others claim it holds the Obsidian Gates, and still others speak of it in hushed tones as the punishment hall of the priesthood of Thoth, where the barks and whoops of dead prisoners still echo today. Only a handful describe it as two- or three-story hall filled with broken pillars and strange statuary, lying moreover in a strategic position on the borders of the territory of some deadly humanoid warriors. All agree, however, that the Great Hall is an essential landmark, one that provides a jumping off point to [fill in the blank with a specific location - the most reputable accounts accurately note that it leads directly to the Great Cavern].

Veracity: Mixed, mostly because the name of this location is vague enough that explorers have been willing to identify many locations (2-35, 5-66, 6-68, 8-7, etc.) as the 'true' Great Hall. After all, any imposing hall may well seem 'great' to a visitor. The GM could use the general confusion about this location to seed false rumors, or, conversely, to provide useful information to those exploring the upper levels. Ironically, none of the accounts realize that one of the greatest treasures lost within Arden Vul - **the iron circlet of Ghanor** - is located in a secret tomb just off the Great Hall (3-127).

Prevalence: Common

The Hall of Forty Pillars (5-6)

The Scuttlebutt: A dark, ominous hall filled with heavy, squat pillars. Croaking sounds emanate from the very pillars! Although the Hall of Forty Pillars contains no treasure itself, it is essential to locate, since it leads directly to the fabled Obsidian Gates. Some dark rumors suggest that the souls of dead adventurers are imprisoned within the pillars. The Hall is said to lie on the level below the old Archontean temples. A few claim it was not built by human hands.

Veracity: Mostly accurate, although the rumors that the pillars contain souls are false. The croaking noises come from the strange toads that inhabit the hall.

Prevalence: Rare

The Howling Caves (2-56)

The Scuttlebutt: A series of natural caves abutting the old precincts of Thoth in the upper levels. They take their name from the howls and moans that emanate from them. Explanations for the howling vary. Most attribute them to the hunger of a battalion of ghouls created from the corpses of long-dead priests abandoned during the Archontean retreat. Others claim the howls are produced by a series of mutant dogs that roam the ruins. All, however, claim that it is best to exercise extreme light- and noise-discipline when exploring the precincts of Thoth. No treasure rumors are associated with the Caves; they are mostly cited as a sort of 'bogey-man' designed to frighten or intimidate new explorers.

Veracity: Mixed. The literal Howling Caves are indeed found to the south and east of Level 2, but most explorers use the phrase to describe all of Level 2. The ghoul story is erroneous (although some nasty ghouls can be found nearby, at 2-20 to 2-22). The 'mutant dog' story is closer to reality, as the howls are produced by the large albino baboons that hunt in packs. Most accounts are hazy about which parts of the precincts of Thoth are affected by the Howling Caves; for instance, Level 3 is part of the precincts of Thoth but lacks baboons and howls.

Prevalence: Uncommon

The Inn of the Lost (6-7 to 6-20, 6-28)

The Scuttlebutt: A welcome beacon of refuge amid all the hazards of Arden Vul. This inn is operated by a kindly old gentleman, whose magical abilities ensure that no monsters enter the Inn. Rates are reasonable, given its location, and the common room even features decent entertainment. Look for the Peace Door (6-7A), which is located in a corridor lying just east of the Chasm.

Veracity: Accurate. It is true that the Inn offers protection versus all external threats; the rumors do not reveal, however, that the proprietor, Thegan Whitemane, is not always as kindly as he seems (nor is he a sorcerer).

Prevalence: Common

The Obsidian Gates (5-6D)

The Scuttlebutt: A gigantic pair of black, stone doors, beyond which lies the fabled wealth of several lost civilizations. Although famously difficult to penetrate, each report about them usually includes a 'sure-fire' way to get past them. Some of those schemes include tracing the strange glyphs on the doors three times, sacrificing to the correct god in front of the gates, locating a stone guardian whose fingers act as keys to the gates, and so forth. Regardless of the variety of methods for breaching the Gates, the reports uniformly describe vast and unique treasures to be looted behind the Gates. The more sophisticated reports add that these treasures come from an ancient lost civilization that predates the Archonteans. A handful of accounts reveal that the Gates are warded against most ordinary magic, including knock and teleport. The rumors place the Obsidian Gates at the end of, or just beyond, the Hall of Forty Pillars, in the middle levels of Arden Vul. All agree that the Gates were never penetrated by the great sorcerers of antiquity.



Veracity: Accurate, except concerning the methods of penetrating the Gates (some of which are downright dangerous!).

Prevalence: Uncommon

The Pyramid of Thoth (AV-15)

The Scuttlebutt: A huge pyramid standing in the ruins of the above-ground city of Arden Vul. The pyramid was a central site for the worship of Thoth, and still contains a bejeweled cult statue. More importantly, the pyramid contains the best and most reliable way of entering the dungeon levels. It is said that placating the cult statue is the way to open the route to the dungeons. Wise speakers might comment on the strange fact that the pyramid is one of the few structures in the city that was not ruined by the [dragon, Sortian magic, giants, divine anger - the cause varies by speaker] that destroyed the city.

Veracity: The basic facts are accurate, except for the causes for the city's destruction.

Prevalence: common

The Red Bridge (4-120A)

The Scuttlebutt: A bridge made of red stone spanning a depthless chasm and leading straight to the Forum of Set. Reaching the Red Bridge is a sign that one is safe within the precincts of Set. Most agree that the Red Bridge is also enchanted such that it prevents those intending harm to Set from passing. The Bridge is best accessed through a cave on the cliff face, to the west of the waterfall; one must traverse several ruined halls before reaching it.

Veracity: Mostly accurate. Although located on the southern borders of the safe zone delimited by the cult of Set, the Bridge is not entirely safe, as cavern cephalopods often threaten those who traverse it. The Bridge is enchanted, but not in the manner suggested by the rumors; instead, it amplifies footfalls so as to alert the Set guardsmen of approaching visitors.

Prevalence: Rare

The Sundered, or Imperial, Span (5-35)

The Scuttlebutt: A prominent landmark within Arden Vul, this bridge crosses the Great Chasm at a point about halfway down the chasm's vertical distance. It marks the boundary between the territory of the goblins to the west and the vicious trolls to the east. The name given to the Span varies by the teller; those of a more historical or scholarly bent might accord the bridge the name 'Imperial Span' as a memory of its role in helping ensure the Archontean hegemony; more casual or more recent travelers might call it the Sundered Span, noting that it has been broken in the middle (although a jury-rigged repair job still allows passage). A few accounts warn of the swarms of goblins and/or Arden Vul trolls that guard either end of the Bridge; these enemies must either be defeated or bribed to allow passage. There's a small chance that an interlocutor describes an 'island' floating in the chasm below the Span (i.e., 6-4).

Veracity: The basic facts of the Span's location, status (sundered), and proximity both to the goblins and the varumani are accurate. The stories about hordes of goblins and 'trolls' are alarmist; the goblins to the west welcome visitors willing to pay a small toll, while the varumani outpost to the east is in fact the topmost station in the system of troll lifts (5-53 to -5-55).

Prevalence: Rare

The Troll Market (7-76)

The Scuttlebutt: An exotic market in the lower levels where all manner of bizarre goods - from coins, statuary, gems and magic, to living creatures and strange plants - are sold by traders hailing from deep beneath the earth. The Troll Market is operated by the band of vicious trolls that control the lower levels; they patrol the market atop giant riding lizards and tolerate no disturbances. In fact, unless they are well lubricated with coin and/or information, they are likely to take offense and sell the incautious into Underearth slavery. Still, the Market is said to be the best place to acquire relics from the lost civilizations that occupied Arden Vul before the Archonteans. To reach the Market, one needs to pass the Sundered Span and traverse the Great Chasm almost to the bottom.

Veracity: Partly accurate. It is true that exotic goods are traded here, and that the market is located a good ways down the chasm. The scare stories about the vicious trolls are exaggerated, however; the varumani warmly welcome those traders whom they have invited to the market (by granting them a troll thegn's passport).

Prevalence: Esoteric

The Well of Light (2-1)

The Scuttlebutt: A man-sized well leading from the surface of the ruined city to the private precincts of the old priesthood of Thoth. By all accounts, the Well is extremely dangerous, and only the most experienced and well-warded adventurers are advised to even consider testing it. Some accounts emphasize the blinding glare or even burning interior surface of the well; other accounts focus on the troops of undead, including magic using creatures, that lie at the foot of the well. Still, a common refrain about the Well links it to the lost library of Thoth, which is said to contain much lost and valuable knowledge (2-7); for this reason, there seems to be no end of adventurers willing to risk the well. It is easy to find the mouth of the well amid the ruins of the northeastern quadrant of the city, not far from the pyramid of Thoth.

Veracity: The basic facts are fairly accurate, as the well is located near the pyramid, and does debouch near both the library of Thoth and the secret library of Thoth (2-72). The dangers of climbing up and down the well are largely exaggerated, as are the threats awaiting those who successfully make the climb: rather than undead, it is the packs of feral baboons who pose the greatest threat to adventurers.

Prevalence: Rare

The Ziggurat (10-32 to 10-37)

The Scuttlebutt: A cursed ziggurat built of cyclopean blocks of pitted, greasy stone occupies the lowest levels of Arden Vul. The ziggurat serves as the focus for a demon-prince of great power and malevolence. His servitors periodically restore the shrine, from which emanates great evil and corruption. The archons of old cleansed the ziggurat thoroughly, but (say some) evil has crept back into the site. Perhaps a new alliance of heroes is needed to cleanse it for good? Reports are vague about the location of the ziggurat, except to note that it lies below the foot of the Great Chasm.

Veracity: Mostly accurate as far as it goes. The ziggurat is devoted to the worship of the demon-prince Kauket, and the heqeti have indeed restored the site. The ziggurat can be accessed through tunnels leading downwards from the chasm floor (see 9-82).

Prevalence: Esoteric

Rumors

The following two tables offer 200 hooks designed to entice PCs into adventuring in Arden Vul. Table 1 contains the usual sort of rumors that might be derived from conversation with other adventurers who braved the Halls or from tired barkeeps who have had to listen to adventurers whine about their failures (or boast about their successes). Table 2 contains more historical rumors, of the sort that might be gleaned from first-hand research or conversation with knowledgeable scholars.

It is recommended that each PC new to adventuring in Arden Vul be allowed at least one roll on each of the two tables. These base rolls reflect the background knowledge specific to that PC. Suggestions for how many rolls to allow per PC per table are provided below.

It is also possible that PCs may seek additional information about Arden Vul from NPCs in Burdock's Valley (or elsewhere). In such cases, the GM should use his/her discretion in deciding which table to use to generate rumors. If the person queried is a bartender or ex-adventurer, then Table 1 is appropriate. If the person queried is likely by virtue of his/her occupation or status to possess historical information about the Halls, then Table 2 might be appropriate. If the GM wishes to randomize the generation of subsequent rumors, he/she should roll d10 on the following chart.

D10 Roll	Result
1-6	Table 1 (Adventuring Rumors)
7-10	Table 2 (Historical Rumors)

Table 1: Adventuring Rumors

The items on this table are of the sort that might be provided by experienced NPC adventurers, or by inhabitants of Burdock's Valley with good reason to know something about the Halls (e.g., bartenders, innkeepers, rangers, certain priests, etc.). These rumors are thus likely to be based (at least theoretically) upon relatively recent practical experience or on recent hearsay; in this way, this table differs from the second, which contains more abstract, historical information.

How to Use This Table: It is recommended that every PC new to adventuring in Arden Vul roll 1-3 times on this table, using d100 to determine results.

Key and Organization of Sub-Table: The rumors are grouped according to their rarity. Rumors 1-30 are Common (C); rumors 31-60 are Uncommon (U), rumors 61-80 are Rare (R), rumors 81-99 are Very Rare (V), and rumor 100 is special. Such a grouping based on ascending order of rarity allows a GM who wishes to drop a further rumor during play to quickly locate rumors of a suitable sort.

Rumor Table 1: Adventuring Rumors

d100	Rumor
1	The old Pyramid of Thoth (AV-15) is the most accessible - and safest - means of entering the Halls of Arden Vul (mostly T). The long staircase through the pyramid that leads to the first dungeon level (3-1) is worn with age and covered with layers of graffiti; some of that graffiti is really useful! (T).
2	The upper dungeon levels under the pyramid were looted centuries ago (T/F), so it's best to find an alternate entrance. For instance, those creepy soldiers that look like animals must have their own entrance (T, see EX-11). In addition, there seems to be an unlimited supply of those white baboons - but where are they coming from? (T, EX-12)
3	The Great Chasm is an important route to the lower levels (T). Or so my sources said. The problem? A tribe of trolls lives in the chasm (F). They ride on top of tamed giant spiders so they can scamper up and down the chasm walls (F). Avoid it, mate! It's death to try the chasm.
4	There's a goblin city in the middle levels somewhere (T, see Sub-Level 4). The main entrance is a huge iron gate built into the wall of that Great Chasm that extends down into the depths (F). Find the great stone seat near Sundered Span (5-35), and you can rappel down from there (F). But be sure to bring tribute, as the goblin king requires a suitable gift to let you in (F).
5	The beast-soldiers hate the goblins (T) and the halflings (F). Those beasties are dangerous, especially the dog-men; they are stealthy and also use good military discipline (T). They even use poison! (F) They worship an obscure goddess named Dayn (T/F; her name is Deino, but she's not a goddess).
6	Bring lots of rope, since there's a massive chasm that extends throughout multiple levels. (T). It's the best way to get from the Thothian precincts to the lower levels (T/F), but it's extremely dangerous, since a tribe of flying baboons inhabits it (F).
7	Some talk about a chasm within the mountain, and claim it's a safe way to travel through the levels (T). This is a lie, as the 'chasm' is actually the mouth and intestines of an enormous underground serpent (F).
8	Powerful artifacts from the glory days of the Archontean empire are still to be found within (T), including the Orb of Krieg (F), the Ebon Spear (T; see SL5-13B) and the Bone Ring of Jagri-Naz (T, 5-74). The best source of information on their location is the Sage of the Middle Levels, a strange fellow named Gog (F, 5-2). Feed him some beast-flesh, and he'll set you straight.
9	Beware the Howling Caves! They're filled with ghouls that make this weird hooting and howling sound (F). I heard the ghouls are twice as strong as normal and howl in that way because of the strange enchanted, orange-colored rocks that stud the walls of their cave (F).
10	You should avoid the Shining Well that leads into Arden Vul. Unholy lights strobe up its length, causing permanent blindness in all and madness in a few. Even if you make it to the bottom, the ghouls are sure to make short work of you in the demonic light (F).

11	Watch out for lingering magical effects! They're all over the place. For example ... (roll d6) 1. there are mists on the entry level that teleport you to a random location (F) 2. a lot of the doors are false. When you open one, you'll see a mirror that turns you to stone (F) 3. some areas are inaccessible due to permanent walls of incredibly hot fire. Each wall of fire has a weird, dancing figure inside it (T-ish) 4. giant dragonflies - an escaped wizard's experiment - fly around the whole place, blasting people with lightning from their eyes (T/F) 5. you've heard of magic mouths? That place has magic bodies! I'm talking about enchanted frescoes that step off of the walls and chase you (F) 6. the Thoth priests loved teleportation. Watch out for doors marked with an ibis, since they'll teleport you to a new location if you step through one (F)
12	The goblins hate the beast-soldiers with a passion (T). We struck a deal to help the gobbos eliminate the walking beasts, but it proved too difficult, mostly because those dog-men have built some sophisticated fortifications and are pretty good with missiles (T). Then the goblins got mad at us and we had to run. My advice? Don't negotiate with anyone. Kill 'em all (F).
13	The priests of Mitra are looking for some chumps to track down one of their missing clergy, a priestess named Lillian. It seems she went missing by that huge overgrown Thicket down near the cliff of Arden Vul. We ran into a shepherd who claims he saw her being taken by walking pigs up the cliff into the ruins of Arden Vul (T/F). If you can find and return this Lillian, there's a big reward posted in Newmarket.
14	Everyone uses the old pyramid of Thoth (AV-15) to enter the halls (by the way, check out the gems used for that statue's eyes! My party leader wouldn't let me grab 'em. Superstitious fool). But because everyone uses that entrance, the areas beneath the pyramid have already been picked clean (T-ish). I'd suggest finding another route - I heard there was a Shining Well (T, 2-1) that leads straight to the sweet loot (F).
15	I saw some dodgy-looking tinkers and tradesmen making their way for something they called 'the Forum' (see 4-2), saying that Stephania (4-51) paid good money for the most basic supplies (T). They said: "If you want to go to the Forum, shine two lanterns from the left side of the river at night-time. Then look for the basket on the cliff face" (T)
16	Last week an adventurer collapsed in the street just in front of me. She was charred and badly wounded. She said she had just escaped from the Halls. Her last words? "Beware the Pyramid! The Eyes! The Eyes! They were everywhere ... and then, fire, lightning and swirling lights" (F)
17	There are some pretty bad people in there, each with his/her own band of followers. The worst of them is (roll d6): 1. the Red Witch, Steffie, with her hordes of zombies 2. the troll king Weskim, whose trolls ride giant spiders into battle 3. the bad-tempered sorcerer Carabog, who commands a horde of giant insects 4. Okanda, an ape the size of a building, with its ape-man servitors 5. the Mummy-King, Lotharius the Stern 6. Master Meteorite, leader of a band of soulless, undead knights [Note: these are all F as written, although the names Steffie, Weskim, Carabog, and Master Meteorite are corruptions of actual individuals - High Priestess Stephania of the cult of Set (4-51); Weskenim, king of the Goblins (SL4-22), Kerbog Khan (SL12-25), and Master Malachite, leader of the Sun-Scarred Knights (SL10A-32). Okanda and Lotharius do not exist]
18	That place attracts wizards and priests like dung attracts flies (T). A crazed wizard named Khan rules the second level from the top with the aid of an army of ghouls (F). It's said he needs new souls to keep him alive; his ghouls do the procuring for him (F). The worst part? He pretends to be helpful ... that's when the ghouls strike!
19	A psychotic halfling thug named Plummie, Plumit, or Plum-something has taken over the top level, just under the pyramid. He won't let anyone pass unless they buy an 'exploration license' (T, see 3-5). I'd pay up, because his goons are armed with potent magic wands (F).
20	The ibis-priests from the old days had an incredible library of rare books (T) on the fourth level down from the surface (F). The library is still filled with books, including ritual manuals, spell books, and obscure histories (T). The problem is that it is defended by the spectral form of the last librarian, who won't let any items be removed from the shelves (F).
21	Strange dragonflies flit about the underground areas. Their eyes appear to be formed of gems. Some of them can actually speak! (T) The speaking ones will try to bargain with you - offering information or healing in return for gems (T-ish).
22	At the foot of the chasm is a huge cistern the size of a lake (T/F - there is a lake at the bottom of the chasm). The cistern is 100' deep and covers the area of a small town. It is ruled by a terrible kraken (F).
23	A terrible dragon is the ruler of the surface ruins of Arden Vul (T). To access the dungeons you need to sneak past her in the dead of the night, when she's sleeping (F). I've heard that she extorts a toll on all those she catches exiting the Halls (T-ish). If you can't pay, she burns you up (T/F).
24	Everyone talks about the Drowned Canyon and all its wealth, but I don't know any adventurer who admits to actually having found the damned canyon! (T) The entire thing is a myth (F).

25	We visited the Forum of Set and saw the sites. You know, the big statue of Set and the pitiful slaves at his feet, the marketplace, and so forth. We paid up to attend the First Mystery. Huh, pretty lame! No, I won't tell you what it is ... it's a mystery! But the Second Mystery ... that was impressive! I heard there's supposed to be a Third Mystery, but when we asked the Deacon about it he told us to shut up or we'd be sold as slaves. (T)
26	A dueling arena exists (T) on the seventh level beneath the cliff (F). It is accessible through a gate set into the Great Chasm (F). The arena hosts bouts between gladiators and monsters (T). If you can't pay your gambling debt, you have to face a hydra in the pit (F).
27	The Set priests are slavers. Anyone they encounter on the Long Stairs leading to their Forum is liable to be enslaved. If you make it to the Forum, though, you're safe (T).
28	The beast soldiers sometimes visit the kobolds who live in that massive thicket southwest of Arden Vul (T). It's the best time to ambush them, when they're far away from home. Sometimes the beastmen bring captives from the Thicket to the Halls (T).
29	A fortified roadhouse exists within the ruins of the old city. You can get a bed and a meal there, and can sometimes sell extra loot to some traders who hang out in the common room. It's run by an Archontean fellow named Kettle-Belly (T). He's a good bloke (T/F).
30	The Green Lady who runs the town of Gosterwick is hiring adventurers to locate some important treasure inside Arden Vul (T). She'll outfit you with equipment and let you keep everything except .... (roll d6) 1. the **iron circlet of Ghanor** (3-127, see new magic items) 2. the **bone ring of Jagri-Naz** (5-74 , see new magic items) 3. the **ebon spear of Kentillian** (SL5-13B , see new magic items) 4. the ebony egg of Firuz (F) 5. the tablet of the Beacon (9-107, see new technological items) 6. the sword of Marius the Conqueror (F)
31	We met a crazy hermit in the ruins of the city (T; Lankios). His stew is foul, but if you eat with him, he'll give you some good directions (T and F). For instance, there's a staircase hidden behind a painted image of a baboon; it leads down to what the hermit called 'the scene of the crime' (T, see 3-12 and 5-11)
32	A patrol of those animal-soldiers told us about a series of elevators operated by intelligent trolls. The elevators can take you from the upper levels to the lower levels, easy as pie (T, see 5-55). Only those who secure the permission of the troll thegn can use them, though (F).
33	A massive ziggurat exists at the floor of the Great Chasm (T, 10-32 to 10-37); it's inhabited by undead giants (F).
34	We knew some folks who climbed down a well from the surface into the secret halls of Thoth (see AV-14). All but one never came back, and the one that did was blind and mad! He kept babbling about the dark and the hooting ... the hooting .... (T/F)
35	No one has made it past the Obsidian Gates (T, mostly), since even **knock** spell is unable to open them (T). The best treasures are said to lie behind those gates (T).
36	Most of the archons of Arden Vul built their tombs under the city, in odd corners of the Halls (T). So it's best to keep an eye out for strange construction and secret passages. I've heard that the tomb of [roll d10 on list below] is located within a grove of underground almond trees (T/F; the tombs below are all real, but none are located in a grove of almond trees). 1. Metion the Stern (5-17) 2. Basil the Archon (5-23) 3. Muirasso (5-36 to 5-40) 4. Julian Grex (5-85) 5. Liskon the Mad (8-133) 6. Phocion the Builder (8-142 to 8-144) 7. Agaperion Martel (9-128) 8. Zoferus Felix (SL6-42) 9. Hesekion the Red-Handed (SL6-59) 10. Borsella Iron-Fist (SL6-63)
37	There's a massive flooded canyon in there filled with tombs that predate the empire (T). The tombs are still loaded with treasure, just waiting to be looted (T). The canyon is easily accessible from the shrine of Marius (T/F) and is practically undefended due to the water (F).
38	A tribe of advanced lizardmen controls access to the lower levels (F). Although they worship a giant snake (T/F), they are more intelligent than the usual sort (F), and have advanced weaponry and magic (F).
39	It's worth trying to get information from anyone who is willing to talk. Most intelligent sorts will be willing to parlay, and a few have seriously good info! Look for a strange half-troll called Gog - he'll steer you right (T/F; see 5-2). It's the non-intelligent things that you have to watch out for.

40	A unique source of magical energy exists inside the plateau, drawing both creatures and inquisitive mages (T, **arcanum**, see new magic items). It can be manipulated by powerful mages for good ... or for ill (T). Look for the orange rocks.
41	Everyone heads to Arden Vul to try to plunder the subterranean vaults. But consider this - how much loot is just lying around in the ruins of the city? Why even go underground? We spent a couple of days at that fortified roadhouse run by that bloke, Kronos, and saw no threats in the city ruins (see AV-22). Nothing! (F) Sure the dragon flies around a lot, but if you're quick and silent, you ought to be able to slip into the Carrion Tower (AV-27) or the ruined palace of the archons (AV-29), and make your killing easy enough - right? But no, our leader wanted to go underground. See what it got me? [shows stump where his right hand used to be]
42	Lord Burdock used to be an adventurer (F), and he's interested in mounting an expedition into the Halls (T). He'll split any proceeds 50-50 (F). Apply at Castle Burdock at the entrance of the valley.
43	There are supposed to be some safe places in there somewhere, including some kind of Inn or Tavern or some such (T). Those who check in can never leave (F).
44	Some dodgy types came through recently with some trade goods. I overheard 'em talking about "the Forum, within the cliff, where I can trade this food for loot! I may even come away with some slaves!" (T) This Forum is strictly for evil-types (F).
45	An adventurer used this 'relic of Arden Vul' to settle a bet. But it's nothing more than a jagged piece of metal! Sure, it weighs the same as parchment ... but what use does it have? No one I know can make out the symbols on it, either! [T, a piece of rudishva plasteel]
46	I overheard an adventurer whispering about Arden Vul. She was saying "You know the Fox? that master thief from Narsileon? He made a big score in Arden Vul. But I know how to follow him to the unplundered tombs, since he always paints those little blue fox-pictures on the walls to mark his route. All you gotta do is follow the blue pictures!" (F)
47	The great Thothian wizard, Ptarmis, built himself a secret tomb amid a huge forest of colossal mushrooms (T). We found the fungus cavern on the second level from the surface (F), but were driven back before we could locate the tomb by some sheep-headed critters wielding swords and spears (T).
48	A polite gentleman speaking an archaic form of Archontean saved me from walking into a pit trap on the fifth level below the surface. Although clearly able to move as silently as a ghost through the halls, he was kind and generous, and only asked for directions in return for his service. He promised to protect me if I were to ever return, so long as I again told him how I had gotten to where he had found me. His name is on the tip of my tongue, but I just can't remember it... I do know that he was ... (roll d4) 1. short and dark, with a ruined eye and a long scar across his face; he was dressed in thieves' leathers 2. short and pale as a corpse, and dressed in one of those old-fashioned togas 3. tall and red-headed, with a bushy beard, and wearing only a loincloth 4. tall and fair, wearing an iron circlet studded with gems; his clothes were silk, but he wore no shoes. [Refers to the vampire, Cinna Minux (7-122), who regularly charms adventurers in order to pump them for information]
49	The halfling thug, Plumthorn, has perfected a recipe for a dangerous narcotic that he distributes in the form of 'mushroom ale'. Anyone who drinks that stuff (under the label "Hack's Special") becomes susceptible to suggestion by any and all comers (F)
50	The reason that the Halls are so dangerous is that they are alive, or, rather, because they are inhabited by a bodiless spirit that sees and hears all (F). This spirit calls itself Kerbog Khan and is known to accost all those who damage the structure of the Halls (F).
51	One of those creepy patrols of dog-men stopped us and asked us if we could procure some rare substance for them. Some kinda drug called 'rastite lotus powder'. I've never even heard of the stuff. But they were willing to pay a lot in coin and information for a supply (T).
52	The fellow who runs the arena has no name (T-ish) and looks like a lich (F). It seems like the house gladiators always win. Is the fix on? (F)
53	A weird goblin prophet named Gislu has been spotted near the Forum of Set. He's looking for some ancient goblin artifact (T) and is sure that the object is located near the Set shrine (F).
54	The Obsidian Gates are pretty easy to find, if impossible to open. All you have to do is descend from the Thoth priests' domain to the cave of Gog (5-2) and the gates are right there. Just don't touch those blasted doors, as you'll regret it (T).
55	Gog is this barmy old goblin (F) who lives in an underground grotto near the arena (F). He's eager to barter information for meat, especially beastman meat. If you do, he'll tell you a sob-story about how he was exiled from the goblin court due to the treachery of another goblin named Mook (T-ish).
56	The precincts of the ibis-god are littered with these creepy statues, all of which have eyes made out of huge gemstones (T-ish). If you try to remove the eyes, the statues animate and wreak bloody vengeance (F).
57	The first level underground, you know, beneath the Well of Light, is dominated by giant, sentient spiders. They roam in packs and wield magic wands (F).

58	Bands of lizardmen exit the Halls via a cave halfway up the cliff face, to the left of the waterfall (T). They lay fiendish traps along the Swift River and take unwary captives back to their lair to be eaten (F).
59	Lady Alexia, who runs Gosterwick, is competing with her brother, Lord Burdock, to locate four valuable items that used to be held by the archons of Arden Vul. The items include the **bone ring of Jagri-Naz** (5-74) and the **iron circlet of Ghanor** (3-127) (T). Lord Burdock has a map leading to both items, but requires that adventurers take his bailiff along with them (F).
60	The white-furred baboons that scamper about in the city ruins and on the cliff face are led by a pair of giant, four-armed white apes (T-ish). Those monstrous apes are intelligent, and are directing the baboons like an archon issues orders to his legionaries (T).
61	There are at least two pyramids inside that damned place (T). No, I'm not talking about the one on the surface; these are inside the dungeon levels, in the precincts of Thoth. The topmost one causes you to age prematurely (F), while the other, lower, one - which we never saw - is still being used by some depraved inhabitants (T/F). Of course there's a third one down below somewhere, a cursed ziggurat (T).
62	There's a safehouse, or inn, located deep inside the bowels of the earth (T). It's run by trolls (F). If you annoy them, they'll serve you for dinner (F). On the other hand, if you pay them a good bribe, those trolls will take you right to the safehouse (T-ish).
63	A massive road, built for creatures larger than us, runs for a mile through the caverns. (F, mostly; a hint about the Midnight Road) If you can get on it, you'll be able to reach the goblin king and the troll thegn. (F)
64	An band of super-powerful knights operates from within the Halls of Arden Vul (T). They're all undead (F) and afraid of the light (F). If you see one in his black armor, you should run ... and fast (depends).
65	There's access to a Sunless Sea somewhere underneath the Halls (T). An ogre boatman will sell passage across it (F).
66	The agents of Lady Ellagel, one of the co-rulers of the elven realm located far to the west of civilized human lands, have been quietly querying imperial officials in Narsileon about the location of her son, Erist. Apparently he went missing about 50 years ago in Arden Vul while on a journey of self-discovery (T). Elves!
67	You gotta know when to run, right? Just when you're feeling confident you might locate a tomb, only to find it guarded by some killer mummy. We were strutting through the Thothian areas like bosses until we found this sweet little tomb just off the Great Hall (3-127) … it all went south from there! (T)
68	Nerub Null, the archmage, entered the Halls about 25 years ago. (T) He possessed many texts from the Ancient Empire (T). He hasn't been heard of since, so he's most likely dead (F); if you could find his body, those texts and his items would be worth some serious gold!
69	There's a shrine to a cat goddess deep within the dungeons (T). A warrior I knew followed the feral cats from the upper levels all the way down the Chasm. They led him straight to the shrine (T), which had a 20' statue of a cat in solid gold (F). When he tried to chip off some pieces, the cats turned into panthers and chased him away (T/F).
70	The king of the goblins, a certain Weston the Bold (F, his name is Weskenim - see SL4-22), has lost the magical scepter that guarantees his legitimacy (T-ish). He's offering a big reward to anyone who can find it (T-ish, although Weskenim is keeping the search quiet). I heard that the scepter ... (roll d4) 1. was taken in pawn by that creepy guy who runs the arena (F) 2. fell to the bottom of the Great Chasm, and the goblins are too scared to descend to the bottom and look for it (F) 3. never existed; it's just an excuse for Weston to send undesirables to their death (F) 4. was taken in tribute by the thegn of the trolls and is now locked up in the thegn's vault (F)
71	A highly-toxic new poison has appeared in Newmarket and Gosterwick under the street name of "Mortality" (T). I have it from reliable sources that the poison is being brewed in Arden Vul (T). The brewer is ... (roll d4) 1. an Archontean fugitive named Cronox (Kronos Kettle-belly, AV-22), who has established an inn atop the cliff (F) 2. the king of the goblins, a certain Wastim, who hates all humans (F) 3. the notorious halfling criminal, Plumthorn (3-5) (T) 4. Lord Burdock's agents, who are operating in the one tower still standing near the pyramid of Thoth (F)
72	We were drinking some of that mushroom ale in the Forum of Set (4-2) when we overheard some of the red guardsmen whispering about some escaped slaves causing problems to the north (T). When we offered help, they turned officious and claimed there was no such thing - nobody escaped the Guild of Service (F). [The rumor refers to the escaped slaves at 4-100]
73	The Hall of Forty Pillars is right next to the Obsidian Gates (T). The hall is filled with these creepy albino toads (T-ish). If the wrong person touches the Gates, the toads turn into demons and attack (F).
74	Those famous twins from antiquity, Thekla and Taticus, are buried in Arden Vul along with their equally famous swords (T). Since they were Thoth-worshippers (F), their tombs can be found among the catacombs of Thoth (F).
75	To find the Drowned Canyon you gotta follow the water, right? I knew an adventurer named Leofwin Rufus who told me that all you had to do was locate the waterfall in the chasm and then follow the river back to the canyon (T). Easy as pie! [For Leofwin Rufus, see SL5-45]

76	The Sundered Span takes you from the precincts of Set to the Arena (F). Although it's sundered, it's easy enough to jump the break (F).
77	We know exactly where the fabled forge of Zhorak can be found. It is located .... (roll d4) 1. at the bottom of the lesser chasm in Set territory, that is, beneath the Red Bridge 2. on the fifth level, right next to the tomb of the great archon Marius 3. in a sub-level now occupied by lizardmen; the forge is flooded with water, but the goods are still there for the picking 4. in a secret cave located behind the great waterfall that pours down the cliff face [all these rumors are F with regard to the location of the Forge, although they all hint at real locations]
78	The Obsidian Gates only open to those who cast the correct sequence of spells on them. That sequence is ... (roll d4) 1. **dispel magic**, **silence 15' radius**, **knock** 2. **knock**, **rock to mud**, **passwall** 3. **silence 15' radius**, **dispel magic**, **teleport** 4. **dispel magic**, **protection from evil 10' radius**, **find the path** [all these sequence are F]
79	On the eighth level underground you can find a grotto filled with giant carved heads. The heads sing in recognizable tunes! (T) If you can get them to sing the right tune, they reveal a treasure vault (T). If they sing the wrong song, however, everyone dies (F). [refers to areas 8-146 to 8-148]
80	We found a couple of eyes formed out of silver (T, Sortian eyes, see new magic items). They're clearly magical, but we couldn't figure out how to use them. Maybe they open the Obsidian Gates (F)? Or they can be used to quiet those ancient granite toad-statues (F)?
81	A mage named Asrotelion has been sent by the College of Cinders to 'bring home' some crazy wizard named Cerbactos. It seems this Cerbactos stole some valuable tomes from the collegium (T). Asrotelion is using a lock of Cerbactos' hair to track the fugitive. According to Asrotelion, the entrance to Cerbactos' lair is in the catacombs of Thoth (T, 3-22A).
82	We spent a couple of hours in the market run by the Arden Vul trolls. On the floor of that market-cave we glimpsed some ancient military insignia; it looked like the symbol of the Sheepshead Rangers (i.e., the imperial IInd Legion). Wasn't that the legion that got destroyed with Adrienic a few centuries ago? I bet the Drome would be interested in that information (T). Of course you'd need hard evidence from the Troll Market to convince Keko the Lame (T, see World of Archontos appendix).
83	The green dragon that rules the surface ruins is the daughter of a terrible wyrm that lives at the bottom of the Great Chasm within the mountain. This ancient wyrm is twice as old and twice as potent as the green; it is served by a race of deathless, horned skeletons whom the old Empire referred to as 'the survivors' (F).
84	Those psychotic halflings that guard the route into the dungeons offered us a surprising deal. If we could find one of their missing friends, somebody named Carlo or something, they'd lift all tolls on us and even reward us with some of their special brew. Thing is ... I overheard the goblins talking about a shortie prisoner of theirs named Carloman. Same guy? I wonder (T. Carloman is a prisoner of the goblins at SL4-33)
85	One of the knights in the amazing armor - you know, the ones with the pale, scarred faces - stopped us and demanded to know if we had seen one of her companions, a knight named Sixth. Said their Order would pay good money for knowledge of his whereabouts. (T, Sixth is currently insane in area 6-39)
86	We were waiting to take the lift down to the troll market when a huge troll exiting the lift asked us a question in surprisingly good Thorcin! It wanted to know if we had seen one of its fellow hunters, a troll named Bedara. When we said no, the troll spat and wouldn't say another word. I got the feeling that they'd be real friendly if you could find this Bedara (T. Bedara languishes in prison at area 10-8).
87	One of the dragonflies with gems for eyes spoke to us in the ruined halls near the Forum of Set. It asked us if we had seen its children. It said that the great wizard Kubla Khan (F, Kerbog Khan) would enrich us beyond our dreams if we found the children and returned them (T, 4-176). Theo grabbed a goblin and, next time we saw one of the dragonflies, tried to claim it was one of the kids. The dragonfly was having none of it and laid a curse on Theo (F).
88	One of the Set deacons took a shine to us. Told us on the sly that Stephania the priestess would reward us handsomely if we came across the tomb of some long-dead Set priest named Thiskel (I think it was something like that) (T, referring to Theskelon, at 4-142). Apparently we could keep anything we found in Thiskel's tomb except his ring and some tablets (T).
89	A buddy from Narsileon told me about a secret organization called the Sodality of the Fist. Apparently it recruits brave lads and lasses to enter the Arden Vul dungeons to participate in arena duels of some sort. The leader of the Sodality is from the Vislok clan (T, see AV-12). They specialize in bare-knuckle fighting (F).
90	The beastmen are looking for a shrine to their ancestor, a dog called Rex (T-ish). Apparently this dog is now a god, whose bark has the power to kill (F). They're willing to trade good information in return for the location of Rex (T).
91	Some strange creatures that looked like snakes with legs were glimpsed near the bottom of the cavern. They're faster than they look and are definitely NOT animals, as they were wearing belts and used wands (T, a reference to kaliyani).

92	The beastmen admitted that their queen, Dido (F, Deino), has a desperate need for a rare type of subterranean mushroom called 'cloud caps' (T). They can be identified by their mottled blue-and-white caps (T).
93	The one tower that still stands inside the city - you know, the one overlooking the plaza near the Pyramid of Thoth - is a deathtrap (T-ish). There are corpses all over the top level, all burned by dragon fire (F).
94	We found a corpse of an adventurer lying amid the catacombs of Thoth. Stuffed in its boot was an ancient parchment that said that the legendary thieves' mask of Tettius, founder of the Benevolent Brotherhood, had been 'borrowed' by an imperial functionary named Menas the logothete (T) just before the destruction of the city. If you can find Menas' tomb, you'll certainly find the mask (T, see 3-41A).
95	Dwarves have colonized one of the deep levels (F). A party of them was spotted using the troll lift. They refused to say anything about their motives, and just clutched those weird stones they all wear around their necks (T, these are the doppelgangers now found at 8-100)
96	Numerous giant, horned skeletons can be found among the ruins. They speak a strange language (T), and can stun you with the force of their shouts (F). They are the creation of that mad wizard, Kerbog Khan (F). [a reference to giant rudishva skeletons]
97	Gog told us that the original builders of Arden Vul were some toad-like race that he called 'hoppers'. Their lair is an evil, pitted ziggurat that lies at the foot of the Great Chasm (T-ish). The hopper can hop something like 50' before spearing their prey with wicked, barbed, tridents (F). You can always tell the hopper areas from the toxic oil they spread on the walls (T-ish).
98	The best source of information on the hoppers are the trolls. If you can befriend the lodge of trollish hunters, they can explain the powers and weaknesses of the hoppers; they can also tell you how to find the hoppers' ziggurat (T).
99	The hoppers were the first inhabitants of Arden Vul. They left those brooding, squat, toad-like statues with the open mouths all over the place (T). Now that they've returned, the hoppers are able to teleport to any of the toad-statues, emerging from the statues' gaping maws (F).
100	You receive a vision from your deity in which one True rumor is revealed to you. The power of the vision is such that if you ever encounter the individual or the location mentioned in the vision, you receive a bonus to all rolls made during that encounter (+1 to combat rolls and saves, +5% to reaction rolls). The GM should roll on this table until a suitable rumor is indicated. In addition to the special vision/rumor, the PC can make a second roll on this table, ignoring rolls of 100.

Table 2: Historical Rumors

The items on this sub-table are historical in nature. In other words, they reflect the type of knowledge that might be acquired through research, whether by PCs who personally delve into old books, scrolls, and codices, or by PCs who question individuals likely to possess knowledge of this sort (e.g., wizards, powerful priests, scholars, intellectuals, upper imperial officials, etc.). Unlike the first table, this sort of information is less likely to be possessed by random adventurers or inquisitive locals.

How to use this table: The base method is to allow each player who is new to Arden Vul 1-2 rolls on this table, using a d100 to determine results. Optionally, the GM might choose to impose some restrictions on such rolls. For instance, inexperienced PCs (say, 1st- to 3rd-level) and/or those with average or low INT (14 or lower) scores might only be permitted to roll a d30 on this table; this would ensure that their historical knowledge of Arden Vul is relatively unsophisticated. Higher-level PCs, or PCs with high INT scores (15 or better), might get to roll 2d30 or even d100, thus reflecting that PC's greater sophistication and experience. Those PCs with access to significant research materials (say, the library of one of the collegia in a major Archontean city, or the archives of a major temple) might be allowed an even more advantageous die roll, perhaps 2d30+40. By adjusting the type and number of dice rolled on this table, the GM can ensure that the rarer and more sophisticated rumors are only parceled out to those with a greater likelihood of knowing them.

Key and Organization of Sub-Table: The rumors are grouped according to their rarity. Rumors 1-24 are Common (C); rumors 25-52 are Uncommon (U), rumors 53-83 are Rare (R), rumors 84-99 are Very Rare (V), and rumor 100 is special. Such a grouping based on ascending order of rarity allows a GM who wishes to drop a further rumor during play to quickly locate rumors of a suitable sort.

Rumor Table 2: Historical Rumors

d100	Rumor
1	The heroes, Arden the Swordswoman, and Vul the Sorcerer, discovered the cliff and associated caverns in 829 AEP. (T)
2	The city of Arden Vul was dominated by the two great temples of Thoth and Set, as well as by the imperial administration (T). Most of the subterranean halls were delved by these groups (T/F).
3	The caverns under Arden Vul produced a large supply of a wondrous orange mineral that proved to have very many arcane uses (T). The city was abandoned when the mines ran dry (F).
4	The ancient cult of Set was known for its belief in the natural right of the strong to dominate the weak (T). As a central part of this dogma, it operated its own slave trade, which it called "the Guild of service." (T)

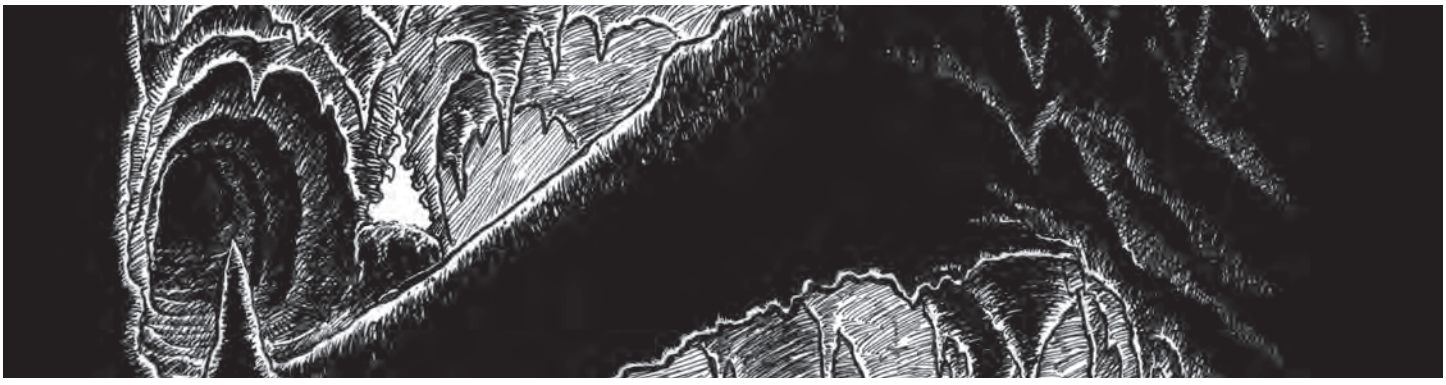
5	The priests of Thoth were equally adept at arcane and divine magic (T). The three mysteries of Thoth, which are located just below the Pyramid of Thoth, were the chief examples of their art (T). One of the mysteries prolonged life (F), one conferred immunity on all disease (T/F), and one revealed the secrets of the future (T).
6	Many of the most ardent devotees of Thoth, known as Thoth's Beloved, were buried in a set of catacombs located just under the Pyramid (T). They are guarded by the power of Thoth himself (T/F), which has prevented all intruders from entering the catacombs (F).
7	Thoth was deeply important to the ancient empire, as he represented the light of knowledge that erased the darkness of ignorance (T). For this reason, the Thoth priests were obsessed with light (T); every one of their Halls remains brightly lit with Thoth's bright, clear, light (F).
8	Thoth was represented primarily by a white ibis (T), but also took for his symbol a baboon (T), whose ferocity represented the god's desire to protect his secrets. The ancient priests supposedly bred giant versions of both species (T/F).
9	The Thoth priests of old were experts in teleportation magic (T). They perfected a way of teleporting between various underground levels by means of a complex, color-coded system (T).
10	The Thoth cult developed at least three major temples beneath the city of Arden Vul (T/F - only two). One of these was located at the foot of an enormous underground chasm (F), and was accessible only by teleportation or flight (F).
11	The Thoth priests built numerous statues of their god (T). These appear in various forms, including ibis-headed and baboon-headed (T). The eyes of all these statues were made of huge gemstones (mostly T), which if removed allowed the bearer to contact Thoth directly (F). Many of the statues were enchanted (T).
12	The temple of Set only arrived in Arden Vul after the ibis priests had been there for many years, and consequently were always playing catch-up to their rivals. Their holy sites, for instance, could only be accessed from the cliff face, and not from the city proper (T).
13	Among the symbols of the ancient cult of Set were the desert dust storm, the black boar, the crocodile, the serpent, a red-headed man, and a strange animal with the snout of a dog but with squarish ears (T).
14	The Set cult favored blood-red armor in an archaic style, with breastplate, greaves, and helmet. (T)
15	Although an important temple during the glory days of the old Archontean Empire, the worship of Set was proscribed by imperial decree in 1839 AEP That is more than a thousand years ago! (T). The Drome has successfully extirpated the cult (F).
16	When the Archonteans first came to Arden Vul, they found the caverns infested with hopping, toad-like creatures (T/F). It took centuries of warfare before the hoppers were eliminated (T).
17	The glorious archon, Marius Tricotor, led the assault on the hoppers from his flying carpet (T/F). He and his troops tracked the enemy to a vast underground grotto, where they found an unholy ziggurat at which demon princes were worshipped (T). Marius acquired the name 'Unconquered' (invictus) when he ordered the ziggurat dismantled, piece-by-piece! (T/F)
18	About 250 years ago the Basileus sent his political ally, Adrienic, to re-establish an Archontean presence at Arden Vul. Adrienic proclaimed himself archon but his triumphs were ephemeral. He and his entire expeditionary force disappeared without a trace after only a couple of years (T).
19	The Pyramid of Thoth in the ruined city leads directly to the topmost of the many underground levels (F); beneath it are at least a dozen other levels, culminating in a huge cavern and lake at the bottom (T).
20	Adrienic, who led the ill-fated expedition to recolonize Arden Vul 200 years ago, was a political hack (T). The real authority on the expedition was wielded by others, including the polemarch of the Sheepshead Rangers and a trio of advisors, including a paladin, a priest, and a sorceress (T).
21	Almost all of the archons of Arden Vul are buried along the walls of the Drowned Canyon in Arden Vul (F, only some of them). Chief among these was the great conqueror Marius Tricotor (F)
22	Marius Tricotor had his sorcerers create a magical (F) bridge out of stone. This bridge, called the Imperial Span, crossed the Great Chasm, and allowed the archon's troops to move into the lower levels (F).
23	The Hall of Forty Pillars is located on the level below the precincts of Thoth. It is filled with dangerous toads (T-ish) whose desperate croaking can paralyze the unwary (F). The Hall is also adjacent to the Obsidian Gates (T).
24	Some of the basements in the ruined city of Arden Vul conceal hidden staircases leading down to the dungeon levels (T). Such routes can be found within the donjon (T), the archon's palace (F), and some of the gate towers (T).
25	Half of the Twenty Worthies (i.e., the great heroes of Archontos) won their fame by delving into the caverns below Arden Vul (F). Some, including Larel One-Eye, were buried under the city (T).
26	The Empire never departed from the underground portions of Arden Vul, even after the upper city was abandoned (F). Records show that the Basileus maintained an outpost deep inside the Halls from which his agents could attempt to watch, learn, and control the powers they found within (F).
27	Arden and Vul were each buried in secret tombs concealed behind enormous colossi carved on the cliff face (F). Both Arden (T) and Vul (F) ascended to become demi-gods.

28	Everyone knows that the city of Arden Vul was destroyed during the War of the Sortians and Theosophs. But what isn't well-known is that the city was leveled to the ground by a phalanx of red dragons (T) commanded by the arch-Sortian, Priscus Pulcher (F). Some survivors managed to live on for a while underground, but they were eventually overwhelmed by giant trolls (T).
29	Some 250 years ago the emperor sent six cohorts of legionaries, five from the Sheepshead Rangers and one from his own guards tagmata, to recolonize Arden Vul. All six cohorts were lost in a battle fought at the "Cavern of Blood". What is worse, their battle standards were also lost (T). The archon who led the expedition, a certain Adrienic, committed suicide rather than report his failure (F).
30	Thoth may have represented the light of knowledge, but he was also the guardian of secrets (T). He favored those who acquired and guarded knowledge, and himself only revealed the most potent of his wisdom to the devout (F). There is said to be a chamber in the Upper Halls where, if one listens through an enormous horn, one can hear Thoth speak directly (T/F).
31	Some of the ancient records of the temple of Thoth claim that humans were not the first to explore the chasms under the city. At least two older cultures delved halls there (T). One of these cultures was led by intelligent trolls (T - the varumani) and the other by hopping demons (T/F/ - the heqeti).
32	The priests of Thoth spent centuries expanding their precincts. The main entrance from the city was through the Pyramid, which led to their burial crypts and the three mysteries (T). But the Ibis priests had hidden entrances on the cliff face (F), and their most closely-held secrets were kept in the private areas one level above the public halls (T). Those private areas includes their vaunted library, most of which was abandoned when the city fell (T); records indicate that one needed to climb some stairs from the main public areas to get to the Library (T).
33	The priests of Thoth located a portal to the famed City of Brass (T) at the bottom of the Great Chasm that runs through the cliff (F). The gate is protected by fire demons (F).
34	A special breed of trolls, intelligent and capable of speech, have established a kingdom within Arden Vul (T/F). They're led by a huge troll called the troll thegn.
35	The great king Weskenim rules the trolls and other monsters from a huge cavern deep within the Halls. All those seeking to pass through the lower levels need his approval. (T and F; this conflates Weskenim, the goblin king, with Varboka, the troll thegn)
36	After the high priest of Thoth was killed by a demon while attempting to use magic to open the Obsidian Gates (F), the archon prohibited all citizens from attempting to open the Gates (T).
37	A millennium-old manuscript seems to suggest that the priesthood of Set established two massive crypts in the area just east of the fabled Red Bridge (T). The favored donors of the cult were buried there, with their choicest belongings (T/F). What is worse, the Set priests turned every last one of their mummified corpses into animated dead (F).
38	The worship of Thoth was closely linked to the worship of Maat. The old records claim that feathers of Maat could repel the dead (T).
39	Starting in the time of the great Marius Tricotor, the regalia of the archons of Arden Vul comprised four potent magical items, including the **iron circlet of Ghanor** (3-12) and the **bone ring of Jagri-Naz** (5-74) (T).
40	The Sortians were a group of ungrateful sorcerers who demanded changes to the teaching of magic in the Empire. They used terrorist tactics until the emperor finally agreed to their demands (F).
41	So as to emulate their rivals in the Thoth cult (F), the ancient priests of Set also established three great mysteries meant to impress the faithful with Set's powers (T). The chambers of these mysteries were located just off the main Set temple (F).
42	When the Archonteans retreated from Arden Vul, the pyramid of Thoth was quickly inhabited by an ancient wyrm whose toxic breath could kill a man (F, although a green dragon inhabits the ruins). This beast has collected the best treasures from the halls below, mostly because it is served by a tribe of lizardmen (F).
43	The Red Bridge (4-120A) was located half-way between the grand staircase of Set on the cliff face and the Set Forum (4-2) (T). Made of red granite, it was warded against all those who would do Set harm (F). It also announced the presence of travelers to the Set guardsmen on the other side of the bridge (T/F).
44	Zhorak, the great dwarven smith, crafted wonderous enchanted items (T) at a special forge (8-100) heated by lava (F). He specialized in automatons, including the infamous Myrmex (T).
45	The forge of Zhorak (8-100) the smith went cold (F) a few decades before the city of Arden Vul was abandoned. Some reports claim he fled, having anticipated the chaos (F). Others claim he was murdered (T). But the best reports assert that he decamped to a new location within the Nether Reaches, where he quietly re-established his forge (F).
46	Two of the greatest heroes of the ancient empire were the twins, Thekla and Taticus (T). Using their enchanted swords, the Gemini blades, they slew a monstrous troll that threatened a farming district (T). The twins were buried in Arden Vul, along with their famous swords (SL6-80) (T).
47	The ancient Set cult was centered around three rituals, or mysteries (T). The first mystery involved the appearance of a specially-bred black boar (T), which celebrants would then slaughter and eat (F).

48	The official record states that Adrienic, sent to Arden Vul 250 years ago, had orders to restore 'civilization' to the area (T). But the secret reports tell a different story. In reality, Adrienic and his expedition had been sent to locate the lost regalia of the former archons, and especially the **iron circlet of Ghanor** (3-127) (F).
49	The ancient Set cult was centered around three rituals, or mysteries (T). The second mystery demonstrated Set's control over a magically-created sandstorm (T). Within the anonymity of the sandstorm, participants attacked each other with impunity; indeed, such chaos was celebrated! (T)
50	The ancient Set cult was centered around three rituals, or mysteries (T). In the third mystery, each celebrant had to defeat a giant serpent using only a ritual dagger (T/F; the basic gist is true, although the details are exaggerated).
51	Ancient travelers' reports from Arden Vul describe the Set cult's inability to control a strange variety of floating, jelly-fish-like parasite (T, chasm cephalopods - see new monsters). These tiny pests (only 1" long) (F) delivered a painful bite, just like a horsefly (F). The cultists found them irritating.
52	As with all of the old Gods, Set could be worshipped in many lesser aspects. A favorite aspect of Set was Set-Sobek, who appeared as a giant crocodile (T). Set-Sobek was terrible, inflicting death and dismemberment without mercy, but its tears were said to cure the sick (F, but see 3-91).
53	A plan of the old precincts suggests that the main Temple to Set (3-90) was located up a long set of broad stairs from the Forum of Set (4-2) (T). Strangely, this plan suggests that the Set temple was located only a few yards from the main temple of Thoth (3-71) (T).
54	Theskelon was one of the greatest of the high priests of Set. It is said he developed an arcane ritual to cheat death (T). His tomb is thus empty (F, 4-142), as he even now wanders the planes of existence, some 2,000 years after he was born (F).
55	High priests of Set each possessed a named magical ring (T) with a unique personality (F). Those rings imparted great powers, but tended to possess their wearers (F).
56	The ancient Set priests created an artifact they called 'the Golden Ankh' (T, 4-138A), which is said to confer domination over all kinds of undead (T/F). The Golden Ankh is to be found in the main shrine to Set (F).
57	Even at the peak of the ancient empire, nobody was quite sure what lay behind the Obsidian Gates, since they were resistant to divination efforts, to teleportation, and even to potent magicks (T). The best that could be said was that there was nothing living behind the Gates; perhaps tombs of the ancients?
58	Ancient manuscripts preserved by the priests of Thoth speak of a foreign race who inhabited the ruins before the Archonteans. Members of this race were tall, broad, and horned, like demons (T/F), and they wrote in strange cryptograms. They were potent sorcerers, who devised unique magical weapons (T/F). It is obvious that reports of intelligent trolls are, in reality, references to these demons (T/F).
59	The priests of Thoth built a Whispering Hall. If one knows how to activate it, one can listen to secrets whispered into it aeons ago (T). It is located on the deepest level of the caves (F, 2-63).
60	The Thoth priests had a secret oracle located in the dungeon levels. It was shaped, naturally, like an enormous ibis. Reports claim that the god actually possessed the postulant for a brief period during which the oracle was spoken (T). The oracle was located just under the pyramid (F, 3-118).
61	A codex taken from the Library of Thoth in Arden Vul notes that the ibis priests claimed to hold the physical remains of the great folk-hero, Larel One-Eye (T). This is impossible, since Larel is a mythical figure (F); they probably meant Jacinth the Rose, whose historicity is well-attested (F).
62	One of five survivors of Adrienic's expedition to Arden Vul left a memoir. He claims that the legionaries in the Sheepshead Rangers were destroyed by giant trolls wielding bolts of lightning (T, although it was laser fire - see 7-76), and that the guardsmen of the tagmata were eliminated by summoned demons (F). All of the leaders, except Adrienic himself and Tulliaros the polemarch, escaped (T).
63	After his glorious conquest of the hoppers and his cowing of the Arden Vul trolls, Marius Tricotor ordered a special complex built at the foot of the Great Chasm "so as to keep perpetual watch on the hoppers, lest their evil rise again" (T).
64	The hoppers are slaves to a race of creatures that use telepathy to dominate their foes (F).
65	Numerous reports speak of visitors to Arden Vul spending an entire day standing on one of the many bridges across the Swift River. What is more, these visitors were described as chanting or singing continously (T, see AV-30 and AV-31). The purpose of the chanting was to bring good fortune (F).
66	The infamous Sortian traitor, Priscus Pulcher, dwelled in Arden Vul for a while, attracting a group of subversive sorcerers around him. When he was killed during the war of Theosophs and Sortians, his lover - a native of Arden Vul - appeared and took away his body (T). His tomb is somewhere under the cliff (T/F - his remains are at SL11-24, but not his tomb).
67	A standing warrant for the arrest of the mage Cerbactos Kalthetos has been posted by one of the collegia, namely the Imperial Academy (T). Apparently he stole several unique codices having to do with blood (T) and summoning (F). The only lead is that he is said to have fled to Arden Vul, where he has adopted a pseudonym, Priddy of Archontos (F, his new name is Kerbog Khan).

68	The cult of the death-god Thanatos has been proscribed for nearly all of human history. A few scraps of information suggest that one of the major cult centers for worship of this evil deity was Arden Vul (F).
69	Marius Tricotor's personal life was tragic. His wife died in childbirth, and Marius never remarried. They had one daughter, who died young (T). Marius adopted a son, named Phocius, but he was killed by the hoppers (T). Both his children are buried in tombs found along the walls of the Drowned Canyon (F, only Phocius's tomb is there).
70	Although Marius Tricotor gets all the credit, records indicate that his predecessor as archon, one Cassandra 'the easily angered', accomplished almost as much (T). It was she who discovered the Great Chasm (F) and the Drowned Canyon (T), and she who destroyed the hoppers' foul enchanted statues (F). Her tomb is found in the Drowned Canyon (T).
71	Zhorak, the great dwarven smith, was enticed to Arden Vul by the archons. He set up his forge (8-100), however, in a completely inaccessible region, surrounded by dangerous caves. One could only safely visit his forge by teleportation (T).
72	The followers of Set venerated an unusual animal that looked sort of like a dog, albeit with square ears and a forked tail (T). The appearance of one of these 'Set-dogs' forebodes chaos and disaster for all.
73	The Sortians were those sorcerers who insisted that the collegia be open to all those imperial citizens with the gift of magic. They were opposed by reactionary forces in the temples and imperial administration (T).
74	The Sortians are usually thought to have been unanimous in their goals and tactics. In fact, they were as diverse as their opponents, the Theosophs. Priscus Pulcher, often seen as a radical firebrand, actually advocated negotiation and compromise (T). He was opposed by other Sortians who believed in violent rebellion (T).
75	A report from the Drome dated 200 years ago states with certainty that the worship of Set has been revived, despite the ancient imperial proscription of Set (T). The report claims that these illegal cultists have decamped to Arden Vul (T), where they have blasphemously taken up residence within the old pyramid of Thoth (F).
76	The Archontean Collegia are deeply interested in the artifacts still lying unclaimed in the halls. At least three archmages have set out for the halls, including the infamous Nerub Null and a charlatan calling himself Kerbog Khan (T). These wizards will only talk to members of their own collegium! (F)
77	Gneis Valor, the first high priest of the temple of Set in Arden Vul (T), was buried in a tomb obscured by total darkness (F). He was so evil that those entering his tomb are instantly slain (F).
78	In partnership with the sorcerers from the Order of Thoth, the priests of Thoth developed an underground complex devoted solely to the study of elemental magic (F). A lake of fire was created through sorcerous means a long way below the main chambers of Thoth (F).
79	The priests of Thoth constructed a shrine to their god in the valley of Arden Vul. Although all nonbelievers who tried to visit the shrine were stoned on sight (F), one report emerged that claims that the shrine contains full layouts of the Thothian precincts under Arden Vul (T – see Burdock's Valley, Adventure Sites, the Ibis's Roost).
80	One of the early priests of Thoth, a certain Ptarmis (you can tell by his antiquated name!), cultivated groves of giant mushrooms in a great cavern (3-172) located south of the administrative precincts of Thoth (T). One species was 10' tall with orange tops; those who eat it enter a battle frenzy (F).
81	The greatest alchemist of the ancient empire, Plotina, elected to make her burial along the Drowned Canyon (SL6-96) within Arden Vul (T). It is said she brought the recipes for her greatest potions with her (T), along with the preserved bodies of her twenty lovers (F).
82	One of the priests of Thoth, a certain Eustachius, had a special gift with song. He is said to have created a musical grotto in which the very rocks would burst forth in song (T, 8-146); at least, they would do so provided that one had not disturbed the rock elementals who were drawn to this magic (F).
83	Fragmentary accounts speak of dangerous floating creatures inhabiting the larger caverns. What seems to have made them dangerous was that one could never see them coming and then - bam! - their tentacles would grab the unwary. (T/F - chasm cephalopods)
84	Ancient sorcerers claim that Arden Vul, with its source of **arcanum** (see new magic items), was a nexus for divine and planar activity (T-ish). One of those drawn to the place was a terrible elder deity named Rimmaq-Isfet. Almost nothing is known of this entity except for its slug-like shape and its gaping, insatiable maw (T).
85	Ancient sorcerers claim that Arden Vul, with its source of **arcanum** (see new magic items), was a magnet for magically adept races (T-ish). Most sages claim that this is what drew the heqeti (or hoppers) from their subterranean lairs (T). Others claim that their demon-prince, Kauket, drove them to do so (F).
86	The lord of the 497th layer of the abyss, Kauket, resembles an unholy fusion of a salamander and an elephant. The heqeti (hoppers) are devoted to him. The sorcerers of Marius Tricotor's era claimed that the hoppers were attempting to summon Kauket to this plane. (T)
87	The hoppers are formally known as heqeti. They come in various shapes, some of which are more bestial and some of which are more humanoid. The latter, although physically weaker, are magically adept. All are inimical to humankind (T).

88	Lucius Cornelius Scriptor, who wrote the authorized life of the great archon Marius Tricotor, idolized his subject so much that he had his tomb prepared nearby that of Marius (T-ish). Architectural plans indicate it is only accessible from the wall of a great chasm running through Arden Vul (T).
89	A highly-secret report from the archon of Arden Vul is entitled 'The Beacon Project' (T). It speaks of a device used to access the planes from within the dungeon levels (F). The Beacon device was already present when the Archonteans discovered Arden Vul (T).
90	An ultra-secret report of the Drome contains a rare interrogation of a humanoid-looking heqeti from the Marian wars. It revealed under torture that their 'builders' were looking for an enchanted horn (T) that had been lost for hundreds of years. With the horn, they could summon their beloved demon-prince, Tsathoggua (T, but Kauket, not Tsathoggua).
91	A tattered report from the archon of Arden Vul to the logothete of the Drome in Archontos claims that a handful of 'survivors' from an extinct race were located within the ruins of Arden Vul. These ageless beings are extremely dangerous, since they are highly adept at sorcery. The report notes that one, Crallicarus (the arena lord, 6-85) has offered much assistance to the archon, while another Melacorius (Master Malachite, SL10A-32) poses a palpable military threat (T).
92	One of the greatest archmages of the ancient empire, Kentillian the Magnificent, built a secret compound (SL5-13B) in some natural caves located near the precincts of Set (T), where she performed scholarly research on the nature of elemental fire (F). Her interest in **the ebon spear** (see new magic items), which she identified as the **spear of Arden** (see new magic items), was legendary (T); ultimately the archon had to ban her from the palace.
93	It's a sad tale. One of the greatest archmages of the ancient empire, Pol the Devious, went insane from too much exposure to the orange mineral found in Arden Vul (mostly F). His impenetrable tower (T, SL6-17), which is located near the tomb of Marius (F), has remained empty ever since. It is said that Pol's spirit inhabits the very stone of the dungeon levels (F)
94	About 1,500 years ago, the Elven rulers, Lady Ellagel and Lord Gallador, petitioned the emperor to stop delving beneath the city of Arden Vul. They claimed that a planar nexus was located there, and that it opened directly into one of the most dangerous layers of the abyss (T-ish).
95	In the last centuries before the war of the Sortians and Theosophs, an elite cult of Arden devotees emerged among the military officials stationed in Arden Vul. They delved their own halls within the cliff face, where, it was said, one could attempt to replicate the Twelve Labors of Arden (T – see SL13-10). The entrance to these halls was located on the hand of the colossus of Arden found on the cliff face (F).
96	The founder of the Benevolent Brotherhood, the legendary Tettius Invisus, was captured while attempting to break into the tomb of Marius (F). He was executed on the impalement stakes in the city of Arden Vul, and his famous "thieves' mask" was added to the treasures stored with Marius' relics (F, although the mask is found within Arden Vul, 3-41A)
97	The sorcerers of the Sortian cult developed their own system of teleportation within Arden Vul, albeit in a way hidden from the eyes of the temples and the administration (T). Their method required the consumption of rubies by the one seeking teleportation (F).
98	An ancient rescript from the high priest of Set to his counterpart in Archontos claims that the Set temple in Arden Vul succeeded in breeding a fearsome species of animals that 'shared all the attributes of Lord Set'. The project was based in a secret cavern (SL8-13) located near the waterfall (wherever that is!) (T). Presumably the creature in question was a kind of golem (F).
99	Marius Tricotor, the archon who defeated the hoppers, became a great leader because he rose from the ranks. He never put on airs, and respected the lot of the common soldier. He treated his men with paternal love and discipline and never asked them to do anything he wouldn't do himself. As a result, his men were fanatically loyal (T). A shrine to Marius still exists in the surface ruins of the city (T/F; it is within the dungeons, 6-145).
100	You receive a vision from your deity in which one True rumor about an Arden Vul location is revealed to you. The power of the vision is such that as soon as you step foot on the dungeon level on which the indicated location is found, you will have perfect knowledge of the most direct route to that location. The GM should roll on this table until a suitable rumor/location is indicated. In addition to the special vision/rumor, the PC can make a second roll on this table, ignoring rolls of 100.



Factions of Arden Vul

Arden Vul is a dynamic place, with multiple sentient factions competing for resources, influence, and power. An uneasy equilibrium exists at the moment, but the introduction of clever and/or ambitious adventurers could lead to major changes. Some adventuring groups may, of course, prefer to hack and slash their way through the Halls (and good luck to them!). Still, most will find it advantageous or even necessary to insert themselves into the factional rivalries. An alliance or two - even temporary ones - can offer important opportunities for acquiring information about the Halls, restocking supplies, healing/resting, and conducting trade deals.

How to use this Chapter: The GM is advised to read or skim this section before conducting adventures in Arden Vul, if only because it is here that he/she can gain the clearest overview of the dynamic interactions that lie at the heart of this setting. Once PCs encounter (or the GM thinks they are likely to encounter) representatives of a particular faction, he/she should review the pertinent faction information; what is presented there may help guide PC negotiations, and may even suggest particularly fruitful adventure hooks.

Beastmen, or the Children of Deino

The beastmen are a race created by the witch Deino from survivors of the doomed Archontean military expedition that ventured into Arden Vul 250 years ago. The survivors came from the 4th kentarchia (unit of 40) of the 3rd Cohort of the Imperial tagmata (the elite guards legion). Deino charmed the retreating troopers and bred them with animals to create the beastmen. Many generations later, the beastmen continue to embrace military training and discipline, still referring to themselves as the 'tagma' and organizing themselves according to archaic Archontean military standards. To compensate for their individual weakness, they fight as units and embrace intelligent military tactics. They are only encountered outside their home territory in banda, or patrols, of six troopers and a sergeant.

Ruler and Other Leaders: The beastmen answer to their 'mother', a quasi-immortal enchantress called Deino (3-158). Deino rarely leaves her lair, however. Operational leadership of the beastmen is handled by their commander, Count Skleros (3-151). Skleros is aided by two senior advisers, Count Georgik (3-149) and Count Nikeos (3-152). Tactical affairs are handled by the patrol sergeants of each of the konturbia (companies). Of these, the most important is Trisko the Natty, count of the Long-Range Cavern Patrol (LRCP, 3-154). The beastmen are aided by a handful of witch doctors (3-144).

Size of Faction and Replacements: The beastmen number about 115 active troopers, plus forty noncombatant females and approximately twenty-five young. Another twenty to thirty leadership, support, and elderly beastmen round out the faction. Active beastmen are divided into five companies, or konturbia, each of which is subdivided into patrols, or banda, of six troopers and a sergeant. Given their training regimen, the Tagma cannot make up losses swiftly; only 1-4 young can be trained into troopers per month.

Resources: The beastmen are always looking for wood, iron/steel, mushrooms, fresh fruit and vegetables, and magical items. Most of the collection is conducted by the Long-Range Cavern Patrol, which specializes in ventures into the Great Cavern (3-163 and 3-172). Other patrols also venture into other parts of

Table of Relationships between Major Factions

	Basic Acceptability of Other Factions											
Faction	**Be.**	**Fi.**	**Go.**	**Ha.**	**Hq.**	**Ka.**	**K.K.**	**Pr.**	**S.C.**	**SL**	**S-S.K.**	**Va.**
Beastmen (Be.)	—	U	N	T	U	U	F	U	N	A	F	N
Fishmen (Fi.)	U	—	U	U	U	U	U	N	U	A	A	U
Goblins (Go.)	T	U	—	A	U	U	P	F	F	A	T	P
Halflings of Phlebotomas Plumthorn (Ha.)	F	U	A	—	U	U	N	U	F	T	T	F
Heqeti (Hq.)	U	U	U	U	—	T	A	A	U	U	A	A
Kaliyani (Ka.)	U	U	U	U	P	—	F	U	N	U	A	A
Kerbog Khan (K.K.)	A	N	P	N	F	N	—	F	N	N	N	P
Priscians (Pr.)	U	N	T	N	A	A	A	—	N	N	F	F
Set Cult (S.C.)	N	U	T	N	U	T	T	F	—	N	F	N
Skreel Lizardmen (SL)	N	A	N	U	P	A	F	U	A	—	N	P
Sun-Scarred Knights (S-S.K.)	N	N	N	N	A	N	T	N	N	N	—	N
Varumani (Va.)	N	N	T	N	A	A	P	N	N	N	N	—

Key

U: Unknown—The faction is unaware of the existence of the other faction.
A: Antipathy—The faction actively dislikes the other group, and is likely to actively work against it.
N: Neutrality—The faction has no strong feelings about the other. It may work with or against it.
T: Tolerate—The faction tolerates the other group, but will not go out of its way to aid it.
P: Preference—The faction looks with favor on the other faction and may be willing to aid it
F: Fear—The faction fears the other group. The fear might be a cause of hatred or fawning approval.

Level 3 and even into the Ruined City (AV) via their secret exit (3-189). Deino is in perpetual need of cloud cap mushrooms (see new flora); to assuage her need, the LRCP constantly searches the mushroom forest for that specimen. They are quite happy to trade for cloud caps and other valuables. In return, they offer antiquities and treasures plundered from the Halls, plus information about locations within the Halls, factions, and access routes. Deino also requires handsome male humans for her entourage. She periodically commands the konturbia to procure such individuals.

Attitudes Towards Adventurers: The beastmen are not exactly evil (although Deino certainly is), and if a patrol is encountered outside its home turf, the first inclination of the beastmen is to negotiate. In such circumstances, they typically form into a tactical formation (turtle, impi, etc.) and allow their sergeant to speak. Most of the time, they attempt intimidation and request safe passage. If threatened, they defend themselves and seek a tactical advantage. If adventurers aid the beastmen in any way, such as by eliminating the goblins, or locating cloud caps, or defending the beastmen against dangerous foes, they will be grateful; in such cases, they are likely to warn adventurers against treating with their mistress. If they remain neutral towards adventurers, they may invite the adventurers to meet their mistress.

Areas of Control and/or Ignorance: The beastmen control areas 3-138 to 3-162. They have established choke points at 3-123, 3-157A, 3-163A and 3-163B, which serve to keep their domain secure. They send regular patrols to the north (areas 3-2, 3-8 to 3-35), to the west (areas 3-70, 3-124 to 3-137) and to the south (areas 3-163 and 3-172 and environs). Through their access to 3-2 and 3-189, they make semi-regular patrols into the ruins of the city of Arden Vul, and even down the Long Stair into the valley below the cliff.

Motives, Goals, and 'Quests': The raison d'être of the beastmen is to protect Deino. All their activities - patrolling, collecting wealth, locating suitable handsome males - are conducted in the furtherance of this goal. Deino's goals are remarkably limited: she does not seek expansion of territory, rather she hopes to preserve the cushy situation in which she finds herself. Of course, the beastmen have subsidiary goals, including acquiring food, riches, and the materials necessary to fuel Deino's potions. They are constantly looking for cloud cap mushrooms (see new flora) and would love to acquire a new and permanent source of Rastite lotus powder (see new flora) so that they could terminate their trading relationship with Thegan White-Mane (6-19). In addition, the beastmen have a quest all their own: their oral history speaks of their original leader, Gennadius, and the 'first canine', Rex. They would very much like to find relics of these two revered ancestors (see areas 6-50 and 8-41).

Possibilities for Expansion and/or Contraction: The beastmen are not particularly interested acquiring new territory, but they will fight tooth, nail, and claw to retain what they have. Once assaulted, the Children will double their vigilance: no banda (patrols) will be absent from their barracks, and entrance points will be strengthened with the presence of a witch doctor and another patrol; given sufficient time, the beastmen will also rig magical and mechanical traps in the great hall (3-123). In dire circumstances (such as a frontal assault on their territory), the beastmen leaders might request aid from the varumani ambassadors (3-162).

Relations with Other Factions

Fishmen: The beastmen are unaware of this faction.

Goblins: Skleros and Tagma Command look on the goblins with disdain as undisciplined and unserious. While they do not actively hunt the goblins, they also make no effort to aid them. The beastmen are alarmed at the goblins' fecundity and expansiveness. They might be willing to ally with a party that promises to take out the goblins, or to at least reduce their territory.

Halflings of Phlebotomas Plumthorn: The beastmen have little contact with Phlebotomas and his thugs. For this reason, they care little about the halflings, except for the fact that the goblins are obviously exercised by the halflings' presence. Tagma Command is considering a quiet alliance with Phlebotomas solely so as to tweak the goblins.

Heqeti: The heqeti are only rumors to the beastmen.

Priscians: The beastmen are unaware of this faction.

Kaliyani: The beastmen are ignorant of the kaliyani.

Kerbog Khan: The beastmen have had several encounters with the Khan's automatons and have been spooked by the wizard's ability to 'inhabit' those creatures. They have thus far resisted all of the Khan's entreaties to make 'bargains' with him, refusing to trade until they learn more of the Khan's goals and motives.

Set Cult: Tagma Command admires the discipline and focus of Stephania and the Set Cult, but is simultaneously wary of the cultists' motives. The beastmen make good use of the Set Cult's Forum (4-2) for trading purposes, but keep a watchful eye on the humans' activities.

Skreel Lizardmen: The beastmen loathe the lizardmen as primitive and uncivilized, and attack them whenever it is tactically possible to do so. In neutral areas (like the Forum - area 4-2), the beastmen studiously ignore the lizardmen; one exception is in the region of the Arena (6-58 to 6-91), where they regularly insult the lizardmen in attempt to goad them into breaking the peace and thus getting themselves banned.

Sun-Scarred Knights: The beastmen consider the Knights to be inspirations, both in terms of their knightly discipline and their studied neutrality. As with the varumani, Skleros is treading very carefully with the Knights. The beastmen would like nothing more than for a Knight to take up residence with them, but they are too smart to suggest or even intimate it. The beastmen are quick to affirmatively answer any request - or even any suggestion - made by a Knight.

Varumani: The beastmen know the varumani mostly via their use of the Troll Lifts (e.g., 5-55) and their occasional attendance at the arena (6-68) and the troll market (7-76). Skleros is fully aware of the infinitely greater strength of the varumani, and he and his advisors have worked hard to cultivate a formal, but respectful relationship with the varumani. A recent initiative resulted in Varboka (7-30) sending a pair of ambassadors to Deino's court, but Skleros rightly suspects that the ambassadors are largely ceremonial and do not reflect any real commitment on the part of the thegn. The Tagma are wisely treating their discussions with the thegn as a chess match.

Fishmen

The fishmen are the bizarre creation of the deranged rudishva, Reiv-Tor (SL7-23). Using any humanoid form as a base, his strange experiments transform those unfortunate souls into the fishmen. The fishmen are completely subject to Reiv-Tor, and thus devote most of their energy to reshaping Sub-Level 7 to fit his needs. They support themselves by fishing in the Drowned Canyon (SL6-24).

They also frequently ambush parties of Skreel lizardmen in the same location. A small group of fishmen have taken to worshipping the giant moray eel that inhabits the Drowned Canyon as an incarnation of Rimmaq-Isfet (SL6-15).

Ruler and Other Leaders: The creator and ruler of the fishmen is the rudishva survivor, Reiv-Tor (SL7-23). He is aided by two stronger fishmen (also SL7-23).

Size of Faction and Replacements: There are about 95 fishmen in total. Reiv-Tor can make new fishmen, but at a relatively slow pace: given sufficient captives, he can create eight new fishmen every 1-2 months.

Resources: The fishmen have two basic goals: food and living subjects for Reiv-Tor's experiments. They produce no goods for trade, and are thus forced to take whatever they need. They aren't particularly strong, and lack the capacity for magic.

Attitudes Towards Adventurers: The fishmen are inimical towards all other bipedal beings. They attempt to ambush adventurers, hoping to capture them and bring them to Reiv-Tor for transformation.

Areas of Control and/or Ignorance: The fishmen dominate most of the old Archontean administrative offices that form Sub-Level 7; they are directing the transformation of those offices by Reiv-Tor's coral-generating fish. The fishmen regularly hunt in the Drowned Canyon (Sub-Level 6), and occasionally venture into the northern parts of Sub-Level 5 to attack the Skreel lizardmen. Otherwise they are ignorant of the rest of the halls.

Motives, Goals, and 'Quests': The fishmen in the cult of the eel (SL6-15) are looking for more eel- or amphibian-shaped objects that they associate with Rimmaq-Isfet. The main swarm of fishmen constantly seeks new sources of living bodies to subject to transformation by Reiv-Tor.

Possibilities for Expansion and/or Contraction: In their war with the Skreel lizardmen, the fishmen currently are experiencing a stalemate. Neither side has the numbers or strength to expel the other. Should the lizardmen be eliminated in some other way, however, the fishmen swiftly move to occupy Sub-Level 5. In such a scenario, they would also end up with clear control of the main cavern of Sub-Level 6. Expansion would pose a problem, however, as the lizardmen are a prime source for new fishmen; without them, how would the swarm grow? In the face of a concerted attack, the fishmen pull back to protect their lord, Reiv-Tor (SL7-23); they have nowhere else to go, so they fight to the bitter end.

Relations with Other Factions

The fishmen are extremely isolated and are only aware of a few of the other factions.

Priscians: The fishmen observed the Priscian exploration team that recently met its demise in the drowned canyon area (SL6-19), but have no reason to conclude that this team was anything other than a group of adventurers.

Skreel Lizardmen: They are in a state of constant war with the lizardmen, whom they ambush for food and to seize as new subjects for Reiv-Tor's experiments.

Sun-Scarred Knights: When the occasional knight visits the drowned canyon, the usual outcome is combat and the death of numerous fishmen. The fishmen consequently hate and fear the powerful knights.

Goblin Kingdom

The goblins of Arden Vul are descendants of a segment of the ancient Archontean slave labor force, which the archons used to carve the upper halls of Arden Vul. This means that King Weskenim and his people are relatively 'civilized'. While they remember the indignity of their servitude, they are also proud of their long history and special status; indeed, the goblin clans largely ape a greatly-diluted form of what they consider to be 'civilized' Archontean attire and behavior, complete with elaborate costumes, a court ceremonial, and formal diplomatic missions to other groups. The United Goblins are sub-divided into five goblin clans, each of which has a clan-cave on the lower level of the Warrens (see SL4-46, and SL4-56 to SL4-60). In addition to the clans, Weskenim is trying to build a separate, clan-less 'Great Army' whose fierce warriors will owe loyalty primarily to him (see SL4-42). Although the weakest faction in Arden Vul, the goblins compensate for their lack of physical strength with numbers and fecundity.

Ruler and Other Leaders: Weskenim, Grand King of the United Goblins (SL4-22). Palestrim, the major-domo (SL4-23), has much influence with the goblin clans. Weskenim is advised by Skimmel and Reeflik (SL4-22). The goblin shamans (SL4-12) are the other source of authority in the goblin warrens.

Size of Faction and Replacements: The goblins are numerous, amounting to some 250 individuals. As they are fecund, they can replace 20 losses per month.

Resources: The goblins are scavengers, and have managed to acquire some treasure in wealth and items from the ruins they inhabit. They have access to giant mushrooms, which they mostly eat but might also trade. They are always interested in trading for large quantities of food, for curiosities from the Archontean period, and for coinage. They position themselves as traders of information and of looted antiquities, as well as of access to the lower levels. Weskenim has a personal treasury of roughly 5,000 gp and 27,500 sp.

Attitudes Towards Adventurers: The goblins are classic bullies, attempting to force concessions out of those they consider weak. Adventurers who seek to negotiate with them must be prepared to look strong. Doing favors for the goblins wins lasting loyalty. If attacked, betrayed, or double-crossed, the goblins become implacable enemies, seeking to trick, trap, and ambush adventurers wherever possible.

Areas of Control and/or Ignorance: The main stomping grounds of the goblins is Sub-Level 4, which they control entirely. They also have a large foothold on Level 5 (areas 5-43 to 5-51) and a small foothold on Level 3 (area 3-7). The goblins are familiar with much of the rest of Level 3, with the eastern parts of Level 5, with the Arena on Level 6, with the Forum of Set (4-2), and with the network of Troll Lifts. They are ignorant of the rest of the Halls.

Motives, Goals, and 'Quests': They seek the fabled scepter of the goblins (now located at area 8-69). They are also looking for hardy souls to aid them against their enemies, including the halflings of Phlebotomas Plumthorn (Level 3), the Beastmen (Level 3), as well as the 'terrible demon' in area 5-52. Weskenim seeks to placate the varumani, who he realizes could crush the goblins easily.

Possibilities for Expansion or Contraction: If the halflings (areas 3-3 to 3-6) are eliminated, the goblins swiftly move to replace them. They erect a masonry wall across the entrance to 3-3, seeking in that way to protect the route to Level 5 and to Sub-Level 4. Once established firmly on Level 3, the goblins will extort 'taxes'

from adventurers entering through the Pyramid (3-1). Should the beastmen be eliminated (areas 3-70, 3-121 to 3-162), the goblins will also swiftly move to occupy the former beastman territory; again, they erect masonry walls to defend their new space. If the goblins are expelled from Levels 3 and 5, they seek aid from the varumani (Level 7) to defend their home territory (Sub-Level 4).

Relations with Other Factions:

Beastmen: Weskenim sees the Beastmen as his main rivals. Although he has never met her, he dislikes Deino (3-158), as he cannot figure out what she wants. Weskenim secretly admires the beastman troopers for their military discipline and resourcefulness. Although formal alliance is out of the question, he would not be averse to striking a secret treaty with Count Skleros (3-151) to divide up 'spheres of influence' in the upper halls.

Fishmen: The goblins have no contact with the fishmen.

Halflings of Phlebotomas Plumthorn: The goblins exhibit strong antipathy towards the parvenu halflings. Weskenim has openly offered a bounty (10 gp) for any halfling head, and a quadruple one for the head of Phlebotomas Plumthorn (3-5). Halfling PCs will need to prove they have no connection to Phlebotomas or risk the king's wrath.

Heqeti: The goblins are only dimly aware of the heqeti, and then only as a bogey-man straight out of ancient legends.

Kaliyani: The goblins are unaware of the kaliyani.

Kerbog Khan: Weskenim holds a curious, paternalistic affection for the reclusive wizard. Weskenim loves Kerbog Khan's automatons and, although he has never met the sorcerer in person, is generally disposed to help him whenever possible.

Priscians: Weskenim had never heard of the Priscians before the arrival of the ambassadors (SL4-44) six weeks ago. He has tasked Palestrim with negotiating with the Triad but is still uncertain of what to do or how to proceed. He is impressed with the Priscians' mien and power but is nervous about committing to their cause.

Set Cult: The goblins hate the Set cultists and fear them, not least because the Guild of Service occasionally enslaves goblins. Still, Weskenim is no fool. He knows he is weaker than the cultists, and thus flatly refuses any invitation to work against them. Indeed, Weskenim is rather unctuous in his interactions with visiting Set deacons and priests, offering them every courtesy and going out of his way to offer minor assistance and resources. While part of the goblins' reaction is due to their fear of the power of the Set cult, the goblins also make frequent use of the Forum (4-2) and thus do not wish to endanger their access to that location.

Skreel Lizardmen: Weskenim and his court view the lizardmen with contempt, seeing them as uncivilized and bestial. On their home turf, the goblins taunt and mock any visiting lizardmen; out in the halls, the goblins seek any opportunity to ambush lizardmen.

Sun-Scarred Knights: Weskenim is aware that some of his predecessors periodically had to accommodate the Knights, and is fully aware of their role as powerful, but neutral, arbiters among the factions of Arden Vul. The king hopes (vainly) to use the Knights to gain advantage against the halflings and beastmen.

Varumani: the goblins exist in a state of unhappy subservience towards the varumani. Weskenim pays quarterly tribute to the thegn, a fact which he conceals from his people. He would love to escape from this position, but is cognizant of the fact that the thegn could crush him like a bug, and so appears deferential to the varumani at all times. To his people Weskenim refers to the varumani as 'their big brothers' and 'protectors', but most goblin observers are aware of the fact that the thegn could wipe out the goblins at any moment.

Halflings of Phlebotomas Plumthorn

A band of evil halfling thugs has recently seized control of the chambers adjacent to the most prominent entrance to the dungeon levels (areas 3-3 to 3-6). Although small in number, they are ruthless and confident.

Ruler and Other Leaders: The halflings are led by Phlebotomas Plumthorn (3-5) and his assistants, the halfling Roskelly Winterleaf (3-2), and the human magic user, Blandveg (3-5).

Size of Faction and Replacements: Some twenty-two halflings, plus their three leaders, constitute this small faction. They can replace 4-6 of their number every 1-2 days up to a maximum of 12 new halflings; these reinforcements come from a second poison manufactory hidden near Newmarket. Beyond that number, it takes Plumthorn 3-30 days to recruit 2-8 new halflings from Narsileon. If Plumthorn and Winterleaf are killed, no new reinforcements are forthcoming.

Resources: The halfling's primary resource is a lethal poison that they manufacture from spider venom; it is marketed in select cities of the Archontean empire under the street name 'Mortality'. Some thieves and assassins may well have heard of the poison through appropriate guilds, and may well seek out the source (3-4). Plumthorn, however, is unwilling to sell the poison to anyone directly. Plumthorn and the halflings seek wealth and status; they want coin, gems, and jewelry, but prefer to extort it rather than trade for it. Blandveg is the lone exception; he has heard rumors of the magical utility of **arcanum** (see new magic items) and might, if ever encountered alone, be willing to trade information, spells, and/or mortality itself for viable samples of arcanum.

Attitudes Towards Adventurers: Plumthorn and his band are extortionists, selling exploration 'licenses' for 25 gp and demanding a 10% tithe of any treasure recovered. They exist, therefore, in a dialectical relationship with adventurers: no adventurers mean no extortion fees. The halflings play a subtle game, choosing to appear strong and demanding fees up front, only to back off if adventurers appear too powerful. Plumthorn flatly refuses to sell Mortality to adventurers, fearing it might be used against him. But he will certainly use its existence and lethality (perhaps with a demonstration on a goblin captive) to secure compliance from new 'customers'.

Areas of Control and/or Ignorance: The halflings have established themselves within a small, but easily-defensible area of Level 3 (areas 3-2 to 3-6). They frequently patrol a broader area of the level (areas 3-7 to 3-35).

Motives, Goals, and 'Quests': The halflings' main motive is to earn a lot of profit; once they feel they have milked their position within Arden Vul for all that it is worth, they will move on (probably to Narsileon). They may also flee if they feel that other factions are becoming too strong. Still, they smell opportunity here, and not merely from extortion; they might be willing to exempt some adventurers from extortion in return for aiding them against the goblins or beastmen. They have no real quests other than the acquisition of money, and, for Blandveg, **arcanum**. Should Plumthorn become aware that his former second-in-command, Carloman Fleetfingers, is still alive, however, he might be willing to trade goods (including Mortality), information, or services to

those who procure Carloman's release; this is the only way for PCs to truly win the halflings' friendship. Carloman is a prisoner of the goblins, where he is being slowly tortured by King Weskenim's chief interrogator (see SL4-33).

Possibilities for Expansion and/or Contraction: Plumthorn is not interested in territory, and so is not interested in expansion. He feels that his current situation is strong (especially given the portcullis at area 3-3). If all of the halflings are killed, then Weskenim, the goblin king (SL4-22), will have his men occupy areas 3-3 through 3-6.

Relations with Other Factions

Beastmen: The halflings fear the beastmen for their military discipline, their quiet courage, and the fact that the beastmen seem completely uninterested in the halflings. Plumthorn would very much like to either establish an alliance with the beastmen or concoct some way to eliminate them.

Fishmen: The halflings are ignorant of their existence.

Goblins: Plumthorn and Co. are in open war with the goblins, for whom they have nothing but contempt. They are aware that the goblins outnumber them, but are confident that their superior tactical positions at areas 3-6 and 3-7, along with the advantage that Mortality provides, will allow them to prevail.

Heqeti: The halflings are unaware of the existence of the heqeti, except as evil monsters from antiquity.

Kaliyani: The halflings are utterly unaware of their existence.

Kerbog Khan: The halflings have encountered the Khan precisely once, through one of his dragonfly automatons. They don't know what to make of him and his bizarre requests. Plumthorn has chalked it up to 'yet more weirdness from Arden Vul' and has ordered his men to shoot down any other dragonflies they encounter.

Priscians: The halflings are unaware of their existence.

Set Cult: Plumthorn is afraid of the Set Cult. For this reason, he has ordered his men to not harass the cultists if they send patrols through the pyramid. The halflings rarely visit the Forum (4-2), mostly because they worry about leaving themselves inadequately defended. But Plumthorn is seriously contemplating offering to trade Mortality to the Set cultists in return for information, favors, and special items.

Skreel Lizardmen: Plumthorn is aware that a tribe of lizard-men lives somewhere in the Halls since he has seen them exiting the cliff face (at 4-190). He has had no dealings with them and would prefer to avoid them. The halflings assume that the lizardmen are powerful, and thus to be avoided; still, so long as they cause trouble to the goblins, it's all good.

Sun-Scarred Knights: Just as with the varumani, the halflings have only glimpsed a Knight twice, and find them utterly mystifying. The fact that the Knights have not deigned to notice the halflings' existence has only made Plumthorn more nervous and more fascinated with the mysterious warriors. Plumthorn might trade goods, perhaps even Mortality, for solid, detailed information on the Knights; he would certainly do so to anyone who could arrange an interview with a Knight.

Varumani: The halflings have only had infrequent glimpses of pairs of varumani hunters (see 7-14), and they are impressed and frightened by what they have seen. They have no formal relationship with the varumani, and are unlikely to establish one. Those who can plausibly claim or prove to have the support of the varumani may be able to escape the halflings' shakedown attempts.

Heqeti

The heqeti were the original inhabitants of Arden Vul, arriving from the Underearth to build shrines and dwellings around the Great Chasm. Their ancient works - including such iconic monuments as the Obsidian Gates (5-6D) - are still scattered throughout the Halls, sometimes repurposed by later inhabitants, and sometimes lying untouched in their original state. The heqeti were chased from Arden Vul twice, once by the rudishva 2,900 years ago, and again by the Archonteans under Marius Tricotor some 1,900 years ago. Recently (about 300 years ago), the heqeti returned to the Halls. Their first project was the restoration of the great ziggurat of Kauket (10-32 to 10-37); with that complete, they have turned their attention towards expansion. The heqeti are a powerful faction by virtue of their racial abilities and powers, but they do not as yet have the numbers to overpower the other established factions.

Ruler and Other Leaders: As is the case in all their settlements, the heqeti of Arden Vul are led by a Great Tongue, who wields absolute authority over his/her people. The Great Tongue of Arden Vul is currently Reepsiq (10-47), an aged and clever heqeti weaver with decades of experience in the Underearth and in Arden Vul. Reepsiq is assisted by Pikaressa, the Second Tongue (10-49), and Qassapik, the Chief Weaver (10-48). Lesser lieutenants include the weavers Cheksib (10-13) and Neepariq (10-40).

Size of Faction and Replacements: At present about 125 heqeti of all sorts (hoppers, chosen, builders, and weavers) may be found permanently stationed throughout Arden Vul, with the vast majority located on Level 10. In addition, 40-60 heqeti pilgrims may also be found visiting the ziggurat. Heqeti losses can be replaced fairly swiftly so long as the ziggurat is in operation, with replacements coming from other heqeti settlements in the Underearth. If the ziggurat is cleansed, however, the heqeti reinforcements dry up.



Resources: The heqeti receive most of their needed goods from the Underearth, including foodstuffs (meat, fish, mushrooms, etc.), ores and metals, and finished goods. They rely on existing Underearth trade networks for those items they cannot make for themselves, and hence are forced to tolerate the presence of such traders (e.g., at 10-54). They are uninterested in trade with surface-dwellers, except in highly unusual circumstances (e.g., trading for lost heqeti artifacts).

Attitudes Towards Adventurers: Given their racial hatred for humanity and demi-humans, the heqeti are likely to view adventurers as threats and dangers, and to proceed to eliminate them with extreme prejudice. This is particularly true of adventurers encountered within Arden Vul, as the heqeti view the halls as their ancestral territory and thus view all-non heqeti as interlopers. The only exceptions to their antipathy might come in the case of truly evil adventurers who perform some feat that serves broader heqeti goals within Arden Vul or in the case of evil adventurers who arrive at Level 10 via the Underearth (i.e., via 10-62). Delivering the missing pale-green demonic horn (found at 5-95A) to Reepsiq, for example, wins the grudging respect of the heqeti (although it would be an intensely evil act, as it would allow them to summon Kauket - see 10-37).

Areas of Control and/or Ignorance: The main area of heqeti control is found on level 10, around the dreaded ziggurat of Kauket. They have established smaller outposts on other levels, including a foothold on Level 9 (9-76 to 9-82), their upper temple on Level 7 (7-78 to 7-84), and a tentative initiative on Level 6 (6-51, 6-54, 6-104 to 6-106). They are familiar with most of the lower levels of Arden Vul, especially those areas where they once held sway, but they are ignorant of the current layout of the upper levels (i.e., Levels 1-4).

Motives, Goals, and 'Quests': The long-term goal of Reepsiq and the heqeti is nothing less that the reoccupation of the entirety of Arden Vul and the extermination of all their enemies. Still, the heqeti leaders are not stupid, and they realize that these goals are ambitious. They realize that they cannot yet confront the varumani directly, at least until they are able to summon Kauket (see 10-37). As a result, they are content to explore, establish hidden listening posts (e.g. 6-51), and generally prepare for the day when they will triumph. Among their immediate goals are these: 1) they actively seek the missing pale-green demonic horn that will allow them to complete the summoning of Kauket (see 10-37; the horn is found in 5-95A), although they have no idea where it may be found; and 2) they are searching for artifacts from their ancient glory days, including the **founder's mattock** (see 9-12).

Possibilities for Expansion and/or Contraction: Short-term possibilities for heqeti expansion include areas of Level 9 that were once under their direct control, including the silent canyon area (9-109 to 9-126) and the areas around the great pukel (9-31 to 9-48). Still, they would need to deal with the Priscians (c.f. 9-31) in order to make this push. Another possible locus for expansion is the drowned canyon region (Sub-Level 6). Until the varumani are weakened, however, the heqeti are unlikely to be able to expand meaningfully in the upper halls. Should the varumani be eliminated or greatly reduced (say, by aggressive adventurers), the heqeti would instantly attempt to seize both the Troll Lift network (from their base on Level 6) and the domain of the thegn itself (moving from their upper temple to seize the varumani hold).

Relations with Other Factions

Beastmen: The heqeti have captured one beastman (10-43) but have little interest him. As a result, they are largely ignorant of the beastmen faction.

Fishmen: The heqeti are ignorant of their existence.

Goblins: The heqeti are unaware of the goblin faction.

Halflings of Phlebotomas Plumthorn: The heqeti are ignorant of their existence.

Kaliyani: Ever since the (temporary) alliance between kaliyani and heqeti that led to the collapse of the rudishva hegemony within Arden Vul, there has been uneasy peace and toleration between the two races. It helped that the kaliyani abandoned Arden Vul after the rudishva collapse, as the heqeti interpreted this flight as recognition of the heqeti rights to the Halls. In the complex world of Underearth politics, then, the heqeti and kaliyani are frequently allies. Still, Arden Vul is slightly different. As yet, the heqeti are unaware that a rogue group of kaliyani have returned to Arden Vul (the Twelfth Consortium, at SL9-64 to SL9-78). Were he to learn of Tsilliv's occupation of SL9, Reepsiq would be filled with concern concerning Tsilliv's motives; he might (rightly) fear that the kaliyani were looking to seize Arden Vul for themselves. In short, despite the general goodwill that heqeti have for kaliyani, the potential for conflict between Reepsiq and Tsilliv is high.

Kerbog Khan: The heqeti consider the Khan to be just another variant of dangerous human interloper in their ancestral halls. They hunt his automatons whenever possible and refuse to parlay with him.

Priscians: The heqeti are aware that human mages have been moving about on the chasm floor (Level 9), but as yet have not located the Priscian Hold or managed to trap and interrogate a Priscian. Reepsiq is naturally concerned about the threat posed by these stealthy mages, as he fears a resurgence of the Archontean power that once defeated his people. His people have strict orders to be extra-careful on Level 9 and to make every effort to grab one of the humans.

Set Cult: The heqeti are unaware of the Set cult.

Skreel Lizardmen: Even though the Skreel know of the heqeti (through Flisserak [SL5-7] and the visions of Kusok One-Eye [SL5-31]), the heqeti are ignorant of the Skreel tribe. If contact were made, the heqeti would likely tolerate the Skreel, hoping to use them as servants against their more powerful enemies.

Sun-Scarred Knights: The Knights have long been a thorn in the side of heqeti efforts to recover their territories in Arden Vul. Although ignorant of the origins of the Knights, the identity of their master, and the location of their citadel, the heqeti have recently won a major victory when Caudatssa's forces on Level 7 managed to overpower Sir Mendacity and take her prisoner. Reepsiq plans to transport the captive to the ziggurat for further interrogation, with the goal of finally learning where the knights are located and how they might be defeated.

Varumani: The heqeti instinctively hate the varumani for their role in the original loss of heqeti control of Arden Vul. As a result, they ambush varumani hunters and warriors whenever possible. Still, the heqeti are fully aware that the varumani are powerful, both individually and as a faction. Reepsiq is not ready to move against the varumani and is waiting both for some outside omen and the recovery of the missing demonic horn (10-37) before setting in motion plans to eliminate his ancient rivals.

Kaliyani

The kaliyani of Arden Vul are a group of renegades from the main kaliyani Underearth city of Lissak-Tol. Their leader is an ambitious and powerful magistra named Tsilliv (see SL9-77). Unable to dominate any of the existing eleven consortia in Lissak-Tol, Tsilliv fled with a band of loyal followers. Tsilliv's band left Lissak-Tol about 20 years ago and navigated its way through the Underearth, along ways and passages originally recorded in the annals of the kaliyani escape from Arden Vul. Reaching Sub-Level 9, they delved a small, but well-guarded outpost to the east of the main cavern and named it a consortium, even though this act direct contravenes kaliyani custom, which only allows eleven consortia, all ruled by neutered males. More recently, the kaliyani enslaved a small tribe of renegade lizardmen (the Lagrok tribe) dwelling in the southern reaches of the cavern. Although Tsilliv's numbers are not great, and her forces are somewhat spread out, she and her team are intelligent and quite dangerous. They are poised to begin the exploitation of a number of valuable (and equally dangerous) areas within Arden Vul, including long forgotten areas holding important Rudishva technology (e.g., Level 5). As yet they have not played a major role in the factional maneuvering that marks Arden Vul, although that fact will change once their base and numbers have grown a bit. It should be noted that the 'defection' of Tsilliv and her supporters was seen by the Enclave of the Eleven (the kaliyani ruling council) as a grievous act of treachery and betrayal, and as a sign of rising moral degeneracy among the kaliyani people. The Eleven would like nothing more than to smash Tsilliv and her upstart "Twelfth Consortium." In turn, Tsilliv hopes that success in Arden Vul will allow her to return to Lissak-Tol in triumph, where the intelligence and resources she gathered in Arden Vul would force the doubters to bow to her strength and wisdom.

Ruler and Other Leaders: Magistra Tsilliv is the leader of the Twelfth Consortium (SL9-77). She is aided by two fellow sorcerers, Sveestik and Kaastir (SL9-77 for both).

Size of Faction and Replacements: The Twelfth Consortium currently numbers about 80 members, half of whom are found within the kaliyani compound on SL9 while the other half are busy exploring the Halls. Since Tsilliv's people are outcasts and rebels against the authority of the Eleven in Lissak-Tol, it will be difficult for them to replace losses. At best they might expect 1-2 new recruits per month.

Resources: The kaliyani are well stocked with supplies derived from the Underearth; they are self-sufficient with regards to food and money, especially since they continue to receive covert support from dissatisfied elements in Lissak-Tol. They produce little in the way of exports and are mostly uninterested in trade with surface-dwellers. Their dredging operations do provide some minerals that they could use to trade; they also create their own minor magic items and potions. Since they require **arcanum** (see new magic items) for higher-level spell casting, they are always interested in new supplies of that orange substance.

Attitudes Towards Adventurers: The kaliyani in general and Tsilliv in particular are completely inimical to humankind. It is hard to fathom the circumstances in which she might negotiate with human or demi-human adventurers.

Areas of Control and/or Ignorance: The Twelfth Consortium proper comprises the western area of Sub-Level 9 (areas SL9-59 to SL9-78). This region is well-designed and -defended, with purpose-built choke-points at SL9-62 and SL9-78. Tsilliv has mounted three exploratory ventures into the Halls. The first expedition was sent down the tunnel at SL9-37 towards Level 9; its members established a forward base at 9-118 and dispatched smaller groups upwards into Levels 8, 7, and 5. The second group was tasked with penetrating the fiery veil at SL9-50. This team solved the problem by digging a new tunnel from SL9-51 to SL9-52. There they discovered and partially repaired a damaged teleporter that allowed them to access area 6-32. The third expedition followed a natural fissure in the rock upward from SL9-75; their mining efforts led to them eventually to level 4, where they broke down a wall leading to the chamber of High Priestess Stephania (4-51A). Aside from these areas, the kaliyani are ignorant of the layout of the rest of Arden Vul. They are committed to exploration, however, and their team on level 5 (5-125) is poised to make the kaliyani the first faction to penetrate the Midnight Road in several millennia.

Motives, Goals, and 'Quests': The long-term goal of Tsilliv is to create a viable, twelfth consortium here at Arden Vul. As this goal directly contradicts two millennia of custom and practice, the other kaliyani at Lissak-Tol would love nothing more than to smash Tsilliv and her upstarts. From records stolen from the other eleven consortia, Tsilliv is aware that her people arrived at Arden Vul on a ship named the Beacon; she would like to discover information about the Beacon and/or its physical remains. As yet, she is unaware that the Beacon was a starship. To this end, she badly wants to discover the ancestral homes of her people in Arden Vul (i.e., the rudishva areas, especially on Level 5). More immediate goals include: 1) the discovery and control of large quantities of **arcanum**, enough to fuel the spellcasting of the kaliyani spellcasters; 2) coming up with a way to either destroy or dominate the humans (i.e., the Set Cult); and 3) undermining the varumani without confronting them directly. The Eleven Consortia have a spy implanted in Tsilliv's group (Serriv; see SL9-72); the spy's reports are conveyed back to Lissak-Tol by the derro trader, Gest Felstapper (SL9-76). Although it is unlikely that Serriv would be able to make contact with PCs, he (and his masters) would certainly be interested in a short-term alliance with adventurers who could promise to eliminate or damage Tsilliv and her team.

Possibilities for Expansion and/or Contraction: Tsilliv fully controls Sub-Level 9. Within the next month or so, she will send a permanent team to 6-32; this team will avoid area 6-30, but will dig a tunnel to 6-28, where it will attempt to take over the trader's hall and then move into the rest of Level 6. Expansion into Level 4 (via 4-51A or 4-39) is currently stymied by the Set Cult's presence there, at least until Tsilliv can determine whether the humans are strong enough to withstand her. The kaliyani expedition based at 9-118 has not recommended permanent expansion to that location, but its exploration teams have found more promising sites elsewhere. The most significant is area 5-125, where the kaliyani are close to discovering the Midnight Road region; when they do, Tsilliv will undoubtedly establish a strong outpost there with orders to loot everything useful from the area (since she does not yet have the numbers to occupy it completely).

Relations with Other Factions

Beastmen: The kaliyani are ignorant of the beastmen.

Fishmen: The kaliyani are ignorant of the fishmen.

Goblins: The kaliyani are unaware of the goblin kingdom.

Halflings of Phlebotomas Plumthorn: The kaliyani are utterly ignorant of the halflings' existence.

Heqeti: Although Tsilliv's people have not yet encountered the heqeti within Arden Vul, the two races are generally tolerant

of each other in the Underearth. Once contact is made, Tsilliv will attempt to form an alliance with Reepsiq; she will offer to split the Halls between the two peoples. Reepsiq, as noted in the heqeti faction entry, will be less sanguine about this overture, as he believes that all of Arden Vul belongs to the heqeti. Thus, a short-term alliance is likely, especially against the varumani, but the seeds of long-term conflict are present.

Kerbog Khan: The kaliyani have encountered several of the Khan's automatons but have yet to speak directly with the strange mage. At this point they don't know what to make of him; he's clearly powerful, and they fear he may have as-yet-unknown resources. Tsilliv is contemplating issuing orders to destroy all automatons on sight.

Priscians: The kaliyani have not yet encountered the Priscians. When and if they do, however, they will see them as natural enemies and move to oppose the human magic users.

Set Cult: The kaliyani were shocked twenty years ago when their tunneling efforts led them to tumble - literally - into the chamber of High Priestess Stephania of the cult of Set. After a tense standoff, the kaliyani came to a modus vivendi with the humans. The kaliyani promised to share information about the lower levels, while the Set cultists agreed to provide necessary goods and supplies. Left unspecified were general promises of support. While the Set leaders have high confidence in this arrangement, the kaliyani see it as a temporary measure. Indeed, their natural hatred for humans makes it likely that they will betray the cult at some point in the future, once they have become more firmly established in the Halls. Tsilliv has also carefully regulated the information she has provided to High Priestess Stephania, and indeed has revealed nothing of her own expansion efforts elsewhere in the Halls. Using psionics and psychology, the kaliyani have played on the cultists' desire to see the kaliyani as natural allies, even as fellow-devotees of Set. To this end they have established a 'snake-god' shrine at 4-51A as a cover.

Skreel Lizardmen: The Skreel are unknown to the kaliyani. Should they encounter each other, the kaliyani will attempt to enslave them as they have already done the Lagrok tribe (see SL9).

Sun-Scarred Knights: The kaliyani are ignorant of the Knights. Once contact is made, the kaliyani will seek to eliminate the Knights and stymie their plans.

Varumani: Over the millennia since their retreat from Arden Vul, the kaliyani have developed a racial myth that they had been persecuted by the rudishva and varumani; as a result, they have natural hatred towards the varumani. Tsilliv's exploration teams have learned that the varumani are powerful within Arden Vul, probably more so than the twelfth consortium. As a result, she has ordered her people to avoid the varumani for the present. One group of scouts, however, was surprised by varumani hunters on the chasm floor and slain; as a result, the varumani know of the existence of the kaliyani, and Varboka the thegn is planning action against them (once he learns the location of Tsilliv's base). At present, the two ancient enemies are still mostly concealed from each other, but open war is likely to break out in the near future; war would be absolutely certain should both sides discover a route to the Midnight Road, since both wish to claim the heritage of the rudishva for themselves.

Kerbog Khan

Kerbog Khan is one of the most seemingly well-known quantities in Arden Vul, since his automatons (dragonflies, explorers) travel everywhere, seeking to 'bargain' with all and sundry. The Khan's distinctive voice - raspy, tonally varied, and with hisses, pops, and crackles - has also made him memorable to the other factions. Since the Khan appears weak in number and unaggressive, most of the other factions do not see him as a threat. Instead, they accept him as an information broker, albeit a strange one with a strange predilection for blood. It is common for explorers to encounter the Khan via his automatons, even in the most remote sections of the Halls. Indeed, some adventurers attribute their survival to bargains made with the Khan (by which he teleported them to safety in return for blood samples as well as other items).

Ruler and Other Leaders: Kerbog Khan is the sole sentient member and leader of the faction. Born Cerbactos Kalthetos, the Khan climbed through the ranks of the Collegia as a powerful (20th-level) mage with an unhealthy interest in blood magic. Fifty-seven years ago, however, Cerbactos abruptly decamped from Archontos, and ended up in Arden Vul, where he fortuitously located the lost medical pod of the Beacon and set himself up as a blood-mage and techno-sorcerer. Using the high technology in the medical pod, he has grafted various mechanical elements onto his own body.

Size of Faction and Replacements: Kerbog Khan is served by a set of automatons. Four of the automatons are unique: the borer, the doorkeeper, the Giatros, and the Nosokoma (see Automaton of Kerbog Khan in new monsters for all). Most are generic, falling into the following types: battle automatons (5 exist at present), basic dragonflies (20), poison dragonflies (7), basic exploration models (8), and bipedal exploration models (4). Lastly, the Khan has also created a model of automaton that is capable of limited sentience; he calls them his 'children'. Two of these have fled his lair, but two more remain with their 'father'. The process of making an automaton is difficult, requiring time and resources. The Khan is able to replace dragonflies at the rate of one every other month; the exploration models take 3-6 months to create; the battle and unique automatons take 6-18 months to recreate.

Resources: The Khan is fabulously wealthy, since his automatons systematically bring him lost treasure in coin, magic, and codices. That said, he constantly desires new supplies of certain objects, including gems, precious metals, mundane metals (steel, iron, brass, and bronze), rudishva technology (bits of plasteel, as well as specific technological objects), ancient constructs, and magic items. In return for such items, he offers information, spell services, teleportation service, and healing; he almost never parts with items from his own hard-won hoard.

Attitudes Towards Adventurers: Kerbog Khan is intensely interested in adventurers, at least provided that they treat him and his automatons politely. Craving information about the Halls, specific rudishva-era technology, and general magical resources, the Khan is always interested in making bargains with like-minded adventurers. Kerbog Khan's bargains are quite specific: he can offer information, teleportation services, spell services, and healing; in return, he demands information, objects (particularly rudishva items), and services. In any trading session, however, the Khan requires that 'bargains must be sealed with blood' (a phrase that is well known to all who treat with him). This means that bargainers must provide a blood sample, to be taken either by the Nosokoma or by one of his automatons (if the bargain is made outside his own domain). Should adventurers attack his automatons, betray a bargain, or otherwise irk the Khan, he is unlikely to take direct action; rather, he is likely to bargain with other parties - either

factions within the Halls or NPC adventuring groups - to take vengeance on his behalf.

Areas of Control and/or Ignorance: Kerbog Khan controls a small, but defensible, complex of rooms on Sub-Level 12. His automatons travel everywhere throughout Arden Vul, ensuring that he is probably the best-informed denizen of the Halls. There are few areas of which he is ignorant.

Motives, Goals, and 'Quests': In general terms, the Khan is constantly searching for unknown locations, new bits of rudishva technology, gems, precious metals, and magic items. Adventurers who 'open' new regions of the Halls to exploration might well receive a visit from the Khan (through one of his automatons), inviting them to bargain with him for information or specific items. Examples of information that the Khan might find valuable include: a route into the Midnight Road (level 5); how to open the Obsidian Gates (5-6D); the location of the archons' regalia (i.e., the **bone ring of Jagri-Naz** at 5-74, the tablet of the beacon at 9-107, **the ebon spear** at Sl5-13B, and the **iron circlet of Ghanor** at 3-127A); the nature of Deino (3-158); the nature of Master Malachite of the Sun-Scarred Knights (SL10A-32); the location of any of the pods of the Beacon (SL2-2, 6-27, 6-113, 7-143, SL13-37, and SL14-10); the location of the Tomb of Isadora (SL11) or of the Tombs of Light (SL2); the location of the resting place of the legendary construct, Sulla the Myrmex (SL6-22); how to access the chamber of the Beacon (SL14-10); etc. Finally, the Khan is distraught at the flight of two of his 'children', Corbel and Cobban, from his precincts; he would trade much for the return of the two, or even for information concerning their location (they may be found at 4-176).

Possibilities for Expansion and/or Contraction: The Khan is uninterested in expanding his domain. As none of the other factions are willing to confront him, the likelihood that his domain contracts is also low.

Relations with Other Factions

Kerbog Khan hopes to enjoy a basically neutral relationship with all the factions. He prefers none of them, nor is he willing to ally with any of them. Instead, he merely seeks to further his own ends through bargains.

Beastmen: Kerbog Khan is irritated by the refusal of the beastmen to treat with him, mostly because their hostility poses a constant threat to his automatons on Level 3 and has forced him to seek alternate routes through that level. He is likely to warn adventurers against the them, and regularly plots against Deino.

Fishmen: The fishmen are an unknown quantity to the Khan, a fact that makes him both curious and nervous about them. He has observed their activities in the Drowned Canyon and is aware that they have an aquatic lair somewhere to the north of the canyon; but because he has yet to develop a truly submersible automaton, he has not been able to explore Sub-Level 7. From what he has seen, the fishmen seem primitive and unlikely to offer much to him in terms of bargains.

Goblins: The Khan is pleased by the goblins' affection for him. His automatons make frequent stops in the goblin realm.

Halflings of Phlebotomas Plumthorn: Kerbog Khan's automatons scouted the halfling camp shortly after it was established. Unimpressed with the small-mindedness of the halflings, especially their apparent lack of interest in exploration or knowledge acquisition, the Khan has decided to ignore them. If questioned about the halflings, he has nothing good to say.

Heqeti: Although the Khan has no natural objection to the heqeti and would, in fact, bargain with them if only they would agree to do so, the hostility of the heqeti towards his automatons has made him cautious. Because of this, his automatons rarely venture into heqeti territory.

Kaliyani: As one of the newest factions in Arden Vul, the Khan has been naturally curious about them. He knows where the kaliyani reside and how to get to Sub-Level 9. That said, he is cautious about them, especially given his experience with the heqeti, and has not yet revealed himself to the kaliyani, let alone attempted to bargain with them.

Priscians: The Priscians are the one group that the Khan fears, since they represent in his eyes the might of the Archontean wizardly collegia. Given that the Khan fled the collegia with several valuable - and stolen - codices, he would prefer to remain undetected by other powerful Archontean magic users. For this reason, he actively avoids the Priscians (although he knows where they are located) and denigrates them as 'dangerous evil-doers' to any who ask. As yet he has kept the location of his domain secret from the Priscians.

Set Cult: The Khan values the cult for the Forum, where he regularly seals bargains. So long as the Set cult does not disturb him, he continues to support them.

Skreel Lizardmen: Kerbog Khan has nothing against the lizardmen except for the fact that they are not very interesting. Since they are unlikely to have much to trade to him, he doesn't spend much time thinking about them, and his automatons don't visit Sub-Level 5 very often.

Sun-Scarred Knights: The Khan has come to grudgingly respect the Knights for their neutrality and their willingness to trade information with him. That said, he is intensely curious about their origins, their customs, the location of their citadel, and the identity of their Master; he would eagerly bargain with those who could satisfy this curiosity.

Varumani: Kerbog Khan is one of the few modern persons familiar with the history of the varumani. As a result, he is fascinated by them, both for their vibrant culture and their status as semi-constructed beings (see the troll pits at 5-131). That they find his automatons endearing and interesting puts the seal on his interest in the varumani. For these reasons, his automatons frequently visit the court of the thegn (7-75) and the troll market (7-76).

Priscians, or the Eighth Collegium

The Priscians are a secretive, disciplined, hierarchical order of arcane spell-casters who have taken their name from the ancient Sortian mage, Priscus Pulcher. Although the historical Priscus believed in egalitarian principals and the opening of magical training to all, the modern Priscians embrace a gnosticism that celebrates secret knowledge and power at the expense of others. Although they recruit carefully and attempt to keep rigid control over their members' activities, sufficient hints of their activities have leaked into the public sphere such that Archontean arcane society has come to postulate the existence of an Eighth, or secret, Collegium; the Priscians have adopted this epithet for themselves. The Priscian Order comprises two types, the full members, or circularii (spell-casters), and the adjunct members, or conversi (thieves and fighters who lend support to the casters). Since all are classed characters, the Priscians are more powerful than their numbers would suggest.

Ruler and Other Leaders: The archmage Nerub Null (9-64) is the leader of the Priscian expedition within Arden Vul. Nerub Null is a bit ethereal and concerned with long-term strategy, so day-to-day logistical operations are handled by Jaracondus the Sprightly (9-63). The Priscians embrace a rigidly hierarchical organizational structure, such that most circularii are in charge of at least some of the more junior members.

Size of Faction and Replacements: The Priscians are divided into full members, or circularii (i.e., spell-casters), and non-spellcasting assistants, or conversi. At the moment there are twenty-nine circularii and thirty-two conversi present in the Halls. As the Eighth Collegium is a super-secret organization, it will be impossible for Nerub Null to replace losses. Should the entire Priscian group be eliminated, the duo-decimus of the sept based in Archontos will order another expedition; this expedition will be half as large as that of Nerub Null, although the mages will all be from Quintus and above. It takes three months after the destruction of Nerub Null's group for the new expedition to arrive; it has full knowledge of the entry at AV-19, and will seek to reoccupy the Priscian areas, and especially the arcanum forge (9-60).

Resources: The Priscians control the arcanum forge (9-60), which allows them to make special magical items; these are not usually for sale or trade to non-Priscians, however. Similarly, they have acquired quite a few interesting curiosities from their recent exploration of the halls; these trophies are found in 9-62. They are constantly searching for **arcanum** (see new magic items) and magical treasures; in return, they offer cash, some of their non-magical trophies, spell-casting services, and, as a last resort, Priscian magical items.

Attitudes Towards Adventurers: The Priscians exercise caution with adventurers at all times, rightly deeming them among the most dangerous potential forces they might encounter. In fact, the Priscians prefer to avoid contact with adventurers through the use of spells and potions. If surprised or confronted, they seek negotiation first. They will not reveal the location of their hold (areas 9-58 to 9-64) except under extreme torture, and they also reveal nothing about their search for lost Sortian tombs (e.g., Sub-Level 11).

Areas of Control and/or Ignorance: The Priscians prefer to make a light imprint on the space of Arden Vul. In addition to their secret entrance point to the Halls (AV-19), they have occupied only a handful of locations: the set of chambers abutting the nexus point for Sortian teleportation (6-45 to 6-49A), and the old Sortian hold itself (areas 9-58 to 9-64). From these areas they have done a fair amount of exploring in the main dungeon levels, particularly on Levels 3, 5, 6, 7, and 8, and on a few of the sub-levels (SL4, SL6, although their expedition to SL6 did not fare well - see SL16-19). They are occasional visitors in the neutral gathering sites such as the Forum (4-2), the Inn of the Lost (6-7 to 6-19), the Arena (6-68), and the Troll Market (7-75).

Motives, Goals, and 'Quests': The Priscians seek magical treasure, magical knowledge, **arcanum** (see new magic items), and objets d'art from the Archontean golden age. The have a special interest in any objects or knowledge that can be associated with the Sortians. As they are impressed with the might and techno-magical powers of the Sun-Scarred Knights, they would very much like to locate the knights' fabled hold. Finally, through long years of research, Nerub Null has come across a series of tantalizing clues pointing to the significance of a Lady Isadora (see World of Archontos appendix) to the ancient Sortians; he would like his people to follow up these clues to see if there is anything behind the rumors.

Possibilities for Expansion and/or Contraction: The Priscians are content with their existing accommodations. While they are strong enough to expand, expansion makes 'noise', and they prefer to remain quiet, gliding through Arden Vul with a minimum of attention. This policy has risks, for they have no spot to which they can fall back.

Relations with Other Factions

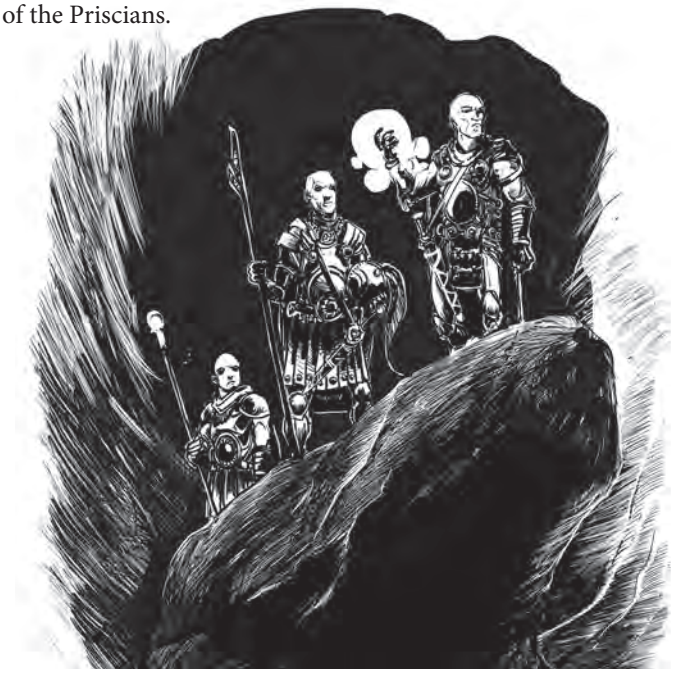
Beastmen: The Priscians have no formal relations with the beastmen and only a hazy idea of where they live. In fact, their only knowledge of the beastmen comes from some guarded, inconclusive conversations in neutral sites like the Forum (4-2).

Fishmen: Before it was wiped out (see SL6-19), the Priscian exploration party sent to SL6 reported the existence of the fishmen, describing them as bestial and only semi-sentient. Nerub Null has not given the fishmen another thought.

Goblins: The Priscians are broadly supportive of the goblins, mostly because they feel they can manipulate King Weskenim into helping them achieve their own ends. Nerub Null has recently authorized a first embassy to the goblin court through the secret chambers at SL4-44; King Weskenim is duly amazed and slightly intimidated by the ambassadors' mien and power.

Halflings of Phlebotomas Plumthorn: The Priscians are aware that a band of thuggish halflings has occupied the entrance halls under the pyramid, but they have not made their own presence known to the halflings. They see little reason to do so, as they assume that the halflings will be wiped out sooner or later.

Heqeti: Given the location of their Hold on Level 9, the Priscians came into immediate and hostile contact with the heqeti. Realizing that the heqeti are inimical to humans, the Priscians have moved very carefully about the chasm floor, concealing their movement from the heqeti via illusion spells and potions. They hope to accurately map the accessible areas of Level 9 so as to rule out any possible counter attack from the heqeti; at that point they might make a surprise attack on the heqeti outpost on Level (9-75 to 9-82), hoping to force the heqeti to retreat. Any who aided such a venture (or took the risks on their own), might win the friendship of the Priscians.



Kaliyani: The Priscians have only glimpsed kaliyani parties twice, and both times at a distance. Since they know almost nothing about them, and since the kaliyani seem dangerous, the Priscians are predisposed to dislike them. In certain circumstances, a Priscian party might be willing to trade some information to adventurers in return for a detailed information about kaliyani capabilities and the location of their habitations.

Kerbog Khan: As powerful magic-users from the Archontean empire, the Priscians know of the checkered history of Kerbog Khan, and share the disgust and contempt that the Collegia feel for the Khan. As a result, the Priscians attempt to destroy the Khan's automatons on sight. They also would dearly love to locate the Khan's hidden lair so as to capture him and return him to the empire for justice.

Set Cult: The Priscians recognize the value of the neutral meeting ground that the Set cultists have established and are willing to take advantage of it for purposes of trade and information-gathering. Still, they do not trust the cultists, and are likely to block High Priestess Stephania's ventures whenever it is feasible to do so.

Skreel Lizardmen: The Priscians are aware that a tribe of lizardmen exists, and that the entrance to their domain may be found on Level 4, just north of the ruined entrance halls. They have encountered lizardmen in the neutral areas of the Halls but have not yet made a formal overture to the Skreel. Should the Priscians become aware of the location of the tomb of Kentillian (SL5-13A and SL5-13B), they would take a significantly greater interest in the Skreel.

Sun-Scarred Knights: Although initially shocked and frightened by their first encounter with a Knight, the Priscians quickly came to agreeable terms with them. As the Priscians did not seem to want to play a major role in the politics of the Halls, the Knights were content to register their existence and move on to their already-established strategies. This suits the Priscians just fine. The Knights' lack of interest allows the Priscians time to make careful inquiries about the Knights' powers and special interests, and, especially, about the location of their citadel.

Varumani: Admiring the vigor, power, and mysterious origins of the varumani, the Priscians have thus far treated Varboka, the troll thegn (7-30), with respect. Perhaps sensing that the varumani pose a lesser threat to their plans than does the Set Cult, the Priscians feel less threatened by the thegn's people. It helps that the varumani are not really spell casters, and thus are not really rivals; it also strikes the Priscians that better artifacts from the Sortian period can be found at the Troll Market (7-75). The Priscian leadership is even contemplating a subtle campaign to turn the varumani against Set, with promises of Priscian support as part of the package.

Set Cult

Set was one of the 'Twelve', that is, the Old Gods of the ancient Archontean Empire. During the imperial golden age, one of the centers of Set's cultic power was Level 4 of Arden Vul. Over the past millennium, however, the Archonteans have come to worship new gods (or, perhaps, new avatars of the old ones?), and the worship of Set, Thoth, and the other members of the Twelve has dwindled to a trickle. About a century ago, a handful of the remaining faithful followers of Set began to reoccupy the old halls in Arden Vul. That handful has grown into a powerful, but secretive faction that has restored the old main temple (3-90) and two of the three mysteries of Set (4-23 and 4-48). The cult leaders also chose to restore the ancient Forum of Set (4-2) and to position themselves as the neutral arbiters for trade and diplomacy among the other evil factions of Arden Vul. The cult of Set has thus come to fill an important role in the upper levels by providing a well-ordered, well-guarded site for the exchange of goods, treasure, and slaves. The cult of Set is comprised of two distinct units, the priesthood, and the Guild of Service (i.e., slavers). While technically the priesthood, led by High Priestess Stephania (4-51), rules the entire group, in practice the chief slaver, Gunnar, and the rest of the Guild operate quasi-independently. The cult is ruthless, but lawful; should visitors appear strong and demonstrate a clear reason for visiting the public areas of the cult (especially the Forum), those visitors will not be hindered, and may even be offered advice. The cult is also feared by the other factions of the upper halls thanks to the discipline of the Set guardsmen and, especially, to the spell-casting abilities of the acolytes, deacons, and priests.

Ruler and Other Leaders: The ultimate leader of the cult is High Priestess Stephania (4-51). She consults with a team of senior advisors, including Belisarius the Overseer (4-47), Alexandros the bibliothecarius (4-54), Marius Junienos (4-56), and Lacedaion of Archontos (4-57). The Guild of Service has its own leadership structure: the chief slaver is the Wiskin Gunnar (4-10), who is advised by three guildmasters, Yon Resedior (4-8A), Anna Ligareon (4-8B), and Jisko Grey-Eyes (4-8C). None of the others is aware of the fact that Chief Slaver Gunnar (4-10) has recently been replaced by a doppelganger; the real Gunnar is languishing in a secret prison (4-64).

Size of Faction and Replacements: The cult is relatively large and powerful, as most of its members are classed as fighters (guardsman and sergeants), clerics (acolytes and deacons), or thieves (guildsmen). In total, the cult boasts about 100 guardsmen scattered across various duty stations and patrols, plus about thirty acolytes and ten deacons. The Guild of Service contains another fifty individuals or so. At any given time, some 25-50 non-resident cultists are present on Level 4, visiting the Forum and Mysteries. Despite its size, it is difficult for the cult to replace the trained (classed) guardsmen and clerics; indeed, the majority of Set clergy that currently exist in the Archontean world are concentrated here. Losses incurred on the boundaries of their territory (e.g., choke-points like 3-89) will be swiftly replaced (and doubled) by reassigning forces from elsewhere within the domain of Set. But Stephania can only reassign forces for so long - a prolonged war of attrition will incur losses that Set cannot replace. At best, Stephania can hope to replace 1-3 guardsmen and one acolyte every two months.

Resources: The cult is quite wealthy, both in terms of money and magic. It makes a nice profit from taxing trade in the Forum (4-2), and earns even more from its loathsome slave trade. Set patrols in the upper halls are constantly looking for hidden treasure from the old days of Arden Vul. Finally, the cult also profits from its money-lending and banking services (see 4-2G and 4-24). All of this means that Set has a sizable pool of liquid wealth it can use to bribe or hire mercenaries and allies; for instance, Stephania's treasury (4-52) holds 35,000 gp. It should also be noted that the cult enjoys easy access to divine spells and magic items appropriate to clerics. The cult is always willing to trade or pay for shipments of food, alcohol, iron, steel, and wood from outside Arden Vul.

Attitudes Towards Adventurers: Adventurers who approach the Forum through the normal route (across the Red Bridge,

area 4-120A) as peaceful or neutral visitors will find themselves welcomed, although they will be scrutinized carefully. So long as such adventurers follow the Laws of the Forum (4-2), the cult tolerates and encourages visitation, inquiries, and trade. Encounters with Set patrols or fixed Set guard posts elsewhere in the Halls are another story, however. Away from the Forum, Set guardsmen, acolytes, and deacons are arrogant and aggressive, seeking to confront potential foes and force submission. Weak adventurers might find themselves forced to give tribute to such forces. Adventurers who assault any of the cult's fixed territory incur the lasting enmity of the cult; not only will they be barred from the Forum, they will be actively hunted through the upper halls of Arden Vul.

Areas of Control and/or Ignorance: The cult actively controls large chunks of Levels 3 and 4, including areas 3-89 to 3-111, 4-1 to 4-58, 4-101 to 4-106, 4-119 to 4-120, and 4-128 to 4-132. Significant sites include the main temple (3-90), the Forum (4-2), and the Red Bridge (4-120A). The cult also patrols and travels through the two routes from the Forum to the cliff face (4-190): these routes include areas 4-122, 4-170, 4-172, 4-178, and 4-189 on the one hand, and 4-19, 4-163, 4-167, 4-179, 4-178 and 4-189 on the other. Recently Stephania has approved an expansion into the southern portions of Level 3, with a small outpost near to the Great Cavern (3-172): this outpost includes areas 3-194, 3-195, 3-211, and 3-212. Set patrols occasionally enter the precincts of Thoth through the pyramid (3-1), and have made tentative diplomatic forays to the Arena (6-68) and to court of the troll thegn (7-76). It must also be noted that Set regularly (but quietly) patrols the ruined city of Arden Vul, and has quietly fortified one of the old wall towers (AV-44).

Motives, Goals, and 'Quests': The ultimate motives of Stephania and her team are rather lofty: nothing more than the reinstatement of Set as one of the major deities of the Archontean Empire. She hopes to obtain this goal by quietly building power here, on the frontier of the empire; once her numbers have risen and she has amassed significant wealth, she plans to expand the tiny cells that exist in the major Archontean cities of Narsileon, Arcturus, and Archontos itself. This is an uphill battle, as popular opinion has currently swung against Set over the past millennium, and the imperial administrators consider Set cultists to be dangerous and unpatriotic radicals. Conflict between the cult and the Empire is likely.

Within Arden Vul, Stephania's goals are more mundane: she wishes to expand the extent of Set's active control to encompass all of Level 4 and, eventually, all of Level 3. She realizes these are ambitious goals, and is content to move incrementally, nibbling away at territory and growing her base. Stephania and her team are more than happy to hire adventurers to help them accomplish these tasks, for they prefer to let outsiders risk their lives in return for cash. Initial inquiries in the Forum result in a deacon interviewing potential mercenaries; if they pass muster, the cult is likely to task the adventurers with one of several initial tasks: 1) clearing the caves north of the Forum of monsters (areas 4-66 to 4-100); and/or 2) specifically locating and returning the escaped slaves to the Guild of Service (see 4-100). If adventurers succeed at these tasks, one of the senior leaders of the cult might meet with them and invite them to undertake more substantial tasks: 1) neutralizing the monster that has occupied their administrative offices (4-58); 2) reopening the Third Mystery of Set (4-111) by slaying whatever beast is inhabiting it; 3) reopening the necropolis of Set (areas 4-138 and 4-139); or 4) locating the tomb of Theskelon (4-142) and returning its treasures to Stephania. Clearly some of these tasks might be considered evil, so alignment issues need to be carefully considered. For good aligned parties, a major quest involving Set would be the utter elimination of the cult! The imperial Drome (e.g., Lord Keko the Lame in Narsileon) is aware of the growing might of the cult of Set, and even of its general location, and these imperial authorities might be willing to employ such parties to scout, undermine, and even eliminate the Set cult.

Possibilities for Expansion and/or Contraction: should adventurers clear out the caves north of the Forum (6-68 to 6-100), whether as agents of Set or not, the Set cult will swiftly move to occupy them, and those caves will soon echo with the sound of stone masons' hammers, as the cult moves to render those areas 'civilized'. Similarly, should adventurers eliminate the monstrous threats in the chambers of the Third Mystery (4-111) or in the Necropolis of Set (4-138 and 4-139), the cult will quickly move to expand its perimeter to include those areas. Eventually, Stephania hopes to cleanse and restore all of the areas between the Red Bridge (4-120A) and the cliff entrance (4-190). The cult's relatively fixed choke-points (areas 4-120A, 3-89, and 4-66) lend the cult confidence. Should those areas be breached, the cult will react with strong, disciplined attacks designed to recover those areas. Ultimately the cult does not feel that it has much room for contraction; it fights fanatically to defend its core.

Relations with Other Factions

Beastmen: The cult considers the beastmen as some of their chief rivals, even as they believe themselves to be individually and collectively stronger than the children of Deino. Stephania is not exactly certain of the location of the territory of the beastmen, but she is aware that it is close to areas that the cult would like to dominate someday. For the time being, the cult takes no official action against the beastmen, although standing orders allow Set patrols to attack beastman patrols in deserted areas of the Halls.

Fishmen: The Set cult is unaware of the fishmen.

Goblins: Since their territories do not intersect, the Set Cult does not consider the goblins to be threats, or even rivals. They welcome the goblins to the Forum, and are happy to offer trade, information, and services.

Halflings of Phlebotomas Plumthorn: The cult takes almost no notice of the halflings, dismissing them (perhaps rightfully) as minor thugs without much staying power within Arden Vul.

Heqeti: Stephania and her advisors know some history of the Halls, and thus are aware of the existence of the heqeti as an inimical race. Since the cultists have never seen a live heqeti, and since the cult's sphere of influence is in the upper levels, they are unaware of the rising menace of the heqeti. Whispers of the return of the heqeti are starting to be heard in the Forum, a fact that puzzles and alarms Stephania.

Kaliyani: The high priestess was shocked when kaliyani miners broke down the wall into her own chamber some twenty years ago. After a short tense standoff, she came to an understanding with the strange, snake-like kaliyani. Given the fact one of Set's favorite creatures is the snake, it was perhaps natural for her to decide that the kaliyani should be her allies (a fact of which the kaliyani did not attempt to dissuade her). As yet the alliance has not really produced any meaningful results, but Stephania is content to have secret, potentially powerful allies. She has informed only a few of her closest advisors of this alliance.

Kerbog-Khan: Deeming the Khan to be nothing more than an eccentric wizard whose obsessions are unlikely to impact their own ambitions, the Set cult is content to tolerate the Khan and his bizarre automatons. Indeed, they are happy to trade goods and information with him through those automatons. Stephania idly wonders where the Khan is based, but as yet has not found this question to be pressing enough to pursue actively.

Priscians: The cult has had only occasional encounters with the Priscians, mainly in neutral sites like the Forum (4-2), the Arena (6-68), and the Troll Market (7-76). These encounters have given Stephania and the other leaders pause, for the secretiveness and obvious magical power of the Priscians makes them an unknown, and potentially dangerous entity. Stephania would desperately like to learn where the Priscians are based, and to that end is contemplating a secret operation to assault and capture a Priscian party so as to subject its members to interrogation.

Skreel Lizardmen: The cult has little time for the lizardmen, considering them uncivilized and of little threat to their plans for expansion. One point of potential conflict is the fact that the lizardmen use the same route to access the exterior (4-190), via the long tunnel (4-165) from the lizardman caves to Level 4. At the moment, however, the cult encourages official neutrality with the lizardmen even as its leaders ponder how they can milk the reptiles of their wealth and information.

Sun-Scarred Knights: The Set Cult has been careful not to offend the Knights, and to abide by the inscrutable rules and customs that the Knights follow. Privately the Set leaders discuss how they might discern the location of the Knights' citadel so as to gain actionable intelligence against them. Publicly they always greet visiting Knights warmly.

Varumani: Recognizing the varumani as a more powerful, and more established version of themselves, the Set leaders have been careful to treat the varumani with respect. They are aware that the varumani are the most powerful faction in the halls, and don't wish to incur the thegn's wrath. It helps that their spheres of influence are quite distinct.

Skreel Lizardmen

A successful tribe of lizardmen, known as the Skreel, inhabit the warm, humid caves of Sub-Level 5. Although these are typical lizardmen in terms of intelligence, tactics, and goals, their leaders are attempting to provide more direction to the tribe.

Ruler and Other Leaders: The Skreel are led by their chief, Sgraal, a fearsome lizard king warrior (SL5-36). Sgraal is advised by a renegade (and insane) human magic user, Yurtil Skreel-Friend (SL5-35), and by a trio of shamans (SL5-30). The senior shaman is Kusok One-Eye (SL5-31).

Size of Faction and Replacements: The Skreel are a large group, with approximately 125 individuals (of which 40 are females), divided into at least seven clans. Currently the Skreel have thirty hatchlings. They will have trouble replacing losses; they can expect only 1-2 hatchlings to mature per month.

Resources: The Skreel have few resources to offer. Perhaps their most valuable resource is the green friend (see new flora), the curative powers of which might be useful to adventurers and other factions. It hasn't occurred to the Skreel yet that they could actively market or sell this resource. Unbeknownst to the Skreel, they are also sitting atop one of the most potent magical relics hidden within Arden Vul; this is the famed **spear of Arden** (see new magic items), which is currently found in the lair of the lich, Kentillian (SL5-13B). As they lack the knowledge of metalworking, they are interested in acquiring metal tools, including weapons. Sgraal has a hoard of more conventional treasure (SL5-41), but he is unlikely to consider using it in trade.

Attitudes Towards Adventurers: The Skreel are suspicious of adventurers, since their experience suggests that adventurers are nothing but trouble. Adventurers who arrive unannounced or uninvited in their domain will be met with an ambush (SL5-1), although the ambush can be avoided if adventurers announce their intention to parlay with the lizardmen. Although the evil tendencies of Chief Sgraal cause him to attempt to kill, trap, or imprison visitors, the average Skreel is not as concerned with such policies as is the Chief. In the right circumstances, therefore, adventurers might be able to negotiate peaceful passage through the Skreel domain. Even if a truce is obtained, though, adventurers should remain cautious, as Sgraal will attempt to rally his warriors to reverse their decisions and attack the adventurers.

Areas of Control and/or Ignorance: The Skreel completely control Sub-Level 5. They hunt regularly for fish and fishmen (see new monsters) in the Drowned Canyon (SL6-24) and are familiar with some of the open areas of that region. Similarly, they periodically venture to the exterior of the dungeon via the long tunnel from SL5-1 to 4-165; once on Level 4, they make their way through the southern halls to 4-190, and then down the cliff face. The Skreel are bitter enemies of the Lagrok lizardmen of Sub-Level 9, and by extension fear and hate the kaliyani. They very occasionally visit the Forum of Set (4-2) and the Troll Market (7-76). They otherwise are ignorant of most regions of the Halls.

Motives, Goals, and 'Quests': The Skreel mostly desire stability and the preservation of their territory. They would like to inflict serious damage on the fishmen of Sub-Level 7 and the Lagrok lizardmen of Sub-Level 9, but it has never seriously occurred to them that either group could be fully eliminated. Chief Sgraal and the shamans are fascinated with the heqeti, even though they have only ever met one (Flisserak, the amnesiac - see SL5-7). Still the shamans' discovery of the hall of heqeti heroes (SL5-32) has fueled their desire to locate and ally with these 'fellow Skreel'.

Possibilities for Expansion and/or Contraction: Possibilities for expansion are thin. Should the fishmen of Sub-Level 7 be eliminated, the Skreel would probably attempt to occupy the main cavern of the Drowned Canyon (SL6), and might even move into Sub-Level 7 itself. The same is true for Sub-Level 9; should the kaliyani and Lagrok lizardmen be eliminated, the Skreel would probably occupy the Lagrok domains. In the case of a concerted attack on their domain, the Skreel will pull back from the dry caves to the wet caves (SL5-8, SL5-13, SL51-15, SL5-16, SL5-18, SL15-19, SL5-21, SL5-28, and SL5-34), hoping that their advantage in the water will help them. If they are eliminated, the fishmen (SL7) will occupy their old caves.

Relations with Other Factions

Beastmen: Although they respect the beastmen's military skills, the lizardmen don't pay much attention to them - and are ignorant of their base except to note that it is somewhere near 'the big cave'. They have only rare contact with the beastmen; they may meet them in the ruined city or in one of the neutral trading sites.

Fishmen: The Skreel hate the fishmen with a passion, since the two factions compete for fish and other resources in the drowned

canyon (SL6). Conflict between the Skreel and the fishmen has only been increasing. Unfortunately, Sgraal doesn't know exactly where the fishmen base is located, nor how powerful they are; all he knows is that they emerge into the canyon from SL6-39.

Goblins: The Skreel have an uneasy truce with King Weskenim's people. The lizardmen think of the goblins as weak, but numerous, and are thus hesitant to move against them. The tribe also cannot fathom the goblins' fascination with clothing and the trappings of 'civilization'. If it were known that the goblins were holding Perrilk, a son of Chief Sgraal, as a prisoner (SL4-34), however, this truce would swiftly end.

Halflings of Phlebotomas Plumthorn: The lizardmen are unaware of the halflings and wouldn't care about them even if informed of their existence.

Heqeti: The Skreel are convinced that the heqeti are another tribe of advanced cousins, who would naturally solve the many problems facing the Skreel if only the Skreel could locate them. This perception is largely fantasy, based on their experience with Flisserak (SL5-7) and the visions of Kauket received by Kusok One-Eye (SL5-31).

Kaliyani: Although the Skreel have met no kaliyani, they are aware that some 'big lizard-cousins' are propping up their arch-nemeses, the Lagrok lizardman tribe. Chief Sgraal is disappointed by this clear lack of judgment and has declared the 'big lizard-cousins' to be anathema.

Kerbog Khan: The lizardmen greet the 'magical talking dragonflies' with awe and fear. They typically comply with Kerbog Khan's requests, as much as they are able to do so. It has not occurred to them that there is a single human magic user behind the various automatons.

Priscians: The lizardmen are ignorant of this faction.

Set Cult: The Skreel fear and hate the Set cultists. The tribe knows that the Set cult is on the rise and that the humans are generally more powerful than the Skreel. The fact that the Guild of Service has begun enslaving lizardmen has exacerbated this feeling. Chief Sgraal is concerned that his warriors must venture past increasing Set patrols in order to reach the cliff face on Level 4. An alliance with any party opposed to Set is likely.

Sun-Scarred Knights: The lizardmen find the Knights completely incomprehensible. And yet they also envy the attention that the Knights seem to pay to other factions. Indeed, a Knight has not come to dwell with the Skreel for over a generation, and the tribe feels the slight acutely. That said, they don't really want to have to support a Knight, with his/her strange eating habits, different morality, and so forth.

Varumani: The Skreel view the varumani with awe and reverence. In some sort of inchoate fashion, Chief Sgraal thinks of the Varumani as advanced lizardmen. He constantly attempts to curry favor with the Varboka (7-30) by offering small gifts - bits of fish, small stone objects, heads of Set cultists, etc. - which the Varumani find both amusing and disturbing. The varumani have told Sgraal to back off, and the Lizardmen are hard at work trying to decide how to regain the favor of the 'big lizard brothers.'

Sun-Scarred Knights

A sept of paramilitary vigilantes-cum-diplomats has existed in the Halls since the last days of the rudishva hegemony. Indeed, it was two rudishva - Melok-Ri (SL10A-32) and Isok-Crix (now Isocorax, see 6-20) - who founded the first such group; they vowed to abandon the complacency that gripped the rudishva and, through vigilance, justice and fidelity, restore the 'proper' rudishva mindset. They called their order the "Harmonious Brotherhood" and quickly added five more new recruits. The brothers established a hidden base underground, where they stored a cache of necessary items. From this base, they planned to strike out to the surface above Arden Vul and dominate the locals; once established as rulers, they would return and force the rest of the rudishva Hegemony to comply with their directives.

Amid their explorations, however, they disturbed the lair of a powerful ancient vampire; all were bitten and transformed into rudishva vampires. Although their alien DNA prevented them from becoming undead or adopting the characteristic 'evil' nature of the vampire, they acquired most of the powers and vulnerabilities of vampires: they could assume gaseous form, they could charm those with whom they conversed, they could regenerate (although not quite as well), and their already long lifespans were lengthened, but they became sensitivity to sunlight. Most importantly, however, they retained their identities and willpower. The experience broke the Brotherhood since none were now able to venture outdoors, and divergent views on what to do about their new status emerged. When the other five Brothers announced their plan to turn all the other rudishva into vampires, Melok-Ri and Isok-Crix were shocked. The pair turned on the five 'traitors' and slew them. At this point (197 AEP), the great heqeti surprise attack on the rudishva occurred, the success of which ended the rudishva hegemony.

The two former comrades eventually separated in acrimony, with Melok-Ri remaining in their sanctum (SL10) and Isok-Crix departing in a noble (but failed) effort to establish a new, multi-ethnic society (see 6-7 and 6-20). After scavenging a substantial hoard of rudishva technology for his own purposes, Melok-Ri remained incommunicado for many centuries. When he reappeared in 901 AEP, it was with a new philosophy, one that was far less aggressive and arrogant than what he had originally embraced (he became a devotee of the rudishva philosopher, Redip-Beq, whose Prosperity in the Eternal Now advocated a zen-like focus on neutrality and the eternal now). He began recruiting young humans who shared his perspectives into a second version of the brotherhood. Initially he thought he could transform them into vampires whose ethos would be similar to his own. Alas, he found that humans became 'traditional' vampires; that is, evil, undead creatures.

In the year 1123 AEP, Melok-Ri slew all but one of his offspring (the one survivor is Cinna Minux – 7-122) and began anew. This time he refused to turn his new recruits, but instead marked their faces with sunlight and his blood in a ritual that gave its name to the new order: the Sun-Scarred Knights (see SL10A-28). The Order was a success and has existed for more than 1,800 years. Recruiting from the human and demi-human inhabitants of the Halls, Melok-Ri's new institution was grounded in principles of egalitarianism and humility, one that nevertheless allowed individual members substantial intellectual and artistic individuality. The Knights thus lead long and full lives as the deadly, but neutrally-aligned, guardians of the status quo within Arden Vul. As a result, the mystique of the knights' ethos, coupled with the power of their magical and technological equipment, has caused the Order to be viewed as the most powerful of factions. Even if not exactly true, since the varumani both individually and collectively are a match for the knights, the perception of the Order as based on the knights' quiet, deadly, mysterious neutrality has made them into

the arbiter of politics within the Halls. In short, when a Knight offers counsel, the other factions listen. Indeed, the arrival of a Knight on an embassy to another faction is cause for equal parts anxiety and pride; anxiety, since all realize that the Knight will have some agenda to pursue, and pride, since it is a form of status (and protection) to have a Knight dwelling with any faction.

Ruler and Other Leaders: According to its stated philosophy, the knights of the Order are peers, none of whom is superior to the others. And yet despite this collective ethos, it is clear that Master Malachite (aka Melok-Ri) is the first among equals. His opinions are typically accorded greater weight, and his approval or disapproval of a course of action is enough to be decisive. Master Malachite is not merely ancient, he is also a unique type of vampire.

Size of Faction and Replacements: The Order is composed of fourteen named knights and their leader, Master Malachite. In addition, fourteen junior members, known as varlets, exist, each being assigned to the service of a specific knight. The usual trajectory for recruitment is for the order to identify promising young persons (of any race, although humans predominate) and subject them to a set of trials. If the postulant passes the trials, he or she is made a varlet and is assigned to the service of a knight. When one of the knights dies, the most experienced varlet usually succeeds him/her by undergoing the ritual of scarification. If a knight becomes too aged or infirm to perform his/her duties, he either commits ritual suicide in the loving presence of his brothers and sisters, or 'goes to the Master' (a ritual that is rarely practiced any more, but which entailed the Master slaying and consuming the former knight). In addition to the knights and varlets, the citadel also houses a pair of wizards, two smiths, and several servants.

Replacing a knight is difficult, despite the presence of the varlets. Since a knight must be at least 7th level (and preferably higher), it is sometimes the case that no varlets are experienced enough to step into the shoes of a dead knight; it has also been the case that Master Malachite has rejected some varlets as unworthy. All of this means that the time necessary to replace a dead knight is highly variable, ranging from several days to several years. Although knights are allowed to take on more than one varlet at a time, none of the current knights save Sir Sixth is interested in taking that responsiblity. The process of replacing a varlet is also quite selective, and many postulants are rejected for physical or psychological reasons.

Resources: The Order is fabulously wealthy, mostly due to its longevity. Indeed, the knights have accumulated a vast quantity of treasure in coin, magic, and ancient technology, all of which is stored in its citadel and the surrounding halls. Despite the collective wealth of the Order, the individual knights actually possess few material possessions, since the Order's ethos requires that the wealth of the Order be shared collectively, and not hoarded privately. The Knights do engage in trade, typically at the Forum of Set (4-2) or the Troll Market (7-76), especially for items they have not already acquired or cannot readily produce themselves: foodstuffs, wood, finished goods, and luxuries. In their travels through the Halls, the Knights frequently collect lost treasures to add to their Order's vaults or to further their own individual interests: it might be possible for a party aware of the interests of a given knight to trade luxury items, magic items, or objects specific to those interests in return for other material objects. The Knights are unlikely to be swayed by such 'gifts' or bribes, however.

Attitudes Towards Adventurers: Individual Knights are typically neutral towards adventurers, although each knight is to some extent a free agent, capable of making his/her own judgments. Adventurers who don't personally threaten a knight or put his/her diplomatic agenda at jeopardy are likely to be treated politely but firmly by knights encountered in the Halls. Such Knights might offer clear warnings concerning what they find to be permissible behavior on the part of adventurers (especially when it comes to a knight's diplomatic mission). Should adventurers target a Knight for harm (or even kill one), the other Knights will band together to hunt down and slay the adventurers with extreme prejudice. The prospect of 7-10 Sun-Scarred Knights on a retributive mission of vengeance is a frightening one indeed!

Areas of Control and/or Ignorance: The domain of the knights comprises a huge cavern with surrounding caves and worked halls (SL10A). Rising from the center of the cavern is their massive stone citadel, where the knights' dwellings may be found (SL10B). Additional worked halls, and the dwelling of Master Malachite, lie just north of the citadel. Although uninterested in expansion, the knights have the best knowledge of the Halls of any of the other factions. Indeed, the knights are even semi-familiar with the Midnight Road, and occasionally visit it for their own inscrutable purposes. Were they interested in doing so (a fact that is highly unlikely!), one or more of the knights would be able to provide clear directions to almost every location within the Halls.

Motives, Goals, and 'Quests': The Order has a quixotic reputation among the denizens of Arden Vul: it is known to all, even as almost nothing is known of it. Indeed, individual knights are legendary for the flat refusal to talk about the Order. Some facts are clear to all observers: 1) the Order is not interested in overt control of other groups, even though it could easily dominate some of the lesser factions; 2) the Order is, however, interested in pursuing its sometimes-opaque form of indirect control, by explaining consequences, suggesting courses of action, and persuading listeners of where their interests lie. If all recognize the second truth, few factions are capable of seeing the entirety of inter-factional politics as clearly as do the Knights (or, as does Master Malachite) and almost none are able to comprehend the knights' motives. Since most of the factions are motivated by self-interest, they assume the same to be true of all others; the knights' apparent indifference to self-interest (they do not take bribes, they seem unconcerned by wealth, they are immune to blackmail, and are apparently unmoved by offers of alliance) renders them a frustrating paradox. And yet the knights cannot be ignored, for the simple reason that they are individually (and collectively) too powerful. As a result, the knights move through the domains of the intelligent factions like rock stars, always the object of admiration, desire, envy, and fear.

Although the collective needs of the Order are always paramount, the Knights are highly individualized in their particular goals and agendas, with individual knights pursuing their own projects, some of which may last decades. Indeed, although all knights must be lawful and swear powerful oaths to support the interests of the Order and Master above all else, there is wide divergence in alignment, personality, and degree of interest in the other denizens of the Halls on the part of each Knight. So long as a knight's individual goals do not conflict with those of the master or the Order as a whole, he/she is free to pursue them.

Individual Knights often act as advisers to the intelligent factions of Arden Vul (the goblins, the beastmen, the cult of Set, the troll thegn, etc.) for indeterminate periods of time, all the while furthering their own goals and the goals of the Order. Such advice

is usually coveted by the factions of the Halls, since these factions imagine they can gain advantage through a Knight's wisdom and might. All such denizens recognize, however, that to count on such advice is dangerous, since the Knights can and will abandon their charges according to their own, often untimely, schedules. The arrival of a Sun-Scarred Knight in any of the precincts of the Halls is thus cause for anxiety, hope, and alarm.

Ultimately the master's strategic plan is to keep the status-quo amongst the factions. Over long centuries the Order has worked hard to ensure that none of the factions in Arden Vul dominate the others. This means weaving a delicate web of relationships and plucking, bending, or even breaking individual strands when necessary. Given its interest in the existential 'now' rather than some effort to return to the past, the Order evinces little interest in recovering and/or rehabilitating former rudishva areas of the halls. In a real sense, the Order sees itself as guardians and/or conductors of the vast ecosystem that is Arden Vul. For all that this attitude might in part be seen as laudable, even noble (an attitude certainly taken by the knights), it is also true that the Order feels zero obligation towards specific individuals. The knights do not respond well to requests or demands, and do not negotiate for favors. This means that they prefer to dictate or subtly suggest from a position of strength or fear, rather than engage in meaningful negotiation or compromise. Indeed, those who discover their sanctum are likely to be marked as threats and considered for elimination, as the knights prefer their home to remain a secret.

Several immediate quest-like concerns occupy the knights, any one of which might provide a clever group of PCs with a lever for gaining information or support from the Order: 1) Sir Sixth and Sir Mendacity are both missing (Sixth is insane in 6-39; Mendacity is a prisoner of the heqeti at 7-81). Locating and returning either missing Knight would earn much goodwill from the Order; 2) the Knights are concerned about impending conflict between the varumani and goblins, since Sir Prudence (see 7-75 and 7-76A) has learned of Varboka's desire to enslave the goblins, and Sir Sorrow has been dispatched to shore up King Weskenim's position (SL4-19). Those who aid the Knights in keeping the status quo might find the Order amenable to other requests; 3) the Order has become alarmed by the emergence of the powerful Priscians as a new faction, and Sir Ennius has suggested taking action to eliminate the Priscians (see SL10A-31). PCs who learned of the Order's concerns might be able to use that information to earn the respect and possible assistance of the Knights.

Possibilities for Expansion and/or Contraction: The Order has no interest in expanding outside of its traditional location, nor does it have an interest in expanding its membership. The status quo is paramount for the Knights.

Relations with Other Factions

Unlike other factions, the Knights have a single operative philosophy that governs their relations with the other factions: they attempt to maintain the balance of power through equal parts application of the carrot and the stick. This means that the Knights do not take 'sides' in any meaningful, essential way; rather, they shift their support as conditions warrant, sometimes supporting one faction, and at other times a different faction. A few exceptions to this rule apply.

Beastmen: At the moment the Knights have no concerns about the beastmen. Indeed, they have not established an embassy with the beastmen in over a generation.

Fishmen: The domain of Reiv-Tor and the fishmen is one of the few areas of the Halls that the Knights do not know well, since the fishmen are notoriously xenophobic. Since they seem self-contained, however, the Knights have not been willing to expend the force necessary to impose a visit on the fishmen.

Goblins: Currently the Knights are attempting to prop up what they see as the weakest of the factions. The Knights have learned that Varboka, the troll thegn (7-32), is considering a move to enslave the goblins; their current policy is thus designed to offer public support for King Weskenim (SL4-22). As a result, Sir Sorrow (SL4-19) has been sent on an embassy to the goblin kingdom.

Halflings of Phlebotomas Plumthorn: The Knights consider the halflings to be little more than thugs, and unlikely to have any staying power in the Halls. As a result, they ignore Phlebotomas.

Heqeti: The Knights do not consider the heqeti to be civilized or part of the existing balance of power. They hunt and slay heqeti on sight.

Kaliyani: Although they have not yet seen or spoken to a kaliyani, the Knights have learned of the presence of the kaliyani within the Halls. Sir Calculor (who may be encountered on the Midnight Road) is likely to be the first to encounter the kaliyani (for whom, see 5-125). The Knights are at present curious about the kaliyani, and once contact is made are likely to petition Master Malachite for information and/or advice about how to proceed with this new group.

Kerbog Khan: The Knights respect Kerbog Khan's neutrality. They also value the information about the Halls that he has collected via his automatons; indeed, they sometimes visit the Khan merely to exchange information about new visitors, new threats, and interesting locations that they and the automatons have discovered. For this reason, the Knights are willing to protect the Khan's automatons.

Priscians: Initially alarmed at the appearance of this band of powerful magicians within the Halls, the Knights have been mollified by the Priscians' apparent discretion and lack of interest in playing power politics. So long as the Priscians keep a low profile and do not attempt expansion, the Knights will be content to simply register their existence and move on to their already-established strategies.

Set Cult: Master Malachite and the senior Knights are generally concerned about the swift rise in power of the Set cultists. Still, they view the establishment of the Forum (4-2) as a generally good thing, in part because it dilutes the importance of the Troll Market (7-76). Although they have no formal ambassador to the Set cult, Knights visit frequently, and all are tasked with keeping a close watch on the cultists.

Skreel Lizardmen: The Knights do not consider the lizardmen to be organized enough, or powerful enough, to pose a threat to the status quo. As a result, they have not visited the Skreel in more than 40 years.

Varumani: Although on good terms with Varboka (7-32), the Knights are concerned that his own insecurity may lead him to a rash move that might unsettle the Halls for years to come. For this reason, one of the Knights most adept at subtle diplomacy - Sir Prudence (7-76A) - has been sent on a long-term embassy to the troll thegn's court. His job is to counsel caution and patience on Varboka, and to seek to mute the thegn's militaristic tendencies.

Varumani

The varumani came to Arden Vul (and Magae, the world of Arden Vul) millennia ago as crewmembers on the starship Beacon. When the rudishva hegemony in Arden Vul collapsed, a small group of varumani survivors, led by the great thegn, Vanara 'the Mighty Fist', escaped the destruction; these survivors formed the nucleus of the modern varumani. Millennia later, the varumani still remember Vanara and the other original thegns, but their origins as starfarers are largely forgotten. By virtue of their racial strength and natural abilities, the varumani are clearly the most powerful faction within Arden Vul, easily dominating the weaker factions such as the goblins and beastmen. And yet, despite their clear physical superiority, the varumani remain fairly cloistered, preferring to endlessly practice their physical skills within the well-demarcated boundaries of domain of the thegn (Level 7).

Given their regenerative abilities and combat prowess, the varumani were labeled 'trolls' by early Archontean explorers of Arden Vul, and that nickname has stuck (even though the varumani despise it, and consider 'true trolls' to be despicable, uncivilized monsters). To the Archonteans, then, the thegn Varboka is 'the troll thegn'.

Access to the domain of the thegn is limited to varumani and to those who have been granted a special 'troll thegn's passport' (see Arden Vul items). The Domain is well-protected by natural choke-points, which the varumani guard assiduously. Outside the Domain, the varumani operate a silver mine (area 7-51 and areas 9-21 to 9-28), and a network of transportation devices known colloquially as 'the Troll Lifts'. These pulley-and-bucket systems allow travelers to ascend or descend the Great Chasm between Levels 5, 6, 7, and 8, provided that the proper fees are paid and that the travelers have not angered the thegn.

Ruler and Other Leaders: The varumani have traditionally been led by one or more thegns. Currently, Varboka rules as First Thegn (7-30). He is colloquially known as the 'troll thegn' by other intelligent denizens of the Halls. Ashoka, the court sorcerer (7-22), is exceptionally smart and ambitious; he serves as Varboka's main advisor. By ancient tradition, the varumani are divided into four clans, each of which has its own leader: Hraskaya leads the Rudigaya clan (7-17), Vedreya One-Eye directs the Vanaraya clan (7-18), Gavra the Easy-Going leads the Pendaya clan (7-25), and Igrippa the Unruly directs the Druvaya clan (7-26).

Size of Faction and Replacements: About 100 true varumani remain in the domain of the thegn. They are joined by approximately 170 lesser varumani and an indeterminate, but growing, number of bestial varumani. Varboka and the clan leaders are all aware that their people are declining in number and vitality, and are desperate to do something to halt the decline. At the moment, however, there is little for them to do. This means that replacing losses of true varumani is unlikely; perhaps only one new true varumani every two months. The lesser varumani might repopulate two of their members per month.

Resources: The varumani are wealthy, having access to mushrooms and meat (7-45 and Level 9), as well as silver ore (see their silver mine in areas 7-51 and 9-21 to 9-28). Their famous 'troll market' (7-76) is one of two major trading centers within the Halls; vendors there pay a 10% tariff on all sales to the varumani. The varumani are not a magically adept race, with only a small percentage of their population showing the ability to cast spells; they produce almost no magical items. As the distant descendants of starfarers, however, they still possess some technological items (e.g., the point-defense arrays in 7-76), which they use with confidence and skill. The varumani will trade for exotic foodstuffs, alcohol, and antiquities connected to 'the Old Days' (by which they



mean the rudishva period); they are especially eager to acquire rudishva power supplies and other technology. The varumani don't create a lot of exports, although visitors to the troll market will find non-varumani traders willing to sell all manner of treasures, magical or mundane.

Attitudes Towards Adventurers: Adventurers encountered away from the domain of the thegn are likely to be greeted initially with contempt, as yet another group of 'weaklings' to be dominated by whichever varumani are present. Successfully resisting such bullying may well win the admiration of any surviving varumani, who may even be willing to offer such persons one of the coveted troll thegn's passports (see Arden Vul items). Of course, once word spreads that a potent group of humans or demi-humans has been spotted in the Halls, varumani attitudes will adjust: the more experienced varumani (like the confraternity of hunters) will treat adventurers with caution and respect; other varumani, especially youngsters, will seek out the 'strong strangers' in an effort to best them in combat. Adventurers who encounter the varumani for the first time at the borders of the Domain (e.g. area 7-1) or at one of the stations of the Troll Lift network find the varumani to be polite and neutral. Absolutely no adventurers will be admitted to the Domain, however, unless a passport is displayed. In general, then, the varumani treat adventurers either as potential sport or as beneath their notice until the adventurers make themselves valuable to the thegn.

Areas of Control and/or Ignorance: The heart of the varumani faction is located on Level 7, in a series of ancient chambers known as the domain of the thegn (areas 7-1, 7-8 to 7-33, 7-38, and 7-65 to 7-77). These chambers are home to the clan halls, the court of the thegn, the Troll Market, the Great Pit, and so forth. Access to the Domain is strictly controlled, as all non-varumani must present a troll thegn's passport (see Arden Vul items) to enter it. The varumani also dominate two neighboring areas, the proving grounds (7-45) and the nearby silver mine (7-51 and 9-21 to 9-28). Finally, they operate a transport service within the Great Chasm known colloquially as the Troll Lifts; stations in this network may be found at 5-55, 6-1, 6-2, 6-3, 6-5, 7-1, and 8-1.

Motives, Goals, and 'Quests': The varumani are aware of their own position as the apex faction within Arden Vul, and their most basic strategic goals are designed to maintain that position. As noted above, they pay careful attention to the other factions' strength and expansion, and continually debate amongst themselves whether or not strikes against those factions are necessary. It might be possible for diplomatically-adept adventurers to strike an alliance with the thegn so as to act as the thegn's unofficial strike force in policing the other factions.

While most varumani remain unaware of the details of their history, the thegn and court sorcerer are aware of the location of the tomb of Vanara (5-139) and thus of the route taken by the survivors of the heqeti attack that destroyed the rudishva hegemony. Varboka and Ashoka are fully aware that Vanara led the people from their 'ancestral halls' (i.e., the Midnight Road section of Level 5) to their current home, and hope that exploration of the tunnels near Varboka's tomb might lead to information about the location of those ancestral halls. Little do they know that those halls lie hidden only several paces away from Vanara's resting place! Although not exactly certain what they are looking for, the varumani leaders would pay a lot in terms of cash and favors for solid information concerning those ancestral halls.

Other possible quests include the following.

a. Members of the varumani hunter's lodge wishes to know the fate of their comrade Bedara; she was taken by heqeti on Level 9 and now languishes in a heqeti cell at area 10-8. Rescuing her wins the eternal friendship of the hunters, and powerful influence at the thegn's court.
b. The case of Gog (see 5-2), exiled from Court for a serious crime, continues to upset many varumani who knew him as upright and honorable. Even Varboka suspects that Gog was framed; the thegn quietly offers a substantial sum of money to anyone who can produce evidence of Gog's innocence. In fact, Gog was framed, by his rival Muq. Muq is currently in hiding at area 8-151, where evidence of his betrayal may also be found. Solving this mystery wins the goodwill of Gog, the thegn, and many varumani courtiers.
c. Hraskaya, chief of the Rudigaya clan (7-17), is envious of Varboka, and is attempting to undermine the thegn's authority by offering contradictory counsel at every turn. Exposing Hraskaya wins the friendship of the thegn.
d. Ashoka the court sorcerer has heard rumors of the existence of a lost Sortian complex within Arden Vul. He would like to discover it before the Priscians do. This complex is, of course, the tomb of Isadora (Sub-Level 11).
e. The Archontean authorities (and especially the logothete of the Drome in Narsileon) would like hard evidence of the fate of the lost expedition of Adrienic. Some of that evidence could be acquired in area 7-76, as it was there that Adrienic's legionaries were slaughtered by the varumani. The head and helmet of Tullarios, strategos of the II Legion (Sheepshead Rangers) is one such piece of evidence; it may be found in a mummified state at area 7-12.

Possibilities for Expansion and/or Contraction: Despite their strength, the varumani have shown little interest in acquiring new territories within the Halls. Partly this is due to their declining numbers, but it is also partly a product of their temperament. While individually fearsome warriors, collectively they are better followers than leaders (a trait bred into them by the rudishva). This means that they are unlikely to expand except under unusual circumstances. In fact, the only circumstance that might provoke expansion would be their acquisition of knowledge of the location of their 'ancestral halls' on Level 5. Should adventurers discover a route to the Midnight Road, especially to the Troll Pits (5-131), and should such adventurers trade that information to Varboka, the varumani will certainly mount an immediate expedition to claim the entire region (areas 5-86 to 5-141).

Relations with Other Factions

Beastmen: The thegn sees the beastmen as more civilized and interesting than the goblins. For this reason, Varboka recently approved a diplomatic mission to the court of Deino (see 3-162). While the Beastmen hope this is a sign of more active support to come, they have been disappointed to find the ambassadors to be lazy and uninterested in Tagma Command's needs. In fact, Varboka intends the ambassadors to act more as spies than as real ambassadors, hoping to gain a sense of Deino's capabilities.

Fishmen: The varumani are distantly aware of the existence of the fishmen but have no regular contact with them and are unaware of the identity or nature of Reiv-Tor.

Goblins: The varumani see the goblins as annoying little brothers, to be tolerated until they overreach, at which point they

are to be slapped back into place. Practically this means that the thegn ignores the machinations of King Weskenim, secure in the knowledge that a varumani strike force could easily wipe out the goblins at any time. To forfend this possibility, the goblins pay quarterly tribute to the thegn. They are wise to do so, for not only is Varboka unlikely to come to the aid of 'the little brothers' unless it were clear that another major faction was making a power play, he is contemplating a move to directly enslave the goblins (see 7-30). The recent varumani mission to the Beastmen is perhaps a sign of Varboka's shifting intentions, one that has the goblins worried.

Halflings of Phlebotomas Plumthorn: The thegn is only distantly aware of this tiny faction, mostly through reports passed through the goblins and beastmen. Since the halflings don't visit the lower halls, or use the Troll Lifts, the varumani pay no attention to them.

Heqeti: The heqeti are detested and despised by the varumani, who recall the central role of the heqeti in the destruction of the 'star borne hegemony' and the subsequent flight and exile of the varumani people. Partly to satisfy this ancient hatred, and partly because they view the heqeti as worthy adversaries against which to test themselves, the varumani regularly hunt the heqeti on Level 9. While most varumani consider this to be a form of fun and traditional sport, the hunters have quietly noticed that the heqeti are growing in strength and confidence. Varboka may be forced to make a move in the near future; such a move would be directed at the heqeti areas on Level 9 (9-77 to 9-82).

Kaliyani: The varumani loathe and detest the kaliyani as traitors. For close to two millennia, however, the kaliyani were absent from the Halls, and the varumani came to treat them as legendary 'monsters in the closet'. When a band of varumani hunters returned two months ago with tales of a battle against kaliyani, and could display the fangs of their ancient enemies as proof, Varboka and his advisors were shocked and alarmed. The thegn has publicly offered a bounty on kaliyani fangs (100 gp each) and has authorized his people to attack kaliyani (and their allies) on sight. He might well look with favor on those who share enmity with the kaliyani. Varboka privately hopes that the kaliyani 'home' is swiftly discovered so that he can lead his people in a 'good war' against the hated traitors; of course, victory in such a war would also greatly enhance Varboka's personal reputation.

Kerbog-Khan: The varumani show an almost childlike delight in the appearance of any of Kerbog Khan's automatons. Since the Khan has never exhibited aggressive or hostile tendencies, they have welcomed him (through his automatons) to their domain, and enjoy chatting with him through those devices. Kerbog Khan's creatures are thus a fairly constant presence in the Troll Market.

Priscians: The sudden appearance of powerful human magic users in the lower halls came as a shock to the varumani who first encountered them. Varboka and Ashoka are thus highly suspicious of the Priscians and their motives, although outwardly they have established a cordial detente with the newcomers. It is a closely guarded secret that Glif, the First Adept, captured a Priscian while on an expedition with Nolgi the hunter (see 7-24). Glif and Ashoka are hoping to gain useful intelligence from their prisoner, but have so far produced few results.

Set Cult: Varboka and his advisors are concerned about the rise of Set, particularly as their records remind them of the long period in which the varumani were subject to the Archontean empire. At the moment, Varboka is content to watch the Set Cult, hoping that the cultists will remain in the upper halls. Should the high priestess seem to be moving into the middle halls, however, the varumani would likely mobilize to strike them down. Clever adventurers might be able to play on this gnawing anxiety about Set. Indeed, given the right arguments and/or evidence, Varboka might supply resources (including teams of warriors) to aid a party seeking to undermine or even eliminate the cult.

Skreel Lizardmen: The varumani have little interest in the lizardmen, as they consider them barely sentient. The strange reverence with which the Skreel hold the varumani also makes the thegn uncomfortable. The varumani try to avoid the lizardmen whenever possible, although they have not banned the lizardmen from the Troll Market.

Sun-Scarred Knights: The varumani have long since given up trying to fathom the Knights' motives and goals. While they respect individual knights' combat prowess and generally high levels of knowledge and civilization, they don't worry very much about the knights as a group.

Adventure Hooks

In the tradition of old-school gaming, the Halls of Arden Vul do not offer a linear path towards a single 'boss fight'. Instead, this product presents a fully-statted mega-dungeon setting (complete with ruined city!) out of which bold adventurers can forge their own paths and create their own stories. Many GMs will simply want to point their players towards Arden Vul and see what happens ... that is, after all, one of the defining features of sandbox-style, old-school play.

Still, other groups may have trouble deciding how best to approach an adventuring site of this size and complexity. Such groups may be used to having a clear adventure seed to follow, or even a more defined set of encounters (a so-called adventure path). While it is ultimately the GM's responsibility to create such seeds and paths as appropriate to his/her own game, what follows are a few possible methods for imposing greater structure on Arden Vul. These suggestions (some of which emerged from the author's home campaign) present a hook, an explanation of the hook, some guidance on the locations within Arden Vul to which the hook might lead, and suggested levels of PCs who choose to take up the adventure hook.

Note: other, less-developed hooks are listed under each faction in the Factions of Arden Vul chapter. Rumors also offer plenty of other potential hooks.

The Abducted Canon

Lillian, canon of the temple of Mitra in Newmarket, has gone missing. The high priest wants her back and is offering a reward (5,000 gp) to those who can accomplish the deed.

Source of the Hook: The priests of Mitra in either Newmarket or Gosterwick will offer the reward. As Lillian was popular, her absence is also generally known in these communities.

Explanation: Lillian was investigating reports of beastman activity in the farmlands south of the cliff of Arden Vul when she went missing. She was abducted by the Green Fang kobolds living in the Thicket (see Burdock's Valley), albeit at the orders of a beastman patrol led by Trisko the Natty (3-154). The beastmen took her back to Arden Vul, where they sold her to the cult of Set. She is currently languishing in the dungeons of Set (3-104).

Relevant Areas of Arden Vul: Following the leads of this mystery should lead PCs to the Thicket, where they can either fight or negotiate, and thence to Arden Vul. The kobolds know that the beastmen have an entrance on the cliff face (see EX-11 or 3-189), but generally steer adventurers to the pyramid (AV-15). PCs can explore Level 3, perhaps negotiating with the goblins (see 3-7) for information about, and/or assistance against, the beastmen (3-123A to 3-162). Once the beastmen are located, PCs can either lead an assault against them, hoping to rid the region of Deino (3-158), or can again negotiate. The trail eventually leads to the forum of Set (4-2). The Set cult is unlikely to reveal the identity of their prisoners, so stealth and investigation will be in order, unless the PCs are powerful (or stupid enough) to take the cult on headfirst. It might also be possible for a determined group with good intel to make a quick strike into the heart of the Set cult through the ruined temple of Thoth (3-71); such a group could push from 3-71 to 3-89 and from there dip into the prisons of Set (3-105).

PC Levels: 2-5

The Missing Regalia

Lady Alexia Basileon (AK-2) is desperate to recover the four pieces of regalia that defined the office of archon during the glory days of Archontean control of Arden Vul. She knows that possession of the items will allow her to wrest lordship over the valley away from her half-brother, Iskander (currently Lord Burdock). Variant: Lord Burdock is aware of Alexia's plans, and hires PCs to recover the regalia ahead of Alexia's teams. Rewards include all treasure found within Arden Vul (except the regalia), a finder's fee of 20,00 gp per item, and significant political influence.

Source of the Hook: Lady Alexia Basileon (AK-2) herself provides the hook (or, conversely, her half-brother Iskander, who resides in Castle Burdock). Lady Alexia only approaches those who have already made a name for themselves.

Explanation: The four pieces of regalia are among the most potent items to be found within Arden Vul. Indeed, PCs might well wrestle with the decision to surrender them to their patron. The four pieces are the **iron circlet of Ghanor** (3-127A), the **bone ring of Jagri-Naz** (5-74), **the ebon spear** (SL5-13B), and the tablet of the Beacon (9-107).

Relevant Areas of Arden Vul: PCs who take up this quest are in for a long and extremely difficult set of adventures that may well constitute a complete campaign. Certainly, the pursuit of the regalia will involve significant political maneuvering in Narsileon, Newmarket and other seats of Archontean power; consultation with sages or serious research in the libraries of the collegia will also be necessary (activity which may require side adventures). Within Arden Vul, the four items are currently found in widely divergent and extremely dangerous locations. The **iron circlet of Ghanor** is actually located close to the surface, but is defended by a powerful greater mummy; the **bone ring of Jagri-Naz** is possessed by the crazed and extremely dangerous rudishva survivor, Psalor-Ki; **the ebon spear** is guarded underwater by a lich served by several daemons; and the tablet of the Beacon is not only found at the foot of the Great Chasm, it is defended by a deadly vengeance aspect of Sekhmet. The acquisition of each item is thus likely to involve a protracted search and highly dangerous combat with potent adversaries.

PC Levels: 8-15

Penetrate the Obsidian Gates

The PCs hear of the Obsidian Gates and the stories of vast wealth concealed behind them. The challenge, of course, is how to open them ...

Source of the Hook: It is relatively easy for PCs to hear about the Gates from discussion with other adventurers, or even from the various factions within Arden Vul (e.g., Goblins, Beastmen).

Explanation: Unlike other hooks, there is no external reward for following this lead; PCs should be motivated by the lure of unplundered wealth. The Obsidian Gates were built by the heqeti and then improved (and warded) by the rudishva; the Archonteans, despite their long domination of Arden Vul, never penetrated them (at least not officially). The task of the PCs is to first locate the Gates and then figure out a way to open them.

Relevant Areas of Arden Vul: The Gates are not difficult to locate, as those who descend the pyramid (AV-15 to 3-1) can quickly end up in Gog's cave (5-2) by locating a concealed door (3-12). From Gog's cave, the Hall of Forty Pillars (5-6) is obvious, as will be the Gates themselves (5-6D). Opening them is another story. Experimentation may lead to disaster. It is necessary for PCs to realize that specialized keys are necessary to open the Gates; a list with the locations of all known keys is found in the Arden Vul items appendix. PCs may stumble across one or more keys by chance, or may (if the GM wishes) be given leads to their location by NPCs exterior to the Halls (e.g., a sage) or by members of one of the Arden Vul factions. In most cases, recovery of a set of keys requires a side-adventure. Once the Gates are penetrated, moreover, the PCs must deal with the substantial dangers along the Midnight Road.

PC Levels: 4-7

Infiltrate or Eliminate the Cult of Set

All citizens of the Archontean empire know that the ancient cult of Set (one of the Twelve) was proscribed centuries ago. PCs will hear that the cult Set has been revived, and that its main cult center is reputed to lie within Arden Vul. Low-level PCs are tasked with infiltrating the cult and securing evidence about its numbers and practices; higher-level PCs may also be asked to eliminate the cult once and for all. Rewards for such actions can vary from the monetary (cash reward), to the forgiveness of crimes, or to admission into one of the Five Families via adoption.

Source of the Hook: Theariable. One possible source is Keko the Lame, logothete of the Drome in Narsileon. Keko is not afraid to use the weight of his position to 'encourage' PCs to look into the cult. Good-aligned PCs might hear about the cult and choose to take action on their own; they might also be approached by good-aligned temples (e.g., Mitra) or political groups (e.g., the Dawn Striders, see World of Archontos appendix).

Explanation: Set has indeed returned, or, to be precise, worship of the Red God of the Desert has been revived (since Set himself never disappeared). Cultists recolonized Level 4 of Arden Vul about ninety years ago, and their power (and numbers) have grown ever since. The current High Priestess, Stephania (4-51), has made the Forum of Set into a vibrant market for goods, slaves, and information, and has begun to attract cultist-pilgrims from outside Arden Vul.

Relevant Areas of Arden Vul: The cult operates primarily on levels 3 and 4 of Arden Vul. It is relatively easy to glean information about the cult's location from sources within Burdock's Valley,

since a slow, secretive, but steady stream of pilgrims and merchants have made their way up the valley to the cliff entrance (EX-15). PCs could scale the cliff to EX-15, or could signal for the basket to be lowered to them (especially if they are masquerading as merchants). The route to the Forum (4-2) from the cliff face is dangerous, but fairly well marked. Conversely, PCs could enter the Halls through the pyramid (AV-15) and make their way through Level 3 to the Set areas (e.g., 3-89). At the Forum, PCs are able to interact with cult members and other visitors from within and without Arden Vul. The nature of such interaction will vary according to the PCs' alignment, relative experience, and interests. Some may wish to observe, count cultists, and investigate the extent of the cult's activities; others may offer to serve the cult in order to win its friendship and learn its secrets; other bold (and powerful) parties may try to eliminate the cult by force.

PC Levels: 4-8

Locate and/or Apprehend Kerbog Khan

Locate the rogue archmage, Cerbactos Kalthetos, as well as the six rare codices that Cerbactos stole from the Imperial Academy's library. Hard evidence of his location within Arden Vul (including a map from exterior to his sanctum) will produce a reward of 5,000 gp; return of each of the six codices will bring a reward equal to 1.5x their value; apprehending the Khan and bringing him to justice brings a reward of 25,000 gp and a choice of magic items; producing evidence of his death brings a reward of 5,000 gp.

Source of the Hook: A representative from the Imperial Academy, one of the seven collegia, offers this job.

Explanation: The representative reveals that Cerbactos entered Arden Vul some 50 years ago and is currently calling himself Kerbog Khan. The six codices stolen from the Imperial Academy are *Blood is the Key to All*, by the Sanguinator, *Principles of Magical Attraction*, by Herluinus, *Animating the Inanimate*, by Vaslotus Light-Fingers, *Locomotion in Animals and Humanoids*, by Spindledor, *A Hierarchy of Essential Fluids*, by Licinia the Vampire, and *Successful Reanimation*, by Herbertus Occidentalis (see Arden Vul books for all). Kerbog Khan is ensconced in a well-defended lair on Sub-Level 12, where he has been investigating the junctions of biological and mechanical life (see SL12-25).

Relevant Area of Arden Vul: PCs may already have encountered Kerbog Khan through one or more of his automatons. If not, a likely location in which to do so is the Great Cavern of Level 3 (3-163, 3-172), or the Forum of Set (4-2), or at any number of random areas throughout the upper levels. PCs adept at negotiating might be able to persuade the Khan (through his automatons) to give them directions to his sanctum (provided they can persuade the Khan that they have items to trade to him) or even to teleport them there. Locating Kerbog Khan's lair without such advice is much more difficult, since all entrances are well hidden. Once PCs have located the Sanctum, they must negotiate with the Khan or, if they are very powerful, attempt to overwhelm his defenses.

PC Levels: varied

Stop the Poison Supply

A deadly new poison with the street name of "Mortality" has been cropping up in the communities of the empire. Can the PCs locate the source of the poison and put a stop to it? Relevant authorities in Newmarket and/or Gosterwick will pay up to 2,000 gp/PC for proof that the supply has been permanently stopped.

Source of the Hook: Mayor Josselin Rinstock of Newmarket (see Burdock's Valley), or the thesmothete Eusbia Phokas (AK-23) of Gosterwick (or their agents).

Explanation: The poison is being brewed by Phlebotomas Plumthorn and his band of evil halfling thugs. Mortality is based on spider venom, of which Phlebotomas has two sources. The first is a secret 'spider farm' located within the New Forest; his men 'milk' the spiders there and bring the venom to Phlebotomas in Arden Vul [Note: GMs may wish to modify the fine module, *The Spider Farm*, by Stuart Marshall, as the location for this farm; it can be downloaded for free at Dragonsfoot.org]. The second source of venom is limited trade with denizens of Arden Vul.

Relevant Areas of Arden Vul: Phlebotomas's operation is located on Level 3, just where the stairs from the pyramid (AV-15) enter the dungeon levels. Some PCs might be able to track Phlebotomas's suppliers from either Newmarket or Gosterwick back to Arden Vul, and thus learn where Phlebotomas's operation is based. Others may be able to uncover the source of the spider venom in the New Forest (see Burdock's Valley), from which they will be directed to Arden Vul. Engaging with Phlebotomas might then entangle the PCs with other adventure seeds.

PC Levels: 1-3

Find the Rogue Druid

A druid from the circle of the Old Forest has disappeared into Arden Vul. Disturbing reports suggest that this druid, named Gerrilad the Grey, has ceased to concern himself with preserving the Balance. PCs are asked or hired to investigate and bring him to the circle for judgment.

Source of the Hook: A druid PC can be approached by a member of the Circle of the Old Forest. Otherwise, PCs known to have delved into Arden Vul could be approached by Fael Valdorsdot in Gosterwick (AK-18). The source reveals that Gerrilad has not attended the Circle in more than two years; when last he was encountered, he was ranting incoherently about 'baboon society'.

Explanation: Gerrilad the Grey (2-69) has indeed lost his way and has decided that animals (and especially baboons) represent a purer natural force than humans. He has set himself up as leader of the albino baboons on Level 2 of Arden Vul (see 2-35), where he erratically dispenses justice.

Relevant Areas of Arden Vul: Gerrilad rules most of Level 2. There he is supported by the giant intelligent baboons and a rogue magic user; the ordinary albino baboons roam the darkened halls in packs. Some bold parties might be able to access Level 2 directly by descending the Well of Light (AV-14, 2-1). Others might cleverly decide to follow the baboons that sometimes hunt in the ruined city and/or the long stair (EX-8) back to their lair. Doing so could lead the PCs to several entrance points, all of which lead eventually to Level 2 (e.g., EX-12 via Sub-Level 3; and AV-10). The most traditional route to Level 2, however, is to enter the pyramid (AV-15) and then work upwards from Level 3; this could be accomplished via the stairs at 3-21 or by manipulating the lesser pyramid at 3-11. Extremely clever or lucky PCs might discover Gerrilad's backdoor route from the exterior to Level 2 (AV-46), although they would need to navigate all of Sub-Level 15 to do so. Once they have arrived on Level 2, PCs will need to locate and defeat Gerrilad, probably after an epic battle in 2-35.

PC Levels: 3-5

Cleanse the Ziggurat

A great, demonic evil has been growing within Arden Vul; if unchecked it threatens all of Burdock's Valley and potentially the continent of Irthuin. This evil has been linked to the horrific ziggurat that is said to lie at the bottom of the dungeon. Can the PCs locate the ziggurat and defeat the growing evil? Defeating the evil should stand as its own reward.

Source of the Hook: PCs might learn of this problem through their own exploration of Arden Vul. Conversely, an outside, good-aligned source might approach powerful PCs, present some historical and/or theological evidence of the threat, and invite PCs to tackle the problem: such sources might include the Dawn Striders, the exarch in Narsileon, or a high-level priest from one of the good-aligned temples in Narsileon.



Explanation: The evil in question is the demon prince Kauket, whom the heqeti builders are attempting to summon to this plane. Kauket is possibly linked to an even greater cosmic evil, the god of pitiless consumption, Rimmaq-Isfet. Located on the lowest level of Arden Vul, the ziggurat of Kauket has been restored by the heqeti as part of their long-term strategy to reoccupy all of Arden Vul. Hard information about its location is hard to come by, although sages and the more powerful intelligent denizens of Arden Vul know that it is accessed by a well-guarded tunnel leading from the foot of the Great Chasm. It should be clear that this hook will require many seasons of adventuring to complete, and may indeed serve as the overarching structure to an entire campaign within Arden Vul. Indeed, PCs are well advised to gather intelligence, experience, and items before tracking the evil to its source; they will need to learn about the heqeti and their abilities, and might find it valuable to suppress a series of lesser evils (the heqeti upper temple at 7-79, the presence of Rimmaq-Isfet in the Feasting Hall at 8-76, and the colossal statue of Kauket buried in the muck at 9-12, and so forth). Accomplishing some or all of these goals will directly weaken the heqeti on Level 10 and make the task of cleansing the ziggurat easier. The PCs must also guard against the overriding desire of the heqeti to recover the lost sounding horn that will allow them to summon Kauket itself; although the horn is safely locked in a rudishva vault (5-95A) at the moment, the heqeti are searching for it and PCs who locate it might find themselves the target of theft or worse. Those cocky souls who force their way directly to the ziggurat are likely to be overwhelmed.

Relevant Areas of Arden Vul: In a simplistic sense, the task of defeating the heqeti and cleansing the ziggurat is limited to Level 10. Access to that level is via a corridor on Level 9 (9-82). But, as noted above, wise PCs will wish to thoroughly explore other areas of Arden Vul in an effort to weaken the heqeti (and Kauket) before turning their attention to the ziggurat.

PC Levels: 9-15

The Mystery of the Beacon

Assiduous explorers of Arden Vul, and particularly those who penetrate beyond the Obsidian Gates, are likely to come across reference to the great ship of the rudishva, the Beacon. Just what was this Beacon? Where may it be found? Can it be made seaworthy again? Players may quickly realize that the Beacon is indeed a starship, and some may choose to have their PCs explore the potential of space flight!

Source of the Hook: No outside authority or source of wisdom can impart this hook, as the identity of the Beacon is unknown to even the greatest sages. PCs must uncover enough clues about the mysterious nature of the Beacon through adventuring in Arden Vul and then decide to follow those clues to their logical end.

Explanation: Since the Beacon broke into constituent modules upon its crash landing into the cliff of Arden Vul, it is impossible to restore the Beacon to its original form. Still, one of the Beacon's shuttles did survive, and is technically space-worthy. Indeed, only days before the heqeti assault that destroyed the rudishva hegemony, the rudishva had finally solved the propulsion problems that had prevented them from using the shuttle for interstellar flight. PCs interested in the rudishva and/or in a different kind of adventure could thus follow the trail of clues that will allow them to prepare the shuttle for space flight.

Relevant Areas of Arden Vul: The shuttle is found on Sub-Level 13 (SL13-37A). Enough fuel for one interstellar jump is also located in the shuttle bay (SL13-37); it is possible to discover the formula that will allow intelligent PCs to produce more fuel, though (see 9-96). Yet PCs will also need to recover at least one drive rod from the engineering pod of the Beacon (7-143) and one or more astrogation crystals from the bridge of the Beacon (SL14-10). All of these areas are difficult to locate and access (although either rudishva AI might be willing to assist - see SL14-13 and 6-27). General knowledge of the rudishva and their long history is probably desirable before PCs attempt to activate the shuttle; PCs can learn the story of the rudishva on Level 5 (areas 5-86 to 5-98, 5-105 to 5-138), in the few surviving modules of the Beacon and rudishva (e.g., 6-27, 6-113 to 6-123, 7-143, SL12-4 to SL12-15, SL14-10 to SL14-14), and in other rudishva areas (9-89 to 9-97, SL9-41 to SL9-49).

PC Levels: variable, 6-9

Tracking the Eighth Collegium

Since the dark days of the war between Sortians and Theosophs, the number of collegia devoted to magical scholarship and training has been fixed by imperial decree at seven. And yet, rumors of an eighth, hidden collegium have persisted for centuries. It is said that the eighth collegium - if it exists - must have access to rare spells, summoning information, and magical processes. Gossip had fingered the archmage Nerub Null as a potentially leading figure in this shadowy organization. When he disappeared some fifty years ago, it was thought that he had died or gone underground. Now a reputable report places Nerub Null in Arden Vul with a small team of supporters. The leaders of at least five of the mainstream collegia will offer substantial rewards in coin, spells, and magic items to those who can produce definitive proof of the existence, structure, and operations of the eighth collegium; the reward doubles if the archmage Nerub Null can be brought alive for interrogation in Narsileon or Archontos.

Source of the Hook: A magic user PC has probably heard the rumors of an eighth collegium. The hook will be offered to such PCs (and their friends) by the leader(s) of the PC's collegium.

Explanation: the eighth collegium is the Order of Priscians (see Factions of Arden Vul). It is true that Nerub Null has come to Arden Vul; he has established a base in an old Sortian outpost on Level 9. From there, the Priscians hope to loot Arden Vul for its magical treasures and hidden knowledge. Carefully composed strike teams of Priscian war mages and conversi may be encountered elsewhere in Arden Vul.

Relevant Areas of Arden Vul: The main Priscian outpost is on Level 9 (9-58 to 9-64A). They have a smaller presence on Level 6 (6-48 to 6-49A). Lucky or clever PCs might be able to discover the Priscians' secret route into Arden Vul (AV-19), which leads to 6-49 and thence to Level 9. It might also be possible for PCs to ambush one of the Priscian exploration teams (7-143, 9-31, or SL4-44) and in that way learn the location of the Priscian base.

PC Levels: 9-12

The Tomb of the Twins

Sometimes scholarly research pays off! A contact has provided you with sure-fire information concerning the long-lost tomb of the Twins, that is, the resting place of the famous twin warriors of antiquity, Thekla and Taticus. The tomb is said to contain the **Gemini blades** (see new magic items), which the twins used to defeat the troll of Helmdorf. Your contact will pay 15,000 gp for each of the **Gemini blades**, assuring you that there will be plenty of additional treasure in the tomb of the Twins and 'nearby' tombs. The contact informs you that the tomb is found along the south wall of the Drowned Canyon, next to the tomb of Phocius Tricotor; so if you can find Phocius's tomb (easy!, says your contact), it'll be a simple task to find the tomb of the Twins.

Source of the Hook: The hook with its specific details can be provided by an outside source, such as Calpurnia the Quiet, one of the leaders of the Collegium of Macrina (see World of Archontos appendix). Alternatively, PCs may hear of the deeds of the twins (through one of the Arden Vul books, perhaps) and conduct their own research through sages and magic.

Explanation: The PCs' source is correct: the tomb of the Twins is located in the Drowned Canyon (SL6-88), and the **Gemini blades** can be recovered there. Accessing the Drowned Canyon can be difficult, however. Once PCs have entered the canyon, it will be necessary to use hit-and-miss tactics (or magic) to determine the precise location of the tomb of the Twins (SL6-88).

Relevant Areas of Arden Vul: The tomb of the Twins is found on Sub-Level 6. The contact's information is useful, as the tomb of Phocius Tricotor (SL6-81) is one of the most obvious along the south wall, given that its entrance is visible above the waterline. Unfortunately, it is impossible to access the tomb of the Twins from that of Phocius Tricotor; PCs will need to poke about near Phocius's tomb to discover one of the real entrances to the tomb of the Twins (i.e., SL6-80, some 50' below the waterline, which leads to the false tombs of SL6-86 and SL6-87, or via the backdoor route leading from SL6-91, to SL6-96, and then to SL6-89). Accessing the Drowned Canyon poses its own problems, as Calpurnia has no idea how to do so (if she's used as the source of information). PCs will need to discover the stairs at 3-87, or traverse the spillway from the chasm to 6-143, or locate one of the other entrances to the Drowned Canyon. All of these entrances are difficult to locate, and may require negotiation with other factions, consultation with sages, or other significant research.

PC Levels: 6-8

Rescue Operation

Someone has gone missing in Arden Vul, and it's up to the PCs to locate and rescue him/her/it! Will doing so bring a reward, a new party member, or merely a sense of satisfaction?

Source of the Hook: If a given prisoner is connected to an individual or institution that would pay for his/her/its release, that interested party is listed in the third column below. Otherwise, the GM should decide who the interested party might be.

Explanation: The following table includes a complete list of all prisoners/captives found within the Halls of Arden Vul, along with indications of where they are being held and who, if anyone, is interested in procuring their release. Some captives have built-in mini-quests associated with them. For example, Lillian the canon is the subject of her own hook (see above); the temple of Mitra will pay good money for her rescue. Similarly, High Priestess Stephania of the cult of Set would be interested in the return of Berenice, the Set deacon. For most prisoners, however, no interested party is given. Partly this is because these prisoners are NPC adventurers, unconnected to the factional politics of the Halls. Still, the GM could decide that the relatives or comrades of one of these NPCs

has approached the the PCs and asked them to locate their missing family member/friend; such parties might provide a vague report of where the NPC was headed. So, for example, the GM might decide that Weothas, the now-lame former companion of Samantha the Red and Tresti Iredell, approaches the PCs and begs them to rescue his comrades. In such a case, Weothas could explain how his party had descended the Well of Light (2-1) to the 'secret halls of the Thoth priests' (Level 2), where they were beset by terrible, barking apes that overwhelmed their party. Last he saw, Samantha and Tresti were being dragged away by an enormous, four-armed ape! Such a hook provides PCs with a motive and general location for the captives found in 2-36B and 2-36C. Perhaps Samantha and/or Tresti are interested in joining forces with their rescuers?

Relevant Areas of Arden Vul: Varies. See locations on the following table.

PC Levels: varies

Captives Within Arden Vul

Location of Captive	Name/Description	Interested Party (if any)
2-60	Thalia, 3rd-level female Thorcin ranger	
2-36B	Samantha the Red, 1st-level female Archontean fighter	
2-36C	Tresti Iredell, 2nd-level female half-elf magic user	
2-36D	Gwelf, 3rd-level male dwarven thief	
2-36E	Jost of Newmarket, 2nd-level male Thorcin fighter	
2-65	Ketil, 2nd-level male Wiskin ranger	
2-65	Marco, beastman trooper	Beastman tagma command (3-150)
3-105	Lillian, canon of Mitra	The temple of Mitra in Newmarket (see World of Archontos appendix)
3-105	Gribble the goblin	King Weskenim (SL4-22)
3-105	Geleg, 5th-level male Archontean magic user	
3-105	Azgallatu, 4th-level male Archontean cleric of Mitra	
3-105	Grist the Hammer, 4th-level male dwarven fighter	
4-64	Gunnar, master of the Guild of Service, 10th-level male Wiskin thief	High Priestess Stephania, 4-51
4-64	Kaledon, a Set deacon	High Priestess Stephania, 4-51
4-64	Callista, 4th-level female Archontean fighter	
4-180	Mogret of Narsileon, male Thorcin merchant	The Prosperity Factor or the Drome in Newmarket or Narsileon (see World of Archontos appendix)
4-180	Ulf the Dim, 2nd-level male Wiskin fighter	
4-180	Stylesia, 3rd-level female Archontean fighter	
4-180	Bestor, messenger	Lord Burdock, at Burdock's Castle (see BV map)
5-72	Bertis, 3rd-level male Archontean magic user	
5-72	Triss, 6th-level female Thorcin thief	
5-72	Roddy Threadneedle, 2nd-level male halfling thief	
5-72	Elsevian, 5th-level male elf magic user	
5-72	Jicks, 5th-level male Thorcin cleric of Mitra	
5-72	Ichthelon, 3rd-level male Archontean paladin of Mitra	
6-20	Isocorax	
6-20	Gib, male Thorcin Arena wrangler	Tredgeris the dapifer (6-75)
6-20	Posson, goblin fugitive	Either King Weskenim (SL4-22) or Varboka the troll thegn (7-30)
7-24	Noredden Galesdottir, Priscian and 7th-level female elf magic user	Any Priscian (see 9-58 to 9-64A and elsewhere)
7-33	Berenice, a Set deacon	High Priestess Stephania (4-51)
7-33	Kador Malachite, 5th-level male dwarf fighter, and Kegil Malachite, 5th-level male dwarf cleric	

7-33	Joskelin Artiklines, 8th-level male Archontean ranger	Keko the Lame in Narsileon (see World of Archontos appendix)
7-80	Lyxander, 5th-level male Archontean fighter	
7-81	Sir Mendacity, a Sun-Scarred Knight	Any of the Sun-Scarred Knights (see SL10A-14)
7-81	Mard Adamantine, 8th-level male dwarven thief	
7-81	Clearchus, 6th-level male Thorcin fighter	
7-81	Proethus of Epirenus, 7th-level male Archontean magic user	
10-43	Lommt, a lesser varumani	
10-43	Prika, a true varumani	
10-43	Gneiss Lucitan, 5th-level male duergar fighter and trader	
10-43	Moder Maab, male svirfneblin and 5th-level fighter	
10-43	Tappho Caertileon, 8th-level female Archontean thief	
10-43	Greta One-Eye, 6th-level female Thorcin fighter	
10-43	Pippin of Magger, 7th-level male Archontean magic user	
10-43	Pavallo, beastman sergeant	Beastman tagma command (3-150)
SL4-32	Kurab, a set Deacon	High Priestess Stephania, 4-51
SL4-33	Carloman Fleetfingers	Phlebotomas Plumthorn 3-5
SL4-33	Elena, 4th-level female Archontean paladin of Ardenia Tessaeron	
SL4-34	Perrilk the lizardman, son of Sgraal	Chief Sgraal, SL5-36
SL4-34	Narbo, 4th-level male elven magic user	
SL4-34	Purbrin, goblin, half-brother of King Weskenim	
SL4-34	Lake, a male Thorcin merchant	Any of the Factors in Newmarket or Narsileon (see World of Archontos appendix)
SL5-34	Grachan of Newmarket, 2nd-level male Thorcin fighter	
SL5-34	Crosbenim, goblin	King Weskenim, SL4-22
SL5-34	Visby, 5th-level male Archontean magic user	Keko the Lame in Narsileon (see World of Archontos appendix)
SL7-22	Hall, male Wiskin torchbearer	
SL7-22	Bartimaeus Greenliver, 2nd-level male halfling fighter	
SL7-22	Petronia, 3rd-level female Archontean thief	
SL9-17	Leutherius, tongueless Set deacon	High Priestess Stephania, 4-51
SL9-55	Vig, lesser varumani	
SL9-55	Nixion the Bold, knight of the Azure Shield, 4th-level male Archontean fighter	Lady Alexia, AK-2
SL9-55	Cyra Red-Eyes, 5th-level female Archontean thief	Lady Alexia, AK-2
SL9-55	Testareon, 4th-level male Archontean magic user	Lady Alexia, AK-2

The Oldest Profession? Or, Tomb Robbing 101

Everybody knows that Arden Vul is filled with ancient tombs that are ripe for the looting! The PCs have come across a good lead to a particular tomb [selected from the table below]. It's now a matter of locating that tomb and relieving its occupant of any remaining treasures.

Source of the Hook: The source should vary at the GM's discretion. One potential source might be an interested outsider, willing to pay to equip an expedition to plunder a specific tomb (for one example, see above, the Tomb of the Twins). Another source could be a sage or other scholarly source located in one of the imperial cities (Narsileon, Arcuturos, Archontos); this scholar might have a few scraps of information about the individual buried in the tomb and a greater or lesser sense of where the tomb is located. With a small amount of work, the GM could also drop hints about a specific tomb - even a treasure map - within Arden Vul, either as a scrap of lost text, as hearsay from fellow NPC adventurers, or as a specific lead from a member of one of the native factions. For instance, perhaps Killik, the goblin subchief (5-46) and his men recently observed two 'foolish outsiders' climbing the chasm wall towards a strange circular piece of stone.

Sadly, says Killik, 'those fools never returned'. This hook refers to the tomb of Artax-Ris at 3-39.

Explanation: The following table collects in one place all the lost tombs of Arden Vul. It should be noted that these are tombs, and not merely lairs (of which there are hundreds more). The table provides a location for the tomb, the name (if known) of the original occupant(s), the type of tomb guardians (if any), the extent to which the tomb complex is trapped or concealed, and some indication of the size and quality of its treasure.

Relevant Areas of Arden Vul: Varies. See locations on the following table.

PC Levels: Varies widely.

Tombs Within Arden Vul

Location	Occupant(s)	Guardian(s)?	Trapped?	Treasure
AV-43	Archemeson	Wight and ghouls	N	Major
3-4 to 3-6	Unknown	Halfling Thugs	N	Major
3-16	Thoth's beloved	Giant rats, tough skeleton	N	Major
3-17	Thoth benefactors	Ghouls	C	Major
3-22	Catacombs of Thoth	Skeletons, zombies, ghasts, ghouls, wights, gelatinous cube	Y	Minor
3-36	Hithra the Paleologue	Skeleton warrior, Archontean animated constructs (chessmen)	C	Major
3-39	Artax-Ris	Intelligent giant rudishva skeleton	Y	Major
3-41	Unnamed priests	None	Y	Major
3-41A	Menas the Logothete	None	N	Major
3-42	Unnamed priests	None	Y	Moderate
3-43	Unnamed priests	None	Y	Major
3-46	Larel One-Eye	Possessing spirit	N	Major
3-48	Jaken the Proud	None	N	Moderate
3-61	Multiple priors of Thoth	Wight and ghouls	N	Major
3-66	Ptoh-Ristus, high priest of Thoth	Archontean animated constructs (spearmen), mummies	Y	Major
3-116	Tuolicha	Mummy	C	Major
3-127	Neferet, high priestess of Thoth	Greater mummy, mummy, shadows	C	Major
3-168	Ythak Furl	Zombies, Archontean animated constructs (spearmen)	N	Major
3-174	Ptarmis	Fungal mummy, assassin vines, brown deadly puff ball mushrooms	C	Major
3-192	Unnamed heqeti	Skeleton	Y	Major
3-197	Lycandus	None	Y, C	Major
4-138	Eastern crypts of Set	Stone golem, wight, ghouls, ghast	C	Moderate
4-139	Southern crypts of Set	Greater mummy, mummies, ghasts	N	Moderate
4-142	Theskelon, former high priest of Set	None	Y, C	Major
5-7 and 5-8	Unnamed Archonteans	Ghouls, ghasts	N	None
5-9	Hugo Berrydraw	Hugo Berrydraw, spirit	N	Major
5-10	Gregor, priest	None	N	Moderate
5-11	Kaitor and Guivrel	Vengeful spirit or groaning spirt	C	Major
5-12	Unnamed Archontean soldier	None	N	Moderate
5-13	Unnamed Archonteans	None	N	Moderate
5-14	Unnamed Archontean	Ichor of Rimmaq-Isfet	N	Major
5-16	Birtik the Proud, Lidric the Envious, and other Archontean warriors	Skeletal wight	N	Moderate

5-17	Six early Archontean archons, including Troab the Wise, Ysadina Peace-Weaver, Metion the Stern	Spectre	N	Major
5-18	Adrienic the archon	None	N	Major
5-19	Sibillire the wizard	None	N	None
5-20	Georgios and Hradulfus	None	N	None
5-21	Tulliaros the Polemarch	None	N	None
5-22	Kyrenaios the Chartoularios	None	Y	None
5-23	Basil the archon	None	N	Moderate
5-24	Kalliston the priest	None	Y	Moderate
5-36 to 5-40	Muirasso, archon of Arden Vul	Zombies, wight	Y	Major
5-57 to 5-62	Sethu	Archontean animated constructs (shabti warriors), imperial stone guardian	Y	Major
5-85	Julian Grex, archon of Arden Vul	Gray ooze, enhanced spectre, strong zombies	Y	Major
5-139	Vanara the thegn	Intelligent giant rudishva skeleton, semi-intelligent giant rudishva skeletons	N	Major
6-130 to 6-135	Lucius Cornelius scriptor	Ghouls, stone golem	C, Y	Major
6-154	Marius Tricotor, called Invictus, archon of Arden Vul	Archontean animated constructs (spearmen)	C	Major
7-139	Kekulessa, heqeti hero	Heqeti old one	N	Major
8-40	Berenib, high priestess of Bastet	Mummy (cat)	N	Major
8-41	Priestesses of Bastet	Domestic cats	N	Minor
8-107	Sulla Bellator	Archontean animated constructs (spearmen), imperial stone guardian	Y	Major
8-133	Liskon the Mad, archon of Arden Vul	Invisible stalkers	N	Major
8-142 to 8-144	Phocion the Builder	None	C	Major
8-165	Qisstep the Weaver, heqeti hero	None	N	Moderate
9-114	Unnamed heqeti	None	C	Moderate
9-128	Agaperion Martel, archon of Arden Vul	None	N	Major
9-132	Marcion Aoratus, archon of Arden Vul	None	N	Minor
SL5-13A, SL5-13B	Kentillian the Magnificent	Lich, hydrodaemon, piscodaemons	Y	Major
SL6-16	Tiresias the White, Sortian	Flensing demon	N	Major
SL6-42	Zoferus Felix, archon of Arden Vul	None	N	Minor
SL6-43	Halfenius Scriptor, archon of Arden Vul	None	N	Moderate
SL6-44	Irene Bellatrix, archon of Arden Vul	Quippers	N	Major
SL6-45	Cassandra Rubea, archon of Arden Vul	Archontean animated constructs (spearmen)	C	Major

SL6-46	Georgius Aurellus, archon of Arden Vul	Giant grouper fish, vengeful spirit	C	Major
SL6-47	Ligareus of Archontos, archon of Arden Vul	Dust monster, bestial varumani	Y, C	Moderate-Major
SL6-59	Hesekion the Red-Handed, archon of Arden Vul	None	N	Major
SL6-63	Tombs of several archons of Arden Vul: Kallidan Ill-Counseled, Veltarius the Collegian, Hjalti of Westholm, Jovianus, Qurinus the Factor, Borsella Iron-Fist	None	C	Major
SL6-66 to SL6-69	Vafer Telator	Mummy	Y, C	Major
SL6-70, SL6-72	Archontean officials	None	N	Minor
SL6-71	Unnamed	2 giant pikes	N	Moderate
SL6-72	Archontean officials	None	N	Minor
SL6-73	Unnamed	None	N	None
SL6-76, SL6-77	Spiculus Carbo	Imperial stone guardians nearby	C	Moderate
SL6-78	Licata the Archer	Spectre	Y	Moderate
SL6-82	Phocius Tricotor	None	N	None
SL6-86, SL6-88	Thekla and Taticus	Giant constrictor snake, type IV demon	Y, C	Major
SL6-93 and SL6-94	Vipsania Pacifica	Giant crayfish	Y, C	Major
SL6-95	Jacinth the Rose	None	Y	Moderate
SL6-96	Plotina the alchemist	Mummy, ghasts	N	Major
SL6-97	Heraclion and Cassius	Giant crayfish	N	None
SL6-98	Psallion the Logothete	None	Y	Major
SL7-5	Kassandra Tricotor, daughter of Marius	Annoying spirit	N	Moderate
SL7-29	Erdenion Thrice-Blessed, descendant of Arden	Enhanced Archontean animated construct (spearman)	Y	Major
SL7-34	Grenfell the Elusive	Shadows	C	Major
SL9-30	Reestiq the Builder, heqeti hero	Heqeti old one	T, C	Moderate
SL10A-27, SL10A-29	Unnamed Sun-Scarred Knights	Plum-colored heqeti slime	N	Minor
SL11-19A, SL11-22	Isadora	Iron golem, hasted Archontean animated constructs (orators)	Y, C	Major
SL11-23, SL11-24	Priscus Pulcher (remains)	Invisible stalkers	N	Major
SL13-10J	Apollonius of Archontos	Demi-lich, flesh golems, skeleton warrior, ghoul lords, rending demons, spectres, vampires, ghouls	Y	Major
SL15-13	Crypt of the Everlasting Brotherhood	Ghouls, wights, shadows, mummies, greater mummy	N	Major

Key

Traps: N=none; Y=traditional trap (poison needle, gas, falling block, etc.); C=concealment or other trick.

Treasure: None=no appreciable treasure; Minor= less than 100 gp; Moderate= 100-1,000 gp with 0-2 minor magic items; Major= more than 1,000 gp and/or 2 or more magic items.



Customizing Arden Vul

Although it might seem crazy to want to expand what is already a massive dungeon, one of the tropes of old-school mega-dungeons is their never-ending nature. To that end, it is entirely possible for enterprising GMs to expand the product. Perhaps other modules of the Beacon are buried in the rock? Or perhaps a long tunnel leads to an area of geothermic, or even volcanic activity? Any number of lost Archontean-era sorcerous laboratories with dangerous experiments and/or constructs might located just off some of the most traveled routes. Even a new faction, one composed of invisible or ultra-stealthy types, might exist amid and around the existing factions. While GM creativity should rule, the text does indicate several promising areas for expansion. These are summarized below.:

Area	Possible Expansion Ideas
EX-7	A wizard's laboratory with tricks and defenses, located behind the colossus of Vul
AV-29	Additional wings of the former archon's palaces, and/or basements
4-138A	Additional crypts of Set, with undead and lost artifacts
8-170	Deep regions of the Underearth, including the dwellings of the Selenite guardians
8-171	Either new sub-levels of Arden Vul, or a direct path to the Underearth
9-30	Air-shafts leading to an unknown cave system
10-7	Additional heqeti areas, including a formal shrine to Rimmaq-Isfet
10-31	The Rimpled Run leads to the Silent Sea in the Underearth
10-62	The main heqeti route to the Underearth, where may be found a heqeti residential colony, a shrine to Rimmaq-Isfet, the kaliyani city of Lissak-Tol, etc.
SL7-39	Further Archontean-era administrative suites and shrines
SL9-79	Tunnel to the Underearth, including the kaliyani city of Lissak-Tol
SL15-13	A necropolis of the Everlasting Brotherhood, complete with a shrine to Thanatos
SL15-14	Any variety of cave-dwelling monsters

It is, of course, easy to build new regions off of existing levels. For instance, the dead corridors at 3-211 and 3-220 might lend themselves to expansion.

In addition to newly discovered regions of Arden Vul, the complex offers many portals, gates, and teleportation effects that allow PCs - voluntarily or involuntarily - to journey to exotic and/or dangerous locales. Some of those are listed here:

Destination of Gate/Portal/ Teleportation	Location of Gate/Portal
The Abyss	4-152, 8-76, SL1-12
The Ethereal Plane	SL1-10, SL2-1H
The City of Brass	3-49, SL4-14 (via the Codex Sequentis), SL6-17A
The Astral Plane	4-18A, 9-51, SL1-11, SL2-1H, SL6-17A, SL13-10C
A base of the Order of Planar Explorers	SL1-3
A sub-basement of the imperial palace in Archontos (see World of Archontos appendix)	SL6-17A

The city of Archontos	SL4-14 (via the Codex Sequentis)
The free city of Duneagle on Orerth	SL4-14 (via the Codex Sequentis)
Mount Juventus, on Mithruin (see World of Archontos appendix)	SL13-10A
The icy forests of Borealios (see World of Archontos appendix)	SL13-10D
A cave in the snowy mountains many miles north of Arden Vul	SL13-10E
A hollowed-out mallorn tree in the heart of the elven realm of Lady Ellagel and Lord Gallador (see World of Archontos appendix)	SL13-10F
The sultry skies above the ruined city of Agoreon, located off the coasts of Ostralios (see World of Archontos appendix)	SL13-10K

Flavor: Sci-Fi and Fantasy

What's this sci-fi doing in my fantasy?? One of the big secrets of Arden Vul concerns the origin and identity of the rudishva and their servitors: as should be pretty clear by now, all were extra-terrestrials who arrived in Arden Vul when their starship (the Beacon) crashed into the cliff. This blurring of fantasy and sci-fi genres is consciously meant to evoke the early days of fantasy role-playing and, in particular, one of the author's favorite first edition modules. Still, some GMs and players may worry about this fusion. Some may be concerned that the injection of high technology may 'imbalance the game'. Fear not! Almost all of the rudishva devices are charged. This means that even if these devices are permitted in a campaign, they have a limited shelf life; as soon as the limited stock of lesser power supplies runs out, they become inert chunks of plasteel and electronics. If a GM is still worried about the effects of rudishva technology, he/she can also choose to reduce the number of power supplies available as treasure.

For those who object on principle to the blending of fantasy and sci-fi, again it is worth saying 'Fear not!' After all, it is remarkably easy to recast the rudishva in terms of traditional fantasy tropes. Taking account of Clarke's Third Law ('any sufficiently advanced technology is indistinguishable from magic'), the following paragraphs offer some suggestions on how to recast the rudishva, their devices, and their story in terms of more traditional fantasy:

The Origins of the Rudishva and their Servitors: Rather than interstellar voyagers, they are either extinct races native to Mage or visitors from another plane. The former is plausible, and fits into the general decayed empires theme of Arden Vul; indeed, it might allow the GM to develop other, modern rudishva locations elsewhere on Magae. If the latter is used, however, the GM might decide that the rudishva of Arden Vul were outcasts from their own plane, or that they were researchers attempting to produce better weapons with which to battle their arch-enemies (either demons or the niravairi [see new monsters]).

Rudishva Technological Items: Following Clarke's Third Law, these are easily transformed into new magic items. Thus, a laser rifle becomes a 'staff of blasting', albeit with a few changes in description to make it sound more magical than mechanical. A rocket launcher becomes a staff of explosions; identity plaques become amulets; plasteel becomes mithril; tactical suits are a specially prepared kind of leather armor; a personal shield is an incredibly rare personal **wall of force**; a jet ski becomes a magic carpet usable only over water; a hover sled is a better variant of magic carpet; the Gnucoder series of devices become miniature enchanted mirrors; data crystals retain the form, but are the product of enchantments that only discharge when used in such enchanted mirrors; a point defense controller becomes a rare apparatus for detonating miniature fireballs, etc. Rudishva power supplies may either be eliminated completely (perhaps replaced by standard potions), or can be transformed into powerful magical recharging devices that work with any charged magic item; a lesser supply might restore up to 15 charges, while a greater one could restore 100 charges (or more).

The Rudishva Story: As written, the rudishva stayed hidden within Arden Vul because they were attempting to repair their starship and wished to minimize contact with the native species. Conflict with the inimical heqeti occurred anyway, and eventually the rudishva were overcome by heqeti slime attacks. It is perfectly simple to recast this tale in fantasy terms: the rudishva were attempting to devise a potent magical device that required enormous amounts of **arcanum** and special minerals located only within Arden Vul; conflict with the heqeti was inevitable, and the rudishva were defeated as already written. The major change involves the rudishva goals: instead of wishing to develop a new propulsion technique so as to permit the shuttle to fly, the particular magical properties of **arcanum** (and Arden Vul) required their long residence beneath the cliff.

Rudishva Architecture and Building Materials: Plasteel becomes mithril, and plasglass becomes a form of specially prepared, mithril-infused glass. The rudishva consoles are enchanted mirrors. The distinctive rudishva architectural style (no 90-degree corners) can remain.

The Pods of the Beacon: The various pods (residential, weapons, medical, engineering, shuttle bay) can be easily reconfigured. The residential pod requires little alteration: it is made of a mithril alloy and is powered (6-123) by an **arcanum**-infused crystal (not a nuclear plant). The weapons pod (6-27) requires little alteration as well; the point-defense arrays are merely magical enchantments firing magic missiles or fireballs. The engineering bay (7-143) can be recast as location where the rudishva either created **arcanum**, or transformed it (as in a smithy) into other substances. The medical pod (SL12-4) can be recast as a magically-attuned healing and/or punishment center, with medicaderm either a purely magical healing substance or some sort of symbiotic monster that the rudishva had tamed. The shuttle bay requires little in the way of retconning, except for the shuttle itself (SL13-37A). Here the GM has a choice. The shuttle might become a prototype of some steampunk-style, magically floating airship. Or, it could become something other than a vessel, perhaps an enchanted orrery that can be used to predict the location of the heqeti ziggurat and/or the timing of an impending heqeti summoning ritual (or something comparable). In other words, it is easy enough to transform the shuttle into a more traditional fantasy MacGuffin.

The Rudishva Artificial Intelligences (6-27, SL14-13): The two artificial intelligences should be transformed either into summoned and trapped extra-planar entities (imprisoned, all-knowing planetars or some such), or transformed into a kind of magical consciousness analogous to the **heads of Thoth** (see new magic items).



BURDOCK'S VALLEY, THE AZURE KEEP, AND GOSTERWICK

The legendary lost city and dungeons of Arden Vul lie on a plateau overlooking the valley carved by the Swift River into the knees of the Emerald Mountains. The valley is about 90 miles wide and 80 miles long, and it features varied terrain: forest both ancient and new, cleared fields, swamp, mire, and rocky hills and ridges. In antiquity it marked the northern-most edge of Archontean civilization on Irthuin; the important administrative and scholarly city of Arden Vul was the seat of an archonate and home to several legions. With the Archontean retreat occasioned by the great War of the Sortians and Theosophs, Arden Vul was abandoned in 1803 AEP. Most of the Archonteans estate-owners in the valley fled as well, and the fields reverted to wood and mire.

For a variety of reasons, the Thorcinga never chose to settle the valley in great numbers. So, when the empire returned to Irthuin in 2639, albeit in reduced numbers, they found a mostly depopulated, dangerous frontier region. The exarch in Narsileon assigned lordship of the valley to the Basileon family, and a new town (Newmarket) was chartered. More recently, a second new town, Gosterwick, has emerged under the aegis of Lady Alexia Basileon (see AK map and chapter). The towns and villages of Burdock's Valley are thus islands of civilization in a still dangerous frontier region. To the south lies Narsileon, some two weeks' walk along the imperial road. To the north are the Emerald Mountains, which are home to giants, monsters, and the occasional Wiskin steading.

The valley itself takes its name from the Thorcin thegn who ruled the valley in antiquity, before the Archonteans arrived to 'civilize' it. The Thorcinga still know it as the Vale of Burgheat, although this has been rendered into Archontean as Burdoc-Vale or Burdock's Valley.

Map Key (BV- Burdock's Valley)

The following areas are indicated on the map.

Towns

Newmarket: The largest community in Burdock's Valley, Newmarket lies on the Swift River and is home to over 4,000 people. It is a free town, exempt from the lordship of Lord Burdock and governed by a mayor and council of aldermen. Although at least three days walk from Arden Vul, it is a good site for adventurers to heal, train, resupply, and trade. The major Factors and temples all have a presence in Newmarket. The local villages sell their surplus in Newmarket, and merchants from Newmarket trade downriver to Narsileon.

Gosterwick: A small town (2,211 persons) lying close to the cliff of Arden Vul and under the shadow of the Azure Keep. Lady Alexia Basileon has sponsored this new town in an effort to oppose her half-brother, Lord Burdock. Although small, it is consciously organized to appeal to adventurers, who can pursue training, buy supplies, and dispose of their loot in the town. Due to its size, however, it cannot fully compete with Newmarket for such services. See the separate entry for the Azure Keep and Gosterwick.

Villages

Castleton: A small village of 600 persons lying at the foot of Castle Burdock. The few services not devoted to the needs of the local farmers are bureaucratic in nature, serving Lord Burdock's growing need for soldiers, lawyers, and money. Morton the Steward, Lord Burdock's loathed tax-collector, has his manor in the village.

Bilsham: A farming village east of Newmarket lying on the Bilstream. The villagers specialize in wheat and buckwheat, selling most of their surplus in Newmarket through the Farm Cooperative. Population: 790.

Ulfham: A farming village east of Newmarket, known for its vineyards. Also participates in the Newmarket Farm Cooperative. Population 520.

Thorham: A farming village lying on the old Imperial Road well to the north of Newmarket and close by the Paw and the Fenn. The villagers specialize in wheat, barley, and hops. A ruined moat-house lies nearby at the edge of the Fenn. Population 475.

Beretun: A farming village north of Newmarket along the old Imperial Road, close by the New Forest. The villagers specialize in legumes, but also grow barley and hops. Population 650.

Deepton: A mining village located in the foothills west of the New Forest. Half the villagers work the local iron mine under the supervision of some of Lord Burdock's men; the mine is productive, even if Lord Burdock has been hoping (vainly) to strike gold or silver (which he knows was found here in antiquity). The other half of the villagers grow wheat, legumes, and barley. Population 900.

Fortifications

Castle Burdock: An imposing fortress built on a ridge at the southwest corner of the valley, overlooking Castleton. The castle is the seat of Lord Burdock, a title currently held by Iskander Basileon, who is a favorite of the exarch in Narsileon. His title is contested by his half-sister, Alexia. Lord Burdock employs a large force of men-at-arms as well as a force of better-trained ex-legionaries.

The Azure Keep: Until recently a ruined fortress lying close to the Swift River at the foot of the cliff of Arden Vul, it has been repaired by a sept of knights from the Order of the Azure Shield. This sept is unusual for being politically active, as it is acting in concert with Lady Alexia Basileon, who contests lordship over Burdock's Valley with her half-brother, Iskander. The Keep's roof is tiled with sky-blue tiles and it sits atop a low ridge; the new and growing town of Gosterwick lies below it. See separate entry for the Azure Keep and Gosterwick.

Watercourses

The Swift River: This river lives up to its name, as it runs swiftly and strongly from the waterfall at the cliff of Arden Vul through the center of Burdock's Valley. The old Imperial Road runs alongside it through much of the valley. South of Newmarket the river is navigable to trading barges.

Bilstream: This minor watercourse waters the rich agricultural lands east of Newmarket.

The Muddy River: Pouring down from the mountains to the west of Burdock's Valley, this river gets lost in the Valtos Marshes before joining the Swift River at the mouth of the valley.

Gold River: This river gets its name from the flakes and small nuggets of gold sometimes found along its course within the New River. All assume the ore to have been swept down from the mountains near Deepton, where gold was mined in antiquity.

The Long Run: This vigorous stream runs east from the mountains to join the Swift River near the Azure Keep.

Woods

Old Forest: This old growth forest was never settled in antiquity, and is thus still home to giant hornbeams, beaches, elms, and other deciduous specimens. The western borders are home to bold human settlements of charcoal-burners and woodcutters. These groups are frequent targets of attacks by humanoid tribes living further in the forest. A circle of druids is said to make its home within the forest; it is not clear whether the druids support the humans or the humanoids.

New Forest: Although more than 800 years old and substantial in its own right, this forest land is considered 'new' because in antiquity it was mostly farmland. The retraction of the Archontean Empire 1,200 years ago led to prolonged and successful reforestation. Spiders, humanoids, and even worse monsters are said to dwell there.

Named Hills, Ridges, Rock Projections

The Paw: A tall hill shaped like a giant cat's-paw, lying at the north end of the New Forest and looking over the old Imperial Road. It is said that the ancient Thorcinga delved vertical tombs into the rock of the Paw.

The Fingers: An odd rock formation of four slender ridges of stone rising 200' into the air, and thus appearing as fingers of a hand. Most give the Fingers a wide berth, as they are a notorious nesting spot for gargoyles. Careful observers have reported several openings in the rock high up the side of the Fingers; a few of these appear to be worked, not natural.

Rocky Ledges: A long system of forested hills and ridges lying at the center of the New Forest. The terrain is jagged and difficult to negotiate, which has made it a perfect home for the Lone Pine tribe of goblins.

The Spire: A steep hill located at the southern mouth of the valley, taking its name from the unusual spire of rock that extends another 75' above the summit of the hill.

Bald Hill: An imposing, steep hill north of Newmarket. The hill rises 200' above the plain. Strangely, the normal coniferous forest ends 50' from the summit (hence the name).

Table Rock: A large, gently sloping formation at the southern end of the valley. Its summit is both long (6 miles) and remarkably flat. The ruins of several watchtowers stud the mesa.

Marshes, Swamps

The Fenn: A low-lying area between the Fingers and Thorham, through which the Swift River moves more slowly than usual. The Fenn is home to several ruins, including a decrepit Moat House. Old-timers claim that in their 'great-great-grandmother's day' the area was prime farmland and that some vast catastrophe turned it into swamp.

Valtos Marshes: Extensive marshland lying along the Muddy River just south of Castleton. Although serving as an effective barrier to attacks on Castle Burdock from the south, the marshes have also ensured the relatively stagnant economic status of the region around Castleton.

Lakes

Hidden Lake: Deep within the Old Forest is a broad lake fed by mountain streams. An ancient stone tower rises from an island in the center of the lake. Humanoid activity in the forest has prevented exploration of the lake.

Adventure Sites

Arden Vul: Located atop a 1,500' cliff at the north end of the valley, Arden Vul comprises both the ruins of an Archontean city and substantial dungeon levels below.

Bandit Camp: The Thorcin Recovery League has established a permanent encampment here, at the southern edge of the New Forest. The TRL bandits mostly attack imperial trading missions and have begun picking off the patrols of Lord Burdock's men.

The Ibis's Roost: An ancient shrine to Thoth is concealed in a fold in the hill known as the Spire. The existence of the shrine is not well known; still, those able to circumvent its powerful guardians may find that it contains useful information about Arden Vul (including maps).

The Thicket: A magically-enhanced thicket of thorn bushes surrounds a hill known as Broken Knob. The Broken Knob hosts the ruins of a watch-tower. The thorn bushes cover an area of 3-5 acres, and are remarkably hardy. The Thicket is home to a tribe of kobolds, who use the Thicket to defend themselves from more dangerous predators. Only the kobolds know that an ancient Thorcin burial mound lies within the Thicket.

Lost Shrine: Concealed on the east side of Bald Hill is a forgotten shrine to the heroes Arden and Vul. The shrine has recently been occupied by a band of doppelgangers posing as dwarves. The 'dwarves' claim to be outfitting themselves for an expedition to Arden Vul for two reasons: 1) discovery and restoration of the Forge of Zhorak (8-100), and 2) recovery of their lost comrade, Jasper Malachite (see area 5-52).

The Azure Keep and Gosterwick

The closest safe haven for adventurers exploring the Halls of Arden Vul is the small town of Gosterwick, which has rapidly grown up at the foot of an ancient fortress, the Azure Keep. Lying only a few miles west of the Long Falls (EX-3), Gosterwick and the Azure Keep occupy an advantageous site atop and around a semi-circular, granite ridge. Until recently, the Keep was a ruin, and the site of Gosterwick was inhabited only by a handful of husbandmen and their families. Twenty-five years ago, however, the mysterious Green Lady (Alexia Basileon - see World of Archontos appendix)

arrived at the Azure Keep with her companions, a sept of the Knights of the Azure Shield (see World of Archontos appendix). Lady Alexia and the knights claimed the tower as their own and began to restore it, swiftly making it their base of operations in Burdock's Valley. Now known as the Azure Keep, it takes its name partly from the name of the knights' order, and partly from the azure-blue tiles that define the Keep's roof. In addition to the keep proper, the Knights sponsored the restoration of other buildings in two baileys located atop the ridgeline, including a grand fortified residence for Lady Alexia, stables, dwellings for craftsmen, a well, and stout walls. Only a few years later came the news that Lady Alexia was building a new town at the foot of the keep; this town, formally named Vetucaster in Archontean, but known to most by its Thorcin name of Gosterwick, also profited from an ambitious, and swift, building program. Currently some 2,200 souls dwell in Gosterwick, including representatives of several of the Factors, a local chapter of the Benevolent Brotherhood, and numerous traders and craftspeople. Lady Alexia is actively recruiting merchants, factors, workers, and retired adventurers to her thriving community.

The Knights of the Azure Shield

A military order that spans the empire, the Knights of the Azure Shield are organized into septs of twenty knights (plus squires) led by a Sept Commander. The entire order is governed by the Grand Master from the Night Tower in Archontos, although individual septs traditionally operate as distinct, largely-independent units. Founded 400 years ago by the great paladin of Mitra, Keladon Gesedion (known as 'the Wall'), the mission of the order is to aid the needy wherever they may be found, without regard to faith, alignment, or social rank. As a result, the order has a reputation as a motor of social mobility, as the stories of men and women from modest backgrounds who joined as grooms, lackeys, or servants and rose to become a squire and/or knight are legion. While not technically defined by alignment as a 'good' organization, the order has nevertheless acquired a reputation as a haven for naive do-gooders.

The sept that has restored the Azure Keep is unusual among the order, and for several reasons. First, it is obviously aligned to a political figure, Lady Alexia Basileon. This runs contrary to the usual ethos of the knights, who pride themselves for their neutrality in the game of the Five Families. Many thus sneeringly dismiss this sept as 'mere mercenaries' working for the Green Lady. Secondly, it is larger than a normal sept, with thirty knights and an equal number of squires. Finally, its goals and motives appear to most observers to be opaque, and certainly not typical of the order. While the knights living in Burdock's Valley have been known to assist travelers on rare occasions, they do not seem to seek out the needy and downtrodden; instead, they seem more inclined to keep to themselves. Some wags claim that the knights literally have been bewitched by the 'Green Witch' (Alexia).

Rather than detail the entire Keep and town, what follows aims to provide GMs with a rough framework of information to aid those PCs seeking a place to heal, rest, trade, and train.

Population

Gosterwick has 2,211 inhabitants, of whom 40% are Archontean, 40% are Thorcin, 15% are Wiskin, and 5% are demi-human (primarily halflings and imperial goblins, although there are a few elves and dwarves).

Rulers

Unlike Newmarket, a free town whose elites elect their own mayor, Gosterwick is governed by a thesmothete appointed by Lady Alexia. Currently, the thesmothete is Eusebia Phokas (AK-23). As Eusebia's jurisdiction extends only over the town proper, the Azure Keep is governed separately, by Sept Commander Horatius Gesellion (AK-1). Of course, true authority over both town and keep lies with Lady Alexia Basileon, who dwells in the Residence lying on the ridge just north of the Keep (AK-2).

Government

The Thesmothete: Eusebia Phokas holds the executive power in Gosterwick, as she supervises the other imperial agencies from her town house (AK-23). She is aided in her bureaucratic work by three proedroi, and seven chartoularii. Eusebia is a capable and experienced administrator, and only kicks decisions up to Lady Alexia when they concern unusual problems.

Imperial Bureaucracy: As an imperial town, albeit one started quasi-illegally by a renegade aristocrat, Gosterwick possesses the three familiar agencies of all imperial communities, namely the House of Sight, the House of Coins, and the Private House. In a brazen break with authority, Lady Alexia has simply appointed her own candidates to run the three bureaucratic offices, granting each of them the title of logothete regardless of their previous postings or experience. The House of Coins (AK-19), responsible for general taxation and public expenditures, is the largest of the three in Gosterwick; Lady Alexia has conferred its administration to an old friend, Theron Glesteon. The Private House (AK-15), which traditionally administers the estates and possessions of the imperial family in a given jurisdiction, is significantly smaller than usual in Gosterwick, since as of yet the emperor has claimed no territory here for his own. Its logothete is Aedelwine the Fair. The House of Sight (AK-13), responsible for postal service, diplomacy, and imperial intelligence-gathering, is also small in Gosterwick; indeed, its logothete, Audun Yellow-Eyes, has not yet been recognized in his office by his alleged superiors in Narsileon.

Justice

The four normal categories of Archontean justice are operative in Gosterwick.

High Justice: Crimes against the Emperor and/or against the State. Typically, this means treason, murder, arson, rape, criminal conspiracy, and any type of crime committed against a member of the imperial family or against imperial property. *Punishment*: fines followed by death, by inventive, public, and slow means. *Judge*: Lady Alexia Basileon *Procedure*: accusations are initiated by Lady Alexia or her agents; hearings are held on an ad-hoc basis

Justice of the Body: Offenses against the persons of imperial citizens, or of those granted judicial protection by the Empire. Typically, this means assault, insult, slander, wounding, sexual assault (other than rape). *Punishment*: varies, ranging from fines, to amputation, to death. *Judge*: Eusebia Phokas, the thesmothete. *Procedure*: citizens file a complaint (for a fee) with the thesmothete's office. Eusebia holds sessions once per quarter to settle these cases.

Justice of the Domus: Crimes against the property of imperial citizens. Typically, this means burglary; theft; damage of 50 gp or more to movables or immovables; disputes over marriage, divorce, or inheritance; disputes over ownership of property worth 50 gp or more. *Punishment*: fines, or amputation, or blinding, or castration,

or a combination. *Judge*: one of the three proedroi serving the thesmothete. *Procedure*: citizens file a formal complaint with the thesmothete's office. The complainant pays for a writ of summons, executed by thesmothete's office in order to enforce attendance at court. Both parties are expected to produce their own witnesses, evidence, and/or advocates for their cases. Each proedros holds court once per quarter.

Low Justice: Crimes against non-citizens, and petty crimes. Typically, this means all crimes involving non-citizens; disputes over damages to, or ownership of, goods worth less than 50 gp. *Punishments*: varies widely, ranging from fines to death. *Judge*: one of the seven chartoularii. *Procedure*: The chartoularii hear such cases on a bi-monthly basis in a public square. Complainants register before dawn for a hearing time. Cases are heard orally, and the chartoularios makes a summary judgment

Town Guards

A contingent of 40 guardsmen enforce the peace and the orders of Eusebia Phocas. They reside in two fortified wooden towers, known colloquially as the 'kettles' (see AK-32).

The Wardens of Vetucaster

Lady Alexia (AK-2) has initiated a new program designed to attract well-to-do merchants and adventurers to Gosterwick. She calls it the 'wardens' program, for anyone who takes up the offer is given an impressive diploma naming him- or herself as a 'Warden of Vetucaster'. Wardens are granted the rights of citizenship and the opportunity to buy land within the town at a 50% discount; in addition, for every prosperous merchant or craftsman that a Warden convinces to settle in Gosterwick, she pays a 750 gp bounty (similarly with aristocrats) to the Warden. In return, the Warden must commit to remaining in residence at Gosterwick for at least 80 days per year (20 days per season), must contribute to the town defense, and must obey the lawful orders of the thesmothete or the knight commander. Alexia is explicitly targeting mid- and high-level adventurers (such as Wicktrimmer - see AK-17) who might be interested in retirement, but who are still active and useful.

Training for Level Advancement

As a frontier outpost and haven for adventurers, Gosterwick and/or the Azure Keep provide suitable opportunities for PCs to train for level advancement, at least up to levels 5 or 6 (depending on the class). Training costs are slightly higher here than elsewhere: PCs can expect to pay 1,650 gp per week to train. The identity of trainers, and their locations within the community, are listed below by class.

Fighters: Fighters may train with the knights of the Azure Shield, under the supervision of their arms master, Martin Hadellor (7th-level fighter). See AK-1.

Rangers: The chief huntswoman of the Lady Alexia, Teodora Balcingor (7th-level ranger), is willing to train rangers (see AK-2).

Paladins: The primary guardian of the temple of Mitra (AK-7) is one Gesteon Probus (6th-level paladin). He will train paladins but will attempt to convert them to Mitra in the process.

Magic Users: The ability of magic users to train is more complicated, as the expectation within the Archontean Empire is that magic users will train in the facilities of the collegium (see World of Archontos appendix) to which they belong. As none of the collegia has established an outpost in Gosterwick yet, this poses a problem. Happily, an enterprising and venal young wizard has attempted to solve this problem. Recognizing that she could not open a 'school' of magic, since this would compete with the collegia, Lyssandra Astorion (7th-level magic user) has instead opened an 'Arcane Practitioners Club' on the outskirts of Gosterwick (AK-30). Members pay heavy weekly rates (equivalent to training rates) for the opportunity to come and use the club's small library, alchemical laboratory, and practice grounds. Of course, members are free to seek guidance from other members, and Lyssandra and her assistant, Pelteon Greywand (6th-level illusionist) spend most of their time providing such 'guidance'.

Illusionists: See entry for magic users.

Clerics: Several of the temples are staffed by priests experienced enough (and willing) to train clerics. Good clerics could seek out Jador the Just (9th-level female Wiskin cleric), chief priestess of the temple of Mitra (AK-7), or Vivian (9th-level male Thorcin cleric), chief priest of the temple of Demma (AK-9). Neutral clerics should probably look for Halidor the Observant (7th-level male Thorcin cleric), chief priest of the temple of Lucreon (AK-10). Those aligned with evil are best advised to seek training from Urdenna Belst (8th-level female Archontean cleric), chief priest of the temple of Heschius Ban (AK-8).

Druids: Even though the nearest Druid's Circle is some distance away (50 miles to the east, in the Old Forest), the Circle has dispatched a representative to watch affairs in Gosterwick. Fael Valdorsdot is the representative (6th-level female half-elf druid). Unsurprisingly, Fael spends a lot of time wandering in the woods and streams around Gosterwick, but she can be reached through a contact at the Grain Hall (AK-18). It may take 2-6 days for her to be available.

Thieves: Thief characters should approach the local chapter of the Benevolent Brotherhood. This can be accomplished by making the appropriate signs and uttering the appropriate code phrases in the public spaces of Gosterwick. The public chapter house of the Benevolent Brotherhood is located near the docks (AK-5). If asked, the receptionist, Shirley, will advise those seeking training to leave a message for Anders the Snake. The Brotherhood will then contact the thief PCs to arrange training. Thief PCs of levels 1-3 will be trained by Reesa the Hammer, who works as a bartender at the Muddy Puddle (AK-26). Those of levels 4-5 will be trained by Anders the Snake (AK-5). For thieves of levels 6-9, however, a meeting must first be arranged with Anders or Reesa; if either of these two can be convinced of the good intentions (sic) and bona fides of the PCs, he/she will arrange a meeting with Wicktrimmer, the Elder Brother of Gosterwick (10th-level imperial goblin thief). Wicktrimmer meets such PCs incognito in the cemetery for an initial interview; training will then take place in a warehouse near the docks. Wicktrimmer usually only trains those who tithe appropriately and perform a special 'job' for him.

Assassins: As yet there is no chapter of the Vengeance Factor in Gosterwick, so training with the official order of assassins (the Vengeance Factor) is impossible. Still, a freelance assassin, Revet Faidelsson (7th-level male half elf assassin) has taken up quiet residence at the Yellow Cloak (AK-21). Revet will train those she finds worthy. Anders the Snake (AK-5) and Wicktrimmer (AK-17) know of Revet's line of work and can direct assassin PCs to Revet.

Locations in Gosterwick

The inhabitants of Gosterwick informally divide the town into five districts. These districts are in addition to the Keep and

Residence, which form their own micro-communities. The first district is the Upper Market, which occupies the southern bailey of the Azure Keep. It is known for expensive shops and snobby citizens. The Under Keep district comprises the structures at the eastern end of the town, between the two lobes of the ridge; its main street is Keep Row. This district is relatively poor and seedy, with mostly wooden houses and structures. The Market District comprises the structures around the Central Market (AK-22) and is marked by larger buildings and more general prosperity. The Incense District (so named from the incense produced by the temples on the neighboring hill) is the northernmost district and has a divided identity. The areas of the Incense District around the Golden Road are wealthy and prestigious, with free-standing town homes of the wealthier burgesses; the areas to the east, however, by Totey Lake and the Water Gate, are poorer, with smaller, multi-family structures. The fifth district is known as the Outs and is used contemptuously to describe the multitude of cheap, quickly-built structures on the west side of town.

The Walls to Come

As yet, only the hill and ridge where the Azure Keep, the Residence, and the Upper Market are located have been fortified. The bulk of the town currently lacks walls. Yet Lady Alexia's ambitions are quite grand, and she hopes to enclose the town with impressive walls that will allow plenty of population growth. To this end she has had her men dig a small ditch and mound (only 3' tall) to indicate the course of the walls to come. It is transparent to all who view the mound that it will take many years and much treasure to build the projected walls.

The Three City Gates

Alexia envisions three mighty gates to her fully-developed town. All three have been built, even though only one currently serves any function. To the east, by the lake, is the Water Gate. A gatehouse anchored by two 15'-diameter stone towers blocks the narrow strand between the ridge and the lake. This is the only gate that is currently incorporated into the actual structure of the town. The Imperial Gate, which naturally lies at the foot of Imperial Row, stands proudly amid empty meadows. The towers of its gatehouse are 20' in diameter; as of yet it lacks a door. The Stone Gate lies to the west, at the foot of Stone Street. This is the least developed of the gates; as yet it is only a wooden structure, without grandeur or defensive value.

The Waters

Gosterwick and the Keep abut a tributary of the Swift River that locals call The Long Run. The Long Run runs along the foothills west of Arden Vul before forming a small lake just north of the town. The lake has been called Totey Lake by the local Thorcinga for centuries; few recall that its original name was Thoth's Eye, and none recall that the priests of Thoth had an interest in the lake (GM: this could be a hint for future adventure development). The lake is fairly shallow, except in its center; it is home to numerous species of edible fish.

Other Businesses in Gosterwick

In addition to the shops, craftsmen, and enterprises of note listed below, Gosterwick is home to the following: 3 bakers, a brewer, 3 butchers, 3 carpenters, 1 wheel/cartwright, another moneylender, 2 fishmongers, 3 general stores, a salter/spice merchant, 6 more neighborhood taverns, 2 general leatherworkers,1 specialized leatherworker who can make leather armor, 2 stonecutters, 2 masons, 3 millers, a sawmill, 4 potteries, 9 simple scribes, 3 other notaries, 2 lawyers, 2 blacksmiths, 15 weavers/spinners/carders, 5 tailors, 5 furriers, an additional brothel, 1 herbalist/apothecary, 2 barbers, a thatcher, a bowyer/fletcher, a candlemaker, another jeweler, and a ropemaker.

AK-1: The Azure Keep

The keep is sited atop a curved ridge that rises 45' above the flatlands surrounding it. The central tower of the keep is 50' square, with four above-ground floors (plus the roof level) and two below-ground cellars. The cylindrical roof reaches nearly 65' above the ridge and is sheathed with sky-blue porcelain tiles. Access to the keep is via wooden stairs rising to doors set into the keep walls at the level of the first floor (in other words, there is no ground-floor access). Numerous arrow slits, or windows, dot the walls of the first, second and third floors; each window can be shuttered from within the keep. The roof level has four larger openings in its walls that allow ballistae to fire at attackers from all directions. Although the square tower is the oldest and most recognizable element of the keep, the keep also comprises two walled baileys lying to the north and south of the tower. In the northern bailey may be found the stables of the Order, as well as a stone barracks and residence for the knights and their guests.

The keep is governed by Sept Commander Horatius Gesellion. Three Knight Commanders assist him: Gaius Christopher Relleion, Martin Hadellor, and Lucia Nemead. The remaining 27 knights are divided into 3 conrois, or troops, of nine knights, each led by one of the Knight Commanders. Each of the knights hand-picks his/her own squire.

The Azure Keep is home to 31 knights, 31 squires, and approximately 65 grooms, lackeys, servants, cooks, and various support staff.

Services and Personalities

The knights have their own stable, smith, farrier, leather-worker, and bowyer and fletcher. Only knights or their very close friends can make use of these services.

Horatius Gesellion, 9th-level male Archontean fighter and Sept Commander of the Knights of the Azure Shield.

Gaius Christopher Relleion, 6th-level male Archontean fighter, leader of First Conroi

Martin Hadellor, 7th-level male Archontean fighter, arms master for the Knights, leader of the Second Conroi

Lucia Nemead, 6th-level female Archontean fighter, leader of the Third Conroi

AK-2: The Residence

The northern, fortified bailey of the Keep complex is home to a large stone palace, where Lady Alexia resides. The residence takes the form of a basic, three-story rectangle. The ground floor holds 'public' spaces, including a grand audience hall, a library, a formal dining room, and the kitchens. The second floor holds Alexia's personal apartments, her study, and her treasury. The third floor is devoted to rooms for servants and guests. Alexia is somewhat reclusive, preferring to remain in the Residence most of the time. It is not widely known that she is a talented mage, with an interest in water magic. Alexia is unlikely to meet with random visitors,

leaving such duties to her steward, Freydis. Only those whom she trusts, or whom she has identified as being capable of serving her interests, will earn the coveted private interview. Alexia is engaged in a long-term struggle for influence in Burdock's Valley with her half-brother, Iskander. Iskander managed to convince the Emperor to award lordship over the valley to him, over the strenuous objections of Alexia. Alexia has decided to retaliate indirectly, by founding Gosterwick and attempting to win the allegiance of the local farming and merchant families. Recognizing that their dispute will shortly come to a head, Alexia is also hiring capable adventurers to search Arden Vul for the four lost pieces of archonal regalia; she believes that if she could obtain these minor artifacts, her claims will be given greater credence. The regalia are the **bone ring of Jagri-Naz** (area 5-74), the tablet of the beacon (9-107), **the ebon spear** (SL5-13B), and the **iron circlet of Ghanor** (3-127A). Alexia is served by a staff of fifteen and a complement of ten personal guards.

Services and Personalities

Alexia can arrange for healing services and the provision of basic equipment for those whom she has taken into service. She can also supply up to ten **potions of healing** to such persons at a slight discount (350 gp/potion).

Lady Alexia Basileon, the 'Green Lady', 7th-level female Archontean magic user and aristocrat

Freydis the Stern, female Wiskin aristocrat and no-nonsense steward of the Residence

Teodora Balcingor (7th-level ranger), chief hunter and primary advisor to Lady Alexia

AK-3: Kaelo's Bathhouse

This sprawling structure occupies three once-distinct but now connected stone buildings lying along the river front, just inside the Water Gate. The buildings have been reconceived as Archontean-style bath-houses: the main entrance is through the middle building, which leads to the tepidarium, or warm bath. From there, visitors can move either north to the frigidarium (cold bath) or south to the calidarium (hot bath). On the second floor above the calidarium are a set of sauna rooms, while above the tepidarium are some private rooms for conversation and casual dining. The three floors above the frigidarium are divided into small private chambers, where the prostitutes (male and female) licensed by Kaelo entertain customers. The bathhouse is a democratic institution in Archontean culture; one is likely to encounter people of all classes here. Although many enjoy a rousing debate or argument at the baths, brawling and/or physical confrontation is considered bad form; indeed, Kaelo will have his guys apprehend and expel any who break his rules. Kaelo pays the Benevolent Brotherhood a portion of his monthly earnings for security and protection; he is also one of only four persons who knows the identity of Wicktrimmer as Elder Brother (AK-17).

Services and Personalities

It costs 1 sp to visit the baths. Additional costs are imposed for additional services, including towels, oils, massages, refreshments, and an assignation with the working boys or girls.

Kaelo, male Archontean, owner of the bathhouse

30 prostitutes

10 attendants and 10 guards

AK-4: The Bailiff's Truncheon

Located at the foot of the hill holding the Residence, this tough, seedy bar occupies the ground floor of a wooden triplex. The bar is cheap, dirty, and usually crowded. It is an open secret that the Truncheon has two sizable basements, the second of which holds nightly bare-knuckle fights. Although Egill is not himself a member of the Benevolent Brotherhood, he provides a monthly gift to the Brotherhood out of respect (and for protection). As a result, there are almost always several members of the Brotherhood present in his tavern; they can point inquirers to the Brotherhood chapter house (AK-5).

Services and Personalities

Alcoholic beverages. Gambling on bare-knuckle fights.

Egill Flat-nose, 3rd-level male Wiskin fighter, owner and gregarious bartender

AK-5: The Benevolent Brotherhood

As is the case in most Archontean towns, the empire-wide thieves guild known as the Benevolent Brotherhood operates a public chapter house in Gosterwick. The chapter house is unassuming, taking the form of one section of a triplex near the docks. The ground floor of the chapter house is open to the public; its contents are few, namely a receptionist at a central desk and two banks of wooden pigeon-holes on the flanking walls. The receptionist, whose name is always 'Shirley', greets visitors cheerfully and helps them to fill out a request for services; she also



offers advice about which "brother" is best suited to answer that request. Petitioners then file their request in one of the pigeonholes (each is marked by the symbol of one of the Brotherhood's members). The members of the guild check their boxes after hours and respond individually to any pertinent requests. Requests are often traded among members, especially if a job is unsuitable to the chosen thief or if the job requires a more substantial budget or team. Three different women who perform the 'Shirley' role in rotating shifts. All three are only receptionists; they have no thief skills and know the locations and/or identities of none of the brothers. The second and third floors of the triplex hold mostly-empty rooms where brothers in the guild can meet, plan, and train. The brothers use hidden entrances to access the chapter house; they never walk in through the front door. It should be clear that the Brotherhood is never required to accept a job proposed by a citizen; it typically refuses jobs that require murder, assault of important imperial officials, or theft of imperial property. In addition, the Brotherhood also mounts its own operations.

Brotherhood Structure

Seven cells of thieves, or 'brothers', operate in Gosterwick. Each is led by a 'big brother'. While brothers can recognize each other through the thieves' cant, customarily there is little interaction between the cells. The two ranking Big Brothers are Reesa the Hammer (AK-4), whose crew specializes in protection and extortion, and Anders the Snake (AK-5), whose crew contains the best second-story men and women. Anders and Reesa are the only two Big Brothers who know the identity of the Elder Brother of Gosterwick, namely Wicktrimmer, owner of the Rarities Factor (AK-X17). Wicktrimmer meets monthly with Anders and Reesa to hear reports, plan larger jobs, and exchange tithes. The only other individuals who know of Wicktrimmer's secret life are Kaelo, the bathhouse owner (AK-3), and Lady Alexia herself (AK-2).

Services and Personalities

Citizens can petition the Brotherhood to take on jobs. The cost of jobs (threats, extortion, thievery, robbery, assault, etc.) varies by the job and its difficulty.

Shirley, female Thorcin 'receptionist'

Anders the Snake, 6th-level male Archontean thief

AK-6: The House of the Gods

This large structure appears quite impressive, as it resembles a large Corinthian-style temple. The roof is 20' above the floor and is supported by a set of stone columns on all four sides. Within are freestanding shrines to most of the Archontean, Wiskin and Thorcin deities who do not have their own temples. These shrines vary in size and sophistication, but most typically contain nothing more than a covered altar, a locked stone chest for offerings, and a variety of highly personalized 'decorations' meant to illustrate the god's main principles or avatars. Since none of the shrines has its own dedicated cultic precincts, they typically are staffed by volunteer (if highly dedicated!) lay priests.

Services and Personalities

None of the shrines has permanent classed clerics attached to it. There is a 2-20% chance (depending on the popularity of the deity) in question that a classed cleric of a particular deity is visiting the shrine for 1-3 days. Such visiting clerics will be of levels 2-7 (roll randomly). They are typically uninterested in providing extensive services (healing, etc.) for fellow devotees; only the most severe need will cause a visitor to aid adventuring parties. Those seeking clerical services are better served by visiting one of the permanent temples.

Each shrine has 1-10 lay priests who maintain the shrine, collect and make use of offerings, etc.

AK-7: Temple of Mitra

Mitra (LG) is a popular deity associated with justice, protection, serving the weak, and the cleansing properties of fire.The temple of Mitra in Gosterwick is a circular structure of stone, fronted by a portico with an impressive pediment. The pediment shows Mitra, dressed in his shining mail, striding among worshippers, dispensing justice, and punishing the guilty. The main cult object is found within the circular structure; it takes the form of a statue of the god, dressed in an Archontean-style toga, holding the scales of justice forward in his left hand. Worshippers place offerings in the right-hand side of the scales, hoping that Mitra will 'balance the scales' by helping their causes. Cleverly set into wall circling the main shrine are the apartments and bureaucratic offices of the cult.

Services and Personalities

The clerics offer healing and other spell services to the worthy. Gesteon Probus, a paladin of Mitra, is a champion of the weak and offers training to paladins. Jador the Just will train any good-aligned clerics.

Jador the Just, 9th-level female Wiskin cleric of Mitra, chief priestess of the temple

Gesteon Probus, 6th-level male Archontean paladin of Mitra, defender of the temple

3 3rd-level clerics of Mitra

4 2nd-level fighters

AK-8: Temple of Heschius Ban

Heschius Ban (LE) is one of the most popular of Archontean gods, since his ethos of might and the inevitability of power appeals not only to the actual powerful but to the general Archontean sense of their empire's manifest destiny. His proud temple lies at the rear of the hill of the Gods. Like the temple of Lucreon (AK-10), its form is that of the classic three-chamber temple. The outer chamber, or ante-cella, is for conducting the simplest rituals and for allowing the celebrants to properly prepare the congregants for the rituals held in the inner chamber, or cella. The third chamber, or postern, abuts the cella but provides no connection to the inner fane; the apartments and offices of the clergy are found there. The main cult statue shows Heschius Ban in the armor of an Archontean legionary, standing with one foot on a trampled enemy and holding a whip and a set of shackles in his hands. Celebrants are encouraged to offer gifts of wealth into the open mouth of the defeated enemy and also to shed a bit of their own blood on top of the trampled enemy's head. As a result, the cella smells strongly of blood. During the most solemn rituals, the cella is closed to all but the most powerful worshippers; on these occasions, a series of slaves procured in Narsileon are sacrificed to the god, with the clergy and powerful laity jointly participating in the sacrifice.

Services and Personalities

The clergy provide healing to those who seek it (although with some condescension, as to need healing is to show weakness).

Urdenna Belst will train evil-aligned clerics.

Urdenna Belst, 8th-level female Archontean cleric of dread Heschius Ban

4 3rd-level clerics of Heschius Ban

8 2nd-level fighters

AK-9: Temple of Demma

Demma (LG) is a very popular deity, as she represents bountiful harvest, motherhood, and the mercy of rulers. Demma's temple is shaped like a larger version of the tithe barns that dot the rural countryside. Two stories tall, it is made of stone with pediments showing the goddess disbursing seeds to faithful humans. Inside, a peristyle supports a second floor while leaving the central space open to the roof. Within the peristyle is a 30'x10' plot of ever-fertile earth. What is planted in this plot varies by the month, but thanks to Demma it is always fully-grown and ripe: one may find wheat, barley, millet, hops, oats, rye, or sorghum growing here, always at peak ripeness. Twice per day, a magical rainfall drops on this plot from the roof. A modest statue of the goddess, 15' tall, rises from the center of the plot: she appears as an Archontean woman dressed in formal toga, with a circlet formed of wheat stalks. The second floor contains apartments for the priests, a barracks, supply rooms, and several meeting rooms.

Services and Personalities

The lesser clerics regularly offer spell services, although precedent is given to followers of Demma and the rural poor. Vivian can provide more advanced cures and will train good-aligned clerics.

Vivian, 9th-level male Thorcin cleric of Demma, chief priest

4 3rd-level clerics of Demma

6 2nd-level Archontean fighters

AK-10: Temple of Lucreon

Lucreon (LN) is one of those deities who is rarely loved, but often placated; many merchants seek his blessing before a new venture, and even lesser folk are known to seek his fortune with a few coppers of offering. The shrine to Lucreon is a classic, three-chamber structure. The front is the ante-cella, in which the clerics and the devout congregate. The middle chamber is known as the cella, and it is here that the main rituals take place. On the opposite side of the cella is the postern; it is unconnected to the cella and holds the administrative offices and apartments of the clergy. The main cultic object within the cella is the colossal granite statue of Lucreon, dressed as an Archontean factor associate, holding a massive bag of coins in his outstretched right hand. A large wooden chest sits below the money bag; believers are encouraged to place their offerings into the chest. Lucreon's shrine is home to one of the most impressive mysteries of the temples of Gosterwick. As soon as a coin drops to the bottom of the wooden offering box, it magically appears in the air above the statue of Lucreon and falls 10' into the god's open money bag. As a result, during important rituals, a near constant stream of coins may be seen to come clinking down from thin air to fill the god's bag. It should be noted that when the temple is closed for the night, the clerics empty Lucreon's bag so that it will be ready to perform the mystery on the morrow.

Services and Personalities

The clerics will perform healing, but a bit more grudgingly than their counterparts in the good-aligned temples. Halidor will train any cleric who pays his fees.

Halidor the Observant, 7th-level male Thorcin cleric, and chief priest, of Lucreon

6 2nd-level clerics of Lucreon

5 3rd-level fighters

AK-11: Residence of Chairduster the Metallurgist

Chairduster, the finest gold- and silver-smith in Gosterwick, lives in this spacious townhome with his wife, Facetcutter. Although his shop is located elsewhere (AK-28), Chairduster has his workshop here, in the basement (forge) and third floor. The first and second floors are given over to their well-appointed living spaces. Chairduster is truly gifted (Excellent skill level jeweler, and Superb skill level gemcutter) and is capable of creating jewelry and all other sorts of gold- or silver-based objects. Facetcutter spends her days managing their shop in the Upper Market. The residence is guarded by a war dog and by two private security guards. Chairduster's workshop contains 5,000 gp in unfinished gold, 2,500 gp in unfinished silver, and 1,000 gp in unfinished platinum. Their personal liquid wealth is found in a set of exquisite platinum, jade, and jet jewelry, as well as a large collection of loose gems to which Chairduster adds as he continues to make a profit. Chairduster pays a monthly 50 gp fee to The Benevolent Brotherhood (AK-5), ensuring his family and business are never targets of their profession, as well as to inform him of any third-party requests for their services against him.

Services and Personalities

There are no services here. All business is transacted at the shop (AK-28).

Chairduster, male imperial goblin goldsmith and silversmith

Facetcutter, female imperial goblin, shopkeeper (only present in the evenings)

Bas the war dog

2 private security guards, 2nd-level Wiskin fighters

AK-12: The Stunned Acolyte Inn

An elegant, four-story, stone-and-wood structure, the Stunned Acolyte faces the Golden Road and is a mere stone's throw from the Hill of the Gods. The ground floor holds reception, a private dining room, the kitchen, and a wood-paneled common room. The upper floors are divided into rooms for rent; most are singles, but there are two suites on the second floor. The Stunned Acolyte prides itself on elegance and quality and has the prices to prove it. It attracts the wealthier clientele, naturally. The innkeepers have even been known to refuse service to those they feel 'don't seem like our kind of people'.

Services and Personalities

The Acolyte is known for its fine dining. A 'simple' meal runs 1 gp, but a full sampling of Tador's genius can run to 15 gp/person. A night in a single room is 2 gp/head (max. of three persons per room); the suites go for 10 and 15 gp/night respectively. Although the Acolyte doesn't have its own stables, Ulf has an arrangement with Sakeon (AK-31) to stable visitors' mounts for 1 gp/night.

Ulf Vareon, the owner and innkeeper, with his wife Helena

Tador, the gifted chef

Priasson Kaledor, merchant from Narsileon and, secretly, a spy for Keko the Lame, come to scout out exactly what Lady Alexia is up to in Gosterwick.

AK-13: The House of Sight

The House of Sight, colloquially known as the Drome, is housed in this comfortable, 2-story wood structure. This branch of the Archontean bureaucracy is responsible for the imperial postal service, diplomacy, and intelligence gathering. The logothete in charge of the House of Sight is Audun Yellow-Eyes, a man of Wiskin birth (but 'more Archontean than the Archonteans' in his loyalties). He was appointed by Lady Alexia and has not yet been recognized in his office by his alleged superiors in Narsileon. The first floor contains a reception and audience chamber, several private interview rooms, and a small guardroom. The cellar contains cells for prisoners, and a lead-lined vault for storing treasure and valuable information. The second floor holds Audun's quarters, a map room, and a scrying room. Audun does not yet have a team of Black Lotus special operatives at his disposal, although he has not let this fact become known in Gosterwick.

Services and Personalities

Citizens typically avoid the House of Sight. Some of the richest and best-connected townspeople might seek to send important and rapid messages through the mundane postal services that Audun offers. Most citizens, however, are afraid of falling under the Drome's scrutiny.

Audun Yellow-Eyes, male Wiskin aristocrat and logothete of the House of Sight

3 4th-level Archontean fighters as guards

AK-14: Torunn the Smith

Torunn's shop is the largest of the three smithies in Gosterwick, mostly because Torunn, a formidable Wiskin woman, is the most talented smith in town. She runs her smithy with an iron fist, directing her teams of apprentices in projects mundane and extraordinary. Most of the work is of the mundane variety, producing objects for home use; her apprentices typically produce this work. Torunn reserves her time and talent for higher profile projects. In addition to fancy metalwork for domestic and civic use, she can produce all the sorts of metal weapons and armor found in the manual (except plate armor, which doesn't exist in Magae). She charges only 110% of list price for these items.

Services and Personalities

Mundane metalwork. Weapons and metal armor (at 110% of list price).

Torunn the smith, female Wiskin

6 apprentices

AK-15: The Private House

This well-appointed town house is 25' square. It is home to the Private House, that branch of the imperial bureaucracy charged with administering the estates and financial perquisites belonging to the imperial family. As yet, the imperial family owns no property in Gosterwick save for this structure, so the duties of the logothete are limited to collecting the taxes which by tradition belong to the emperor: market taxes (a flat fee per vendor, plus 10% of sales), a cartage tax (1 sp per axle leaving the city), and 50% of all proceeds from High Justice. The current logothete is Aedelwine the Fair, an unassuming woman who was appointed by Lady Alexia. Aedelwine relies on the House of Coins (AK-19) to perform the actual collection of revenues.

Services and Personalities

Most citizens have little reason to visit the Private House.

Aedelwine the Fair, female Thorcin aristocrat and logothete of the Private House

AK-16: The Old Well Tavern

This 2-story wooden structure is marked by numerous gables, dormers, and unusual architectural obtrusions. Taking its name from the covered well next door, this watering hole is popular with middle- and upper-class residents. There are bars on each floor, and numerous alcoves for private conversations. The second floor also holds six private rooms, which are used both for private gatherings and for assignations arranged with the escorts who work in the tavern. The male and female escorts are known as the Plums and are of high quality and discretion; inquiries about retaining a Plum must be made directly with Laedion Verr, who is protective of his boys and girls.

Services and Personalities

Alcoholic drinks and escort services.

Laedion Verr, male Archontean, owner and chief bartender

Verr's Plums, seven escorts

AK-17: The Rarities Factor

The newest of the merchant factors in Gosterwick was recently founded by Wicktrimmer, an imperial goblin and retired adventurer. His niche industry is antiquities, particularly those recovered from ruined tombs, dungeons, and other locations (such as the nearby Arden Vul). Of course, to compete with the other markets, Wicktrimmer also offers the other basic services of a factor, including banking services and caravan services. To this end, Wicktrimmer's location near the Grain Hall has ensured that he is starting to receive contracts for shipping goods other than antiquities. The ground floor of the three-story wooden structure is given over to the reception area where associates conduct business with clients. The second floor holds offices and a dining room, where Wicktrimmer periodically entertains his old adventuring buddies. The third floor is devoted to his personal apartment, plus a guest suite. The vaults are in the basement and are, according to local gossip, protected by both an earth elemental and the ghostly gurgles of a drowned goblin (relics, again, from his adventuring days). Wicktrimmer oversees a staff of 3 associates, six clerical workers, and four tough-looking mercenaries. At any given time, the Factor holds 25,000 gp worth of goods in its vaults. Wicktrimmer's sizable personal wealth and substantial stock of magic items are held in a heavily trapped and secret location within his apartments.

Unbeknownst to any of the staff of the Rarities Factor, Wicktrimmer is a high-level thief and the ranking member (i.e., the Elder Brother) of the chapter of the Benevolent Brotherhood in Gosterwick. This secret is known to only four persons in Gosterwick: Lady Alexia (AK-2), Kaelo (AK-3), Reesa the Hammer (AK-4), and Anders the Snake (AK-5). Wicktrimmer prefers to conceal his role in the Brotherhood behind the (successful) front of the Rarities Factor; the factor also provides a convenient cover for smuggling hot goods in and out of Gosterwick. Wicktrimmer meets monthly with Reesa and Anders in a private room above the tepidarium at Kaelo's bathhouse (AK-3); there the trio set the agenda for the Brotherhood's activities for the coming month and

Wicktrimmer's lieutenants pass on to him his share of the monthly proceeds. Those needing to locate the Elder Brother of Gosterwick may thus find it difficult to do so. They must convince one of the four to whom he has confided his secret of their bona fides and of their need. Low-level thieves (levels 1-5) will be ignored. Only those with important information, or those of levels 6-9 needing training) will be directed by one of the four to Wicktrimmer. Even then, Wicktrimmer never meets outsiders at the Factor Offices. Instead, he meets such persons incognito at the cemetery. If he is willing to train thieves of the appropriate level, it will take place in a hired warehouse near the docks. He will attempt, almost always successfully, to maintain the secrecy of this 'straight' identity. Wicktrimmer is remarkably well-informed about what goes on in Gosterwick, thanks to a potant magic item that allows him to talk with cats.

Services and Personalities

The Rarities Factor provides the usual banking services: deposits of valuables worth at least 150 gp at a rate of .75% of their worth per month. Caravan services are also regularly available, whether it be hiring an entire caravan (rates vary) or adding letters (15 gp/letter) or goods (18% of the value of each mule's worth of goods) to an existing caravan. As of yet, the Rarities Factor only has branches in Newmarket and Narsileon; it hopes to expand to other sites on Irthuin in the near future.

Wicktrimmer, imperial goblin and Chief Associate of the Rarities Factor (also a 10th-level thief, and Elder Brother of the Benevolent Brotherhood)

4 4th-level Archontean fighters, as guards

AK-18: The Grain Hall

One of the largest structures in Gosterwick, this cavernous, wooden hall was built and is maintained by the local Farmers' Collective. The Collective acts as a 'craft' guild for the farmers active within a three-day walk of Gosterwick. Members of the Collective can store their surplus grain in the Grain Hall, where the Collective's permanent staff hold periodic auctions to those in need of wheat, barley, oats, hops, millet, hay, and the like. The ground floor is 20' tall and is usually crammed with bales, bags, or barrels of foodstuffs. A second floor holds the offices of the Collective's staff, as well as an apartment for the manager and eight tiny bedrooms for visiting members of the Collective. A basement is accessible via several large trap doors. The Collective owns a piece of the carting business located just to the west of the Grain Hall. Despite the dusty, fire-trap nature of the Hall, the Collective is widely respected in Gosterwick for its wealth and influence.

Services and Personalities

Those in need of bulk foodstuffs can come to the monthly auction to bid on whatever is available.

Isidor Quick-Tongue, manager and auctioneer

Fael Valdorsdot, 6th-level female half-elf druid

AK-19: The House of Coins

This two-story structure is entirely made of stone, with a slate roof. Aside from two entrances on the ground floor and four windows on the second floor, no means of entrance are visible. The ground floor contains a public reception/service area and a guardroom. The vaults in which tax revenues are stored are in the basement. The upper story holds offices and the residence of Thereon Glesteon, the aristocrat whom Lady Alexia has named as logothete of the House of Coins. This standard unit of Archontean bureaucracy is responsible for collecting general taxes from citizens of the empire and for supplying monies for approved public expenditures. The former is the responsibility of the logothete, who employs a group of five 'revenue agents' to collect the two basic taxes: the poll tax of 1 sp per person per quarter, and the property tax of 1% of the value of property (assessed annually). Expenditures are suggested and approved by an executive committee comprised of Lady Alexia, Eusebia the Thesmothete, and the three logothetes.

Services and Personalities

Most citizens rarely visit the House of Coins, except to contest (usually futilely) tax assessments.

Theron Glesteon, male Archontean aristocrat, and logothete of the House of coins

8 elite guardsmen, 5th-level Archontean fighters

Bureaucrats

AK-20: The Silent Factor

The mysterious Silent Factor has established its presence in Gosterwick here, in a large structure facing Stone Street. It is a two-story stone structure whose existing windows have been closed by permanent shutters. The ground floor holds interview rooms for meeting with clients, as well as offices for the associates. The upper floor holds apartments for the associates and the hidden vaults; the basement holds the main vaults. Alone of the major empire-wide factors, the Silent Factor believes that anonymity in business transactions ensures that egos, rivalries, and enmities do not spoil good business.

As a result, all associates of the Silent Factor dress in head-to-foot robes made of red silk that conceal their bodies; this attire includes a full, burqa-style head covering. In addition, associates refuse to speak to non-associates (and to each other, when in the



presence of non-associates); instead they use sign language. Since most non-associates are not familiar with these signals, the Factor grudgingly employs a handful of 'translators' whose job it is to meet clients, evaluate their requests, and vocalize the associates' hand signals during any negotiations. Those seeking the services of the Silent Factor must approach the public door, knock loudly, and state their business through an eyehole. Visitors are admitted by a translator, who listens to their business, and conducts them to an appropriate interview room; there, three associates from the factor will listen and negotiate (through the translator).

Like all the factors, the Silent Factor offers banking services, transport services, and communication services. The Chief Associate in Gosterwick is Warin the Tall; he oversees 10 associates, 3 translators, 10 staff, and 10 guardsmen. At any given time, the Silent Factor is storing 50,000 gp worth of goods and items in its secure vaults.

Services and Personalities

Despite the off-putting demeanor of the associates, the Silent Factor is highly esteemed for its discretion and absolute neutrality; indeed, many consider it the most secure of the Factors. Many make use of its banking services. One can deposit wealth (a minimum of 500 gp) for a 1.25% service fee per month; withdrawals are possible at any time, whether from the branch into which the deposit was made or by letter of credit at any other branch of the Factor within the Archontean Empire. Frequent or high-volume depositors may be offered a more favorable rate of .75% per month.

In addition, the Factor will arrange and conduct caravans to and from any other major settlement within the Empire; the costs of such caravans must be negotiated on an ad hoc basis. It is sometimes possible to add one's merchandise to an already-constituted caravan; the Factor will typically be willing to accept any number of sealed letters and up to one mule's worth of goods. There is a 33% cumulative chance per week that such a caravan is available. The cost of sending a letter in this way is 25 gp; the cost for adding a mule's worth of goods is 200 gp or 20% of the appraised value of the goods, whichever is higher.

Ellisif, female Wiskin, translator

Warin the Tall, 6th-level male Thorcin thief, and Chief Associate of the Silent Factor

Neftali, 6th-level male Khumus magic user, associate of the Silent Factor

10 4th-level Archontean fighters, as guards

AK-21: The Yellow Cloak Inn

The Yellow Cloak occupies one of the oldest structures in Gosterwick on a favorable site adjoining the Central Market. The main structure is painted imperial yellow and is 5 stories tall. Facing Stone Street, the ground floor of the main structure holds reception, a lounge, and the upper-class common room, while the upper floors are divided into individual rooms for rent. The subsidiary structure faces Imperial Row and is newer, being only three stories tall; the ground floor holds the kitchen and main common room, while the upper two floors contain several dormitory-style bunkrooms. The Yellow Cloak is the larger of the two inns in Gosterwick and has a more eclectic clientele.

Services and Personalities

Meals in upper-class common room range from 5 sp to 5 gp; those in the main common room range from 1 sp for soup and bread, to 2 sp for a merchant's meal, all the way up to 2 gp for a rich meal. A night in a single room is 1 gp/head (max. of three persons per room). A bunkbed in one of the dormitories is 1 sp per night. Visitors with horses can stable them for 5 sp/night at a stable behind the inn.

Margot the Red, female Thorcin innkeeper, and her husband, Bricwine, who tends bar in the upper-class common room.

Helle, a female Wiskin, is the chief bartender in the main common room

Revet Faidelsson, 7th-level female half elf assassin. Revet has taken a room for six months while she looks for work.

AK-22: The Central Market

In the center of Gosterwick, where four major roads meet, lies the central square. Here a market is held twice a week, on Totsday and Demmasday. The Totsday market runs from noon until 8 PM, and is primarily concerned with foodstuffs: grain, flour, bread, ale, wine, fruit, vegetables, cuts of meat, pastries, prepared dishes, etc. The Demmasday market is larger and lasts from 7 AM to 10 PM. On Demmasday, one can still find foodstuffs, but booths stocking other items are also common: cloth, clothing, shoes, barber's services, useful metal wares for the home, rope, candles, pottery of all sorts and qualities, scribe's services, money changing, etc. Fish are not sold in the central market, however; one must visit the docks in the late afternoon to buy fish. On Totsday there is a 25% chance that 1-2 peddlers or traveling merchants will have set up shop with 'specialty items' (including dungeoneering equipment, archaeological remains, small bits of mundane treasure, etc. On Demmasday, this chance rises to 75% for 3-6 such peddlers; one of the peddlers might (10%) have a minor magic item or two for sale. Two patrols of the city guard (see AK-32) are present for each of the weekly markets. It should be noted that the central square is impassable to carts and horses when a market is taking place.

AK-23: House of the Thesmothete

This impressive, 30'-square, three-story structure abuts the Central Market and is the civic heart of Gosterwick. The first two stories are stone, while the third is wood. The ground floor holds an audience chamber plus public offices at which citizens can register complaints (for a fee), procure writs of summonses, and generally seek assistance for any civic matter. The second floor is dedicated to justice, with one large courtroom and offices for the three proedroi and seven chartoularii who perform most of the bureaucratic work. The upper floor is reserved for Eusebia Phokas's personal quarters. Visitors are met by chartoularii who evaluate requests or demands before deciding which merit the attention of one of the proedroi or of Eusebia herself.

Services and Personalities

As the chief executive ('mayor') of Gosterwick, all issues concerning the security, prosperity, expansion, and general welfare of the town are properly directed here. Wardens are officially enrolled in their offices here. All formal legal accusations of the level above 'low justice' (that is, justice of the domus, justice of the body and above), must be first registered here, with the complainant purchasing the appropriate writs to set the wheels of justice in motion.

Eusebia Phokas, female Archontean aristocrat and thesmothete

AK-24: The Prosperity Factor

This large home facing Imperial Way is home to the Prosperity Factor, one of the empire-wide merchant collectives. The building is stone for the ground and first floors, and wooden for the third floor. The ground floor holds the public Transaction Hall, where citizens can meet with one of the associates to negotiate business. The basement holds the secure vaults, where valuable coming to or from Gosterwick are stored; citizens who make use of the factor's banking services also store their wealth in the vaults. The upper floors are devoted to private meeting rooms (for more important customers) and the apartments of the associates of the factor. In Gosterwick, the Chief Associate is Beryl Gneiss, one of the very rare dwarfs to abandon dwarven society for the human world. Beryl Gneiss oversees a staff of six junior associates, ten support personnel, and eight heavily-armed guards. At any given time, the vaults contain 45,000 gp worth of goods of various types.

Services and Personalities

Banking services are reliable and discreet. One can deposit wealth (a minimum of 250 gp) for a 1% service fee per month; withdrawals are possible at any time, whether from the branch into which the deposit was made or by letter of credit at any other branch of the Factor within the Archontean Empire. Frequent or high-volume depositors may be offered a more favorable rate of .5% per month.

In addition, the Factor will arrange and conduct caravans to and from any other major settlement within the Empire; the costs of such caravans must be negotiated on an ad hoc basis. It is sometimes possible to add one's merchandise to an already-constituted caravan; the Factor will typically be willing to accept any number of sealed letters and up to one mule's worth of goods. There is a 25% cumulative chance per week that such a caravan is available. The cost of sending a letter in this way is 20 gp; the cost for adding a mule's worth of goods is 100 gp or 20% of the appraised value of the goods, whichever is higher.

Beryl Gneiss, 7th-level male dwarf fighter, and Chief Associate of the Prosperity Factor

Huguccio, 5th-level male Archontean magic user, and associate of the Prosperity Factor

8 4th-level male Archontean fighters, as guards

AK-25: Creon's Curios and Pawnshop

This large, dusty shop is located on the border of the Market and Under Keep districts. It is crammed with all manner of strange items, for Creon is a bit of an eccentric and collector. Although proud of his inventory, most of Creon's income comes from his pawnbroking; he offers loans at 25% of the value of the item, repayable in 1-4 months (depending on the customer). He also buys unusual items for 80% of their value and is happy to sell whatever is in his stock. Creon is interested in 'anything old', including decorative objects, rugs, small pieces of furniture, weapons, rare and/or unusual books or scrolls, high quality glassware or serving pieces, etc. Although not a magic user, he has a friend come in one the first of each month and cast **detect magic** on the inventory; until that point, there is a 2% chance that he has acquired a magic item of which he is unaware. There is also a chance that he has a couple of magic items of which he is already aware; these will be 1-3 potions (20%), 1 wand (10%), 1-3 minor magic items (5%). For magic items, he charges 125% of list price.

Services and Personalities

Buying and selling antiquities and antiques and pawnbroking.

Creon the Unctuous, male Archontean

AK-26: The Muddy Puddle

The Puddle (as it's known to its habitués) is one of the most well-known locations in the Under Keep district. It is a tough tavern, with some simple bar food service as well. A sprawling building of two stories, the ground floor common room is where working people come to drink, dice, and fight. The upstairs room is even more suspect and is the site where many criminal plots have been hatched. The chief bartender upstairs is Reesa the Hammer, an important member of the Benevolent Brotherhood; she carefully evaluates appeals for contact with the Elder Brother of Gosterwick (see AK-17), and only forwards requests for meetings if the petitioner can demonstrate his/her bona fides.

Services and Personalities

Alcohol of all types, ranging from 5 cp for very poor beer, to 1 sp for a pint of ale, to up to 10 gp for fancy wines and brandies. Bar food is typically 10 cp/serving.

Jocko, male Thorcin, owner and chief bartender of the ground floor common room

Reesa the Hammer, 4th-level female Archontean thief, chief bartender of the upstairs common room, and contact for the Benevolent Brotherhood.

AK-27: Jeremias the Money Changer

A cheerful but venal halfling named Jeremias is the most significant money lender and changer in Gosterwick. His main shop is in the walled Upper Market. In addition, he operates two stalls in the main part of town, one by the central market and one at the foot of the hill of the gods; the stalls are operated by his twin daughters, Marla and Cassie. Jeremias employs a team of well-paid and loyal guards to ensure the security of his operations; two are present at each location during working hours, and four guard his shop during the night. Jeremias keeps 5,000 gp in coins and another 5,000 gp in gems in his shop; if necessary, he can raise 10x these amounts within 2 weeks (the rest of his wealth is stored in Narsileon). The stalls hold only 500 gp in coins and 500 gp in gems; these sums are transferred to the main shop at night.

Services and Personalities

To change coins, Jeremias (and his daughters) charges 5% on amounts worth up to 1,000 gp and 1% on amounts worth more than 1,000 gp. The same rates apply for those seeking to exchange coins for gems. He will loan money, too, albeit at exorbitant rates: for loans up to 100 gp, he charges 12% interest per annum; for loans above 100 gp, the rate is 24% per annum. Repeat customers, however, can earn a discount. Those who have paid off two loans see the interest rates on their subsequent loans drop to 8% and 12%, respectively.

Jeremias Smallleaf, male halfling, money changer and moneylender.

Marla and Cassie, daughters of Jeremias

Eight private security guards, as 4th-level fighters

AK-28: Chairduster's Fine Metallurgy

The finest gold- and silver-smith in Gosterwick is Chairduster

the imperial goblin. Although he practices his craft in his home workshop (AK-11), his goods are sold here, in this impressive (and expensive) shop. The shop is usually staffed by his wife, Facetcutter. Facetcutter will buy objects made of those substances, provided they are of high quality; she pays 90% of list price for such objects. She also takes special orders for Chairduster to complete; if the order is expensive and/or complex, Chairduster will make an appointment with the customer at his shop. The shop is guarded by a war dog and by two private security guards. At any given time, the shop displays some 6,000-18,000 gp worth of gold objects.

Services and Personalities

Making and selling jewelry and other objects made of gold or silver; buying similar objects (for 90% of list price); gem cutting.

Facetcutter, female imperial goblin, shopkeeper

Basina the war dog

4 private security guards, 2nd-level Wiskin fighters

AK-29: Astableon the Scribe and Bookseller

Astableon's small shop is stuffed with over 400 codices and bound scrolls that he has collected over the past fifty years. Although he would prefer to discuss ancient history and philosophy with like-minded customers, most of his income is derived from writing letters and notarizing documents. Those seeking information on a given subject have a fairly good chance of discovering that Astableon has a volume on that subject: 60% for broad or general historical, philosophical, and/or religious topics; 40% for works on geology, biology, zoology and/or botany; 25% for fiction or 'popular' writing; 10% for theoretical works on magic or alchemy; and 5% for obscure, rare, or dangerous texts. There is a 5% chance to find a spell (level 1 to 4) or alchemical formula hidden within any obscure or rare work that Astableon has in stock. Astableon eagerly buys most texts, particularly older ones. Although he appears doddering and air-headed, Astableon is careful about concealing his liquid wealth; when he purchases books, he typically sets a price and then requests that customers return in 30 minutes to complete the transaction. His lockbox is hidden in a compartment beneath his desk, where it is guarded by explosive runes; it contains 2,250 gp in coin and gems. Astableon could raise 5x this sum in three weeks if necessary.

Services and Personalities

Basic scribe services; selling books and scrolls. He sells books at list price and buys them for 80% of list price.

Astableon the scribe, male Archontean

AK-30: The Arcane Practitioners' Club

Technically a private club catering to magic users and illusionists, the thinly-veiled raison d'etre for the institution is the training of arcane casters who can't (or are unwilling to) get back to their collegium for 'official' training. The building is four stories tall, with the first three made of heavy granite and the top floor made of wood. The ground floor contains a kitchen, dining room, and lounge for members only. The second floor holds two alchemical laboratories. On the third floor is a library and a practice chamber. The fourth floor offers eight small apartments plus the owners' suite. Two basement levels provide training space for spell casters. Lyssandra Astorion and her partner, Pelteon Greywand, are adequate mages, but truly gifted entrepreneurs; the proceeds from their semi-illegal arcane training have already amounted to 20,000 gp in coin and gems. They put just enough money back into the club (in spell books, scrolls, components, and alchemical supplies) to make it attractive for training but are ready to flee if and when the authorities decide to close them down.

Services and Personalities

Training of arcane casters is the prime service, although Lyssandra will also sell spell components at 150% of list price; she has a 33% chance to have a given component.

Lyssandra Astorion, 7th-level, female Archontean magic user

Pelteon Greywand, 6th-level, male Archontean illusionist

AK-31: Livestock and Horse Market

Near the location of the future city walls is found this livestock pen and market. Cattle, sheep, goats, and other meat animals are driven here from surrounding ranches to be sold to the butchers, inns, knights, Residence, and so forth. The slaughtering is done in a closed shed separate from the animal pens. One (smallish) section of the yards is given over to the stabling of horses, both those intended for sale and those simply in need of stabling. While a decent number of horses is always available for purchase, these horses will be draft and riding horses, without special skills or training. Twin brothers - Sakeon and Trucleon - run the two sides of the enterprise.

Services and Personalities

Visitors can purchase entire sides of meat or can purchase draft or riding horses. If there is space (45% chance), Sakeon will also negotiate the stabling of visitors' mounts.

Sakeon the Horse-Whisperer

Trucleon, wrangler of livestock

AK-32: The Kettles (x2)

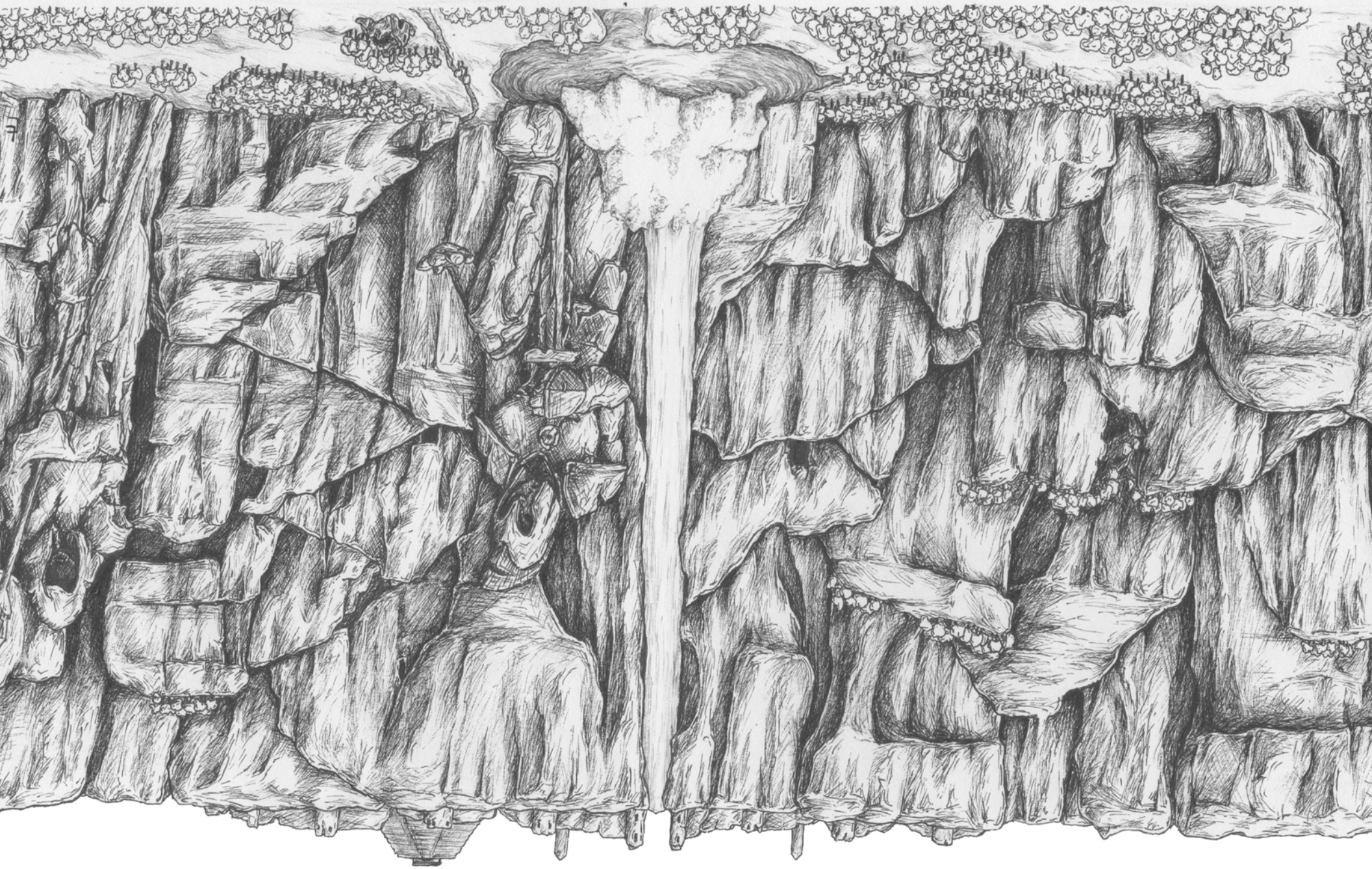
Each of these wooden fortified houses serves as the barracks for one a detachment of the city guards. Each of the 'kettles' (so named for their alleged resemblance to teakettles) is three stories tall. The first two stories are 30'x30' square and made of fitted logs; the upper story is round with a conical roof. The main door is found at the 2nd floor and is entered via an exterior staircase; narrow arrow slits dot the walls of the first two levels, while broader windows are set into the walls of the upper story. A detachment of twenty guardsmen, plus four sergeants and a guard captain, occupy each of the 'kettles'. Each section is divided into four five-person patrols. The structures hold enough dried provisions to feed 100 people for two weeks.

Services and Personalities

Two patrols remain in each kettle at all times, to watch for threats. The other two patrols circulate through the town, providing simple justice and assistance to citizens.

Paolindar the Caterpillar, 5th-level male Archontean fighter, and guard captain

Neolynda Gastevean, 5th-level female Archontean fighter, and guard captain



EXTERIOR (EX): THE LONG FALLS AND THE LONG STAIR

The Halls of Arden Vul lie within an massive rock plateau that looms over the valley of the Swift River. From the top of the plateau, the Swift River drops 1,500' to the valley floor in an enormous waterfall. Carved into the face of the cliff is a set of broad steps that winds upward through three cutbacks until it reaches the top of the plateau; this is the infamous Long Stair, which varies in width from 5 to 50'.

Access and Egress

To Level 3: secret door at EX-11, leading to 3-189
To Level 4: cave at EX-15, leading to 4-190
To Sub-Level 8: cave behind the falls at EX-16, leading to SL8-1
To Sub-Level 3: hidden cave at EX-12, leading to SL3-30
To Sub-Level: plunge pool at EX-17, leading to SL13-1

Approaching the Falls

The Long Falls are visible on a clear day from many miles away on the verdant and temperate valley floor, appearing as a thin stream of white against the grey and green of the cliff face. They are audible from three miles away as a dull buzzing sound in the distance. At two miles it becomes a sustained white noise as loud as a person speaking. At one mile the white cloud of mist and moisture roughly 200 yards in diameter becomes evident, and the sound is loud enough to impede conversation. Beneath the falls conversation is almost impossible, and the sound is as loud as a freight train among the smell of the damp, mold, and mildew.

As one closes towards the falls, about a mile away, the Colossal Defenders become apparent. The one representing Arden is placed just to the right of the falls, on the east side of the river (EX-6), while the other (EX-7) representing Vul stands another 400 yards further to the east. The figures are carved out of the rock face and extend a good 1,000-1,100' up the cliff face. The Colossus at EX-6 is an enormous crouching warrior woman, helmed, with right hand gripping a sword blade down; the left hand is extended outward, palm up; the palm is only about 100' above the valley floor. The Colossus at EX-7 is altogether different: slender, cowled, arms folded across its chest, with a stone staff in the crook of the left arm. It always appears to be looking at those who glance at it.

The cliff face is uneven rock, with bits of shrubbery and small trees growing out of it; it is home to goats and worse. Close inspection may reveal (1-4 in 20) areas that appear to be worked by human hands (e.g., EX-9, EX-14).

The noise of the fall may have tactical implications should a combat break out within 200'. Even if it does not, the mist certainly will, since everything within 500' is slick with moisture. At the edge of the falls' basin, the rocks are covered with slippery moss; those climbing on the rocks will be hard pressed to keep their footing. The Colossus of Arden the Defender (EX-6) is also slick with moisture and slime, as is the Tower of Madness (EX-4) and the lower portions of the Long Stair (EX-8). Movement is halved within this radius, and combats taking place on slick surfaces impose a -1 adjustment to all rolls.

Random Encounters

These tables are to be used for those exploring the base of the Falls or traversing the cliff face. Checks should be made every 6 to 12 turns (depending on GM preference); encounters occur on a 1 in 10 chance.

Daytime Encounters

D20	Encounter
1-4	Nothing, or goats
5-6	4-7 knights of the Azure Shield (from AK-1), as 4th-level Archontean fighters: SZ M; AL LN; AC 3; MV 90'; HD 4; HP 41, 40, 38, 38, 36, 35, 32; #AT 1; Dmg 2-9 (long sword), 4-10 (lance). The knights have STR 16 and CON 15. Possessions: heavy warhorse; banded mail and shield; long sword; lance; **potion of heroism**; purse with 21-30 sp and 11-20 gp
7-8	1 mountain lion (from EX-14): SZ M; AL N; AC 6; MV 150'; HD 3+1; HP 22; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: gains 2 attacks from rear claws (1-4/1-4) if both front claws hit in same round. Special defenses: surprised 1 in 6. If killed here, it cannot be encountered at EX-14
9-10	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
11-12	8 cavemen (from area EX-5): SZ M; AL N; AC 8; MV 120'; HD 2; HP 14, 13, 12, 12, 11, 11, 8, 7; #AT 1; Dmg 2-7 (stone spear) or 2-9 (stone axe). Casualties should be subtracted from the number at EX-5
13	1 wyvern (from AV-40): SZ L; AL N(E); AC 3; MV 60', 240' flying (Class E); HD 7+7; HP 51; #AT 2; Dmg 2-16/2-16. Special attacks: poison sting. If killed here, it cannot be encountered at AV-40

14-16	Party of NPC adventurers (select from NPC appendix)
17-18	6-8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields
19	Merchant with 6 guardsmen, 50% chance to be en route to the Forum of Set (4-2)
20	Special, e.g. Craastonistorex (AV-40)

Nightime Encounters

D20	Encounter
1-2	Nothing (50%), or goats or sheep (50%)
3-6	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
7-11	4 large albino baboons (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack
12	Party of NPC adventurers (select from NPC appendix)
13-14	1 mountain lion (from EX-14): SZ M; AL N; AC 6; MV 150'; HD 3+1; HP 22; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: gains 2 attacks from rear claws (1-4/1-4) if both front claws hit in same round. Special defenses: surprised 1 in 6. If killed here, it cannot be encountered at EX-14
15	6-9 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves
16	8 cavemen (from area EX-5): SZ M; AL N; AC 8; MV 120'; HD 2; HP 14, 13, 12, 12, 11, 11, 8, 7; #AT 1; Dmg 2-7 (stone spear) or 2-9 (stone axe). Casualties should be subtracted from the number at EX-5
17	Visitors to the Forum of Set (See area 4-2 for tables to determine such visitors)
18-19	6-8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields
20	Special, e.g. Craastonistorex (see AV-40)

Encounter Areas

EX-1: The Swift River

This fast-moving river runs through Burdock's Valley after a drop of 1,500' feet from the plateau of Arden Vul. Crossing the river in the valley without a bridge or ford is very difficult; trying to ford the river at the foot of the Long Falls is foolhardy.

EX-2 Imperial Road

The old Imperial Road runs along the east side of the Swift River and eventually leads to Newmarket. It is made of large rectangular cobblestones, and originally boasted curbs and drainage. Today it is largely overrun, cracked, with grasses and small shrubs growing out of it. Within 500' of the Falls it is slick and treacherous.

EX-3: The Long Falls

The Swift River drops 1,500' into a bowl carved out of the solid rock. The plunge pool at the foot of the falls is some 275' across, and about 50' deep. It is death to swim in the pool, for the force of the falls produces a constant swirling motion, which draws water down to the foot of the basin before spitting it up along the sides.

EX-4: Tower of Madness

This watch tower was built by the revived Archontean Empire only 250 years ago, but it is already in extremely poor repair. It takes its name from the effect produced by the noise of the Falls in the minds of those condemned to guard duty in it for any length of time. All of the upper levels have collapsed into the tower and surrounding area, leaving only a treacherous ground floor. This ground floor may be reached through a broken doorway, revealing a 50'x50' area that, while completely dark and rather oppressive, is surprisingly dry. Parties may rest here without having their equipment (and characters) soaked.

Due to the 'haunted' reputation of the tower, visitors are not subject to random encounters while inside the tower. Resting for eight hours or more is perfectly feasible, although one party member will suffer some strange dreams/weird feelings for each period of rest. Roll randomly to determine which PC, and then roll on this table:

D8	Effect
1	Whispers at the back of the PC's consciousness: 'Where is she? Come back Nyema!'
2	Vague sense of uneasiness, as if a malign presence is watching the PC
3	PC hears a shouted command in a foreign tongue (e.g., "Venite!" [Come!]). No one else hears it.
4	A sense of intense fear washes over the PC, causing him/her to wish to leave immediately
5	The Long Falls seem to be roaring in a rhythm; PC spends 4-7 turns listening to this melody, then tries to convince others of this fact
6	PC feels a sense of claustrophobia, starts sweating, grows irritable.

7	A clammy, wet-feeling presence wraps itself across the PC's face momentarily, then disappears
8	PC becomes convinced that the patch of stone underneath him/her is unusually cold, and that there is something malign and brooding underneath.

Lengthy stays tend to produce other unsettling effects due to the constant roar of the Falls; anyone who stays for more than 3 days starts to suffer sleeplessness, irritability, and gradual madness. GMs should assign a -1 penalty to WIS for each two-day period spent in the Tower after the first three days. This WIS loss can only be regained by rest in a safe (and dry) environment.

Basement: Beneath some rubble in the northeast corner of the tower is a trapdoor. Clearing the rubble allows it to be opened, to the peril of those who do so. Inside the 20'x20' unfinished basement is the presence that causes unease during rest periods: it is Yrtol the Hungry, an Archontean nobleman who has become a ghost. The ghost will not leave the tower but attacks any who open the trap door. It might be possible to communicate with Yrtol without opening the trap door; he will communicate his longing for his lost love Nyema, who was taken by the 'new priests' as a sacrifice. He refers to the Cult of Set, and to their vile practice of human sacrifice. Nyema's remains may be found in the pool in area 3-90; should they be given a decent burial, Yrtol's spirit will be put to rest.

Inhabitants:
1. **Ghost** (**Yrtol the Hungry**): SZ M; AL LE; AC 0 (or 8); MV 90'; HD 10; HP 62; #AT 1; Dmg age 10-40 years. Special attacks: magic jar, panic. Special defenses: ethereal.

Treasure:
In the basement is Yrtol's corpse, still wearing a circlet of heavily tarnished metal and carrying a small silk purse. The metal appears to be silver, but it is in fact platinum and is worth 3,000 gp. The purse contains a **returning pebble** (see new magic items) and a **potion of flying**.

EX-5: Cavemen Lair

A band of cavemen has taken over a natural cave some 20' up the western side of the cliff. The band includes some 48 members. The band forages in the valley. It avoids the beastmen and the lizardmen, who in turn ignore them. Its members actively hide from the Knights of the Azure Shield (see AK-1), who enjoy hunting them. The cavemen sometimes try to attack adventurers, preferring to leap from concealment among the boulders at the foot of the falls. If confronted by an obviously powerful party (more than 6 members), the cavemen will perform obeisance, bowing and scraping and grunting their submission. If pressed they will bring a party to their matriarch war leader for a parlay. The interior of the cave has a rude fire, and some dried lizardmen skulls on sticks.



The cavemen worship a small soapstone figure of a malign, squatting salamander-man (Kauket). This idol sits on a ledge inside their cave. The cavemen will mob any persons who make any threatening gestures towards the idol.

The cavemen are easily 'bribed' with finished goods, particularly tools and weapons. Should communication be possible, and should the cavemen react favorably to the party, they can impart some useful information. They know that the 'snake men' (Set cultists) come from EX-15; that the Knights of the Azure Shield (see AK-1) have become a lot more interested in the Falls (and in hunting cave-men!) in the past year or so; that "walking lizards" (i.e., lizardmen) sometimes emerge from EX-15 and fight with the cavemen; that the 'barking dogs' (i.e., beastmen) have a "hidden home-place"' somewhere along the ramp; and that the Tower of Madness is to be avoided at all costs.

Inhabitants:
At any given time 50% of the tribe will be present in the cave, while the rest are out foraging.
1. **16 male cavemen**: SZ M; AL N; AC 8; MV 120'; HD 2; HP 14, 14, 13, 13, 12(x4), 11(x4), 8, 8, 7, 7; #AT 1; Dmg 2-7 (stone spear) or 2-9 (stone axe).
2. **15 female cavemen**: SZ M; AL N; AC 8; MV 120'; HD 2; HP 12, 12, 11, 11, 10(x4), 8, 8, 7(x4), 5; #AT 1; Dmg 2-7 (stone spear).
3. **10 cavemen children**: noncombatants (AC 10, HP 2)
4. **Caveman war leader**, **as a 5th-level fighter**: SZ M; AL N; AC 8; MV 120'; HD 5; HP 43; #AT 1; Dmg 2-9 (stone axe).
5. **Two cavemen sub-chiefs**, **as 4th-level fighters**: SZ M; AL N; AC 8; MV 120'; HD 4; HP 32, 27; #AT 1; Dmg 2-9 (stone axe).
6. **Four skilled cavemen warriors**, **as 3rd-level fighters**: SZ M; AL N; AC 8; MV 120'; HD 3; HP 27, 22, 18, 17; #AT 1; Dmg 2-9 (stone axe).

Treasure:
The cavemen have little in the way of treasure, save a few steel implements stolen from other groups. The one item of value is a magical axe-head currently used in food preparation; it is a **hand axe +2, +3 versus demons**, and would need to be remounted by a master smith (for 150 gp) to be effective. The cavemen will happily trade it for several mundane steel items.

EX-6: Colossus: Arden the Defender (and Elevator)

The colossus of Arden the Swordswoman looms 1,000' above the valley floor. The socialist-realist carving depicts her kneeling on her right knee; her right hand holds a broadsword point down, while her left hand is extended, palm up, about 100' off the valley floor. Her head is helmed in a hoplite-style helmet (with chin greaves); her eyes stare downward at her palm. Hair braids extend below the helmet, and she appears to be wearing a breastplate. Although constantly wet and moss-covered, no significant pieces have fallen off of the colossus. Water stains make it appear as if Arden is weeping.

Arden the Swordswoman was one of the Twenty Worthies of the ancient Archontean Empire (see World of Archontos appendix), and the companion and lover of Vul the Sorcerer. With Vul, she founded the city that bears her name. She is famous for her Twelve Labors, which have become a ubiquitous part of Archontean culture (see *the Twelve Labors of Arden* in the Arden Vul books appendix).

Elevator: Arden the Defender's palm acts as an elevator up to the city of Arden Vul. Those who manage to get into the 20'-long left palm of Arden and speak her name will find that the arm shifts, such that the palm eventually reaches the plateau above. Note: the name 'Arden' must be spoken in Mithric.

EX-7: Colossus: Vul the Defender

An enormous, 1,100' tall, colossus of Vul the Sorcerer carved out of the cliff face towers over the valley below. Vul appears as a slender, cowled figure with arms folded across his chest. A stone staff with a large pommel rests in the crook of his left arm. The right arm has fallen away, as has most of the left leg. The cowl is deep, rendering the features invisible from below. The style of the colossus is socialist- realist mixed with art-nouveau, i.e., all clean lines designed to suggest rather than provide actual details.

Vul the Sorcerer was one of the Twenty Worthies of the ancient Archontean Empire (see World of Archontos appendix). Along with his companion and lover, Arden, Vul located the hidden caverns below the plateau and founded the site that bears his (and Arden's) name. After the death of Vul and Arden, the governors who succeeded them ordered the colossi to be built.

GM Note: if expansion of Arden Vul is desired, a wizard's laboratory might be located behind the colossus of Vul.

EX-8: The Long Stair

The 'stair' is really a ramp that rises slowly along the cliff face. In ancient times, the ramp was sheathed with large flagstones, mortared together. Today the flagstones are broken, rutted, and in places quite dangerous. Twice during an ascent of the long stair each PC will find his/her balance threatened, and must roll 2d6 under DEX or risk stumbling off the cliff face. PCs that are roped together subtract 2 from this roll. Combat on the lower third of the stair is risky due to the moisture from the Falls; here, 'to hit' rolls are at -1.

EX-9: Lower Customs Post

At the second switchback in the Long Stair may be found a 20'-wide entrance into the cliff. Located about 750' above the valley floor (and 750' below the plateau), the entrance leads to a low (8'-tall) chamber that once served as a customs and guard post for those ascending the path to Arden Vul. The chamber is neatly shaped rock, without decoration or ornamentation. Any remains of the interior subdivisions and furnishings have long since disappeared. Today all that is found within is a fire-circle and a two-weeks supply of firewood.

EX-10: Guard Position

At the spot where the Long Stair begins its third switchback (about 900' from the valley floor, or 600' below the plateau), the ancient Archonteans installed a guard post of 20 men and a lieutenant who were charged with checking the business of those traveling upward. A stone door originally opened into a small H-shape barracks. The door has been smashed, and lies in shards. The entrance passageway is 20' wide x 20' deep, and is littered with bits of trash (a broken canteen, some scraps of leather, etc.), but the two arms of the barracks are choked with thick, ropy cobwebs. If fire is applied to the cobwebs, they will burn, but slowly and with much thick black smoke, which will push out toward the entrance. In the left arm of the barracks is a skeleton of a dwarf still clothed in chain mail, and clutching a war hammer. In a rotting pouch is a vial filled with a light-blue powder laced with sparkling motes. If any liquid is added to the powder, it will act as a **potion of extra healing**. The skeleton also wears some remarkably fresh-looking burgundy colored leather half-boots, with fancy blue-tooled designs; the boots are cursed, however, as they are **boots of subtlety** (see new magical items).

Treasure:
Dwarf-sized chain mail; war hammer; inert **dwarven life-stone** (see new magic items); 2 dried **potions of extra healing**, and a **pair of boots of subtlety** (see new magic items)

EX-11: Secret Entrance (aka 3-189)

Halfway up the fifth leg of the Long Stair lies a secret door leading to the Great Cavern and the district of the beastmen on Level 3. The door is difficult to spot from the outside (1 in 8 chance), unless PCs have followed a beastman patrol and watched them disappear in the general vicinity (at which point it is normal to locate). It lies about 1,150' up from the valley floor, or 350' below the plateau.

EX-12: Baboon Cave (aka SL3-30)

This crevice leads to Sub-Level 3, the Lesser Baboon Caves, which comprise a series of winding, rough, no-more-than-5'-wide passageways. These passages wend upward through the plateau to eventually emerge in the main albino baboon cave on Level 2. It provides egress for the baboons to the outside, and explains their sometime presence in the valley. The crevice appears as a fold in the cliff face; the baboons are adept at clambering down the cliff to the Long Stair and/or the valley floor. The entrance is about 1,225' above the valley floor, or 275' below the level of the plateau.

EX-13: The Short Stair (now collapsed)

This 7'-wide staircase used to lead from the valley floor up the side of the cliff to the Grand Entrance (EX-14). Sadly, several long sections of the stair encompassing the first several switchbacks have completely collapsed, rendering the stair useless.

Clever PCs who investigate the base of the Short Stair will see signs of recent activity, including many boot prints and signs of pack-animal activity (left by those using the basket at EX-15)

EX-14: Former Grand Entrance

In the glory days of the Archontean empire, the precincts of Set were accessed through this formerly impressive grand entrance. Cult members climbed a staircase (EX-13) cut into the cliff face from the valley floor up to a thirty-foot wide ledge that gave entrance to the cult's sphere of entrance. The ledge, made of marble, still exists and is visible even from the valley floor; the impressive decorations that adorned the ledge are long gone, however. What is

worse, the cataclysms associated with the fall of the city destroyed the passageways which led inward from the grand entrance; as a result, the entrance is now nothing more than a glorified cave, now home to a mountain lion made hungry by the predations of Craastonistorex (see AV-40). This ruined entrance is about 650' above the valley floor, and 850' below the level of the plateau.

From the marble ledge, the sharp-eyed may spot two narrow paths that hug the cliff face. One path climbs west and upwards to EX-15. The other path descends eastward through several switch-backs to EX-16, aka SL8-1. The base chance to notice either path is 1 in 6, but it is improved to 3 in 8 for rangers and elves.

Inhabitants:

1. **1 mountain lion**: SZ M; AL N; AC 6; MV 150'; HD 3+1; HP 22; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: gains 2 attacks from rear claws (1-4/1-4) if both front claws hit in same round. Special defenses: surprised 1 in 6.

Treasure:

Two **darts of sleeping** (see new magic items) are tucked in a corner of the cave.

EX-15: Cave Entrance (aka 4-190)

This natural cave entrance is about 8' tall, and only 5' wide; it leads to a set of natural caverns extending into the cliff (see 4-190). The cave mouth is about 700' above the valley floor, 50' above and to the west of EX-14, and 800' below the level of the plateau.

Just inside the cave is a pulley system attached to an iron bar which can swing out into the air; to this iron bar is attached a set of thick ropes and a wicker basket big enough for two humans with gear. When not in use, the basket, ropes, pulleys, and some extra spikes, hammers, and ropes, are stored in a stone chest just inside the entrance. A lantern with crimson panes (for signaling) is also found here.

The Set cult uses the pulley and basket to descend the cliff face. The lizardmen, however, do not use the basket, preferring to slither and slide down the cliff face to the valley floor.

A narrow path wends downward along the cliff face from this location to area EX-14. It is hard to spot (1 in 6; 3 in 8 for rangers), and is used exclusively by the few members of the cult of Set who know about Sub-Level 8, and who thus need to get from EX-15 to EX-14, and thence to EX-16 (aka SL8-1). When they come this way, the Set priests use raw meat to distract the mountain lion at EX-14.

Inhabitants:

In addition to the likelihood that the mountain lion (see EX-14) will take interest in those investigating this area, the GM should roll on the following tables to determine if any creatures are currently using the Cave Entrance.

D10	Daytime Inhabitant
1-5	No one
6	6-9 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves
7	6-8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields
8-10	Party of NPC adventurers (select from NPC appendix)

D10	Night-time Inhabitant
1-5	No one
6	6-9 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves
7	6-8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields
8-10	2-8 giant boring beetles: SZ L; AL N; AC 3; MV 60'; HD 5; HP 38, 36, 33, 31, 30, 25, 23, 19; #AT 1; Dmg 5-20

EX-16: Cave Behind the Falls (aka SL8-1)

A small cave mouth lies hidden here behind the great ribbon of the Long Falls. The cave opening is about 440' above the valley floor (1,060' below the level of the plateau). The mouth of the cave is 15' wide and slick with spray from the falls. From it a steeply sloping tunnel leads into the cliff; the tunnel descends steeply before ending at a stone door, which is **wizard locked** (12th-level of experience). For details see Sub-Level 8 (SL8-1). The cave is invisible to viewers from the ground, and is extremely difficult to find (detect as a secret door) even for those flying or hovering in front of the Falls.

A 2- or 3'-wide, water-slick path leads west and upwards from the cave opening. It travels upwards through several cutbacks before reaching EX-14. The path is really no more than a goat track, and is thus difficult to traverse. In order to successfully navigate the path, adventurers must successfully roll 4d6 under DEX or plunge to their deaths below. Thieves, of course, need not make this roll. A party that ropes itself together increases its chances: the roll is improved to 3d6 under DEX.

Locating the path is easiest for those who perch on the ledge at EX-14 and examine the area around. They have a 1 in 6 chance to notice (3 in 8 for rangers). Those flying in front of the cliff face have a slightly more difficult chance to notice the path: 1 in 8 chance (1 in 6 for rangers).

Only the most senior of the Set Cultists (who regularly employ EX-15) know of the hidden path to EX-16.

EX-17: Underwater Tunnels to Sub-Level 13 (SL13-1)

Two holes in the north side of the plunge pool of the Long Falls lead to an underground grotto where a secret shrine to Arden was erected by a small group of Archontean elites (Sub-Level 13). The western entrance is 35' below the pool's waterline, while the eastern entrance is 40' below the waterline. The underground grotto forms the entrance to the Lost Chambers of Arden (SL13-1).



ARDEN VUL: THE RUINED CITY (AV)

The ancient emperors of Archontos established the settlement of Arden Vul on this plateau for reasons both strategic and sorcerous. It was named for the two heroes, Arden and Vul (see World of Archontos appendix), who located the chambers beneath the plateau and served as the governors of Arden Vul for more than a decade. The city (more properly a town) was largely devoted to scholarly and sorcerous pursuits; that is, it was not an open city, nor did it grow up on a trade route. Entrance to and from Arden Vul was carefully scrutinized, and those permitted to live within were those whom the Empire needed or wanted. Foodstuffs and other necessities were largely shipped in, either by sorcery, or from the latifundia created in the valley below.

Due to its non-mercantile nature, the town was marked by a large proportion of monumental building, both of temples and of palaces for important functionaries of the Empire. As the Archontean Empire waned, the city came to be seen as a retreat and safe haven, and in its last centuries was marked by greater militarization and frantic excavations below.

The longest-lived and most important organization in theancient city was the temple of Thoth, whose pyramid still stands and provides the most well-known entrance to the Halls of Arden Vul. Eventually, like the empire at large, the city became riven by two factions known as the Sortians and the Theosophs; the Sortians, led by Priscus Pulcher, Isadora, and others, sought to open access to magical training and knowledge to all those who possessed the gift, while the Theosophs, led by the powerful and conservative temples of Thoth, Horus, and Set, sought to preserve the restrictive and hierarchical model that had endured for centuries (see the World of Archontos appendix for additional information on the above groups and individuals).

During this period of civil disorder much digging occurred below, as rival groups staked out a position. The city was finally destroyed in a cataclysmic event 1,210 years ago, one that leveled and scorched its precincts. Some 250 years ago, during the most recent phase of Imperial rebirth and expansion, Emperor Phocion IV sent an expedition under the command of the archon Adrienic to reclaim Arden Vul (and search for **arcanum**). Adrienic established his seat in the middle Halls (e.g. 5-18), but the expedition was destroyed by the varumani after less than 20 years.

At its peak, Arden Vul covered an area of only about 16 hectares, or about 1.8 million square feet, and had a population (mostly of elite specialists) of 10,000. Today Arden Vul is largely a ruin. Its walls have almost completely collapsed, allowing plants and animals to move into the ruin. The gate towers are in better repair, and many still stand (or have been repaired). Most of the western side of the city has become a swamp due to the failure of the irrigation and drainage efforts instituted by the Archonteans. The east side is in better shape, with a broad boulevard running from north to south, and several monumental structures still intact. Those considering the cause of the demise of Arden Vul may be drawn to two facts, which are only observable to those who care to look: 1) the east side (except the pyramid) seems to have been flattened by a wall of enormous force, as if a child has swept through a block-city with her hands; 2) the western side, and the remaining foundations of the east side, appear to have been charred by enormous heat.

The most significant structures still remaining in the city are 1) various gate-towers, 2) the Great Pyramid of Thoth (AV-11), which is visible to all those who enter the now-ruined town, 3) two tall obelisks (AV-5, AV-41), one on each side of the river, 4) a long and low bungalow (AV-43), also on the western side, 5) portions of the old donjon (AV-27), and 5) the complex of jumbled buildings that forms the imperial Archon's Palace (AV-29). While most of the lesser buildings have fallen into decay, some still hold secrets that can be elicited by digging or uncovering clues from a variety of sources.

GM Notes on traffic and population in the Ruined City: It is up to the GM to determine how much activity is desired in the ruined city. It was tempting to make the ruined city the equivalent of another dungeon level in terms of monsters, treasure, and 'special items.' Indeed one could write dozens of additional encounters within the city ruins, as cellars abound; many of these were interconnected, potentially providing a goodly number of independent mini-dungeons. If such an environment is desired, pick a location in the ruins that is distant from any of the currently-keyed locations and bring that particular concept to life. The ruined city is large and can accommodate many more detailed areas.

But to keep the focus on the deeper dungeon levels, it seemed best that the ruined city serve as a relatively neutral location in which the PCs can search for clues about the levels below, meet rivals, rest, and glean general information about the setting. Given that assumption, traffic in the city should be relatively slight, limited to Kronos Kettle-Belly, Estelle, and their men at The Sign of the Broken Head (AV-22), a few monsters, and vermin and animals. Of course the ruins should not be completely safe, and at least one powerful potential adversary (Craastonistorex, a huge adult green dragon at AV-40) has been added to make things interesting.

Iconic Areas

The Pyramid of Thoth (AV-15)
The Donjon of Arden Vul (AV-27)
The Archon's Palace of Arden Vul (AV-29)

Access and Egress

To Level 1: stairs at AV-17, leading down to 1-1
To Level 1: chimney (1'x1') at AV-17, leading down to 1-19 AV-17
To Level 2: stairs in AV-18, leading down to 2-23
To Level 2: Well of Light at AV-14, leading down to 2-1
To Level 2: chimney (3'x2') at AV-14 leading down to 2-64

To Level 2: cave at AV-10, leading down to 2-54
To Level 3: trap door at AV-15, leading to UP and thence to 3-1
To Level 3: concealed cellar at AV-12 (north tower), leading down to 3-52A
To Level 3: stairs at AV-19, leading down to 3-50A
To Level 4: stairs at AV-39, leading down to 4-122A
To Level 6: basement in west tower of AV-27, leading down to 6-152
To Sub-Level 1: secret door in Well of Light (AV-14), leading to SL1-1
To Sub-Level 4: stairs at AV-16, leading down to SL4-37
To Sub-Level 11: stairs at AV-20, leading down to SL11-18
To Sub-Level 14: hidden doors and stairs at AV-34, leading to SL14-1
To Sub-Level 15: trap door in AV-27, leading down to SL15-4
To Sub-Level 15: secret trap door in AV-44, leading down to SL15-9
To Sub-Level 15: cave at AV-46, leading to SL15-21
To Sub-Level 15: stairs in AV-45, leading down to SL15-10
To various areas: Thothian teleportation ring at AV-29

Teleport destinations in the City Ruins:
AV-29: from the teleport pillar at 4-167

Random Encounters in the Ruins of Arden Vul

Encounter checks should be rolled during the morning, noon, evening, and night, with a 1 in 10 chance of an encounter during the day. During night, the chance increases to 1 in 6.

Daytime

Eastern Districts

D20	Encounter
1-4	Loud noise
5-6	3-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
7-12	3-12 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x6), 1(x6); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)
13-14	1-2 brown bears: SZ L; AL N; AC 6, MV 120'; HD 5+5; HP 39, 31; #AT 3; Dmg 1-6/1-6/1-8. Special attacks: hug
15-16	Party of NPC adventurers (select from NPC appendix)
17	1-4 lacedons: SZ M; AL CE; AC 6; MV 90', 90' swimming; HD 2; HP 15, 13, 12, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm
18-19	3-6 giant frogs: SZ M; AL N; AC 7; MV 30', 90' swimming, 100' jumping; HD 2; HP 16, 15, 13, 12, 11, 9; #AT 1; Dmg 2-8. Special attacks: surprise on 1-4; tongue strikes at +4 to hit; swallow on natural 20
20	Craastonistorex (50%) or 1-2 wyverns (50%): for stats, see AV-40

Western Districts

D20	Encounter
1-4	Loud noise
5-6	3-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
7-10	Party of NPC adventurers (select from NPC appendix)
11-12	Kronos Kettle-Belly and 1-6 of his men: see stats at AV-22
13-15	2-7 stirges: SZ S; AL N; AC 8; MV 30', 180' flying (Class B); HD 1+1; HP 8, 7, 6, 5, 5, 4, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures
16	Six halflings from Phlebotomas Plumthorn's gang (see areas 3-3 to 3-6): 1. 3 1st-level halfling fighters: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 8, 9, 10; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings 2. 3 2nd-level halfling thieves: SZ S; AL NE; AC 5; MV 90'; HD 2; HP 11, 9, 8; #AT 1; Dmg 1-6 (short sword), 1-4 (dagger), or 2-5 (sling). Special: the thieves have DEX 17, and the following thief skills: PP 45%, OL 44%, F/RT 30%, MS 36%, HS 35%, HN 15%, CW 71%. Possessions: leather armor; short swords; daggers, slings
17-18	1-2 beastman patrols, each consisting of 6 troopers and a sergeant: 1. 6 or 12 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 8, 7(x4), 6(x4), 5, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 or 2 beastman sergeants (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 16, 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
19	1 giant lizard: SZ L; AL N; AC 5; MV 150'; HD 3+1; HP 21; #AT 1; Dmg 1-8. Special attacks: double damage on a natural 20 to hit
20	Craastonistorex (50%) or 1-2 wyverns (50%): for stats, see AV-40

Night-time

Eastern Districts

D20	Encounter
1-2	2-4 large albino baboons (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 16; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack
3-6	Six giant frogs: SZ M; AL N; AC 7; MV 30', 90' swimming, 100' jumping; HD 2; HP 16, 15, 13, 12, 11, 9; #AT 1; Dmg 2-8. Special attacks: surprise on 1-4; tongue strikes at +4 to hit; swallow on natural 20

7-9	6-11 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6(x3), 5, 5, 4(x3), 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves
12-12	3-6 lacedons: SZ M; AL CE; AC 6; MV 90', 90' swimming; HD 2; HP 15, 13, 12, 11, 10, 9; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm
13-15	1 wyvern (from AV-40): SZ L; AL N(E); AC 3; MV 60', 240' flying (Class E); HD 7+7; HP 51; #AT 2; Dmg 2-16/2-16. Special attacks: poison sting. If killed here, it cannot be encountered at AV-40
16-18	1-2 beastman patrols, each consisting of 6 troopers and a sergeant: 1. 6 or 12 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 8, 7(x4), 6(x4), 5, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 or 2 beastman sergeants (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 16, 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
19	2-5 ghouls: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm
20	Craastonistorex (50%) or 1-2 wyverns (50%): for stats, see AV-40

Western Districts

D20	Encounter
1-4	Loud noise
5-6	1-2 beastman patrols, each consisting of 6 troopers and a sergeant: 1. 6 or 12 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 8, 7(x4), 6(x4), 5, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 or 2 beastman sergeants (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 16, 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
7-10	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
11-12	4 large albino baboons (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack
13-15	3-12 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x6), 1(x6); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)
16	Six halflings from Phlebotomas Plumthorn's gang (see areas 3-3 to 3-6): 1. 3 1st-level halfling fighters: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 8, 9, 10; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings 2. 3 2nd-level halfling thieves: SZ S; AL NE; AC 5; MV 90'; HD 2; HP 11, 9, 8; #AT 1; Dmg 1-6 (short sword), 1-4 (dagger), or 2-5 (sling). Special: the thieves have DEX 17, and the following thief skills: PP 45%, OL 44%, F/RT 30%, MS 36%, HS 35%, HN 15%, CW 71%. Possessions: leather armor; short swords; daggers, slings
17-18	A mixed pack of ghouls and ghasts: 1. 2-7 ghouls: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 13, 12, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm. 2. 1-3 ghasts: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 25, 21; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm
19	NPC magic user and flunkies (select from NPC appendix)
20	Craastonistorex (50%) or 1-2 wyverns (50%): for stats, see AV-40

Searching the Ruins

Only the fixed encounter areas are listed in the following pages. For random exploration, the GM should use the following charts (note that wall towers, round and square, have their own charts - see below at AV-3 and AV-4). Normally PCs will have a 1 in 10 chance per hour of uncovering something of possible interest.

Table 1: Nature of Discovery

D20	Type of Discovery
1-4	Inscription (see Table 2 below)
5-8	Small valuable (see Table 3 below)
9-11	Bit of adventuring gear (see Table 4 below)
12-14	Den or lair (see Table 5 below)
15-17	Puzzling clue (see Table 6 below)
18	Scroll case or book (see Table 7 below)
19	Lost cache (see Table 8 below)
20	Lost cellar or chamber (see Table 9 below)

Table 2: Inscriptions

The GM should devise inscriptions as needed, with an eye towards providing seeds for adventure inside the halls, clues to locations that have been already encountered, and so forth. Unless otherwise noted, the inscriptions are in Mithric. Some examples are as follows (roll once for form and once for inscription; modify as needed).

D20	Form	Sample Inscription	GM Notes to Sample Inscriptions
1-2	Fragment of plaster stele	… Lord Vul wrought great magicks, and lo! the Gates were formed, of the blackest obsidian … shewed forth the keys, of which there were two … and the golden key was deeded to …. but the second key made of …. 66 copies …. to the lord Prior of Thoth.	An incorrect myth concerning the creation of the Obsidian Gates (5-6D). In fact, the Gates date to the heqeti period, although they were modified and enhanced by the rudishva. Vul and Arden merely (re) discovered the Obsidian Gates when they first explored the area. The Archonteans never really penetrated beyond the Gates, and never figured out the keys. Two keys are necessary to open the Obsidian Gates, one gold and one platinum. The Prior of Thoth was the administrative leader of the Cult of Thoth, which dominated Levels 2-3 and 5; the wealth of the Priors is found at 3-63.
3-4	Bust, 3' diameter, with inscription on base	Marius Tricotor, archon of Arden Vul in the 150th year of its founding, who defeated the monstrous troll-things and re-established peace among the peoples.	Refers to the famous Marius, governor of Arden Vul at its peak. See the Lay of Marius (see Arden Vul books). His tomb is located at 6-154.
5-6	Polished bone (1=femur, 2=skull, 3=ulna, 4=scapula, 5=hip, 6=non-human)	Upon application of the hot iron Sicandros the barbarian revealed the location of the tomb of Muirasso the archon … beside the bridge leading to the lower levels.	The unplundered tomb of Muirasso, imperial archon, is located at 5-36 to 5-40. Sicandros was the architect of the tomb.
7-8	Medallion	In commemoration of that peace which was finally obtained between the warring Sortians and the Theosophs.	Refers to the war of the Sortians and Theosophs, that destructive conflict that sundered the old empire and provoked a millennium of imperial contraction. A modern Order of Priscians that claims descent from the Sortians has its base at areas 9-58 to 9-64. See the World of Archontos appendix for additional information on the groups above.
9-10	Fragment of a picture-vase	Alexandros, servant of the mighty Lord, who helped tame the Great Cavern and cultivate the spores.	Alexandros is an otherwise forgotten agent of Ptarmis, the great Thothian priest who brought the Great Cavern (areas 3-163 and 3-172) under Archontean control. Also refers to the fungal foresters (see new monsters) who inhabit those caverns.
11-12	Fragment of mosaic	The Old Ones travelled here by mighty sky-chariot … fire and destruction … look to the Beacon for answers.	Fragments of Archontean lore about the rudishva. The 'sky-chariot' was the Beacon, the rudishva spaceship. Remnants of the Beacon are scattered throughout the Halls, e.g., SL2-2, 6-27, 6-113, 7-143, SL13-37, and SL14-10.
13-14	Bit of tile	Priscus the unbeliever led the rebellion against the Emperor and was joined by …. the treachery of the ancient allies.	A reference to Priscus Pulcher, one of the principal leader of the Sortians in antiquity (see World of Archontos appendix).
15	Ivory triptych	The cliff entrance to the lower levels is quite vulnerable … seek other defenses against the foe.	Refers to area EX-14, which led to the precincts of Set on Level 4.
16	Ceremonial stone stele	The Ritual of Enhancement. Face our lord Vul and chant the incantation …..	A reference to the magical effect that may be produced at AV-31.
17	Enameled plaque	Vul's Insight takes three days to receive, and is wearying due to the need to chant the incantation four times per hour. Do not falter, or the consequences shall be severe!	Another reference to AV-31.
18	Pectoral or torc, 25% it's made of precious metal	Lo, the incantation to Vul! Empty the mind, open the heart, fill the soul/ Empty the soul, open the mind, fill the heart /Empty the heart, open the soul, fill the mind.	The key to activating the magical effect at AV-31.

19	Tapestry fragment	All warriors know the Song of Arden, that most beautiful verse which banishes doubt and brings them courage and stamina. Sing it to Lady Arden, and she will not leave you!	A reference to AV-30.
20	Carved crystal set over gold base (125 gp)	… of Arden: Fear is the destroyer, it bites in the heart. Fear brings me low, makes me writhe in the dirt. Strength counters fear, pushes it deep in its hole; strength is my strength, let it fill all my soul.	The key to activating the magical effect at AV-30.

Table 3: Small Valuables

D20	Discovery
1	A cracked leather purse containing 13 ancient silver pennies (see Arden Vul items)
2	1-6 beads of valuable stone from a necklace (15 gp)
3	A silver holy symbol of Thoth (10 gp)
4	A silver holy symbol of Set (10 gp)
5	An **ankh of protection**, 3 charges left (see new magic items)
6	1-6 **arrows +2**, wrapped in stained purple cloth
7	A single, large, ancient octagonal platinum coin (see Arden Vul items)
8	A waterproof satchel containing silk ceremonial robes in orange with purple trim (Thothian)
9	A copper ring (5 sp) with a hidden catch and 3 doses of virulent poison
10	A copper scutarion's torc, inscribed with insignia of 3rd Cohort of the Imperial Tagmata (10 gp, or 200 gp to a current soldier) [refers to the origins of the beastmen now inhabiting areas 3-138 to 3-162]
11	A gold signet ring (30 gp), "Lucii Hesti, Procuratoris" (i.e., ring of Lucius Hestus the procurator)
12	A modern small pouch with 1-10 sp, 1-8 gp, and 1-4 pp
13	A **statuette of feline friendship** (see new magic items)
14	A 3" iron arrow within a 5"-diameter golden disk; will point to north unerringly (250 gp)
15	A packet of **dust of sneezing and choking**
16	3 crossbow **bolts of fire** (see new magic items)
17	A crude bronze ceremonial dagger sheathed in human-skin scabbard, 50 gp to evil collector
18	A fragment of jewelry, worth 1-100 gp (1=gold, 2=silver, 3=platinum, 4=mixed)
19	A gem worth 100-600 gp (1=beryl, 2=sapphire, 3=emerald, 4=aquamarine, 5=garnet, 6=topaz)
20	A small ivory statue (250 gp) from Craastonistorex's hoard, lost 1-20 years ago; the wyrm is grateful (50%), indifferent (25%) or angry (25%) if item is returned



Table 4: Bit of Adventuring Gear

D20	Gear
1	50' of rope
2	7-16 spikes
3	A backpack full of iron rations (enough for 3 weeks)
4	3 canteens, 2 empty and 1 filled with brandy
5	1-4 flasks of oil
6	Thieves' tools (25% chance these are +5% to pick locks)
7	A bundle of 6 torches
8	A quiver with 18 crossbow bolts
9	Dungeoneering equipment: marbles, a hammer, chalk, line, and a pot of caulk
10	Pitons, a hammer, and 50' of silk rope
11	A leather pouch containing a silver mirror and a 6" statue of an adventurer (25% chance she can revived)
12	Crowbar, sledgehammer and maul
13	Pouch of chalk powder and three slow-burning candles
14	Bullseye lantern (no oil)
15	**Cloak of the Dwarves** (see new magic items)
16	2 vials of holy water
17	**Scroll of rope trick**
18	5 lb of dried meat (for luring monsters) in a well-wrapped packet
19	A whistle, a packet of chalk, and a pouch of powdered graphite
20	Roll twice above

Table 5: Den or Lair

D20	Encounter
1	3-6 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x3), 1(x3); #AT 1; Dmg n.a. Special attacks: poison (+4 to save).
2	2-4 giant weasels: SZ M; AL N; AC 6; MV 150'; HD 3+3; HP 20, 18, 15; #AT 1; Dmg 2-12. Special attacks: drain blood.
3	Venomous snake: SZ S; AL N; AC 6; MV 150'; HD 2+1; HP 8; #AT 1; Dmg 1. Special attacks: poison (causes sickness + incapacitation, 2-12 days).
4	Feral cats, adoptable with some effort.

5	1-6 wild dogs: SZ s; AL N; AC 7; MV 150'; HD 1+1; HP 9, 8, 6 (x2), 5, 4; #AT 1; Dmg 1-4.
6	Crazed former adventurer, scarred by an experience in the dungeon levels: choose from NPC appendix.
7	1-6 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11, 8, 7; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.
8	Giant badger: SZ M; AL N; AC 4; MV 60', 30' burrowing; HD 3; HP 20; #AT 3; Dmg 1-3/1-3/1-6.
9	1-3 brown bears: SZ L; AL N; AC 6, MV 120'; HD 5+5; HP 33, 29, 25; #AT 3; Dmg 1-6/1-6/1-8. Special attacks: hug.
10	2-12 giant rats, 10% chance led by a wererat. Giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease. Wererat: SZ S-M; AL LE; AC 6; MV 120'; HD 3+1; HP 18; #At 1; Dmg 2-9 (longword +1). Special attacks: lycanthropy, summon and control 2-12 giant rats. Special defenses: silver or magic needed to hit. Possessions: longword +1, 55 gp.
11	Nest of 5-20 rot grubs: SZ S; AC 9; MV 10'; HD 1 HP; HP 1 (x20); #AT 0; Dmg nil. Special attacks: burrow into flesh, and kill in 1-3 turns.
12	GM's choice

Table 6: Puzzling Clues

D20	Puzzling Clue	GM Explanation
1	A bronze key.	Unknown or GM's choice (perhaps one of the keys to the Hematite Doors at 3-175/3-177).
2	A 1.25"-diameter and 3"-long rod of stone, with a thin covering of silver on one end.	A hint concerning the keys to the Obsidian Gates (5-6D). The general shape and material is correct, but this rod is too small in diameter and too long in length.
3	Two 8" glass activation squares, one blue and one red (see **Thothian teleportation rings** in new magic items).	An incomplete set of 'address cards' used to dial an address on a **Thothian teleportation ring** (see new magic items).
4	A scrap of parchment with a code on it.	GM's choice.
5	A scrap of parchment in Archontean reading "Gog knows. Trust him."	Refers to Gog, the lesser varumani exiled from the troll thegn's court (7-75) and current resident of 5-2.
6	A broken femur on which is incised these directions in Wiskin: "from stone seat, South 10, West 50, South 10."	These directions (in feet) lead to the grave of Ptarmis (3-174) in the Fungal Forest (3-172), using the Stone Seat at 3-176 as a starting point.
7	A clay tablet with the following in Elvish: "the howlers fear the light. Restore the well."	Refers to the albino baboons of Level 2 and offers a clue as to help diminish their threat by restoring the mirror at 2-1.
8	A scrap of faded papyrus with an image of bubbling vats; over them is written 'evil' and 'Deino is a witch' in Mithric.	Deino is the witch who rules the beastmen from her lair in 3-158. The note provides a warning as to her true nature.
9	An oblong piece of bronze, stamped on one side with a monstrous, tusked, grinning head, and on the other with a hammer. Item is ¼" thick, 3" high, and 8" long.	A troll thegn's passport (see Arden Vul items) allowing safe access to the varumani domain (7-1).
10	A silk bag holding 6 irregular pieces – a few grey, a few orange - of an extremely hard but non-metallic substance.	The items are plasteel, looted from the rudishva ages ago. They have a slight value as curiosities (15 gp each).
11	A 1"-diameter disk of orange 'metal;' the roman numeral V is scratched into it.	A rudishva lesser power supply, with 5 charges remaining (see new technological items).
12	A treasure map, torn into quarters - only three of the pieces are extant.	GM's choice.
13	A wooden 'puzzle statuette' of carved, fitted, and polished pieces of ebony in the form of a turtle; if the head is pulled forward and pushed downward, the shell will pop off, revealing a golden key.	The key is to the secret door in 3-60. The statuette could be sold for 50 gp.
14	A 'Russian doll' statuette of a squatting, salamander-shaped being with a huge mouth; made of lacquered maple; if all eight pieces are extant, one can read a prayer to Rimmaq-Isfet on the bottom of the statuette. The prayer is in Mithric. Currently three pieces are missing.	The statuette could be sold for 100-400 gp. It contains a hint as to the nature of the heqeti foe, especially on Level 10.

15	A fist-sized sapphire, cut to resemble an eye, with a bit of jet inset as the pupil.	The sapphire is worth 2,000 gp. It is a sapphire **Sortian eye** (see new magic items).
16	A coarse linen bag with a set of polished augury sticks. The bag is embroidered "Only those without ideology may find the way" (in Mithric).	If cast by a person of True Neutral alignment, the sticks spell out directions from area 3-67 to the Sanctum (5-83).
17	A scrap of parchment with notes written in Thorcin: "Grithnal did not understand the clues in the dread tomb of Sethu. We must return with scrolls of protection, for Thoth will not release his wealth lightly."	Refers to the Tomb of Sethu, 5-57.
18	A piece of magical glass on which a series of pastoral images flashes; interspersed among them are images of a chasm, a beautiful stone bridge, and floating subterranean garden.	A GnuCoder 1000 image screen, loaded with images of the rudishva homeworld (the pastoral images) and several areas within Arden Vul (e.g., the Great Chasm, the Sundered Span [5-35], and the Floating Garden [6-4]). See new technological items.
19	A piece of linen onto which has been drawn a rectangle divided into two rows of three colored squares each. Below the rectangle is the phrase "Summoning Hall" in Wiskin.	From left to right, top to bottom, the colors are: WH-YE-BL-GR-RE-BK. This is the 'address' to the **Thothian teleportation ring** in area 2-19 (see new magic items).
20	A 1'-tall, enchanted silver ankh, chased with red glass, worth 125 gp.	One of the ankh-keys (see Arden Vul items) used to activate the obelisks (AV-5, AV-28, AV-41) in the ruins of the city.

Table 7: Scroll Case or Book

D20	Description
1	Scroll with arcane spells (50% MU, 50% Illusionist), 1-4 spells of levels 1-6 each.
2	Scroll with cleric spells, 1-4 spells of level 1-6 each
3	Treasure map, roll d4: 1=fake, 2=fragmentary, 3=treasure is already gone, 4=usable.
4	Scroll case is empty, but valuable: 1=ivory (75 gp), 2=bone (20 gp), 3=leather (15 gp), 4=rare wood (30 gp).
5	Fragmentary parchment codex of 1-30 leaves from a copy of Licinius Monad's *Practical Animal Magic* (see Arden Vul books); the fragment covers 1-6 distinct creatures.
6	Parchment codex of 1-30 leaves containing ancient religious rituals (50% for Litany of Light; see areas 2-2 to 2-5 and Arden Vul books) worth 50 gp.
7	Leather-bound codex of 1-100 leaves with 1-3 treatises in it: historical, magical theory, literary. 50 gp per each treatise.
8	Leather-bound codex of 1-100 leaves, blank save for 1-6 valuable entries (10-60 gp each).

Table 8: Lost Cache

D8	% trap or monster	Description
1	20%	Sack of coins, 1-100 cp, 1-100 sp, 1-100 gp, 1-100 pp.
2	25%	Pouch of 50 fine carnelians, 50 gp each.
3	30%	**Helm of Underwater Action** filled with 600-1,000 sp. Add 15% to chance of attracting the wyrm.
4	30%	Potion sack with 3-6 potions.
5	30%	200-800 gp worth mixed coins, 1-3 potions, 1 MU scroll, 1 cleric scroll.
6	10%	Six bolts of valuable silk, worth 150 gp each (but heavy, 25 lb).
7	20%	A damaged rug (3'x4') wrapped around a magic weapon (15% chance cursed). Add 20% to chance of attracting the wyrm.
8	30%	1-3 magic weapons and 1-2 miscellaneous magic items of low power. Add 35% to chance of attracting the wyrm.

Table 8: Lost Cache (right column above)
This result indicates the discovery of a hidden cache of valuables. The GM should feel free to adjust the results as necessary, especially if the PCs have already found a cache. Any cache discovered has a flat 25% chance of attracting the attention of Craastonistorex (AV-40). Certain results may increase that chance. Each found cache also has a chance of being trapped (GM's choice of trap) or of also being the lair of a creature (for the latter, roll on table 5).

Table 9: Lost Cellar or Room
If this result is rolled, the PCs have found a relatively intact chamber in the rubble. The value and role of this chamber is up to the GM to decide. It is recommended that an additional 2-3 entry points to the dungeon levels be discoverable in this manner; if the GM decides that a lost cellar does lead to the dungeons, it should be trapped in some manner and should lead to a small sub-level (of the GM's devising) which can be made to connect to one of the main levels. Such additional entry points should be rare, and perhaps only discoverable after clues to their existence are found during the course of role-playing (conversations with Lankios [1-6] or Craastonistorex [AV-40], finding an inscription, etc.). If the GM does not wish the PCs to find another way into the Halls (or they have already found one), then the cellar or chamber will have some combination of results from tables 2-8. It might also be noted that a safe cellar might prove to be a valuable spot for PCs to establish their own refuge.

Encounter Areas in the Ruins of Arden Vul

AV-1: The Cliff Gate

This gate opens to the Long Stair, which winds down the cliff face through several switchbacks and for 1,500' feet. Two massive round towers guarded the gate, each about 35' in diameter and 45' tall; originally these towers possessed four interior levels, but the topmost level of each has been destroyed by violent force. The wooden gate itself has long since disappeared, allowing the curious to enter through a 40'-wide gaping passageway between the looming gate towers.

West Tower: the wooden interior divisions have mostly rotted, leaving a shell of stone in which may be found rubble, shards of wood, and cobwebs. A pack of huge spiders has made this tower their lair, but the spiders hunt in the eastern districts, not in the entrance plaza. Several arrow slits allow PCs to peer into the darkened interior of this tower. There is little of value left in the tower, save a sack with 45 ancient gold solidi (see Arden Vul items).

East Tower: this tower has suffered greater damage over the millennia. Although the northern face of the tower is still standing, the southern face (facing the cliff) has collapsed, allowing the elements to penetrate - and destroy - the interior of this tower. There is nothing of value here

Inhabitants:

1. **6 huge spiders**: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 16, 15, 15, 12, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.

AV-2: City Walls

The walls were originally 20' tall, and some 15' thick. A good portion of the walls has collapsed. The remaining sections (indicated on the map) are rickety, and any climbing on or over them is likely (50%) to provoke a collapse; if a collapse is indicated, the PC(s) should roll 2d8 under DEX or take 2-12 damage. Most of the walls are covered with vines, ivy, shrubs and trees; climbing them is easy.

AV-3 & AV-4: Generic Round & Square Towers

Towers are generally 30' high and 25' wide. The round towers are older than the square ones, which were part of a later building program by the authorities of Arden Vul. Originally, the round towers featured 3 interior levels plus a conical tiled roof, and two bands of geometric tile and brick-work at 15' and 20' respectively. The square towers had a ground floor, two more interior floors reached by wooden stairs, and an open, machicolated roof. Poking around in anything but mostly intact towers will provoke a roll of 2d8 under DEX; if failed, the incautious PC has taken 1-6 damage from falling/collapsing masonry.

Status:

Roll d8 to determine how much of each tower still stands:

D8	Status
1-3	Utterly obliterated, under tons of rubble
4	Mostly gone, 25% chance of a 10'-diameter safe area
5	Portions of ground floor still intact
6	Portions of ground and first floors intact
7	Most of three interior floors intact, but roof is gone (roll on next table at -1)
8	Intact tower (roll on next table for inhabitants)

Inhabitants:

Roll only if indicated on previous table, or at GM's wish:

D10	Round Tower Inhabitants	Square Tower Inhabitants
1-4	None	None
5-6	3-18 stirges: SZ S; AL N; AC 8; MV 30', 180' flying (Class B); HD 1+1; HP 8, 8, 7(x4), 6(x3), 5(x4), 4(x3), 3, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures	1-6 humanoids scouting ruins from the south
7	1-2 giant poisonous snakes: SZ L; AL N; AC 5; MV 150'; HD 4+2; HP 27, 20; #AT 1; Dmg 1-3. Special attacks: poison	1 brown bear: SZ L; AL N; AC 6, MV 120'; HD 5+5; HP 31; #AT 3; Dmg 1-6/1-6/1-8. Special attacks: hug
8	1 giant lizard: SZ L; AL N; AC 5; MV 150'; HD 3+1; HP 21; #AT 1; Dmg 1-8. Special attacks: double damage on a natural 20 to hit	1 mountain lion: SZ M; AL N; AC 6; MV 150'; HD 3+1; HP 22; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: gains 2 attacks from rear claws (1-4/1-4) if both front claws hit in same round. Special defenses: surprised 1 in 6.
9	2-5 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 12, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'	Large nest of honeybees. Anyone staying in the area for more than one round suffers 1 HP of damage per round from multiple stings.
10	Undead. Roll d6: 1-4: 3-4 ghasts SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 25, 23, 21; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm 5-6: 1-3 wights: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis	Powerful undead. Roll d6: 1-4: 1-3 wights: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis 5-6: 1-2 wraiths: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 36, 31; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis

Treasure:
10% chance for roll on small valuables table (see above, Table 3).

AV-5: Obelisk of the Sun

This is one of three huge granite obelisks that used to rise above the city (the two others are at AV-28 and AV-41). Although weather-beaten, it still stands proudly amid the utter ruin around it. The obelisk is 10' square at its base and rises 35' in the air; it is incised with bands of inscriptions and images. The former are in Mithric, and contain references to the Twelve (the major imperial deities of antiquity - see World of Archontos appendix), as well as the names of the first 327 emperors of the Archontean Empire. For the first 8' feet of its height, the images are largely of humans interacting with large lizards, of humans riding on the lizards, of humans putting various creatures to the sword, and so forth. Above this level the images turn to a single theme: the sun.

An exception to this artistic program is found in a wide band of stone on the south face of the obelisk at about 5' in height; this band is completely clear save for a deeply incised image of an ankh (about 1' tall). Running above the ankh-shape is the following inscription in Mithric: "*The Beacon shall be revealed to those who bring midday life to the Sun, the Moon and the Stars.*" Intelligent observation will conclude that an ankh of those dimensions is meant to be placed into the incision. While this is true, it is also true that the magic of this obelisk is linked to the other two obelisks (AV-41 and AV-28). Should one of the ankh-keys (see Arden Vul items) be placed into the appropriate shape on each of the obelisks at noon, a powerful effect will result.

Result of activating all three obelisks: if ankh-keys are placed in the appropriate spots on all three obelisks at noon, a grinding noise rings out across the ruins as a set of steel doors set horizontally into the pavement at AV-34 grind open. The doors fold inward (like a bulkhead), showering a clatter of rubble and dust onto a set of broad stairs leading down (see SL14-1). The stairs lead to the legendary 'Chamber of the Beacon' (Sub-Level 14).

AV-6: Boulevard of Knowledge

This 50'-wide boulevard, paved with large cobblestones, leads from the Long Stair to the Grand Forum. The cobblestones are now buckled and cracked with age, and trees grow out of the cracks. Ancient oak trees line the boulevard on either side.

AV-7: Grand Forum

Originally a well-maintained site for imperial announcements, public discussions, and business, the Grand Forum today resembles a war zone. Stumps of pillars, broken off between 3' and 8' in height, line the outer borders; the busts that sat on these pillars lie on the pavement, staring unceasingly at interlopers. Small trees have grown up here and there, and stumps of larger ones dot the pavement. Only three large trees remain, including a massive and ancient oak in the center of the forum, and two majestic maples in the southern section. The oak is sentient, but quiescent (see below). The paving stones are tilted, stained, and cracked.

The districts around the forum have been almost entirely leveled, such that they provide a consistent landscape of rubble, trees, and shrubs about 8' in height. It is as if a hurricane or other major wind has flattened the areas around the forum (save for AV-7 and AV-15, of course). A few paths have been carved through the rubble.

Random Encounters are more common here; roll once every six turns on the random table; 1 in 6 for an encounter.

The Old Oak: the oak is an ancient sentient tree named Tuftwillig. Tuftwillig is more than 800 years old, having moved here shortly after the abandonment of the city. Druids have a 1 in 6 chance to sense the sentience of Tuftwillig. He is difficult to wake from his slumbers: noise will only do it ⅓ of time; threat of fire will do so, but he will be most unhappy. He has not moved in many centuries and is loath to do so. That said, a druid might be able to coax some valuable information concerning features of the city (like the obelisks) or concerning entrance points to the Halls below. In return for such information, Tuftwillig may request favors, including, e.g., 1) the elimination of the baboon tower (AV-9); 2) freeing Lankios from his curse (see 1-6); 3) recovering a druidical artifact from a known area of the halls or a specific named entity inside the halls.

Tuftwillig is quite unhappy about Craastonistorex's presence in the ruins (AV-40), and, if already persuaded of the party's good will (by the fact of their accomplishing tasks for him), he might assist them with information useful against the wyrm or, more rarely, in a confrontation. Physical assistance would come in the form of summoned animals in most circumstances; he will only bestir himself in extremely unusual and dire cases.

Inhabitants:
1. **Tuftwillig**, **the sentient tree**: SZ L; AL N; AC 0; MV 10'; HD 12; HP 89; #AT 2; Dmg 4-24/4-24. Special attacks: summon animals.

Treasure:
Tuftwillig has two items hidden in his roots. One is a **ring of acid resistance** (see new magic items) given to him by a druid when he was a young tree; this item he will only offer to the very most trusted of allies, and then only if they can demonstrate great need. The other item is the left hand from the colossal statue of Arden (see AV-30); he will give this to anyone who asks, so long as they are polite and respectful.

AV-8: Tower of Scrutiny

The Tower of Scrutiny was used by the priesthood of Thoth to oversee public discourse in the forum and to serve as a symbol of imperial might. It is 40' square, and looms 45' above the forum. A pair of massive bronze doors exist at the level of the Forum. The doors are locked and **wizard locked** (12th level, see TS-1). No windows grace the tower until the final 10' of its height (see TS-12).

Kronos Kettle-Belly (AV-22) sent some of his men to investigate the tower; as they never returned, the inhabitants of the Broken Head have developed a healthy fear of the tower, one that they are happy to share with (and exaggerate to) all comers.

The Tower's internal structure and inhabitants are detailed separately in the Tower of Scrutiny (TS) level description.

Secret Door: A second entrance exists in the form of a secret door on the west side of the tower (for details see TS-6).

AV-9: Baboon Tower

An enterprising giant intelligent baboon named Rango has led some of the albino baboons from Level 2 into this tower, from which they venture (at night) to forage for provisions and victims.

At night-time this area is rife with hooting, howling, and thumping of rocks. Regardless of the time of day, anyone approaching within 50' will be met by a hail of thrown stones (each worth 1-4 damage). Rango has accumulated some pretty things that he sometimes trades to the Set cultists of Level 4; as a result he has become somewhat adept at Archontean speech.

Inhabitants:
1. **8 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 22, 20, 20, 19, 19, 18, 18, 16; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
2. **Rango**, **giant intelligent baboon** (see new monsters): SZ L; AL NE; AC 5; MV 120'; HD 8; HP 52; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend.

Treasure:
Three ancient, large (8'x16'), and heavy tapestries (100 lb each), one depicting a war between dragon riders and wizards, and the other two featuring the 4th and the 7th labors of Arden (for these labors see *the Twelve Labors of Arden* in Arden Vul books). Each is worth 400 gp to imperial scholars and each might also be used to glean information about the past (in the hands of a wizard or sage).

GM Note: The dragon-rider tapestry is a hint about the origins of the Empire's power and the Compact of Ennius (see World of Archontos appendix), by which the early Emperors secured an alliance with dragons. The tapestry of the 4th Labor of Arden ("The Three Berserkers of Westholm") shows Arden, distinctive in braids and conical cap, tricking the three Wiskinga berserkers into attacking and slaying each other. The tapestry of the 7th Labor ("The River God") shows Arden and a companion (Vul) battling against a huge water elemental inhabiting a river near a cliff. The cliff is that of the future site of Arden Vul.

AV-10 Baboon Cave leading to 2-54

Just outside the eastern walls is an overgrown dry cistern. A wide (4') crack in its bottom leads by circuitous tunnels down 225' to Level 2-54. The tunnel is small and cramped, no more than 5' high, and in some places only 3'x3'. PCs venturing into it will have to crawl, and will probably have to drag their armor behind them. Crawling through the tunnel will take about an hour of strenuous and claustrophobic effort, and imposes a 1 in 6 chance of encountering several baboons. The GM should check once before entering, once during the tunnel crawl, and once as the PCs near the exit to see if any baboons are encountered.

Inhabitants:
1. A chance for **4 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

AV-11: Ghoul Nest

A pod of ghouls, led by 3 ghasts, occupy ruins just to the south of the eastern plaza. They are nocturnal. The nest is in a cellar covered by rubble. Its entrance is hard to locate.

Inhabitants:
1. **8 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 14, 13, 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
2. **3 ghasts**: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 23, 21; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm

Treasure:
A set of copper candelabra and bowls worth 1,975 cp; a circular electrum mirror 3' round, worth 1,000 gp but very heavy; a **potion of clairvoyance**, a **potion of polymorph (self)**, and a **shield of dubious faith** (see new magic items).

AV-12: Eastgate, with Access to 3-52A

The upper two-thirds of both towers lie in ruins under heaps of broken stone.

South Tower: Persistent digging reveals one random object from the table below:

D6	Result
1	A corpse of an Imperial administrator, with a parchment description of 'the accursed ones on their fire-breathing mounts' (i.e., dragon-riders), 6 ancient octagonal platinum coins (see Arden Vul items), and a silver pectoral in the shape of a knot surrounding a stylized drop of liquid (the sign of the Sortians, see World of Archontos appendix, worth 75 gp)
2	1-3 vials of flame-red liquid (**potions of fire breath**)
3	A wax tablet with these words in Mithric: "That suck-up, Lucius Cornelius, took Lord Marius's relics to his own abode. He said he needed them to prepare his biography. We'll never see those things again! Nor Cornelius, the rat. I think he's holed up in a hidden lair somewhere along the chasm wall, south of the Imperial Bridge." [GM: a reference to Lucius Cornelius Scriptor's tomb, found at areas 6-130 to 6-135. The Bridge referred to is the now-Sundered Span, 5-35]
4	Bottle with imprisoned wraith. The wraith will either attack (25%) or issue threats before departing to the Tower of Scrutiny (AV-8) (75%). Wraith: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 36; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis
5	A battered but still intact set of imperial field plate (see Arden Vul items)
6	3-12 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x6), 1(x6); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)

North Tower: This tower conceals a potentially more valuable prize. A ranger or druid has an easy chance (75%) of noticing tracks leading into the rubble. The tracks are relatively recent, and suggest a group of seven humans or humanoids. They lead towards a pile of stone blocks which conceal a 3'-diameter hole leading into the rubble. The hole leads to a cleared space that is about 14' in diameter but only 3.5' tall. It contains a fire pit, and a pile of firewood covered with a tarp. It also conceals a trapdoor leading down to the cellar of the tower. The cellar is dry, and shows signs

of recent habitation: seven bedrolls and a new, locked, wooden chest. Within the chest are three 50' coils of rope, a set of climbing pitons, two hammers, fifteen torches, a broom, and six flasks of oil. It also contains three bronze medallion about 2" in diameter; the medallions show an Archontean cestus on the obverse and the initials 'SF' on the reverse in Archontean (i.e., 'Sodality of the Fist'). A narrow crack (2' wide and 5' tall) leads to a natural tunnel that descends some 350' to area 3-52A.

Background: The tower was discovered by Durdeon Vislok, an adventurous young Archontean aristocrat. Durdeon ventured down the stairs and, following a route that led him from AV-12 to the Arena (6-68), via areas 3-52A (wisely leaving whatever horrors making the noise inside the sarcophagi alone and sneaking through the area on subsequent trips), 5-64, 5-55, 6-3, and 6-58. Inspired by the events he witnessed, Durdeon enlisted his louche friends from Narsileon (see World of Archontos appendix) into a secretive organization that he named the Sodality of the Fist. The Sodality has two components. First, all members must participate in monthly, illicit, cestus-driven fights at a location within or just outside Narsileon (locations differ each time). Members are vetted for toughness and ability to keep the existence of the Sodality secret. Those who fail are excluded from subsequent bouts. The second component is reserved for those who have proven themselves by winning at least five bouts and earning the trust and confidence of Durdeon and two other members: such persons are invited by Durdeon to accompany six members on a trip to the Arena within Arden Vul (see 6-68). The members travel secretly from Narsileon to the ruins of Arden Vul, rest in the cellar here, and then make their way to the Arena. It is Durdeon's dream that one day he will be able to field a team of cestus fighters that could compete in the Arena itself.

There is only a 20% chance that the Sodality will be present in the cellar. If discovered here, the members attempt negotiation. If pressed, they clam up, even enduring torture and interrogation rather than betray their vows. If treated harshly but released, Durdeon and his friends will prove implacable enemies.

Inhabitants:

1. **Durdeon Vislok**, **male Archontean aristocrat and 4th-level fighter/3rd-level thief** (20% chance): SZ M; AL LN; AC 7; MV 90'; HD 7; HP 45; #AT 1; Dmg 1-3 (cestus) or 2-7 (short sword +1). Thief skills: PP 40%, OL 38%, F/RT 30%, MS 27%, HS 20%, HN 15%, CW 87%. Possessions: leather armor +1; cestus; short sword +1; purse with 39 pp, 15 gp, a gold signet ring (75 gp), and a bronze medallion of the Sodality of the Fist (10 sp).
2. **6 male Archontean members of the Sodality of the Fist, as 3rd-level fighters** (20% chance): SZ M; AL LN; AC 8; MV 90'; HD 3; HP 27, 25, 24, 22, 21, 19; #AT 1; Dmg 1-3 (cestus) or 1-6 (short sword). Possessions: leather armor; short sword; cestus; purse with 2-20 pp, 2-20 gp, and a bronze medallion of the Sodality of the Fist (10 sp).

AV-13: Eastern Plaza

This formerly pleasant plaza is littered with masonry rubble. A 15'-diameter dry basin (for a long-gone fountain) occupies its center. The marble right arm and hand from the colossal statue of Arden (see AV-30) has been cast into the center of the basin.

Trap: the area around the fountain is unstable and will collapse if more than 300 lb of weight is placed within 5' of the basin. If it collapses, those standing by the fountain will take 2-12 damage, and will need to be dug out of rubble that may be up to 10' deep by their friends. Digging takes 1-6 hours. If night falls, the ghouls (AV-11) will certainly investigate.

AV-14: The Well of Light, with Access to Level 2-1, Level 2-64, and Sub-Level SL1-1

An uncovered well, with a 3'-tall frame, stands in a small courtyard, accessed via an obscure path off the boulevard leading to the East Gate. This well is about 5' in diameter, and extends downward about 225' to Level 2 (area 2-1). Convex mirrors and shards of glass embedded in the sides of the well reflect light up and down the shaft making the interior very bright. At a point 110' down the shaft is an extremely well hidden secret door (1 in 8 to notice) leading to the Tombs of Light (see SL1-1 for more information on the secret door). The well does not contain ladder rungs or any other device for negotiating its distance. Still, armed with sufficient rope, it would be possible for adventurers to lower themselves down the well from the surface; this would require at least 200' of strong rope, and might well prove optically challenging due to the brightness of the interior of the well.

Just to the east of the well is a ceramic chimney that still rises 2' above the ground; it is a 3'x2' rectangle, and extends down to the refectory at Level 2-64.

AV-15: Pyramid of Thoth

This enormous pyramid, some 90' square and 45' high, occupies its own square just north of the Forum. See the chapter on the pyramid of Thoth (UP) for details.

AV-16: Hidden Stairs to SL4-37

In a rubble-filled cellar just off the Grand Forum (AV-7) lies a hidden staircase that leads down 725' to area SL4-37. The stairs twist and turn over numerous landings. The cellar is concealed beneath 5' of rubble. Clearing the debris reveals a 10'-wide stair leading to a 40'-square sub-basement; there an archway provides access to the staircase. The left arm of the colossal statue of Arden (see AV-30) has been tossed into the sub-basement.

AV-17: Plaza of the Priests of Thoth, with Stairs to Level 1-1

To the west of the pyramid of Thoth was a complex of buildings given over to the small army of priests of Thoth and their servitors. Amid the general flattening of the region, one building - some 20'x30'x10' - still stands, albeit only its bottom floor; the top floor has caved into it. A narrow chimney (1'x1') pokes out the rubble; it leads down to Level 1 (1-19)

Those poking around in the ruins of this dormitory have a good chance of finding the staircase that leads down 60' to dungeon Level 1 (area 1-1). If the PCs do not know of the existence of the staircase, they have a 1 in 6 chance of finding it for each turn spent poking in the local ruins. If they have heard of its existence, then the chance rises to 3 in 6 per turn of searching.

Roll on the following table for each turn that the PCs search the rubble around the Plaza of Thoth:

D20	Result
1-5	Nothing
6-7	3-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
8-9	A nest of wasps
10-11	7-12 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x6), 1(x6); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)
12-13	2-12 large spiders: SZ S; AL N; AC 8; MV 60', 150' in web; HD 1+1; HP 7, 7, 6(x3), 5, 5, 4(x3), 3, 2; #AT 1; Dmg 1. Special attacks: poison (+2 to saves)
14-15	Pouch with: 1-2: 3-18 sp; 3-4: 4-24 cp; 5-6: a 40 gp jasper gem; 7-8: a lodestone
16-17	Leather map case with badly worn map (GM's choice)
18-19	3 sets of human remains. 2 in 10 chance they animate, as either a zombie or skeleton. Remains have jewelry worth 150 gp.
20	Golden statuette worth 75 gp; 10% chance it is magic and dances when commanded (375 gp). May only be found once.

AV-18: Buried Cellar with Access to Level 2-23

Amid the ruins of a Thothian priest's urban residence is a hole leading to a lost cellar. The cellar is partly filled with rubble, but includes several items of note, including three broken marble statues each about 6' tall, as well as the marble right leg from the colossal statue of Arden (see AV-30). The ordinary statues could be reassembled and sold for a handsome sum. Their subjects are Horus in a triumphant pose (75 gp, or 700 gp if repaired), Uriel Gnaeus, the founder of the Order of Thoth (45 gp or 450 gp if repaired; see Collegia in the World of Archontos appendix for information on the Order), and a finely-dressed goblin (40 gp or 275 gp if repaired). Perhaps more significantly, the cellar wall holds a secret door leading to Level 2 (2-23).

Secret Door: The door is normal to find, and opens by sliding a panel to the right into the wall. Within is a spiral staircase that leads down about 225' to area 2-23.

AV-19: Ruined Palace with Stairs to 3-50A

Casual inspection would not indicate anything of interest in this mound of rubble except that it is slightly taller than its neighbors. And yet careful inspection will instantly reveal to a tracker the signs of recent activity: boot prints, a few swatches of wool and linen caught on broken masonry, and several un-rusted iron buckles. Non-rangers have a 25% chance to spot the clues if they search this area carefully.

The rubble conceals a trap door leading to the cellars of this once-grand palace. The trap door is difficult to detect (1 in 8 chance) unless the clues mentioned previously have been spotted, in which case it is easy to locate (1 in 4 chance).

The (unmapped) cellar is about 150'x60' in size, with 15' ceilings, and is divided into three sub-sections. The trap door enters into the first, or entry chamber.

Cellar, Entry Room (30'x60'): A score of empty wooden boxes are scattered throughout it, while eight zombies slouch among the rubble. The boxes are all of quite recent vintage, and bear stamps of current victuallers from Narsileon. The north wall boasts an archway concealed behind a stack of boxes. A trap door in the ceiling near the south wall leads up to the city ruins.

Cellar, middle room (100'x60'): This huge chamber features a score of heavy stone pillars that hold up the ceiling. A ruined staircase once led up into the palace proper. Ancient debris is scattered everywhere, almost all of it useless: bits of leather, rotted sacks, desiccated foodstuffs, wine turned to vinegar, broken tools, and so forth. Among the trash, however, is a coil of **elven rope** (see new magic items). An archway in the south wall leads to the entrance chamber of the cellars. Eight more zombies patrol this hall.

A plaster coat of arms is affixed to the west wall at the foot of the stairs. The coat of arms features a set of fasces and an officer's baculus tied together with a complex knot. Those with specific knowledge of the Priscians or a deep historical knowledge (i.e., not just cultural knowledge) might recognize the knot as the one used by the Sortians in antiquity and the Priscians in the present. The coat of arms may be identified by anyone with knowledge of the Archontean nobility as belonging to the Briennios clan, still one of the important mid-rank clans in Archontos. The World of Archontos appendix contains information on the above groups.

Secret Door (north wall): The door is difficult to locate (1 in 8 chance). It opens by thrusting a 1"-diameter object into a hole in the ceiling (15' above the floor).

Cellar, secret room (20x'20'): This secret chamber exists to conceal a narrow, 5'-wide entrance to the staircase that descends some 350' through several landings until it reaches Level 3 (3-50A).

GM Note: these ruins were once the palace of the Briennios clan in Arden Vul. The Briennios were and still are an important imperial service clan, one that provides many bureaucrats and officers. At the time of the War of the Sortians and Theosophs, the Briennios were highly placed advisors to the archon of Arden Vul. Yet Lucius Briennios was also an old schoolmate of Macrinus Furiosus, and eventually became a secret supporter of the Sortians. He allowed the Sortians to construct their secret entrance in the cellar of his urban palace. That entrance remained undiscovered for more than a thousand years until Nerub Null (9-64) discovered area 3-50, and the stairs at 3-50A. Nerub Null eventually built the secret entrance in the ruins to allow his allies and badly-needed supplies to enter the dungeons. They only use the entrance in the dead of night so as to minimize the chance of discovery. The Priscians animated the zombies to guard their secret entrance.

Inhabitants:

1. **16 zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 14(x3), 12(x4), 11(x3), 10(x3), 9(x3); #AT 1; Dmg 1-8. Special: always strike last.

AV-20: Isadora's Estate, with Stairs to SL11-18

A once-elegant villa lies in ruins just outside the walls of Arden Vul. During the period before the Archontean collapse, it was owned by the famous Lady Isadora (see World of Archontos appendix), a known aesthete, artist, philosopher, and hostess of one of the

great intellectual and political salons of her age. The villa was in the classic Archontean style, albeit on a grand scale: it had two atria and a large peristyle along with the usual suites of chambers for Isadora, her guests, her servants, and her extensive collection of art. While about half of the walls still stand, the roof is long gone and the house has been stripped entirely of its movable goods.

In one desolate chamber off the peristyle may be found a set of stairs leading to the wine cellar. A rank animal stench permeates the cellar, for an exceptionally large giant wolverine makes its lair here. Although sixteen large casks still line the walls, the wine evaporated long ago, leaving only a thick precipitate coating the casks. Several skeletons of human adventurers are scattered about the floor of the cellar.

One of the wine casks is actually a **permanent illusion**, designed to cover the portal to Isadora's secret tomb (Sub-Level 11). Those able to see past the illusion will see a stone wall upon which glow fourteen gold glyphs arranged in a circle. **Read magic** determines that the glyphs represent letters of the Archontean alphabet. Clockwise from the top center, the letters read ORCUSAIDSPAIRS. The letters are the key to an anagram puzzle that, if correctly solved, reveals and opens a magically concealed door on the wall. To reveal the door, one must press the glyphs/letters in either of the following combinations: "ISADORAPRISCUS" or "PRISCUSISADORA".

Any incorrect combination instantly summons an invisible stalker that was bound to this task a millennium ago by Isadora's Sortian friends. The stalker attempts to eliminate all present, but will not pursue out of the cellar. It waits for a month, however, and will be ready to attack the same party if the party ventures into the cellar again. Even if the initial invisible stalker is slain, others will take up the task if and when subsequent attempts to solve the puzzle prove incorrect.

Should the puzzle be decoded and the door revealed, it is found to lead to a small chamber that contains a circular staircase. The stairs are roughly carved of granite, and boast a rise to run ratio too large for human feet. They descends 150' to Sub-Level 11 (SL11-18).

GM Note: Should one ever investigate Archontean civil property records for the estate (which is possible in Narsileon, at the House of Coins; see World of Archontos appendix), those records will reveal that the estate was owned for 700 years by a succession of women whose names always began with the letter 'I': Ianthe, Isabella, Iola, Irene, Isolde, and finally, Isadora. All these women were the same person, namely the gold dragon, Yasidoranicil (see SL11-19); she changed her name to preserve her human identity across the centuries.

Inhabitants:
1. **1 exceptionally large giant wolverine**: SZ M; AL N; AC 4; MV 150'; HD 5+5; HD 42; #AT 3; Dmg 2-5/2-5/2-8. Special attacks: musk; +4 to hit.
2. **1 invisible stalker**: SZ L; AL N; AC 3; MV 120'; HD 8; HP 55; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility.

Treasure:
Two suits of slightly damaged chain mail, a long sword, sixteen darts, two flasks of oil, a **scroll of protection from evil**, a **scroll of locate place** (see new spells), a **potion of fire resistance**, a **potion of hostile levitation** (see new magic items), and a purse containing a large lump of amber (175 gp) and 113 sp.

AV-21: Northgate

Kronos Kettle-Belly (AV-22) and his team have cleared the area around the north gate of rubble. The two 30' towers have new doors, which are locked with shiny new padlocks. Kronos has placed teams of two men in the top of each tower to observe activity in the ruins. Those men have orders to shout at any newcomers to the ruins and invite them to the Broken Head (see below, AV-22). They will not leave their perch under any circumstances, even to aid those in need. They are well stocked with horns, quivers, mead and food.

Inhabitants:
1. **4 2nd-level Thorcin fighters**: SZ M; AL LN; AC 6; MV 90'; HD 2; HP 18, 17, 16, 15; #AT 1; Dmg 1-6 (bow) or 1-6 (short sword). Possessions: studded leather armor and shield; short swords; short bows; 2-12 sp each. One has a **potion of healing**.

AV-22: The Sign of the Broken Head

Two enterprising rascals - a Thorcin named Kronos Kettle-Belly and his Archontean lover, Estelle - have established a fortified refuge and trading center just beyond the River Gate (AV-23).

Kronos built his inn on the solid foundation of an old outbuilding, and used scavenged stone blocks and wood beams to build a central structure that is 30'x40'x25', with a 20'x20'x12' ell projecting to the southeast. The main structure is fort-like, with no windows on the stone ground story, and only a few narrow windows set into the wooden second floor. It resembles, in short, a blockhouse. The connected ell is a stable with a 15'-wide wooden door (and no interior connection to the inn). Several less-fortified outbuildings are scattered nearby, including a smokehouse, a kitchen, and two storehouses.

The Head of Arden: Kronos and his men have salvaged the colossal head of Arden the Defender from the ruins of the forum (see AV-30), and have mounted it on a beam above the front door of the Inn. The head is six feet in diameter, with oval, staring eyes (empty of their insets), and is depicted clad in a Corinthian helmet. The head detects as magic (as Estelle well knows), but seems inert. In fact, if it is addressed as "Lord Arden" it will animate and whisper "*Restore me! Restore me! Courage shall be yours when I am whole and the incantation sung!*" GM Note: the head's cryptic whisper refers to the potential for restoring the statue at AV-30 (q.v.).

The Broken Head:
The inn-cum-tavern is basically a single, smoky common room with a large fireplace and numerous sturdy wooden tables and legs. The place is lit by the fire and by two **continual light** spells cast onto pebbles (which Kronos received as gifts from some grateful clients). At precisely 11 PM, Kronos covers the pebbles and the common room is darkened (until 6 AM). Upstairs is a large bunkroom plus three private rooms. The largest of the three is where Kronos and Estelle sleep, the second has been turned into an office and storeroom, and the third is kept empty for important visitors. Kronos's employees sleep in the bunkroom, which has room for 36. Any additional guests sleep on the floor of the Common Room.

Kronos's rates for rooms are reasonable: a bed in the bunkroom costs 10 sp/day, or 3 gp/week, whereas the private room is 3 gp/day, or 20 gp/week. If the one private room is available (33% chance), it can be rented for 3 gp/day, or 20 gp/week. Food is additional, 2sp for a simple meal, and 2 gp for a rich meal. Kronos also sells kits of iron rations for 3x the normal costs.

Traveling Tinkers:
Kronos encourages traders to add the Broken Head to their regular rounds, so as to be able to provide supplies to adventurers. At any given time 1-3 traders are likely to be present at the Broken Head. These traders offer adventuring gear at 150% of the list price; each trader has a hoard of 100-400 gp worth of coins and gems on his/her person. Luxury items from civilization will not typically be available, but there is a 10-40% chance that one of the traders will carry something unusual, whether it is 1-4 potions of healing, a treasure map, a bit of useful lore relating to the Halls of Arden Vul (equivalent to a good rumor), etc.

The Statue Brokers:
Kronos permits three statue brokers from the merchant factors of Newmarket (see World of Archontos appendix) to live at the inn as permanent residents. These aggressive merchants are Crisarius Three-Legs, from the Prosperity Factor, Fenitior Stone-Hands, from the Wisdom Factor, and Godric the Wise, a rare Thorcin member of the Golden Band. The clever system they have worked out is this: they convince adventurers to locate and remove statues from Arden. Whichever broker is chosen by the adventurers then assigns a value to the statue and issues a letter of credit for that value; the letter may only be turned into cash, however, when the adventurers deliver the statue to the appropriate factor building in Newmarket. A broker gets 10% of the valuation of any statue, and Kronos gets another 10%. Each month a messenger from Newmarket delivers news and a bag of gems (typically 50 gems worth 50-100 gp each) to each broker; these gems are for expenses, bribery, and payment for successful transactions.

The three brokers appear as bitter enemies when negotiating with adventurers, but are actually close friends. They are also canny evaluators and, while happy to bid against each other, are unlikely to be snookered by adventurers. Kronos likes the money he receives from the brokers, and will protect them vigorously if needed; those threatening the brokers may find themselves ostracized from the Broken Head.

Valuation of statues is up to the GM, but should be calculated as a factor of size, quality, and subject matter. Although some of the statues in this text are provided with specific values many are not, so the following guidelines allow the GM to roughly calculate the value of a statue.

Size	Tiny	25 gp
	Small	50 gp
	Medium	100 gp
	Large	200 gp
Subject	Unimportant	25 gp
	Average	50 gp
	Important	100 gp
	Very Important	200 gp
Quality	Poor	x2
	Fair	x5
	Good	x10
	Exceptional	x20

The value is calculated by adding the figures for appropriate size and subject matter together and then multiplying by quality. So, a medium sized statue with an average subject that is of good quality would be worth approximately 1,500 gp.

The brokers typically start with an offer that is 50% of the value of a statue; they expect to haggle, and would like to end up at a price that is 75-80% of the value of any statue. Canny PC thieves or others with appraisal skills will be able, however, to realize they are



being fleeced. Once aware that they are facing skilled negotiators, the brokers quickly fall into line, beginning their haggling at 80% of value and hoping to end at no more than 110% of value.

Kronos's Illicit Activities:
Despite his friendly and engaging manner, Kronos is an inquisitive, acquisitive, and thoroughly opportunistic person. As his main reason for establishing the Broken Head was to get rich by fleecing adventurers, he is quick to encourage adventurers to tell tales of their exploits and, especially, of the loot they have acquired. Ordinarily he will be content to fleece his sheep by charging high prices. Flashy displays of wealth, however, and particularly of wealth newly acquired from the Halls, are liable to tempt him to more aggressive action; he might (25%) decide to pay the unlucky victim a visit with his entire crew. Kronos and company will wait until early morning before surrounding the victims and politely demanding the goods. If the party looks too powerful (level 4 or above), he will attempt theft by stealth instead. That said, Kronos is also a nervous fellow and circumspection (and/or magical concealment) on the part of the PCs will prevent overt attacks.

Information and Assistance at the Broken Head:
A careful and cautious party should be able to rest and recuperate from dungeon adventuring at the Broken Head without fear of harm. Wounded characters will be able to purchase healing and protective magic from Estelle, at the following rates:

Cure Light Wounds	100 gp
Detect Magic	150 gp
Protection from Evil	350 gp
Augury	300 gp
Slow Poison	350 gp
Cure Blindness	1,000 gp
Cure Disease	1,000 gp
Dispel Magic	700 gp
Remove Curse	1,000 gp
Cure Serious Wounds	350 gp
Neutralize Poison	1,000 gp

Estelle is in love with Kronos and will do his bidding as needed.

Relationships with Other Inhabitants of the Ruins:
1. **Craastonistorex** (AV-40): Kronos and Estelle are wary of the dragon; they provide him with game on a weekly basis, and Estelle, unbeknownst to Kronos, is providing cure spells and information about Arden Vul in lieu of monetary tribute. If asked about threats in the ruins, the pair will warn guests about the dragon, and will advise them to treat the wyrm politely, but firmly. If guests grow irritating or hostile, Kronos will attempt to persuade the wyrm to attack the unwanted PCs.
2. **Tuftwillig** (AV-7): No one at the Broken Head is aware of the sentient tree.
3. **Galeth**, **Master of the Long House** (AV-43): Estelle is aware of a great evil in the Long House, but does not know its nature. She knows of the ghouls, of course, since they frequently emerge at night, but the identity of their master remains unknown.
4. **Phlebotomas Plumthorn and his halflings** (Level 3, areas 3-2 to 3-6): Kronos and Estelle are perfectly aware of the extortion racket set up by the halflings on Level 3, and are in fact envious of Phlebotomas's ingenuity. Out of grudging professional respect, they pretend ignorance of the halflings and their game. If PCs ask about halflings spotted among the ruins, they will suggest that these are adventurers. Once a month the halflings trade loot from the halls to Kronos for provisions; this transaction is a secret known only to Kronos and Estelle.
5. **The Beastmen** (Level 3, areas 3-138 to 3-162): Kronos and Estelle are neutral with regard to the beastmen. They know the beastmen must have a separate entrance to the Halls (EX-12), but do not know where it is, nor have they (yet) attempted to locate it. Since the beastmen have seemed honorable (i.e., lawful), the pair is content to watch them and, on occasion, trade with them.
6. **The Cult of Set** (Level 4, especially 4-1 to 4-61): The inhabitants of the Broken Head know that the entrance to the precincts of Set lies on the cliff face (EX-15). Although they know little specific about the cult, they are generally intimidated by the demeanor of the cultists. Kronos would be highly pleased if the PCs were to quietly eliminate the cultists from the Westgate (AV-44).
7. **Other Threats**: Kronos and his men will be happy to describe some of the threats which lie in the ruins, including the baboon tower (AV-9), some 'unknown but deadly creatures' at the donjon (AV-27), the giant crocodiles and giant snapping turtle (AV-35), and numerous vermin, bears, minor undead, spiders, and snakes.
8. **Legend**: They also have developed a fake 'ghost story' which they use to try to impress and intimidate to newcomers; this story involves the ghost of a certain 'Hurree the Echophont' who allegedly reacts to loud noises by threats and attacks. Kronos's men love to develop new tales about Hurree's depredations. The rascals have based their fake ghost on the name and quirks of a one-time visitor to the inn, one Chaudri the Echophont. Chaudri is currently found at 7-76C, where he remains ignorant of his 'fame'.

Knowledge of the Dungeons:
Kronos and Estelle are an excellent source of rumors concerning the Halls (see Rumors in the General Introduction). They are able to dispense five adventuring and three historical rumors to newcomers to the Sign of the Broken Head. There is a 33% chance that they learn a new rumor each week.

In addition to randomly-determined rumors, the pair can impart the following information to those who ask (provided the questioners are polite and respectful):

1. **Entrances**: The Pyramid of Thoth (AV-15) is the main entrance, but there are probably some lesser holes on the cliff face that provide access (e.g., EX-11, EX-15). They suspect that some of the cellars in the ruined city also lead down to the dungeons.
2. **Levels**: They are certain that there are 'at least a dozen' levels under the pyramid, culminating in a huge cavern with an enormous lake.
3. **Inhabitants**: They know of a tribe of baboons (Level 2), a well-organized unit of beastmen (Level 3), a goblin kingdom (Sub-Level 4), and a tribe of 'advanced' lizardmen (Sub-Level 5). They have heard of the existence of a band of intelligent "trolls" (i.e., the varumani of Level 7).
4. **Iconic Locations**: They can provide the usual information (see Iconic Locations in the General Introduction) about the following locations: the Pyramid of Thoth, the Court of the Goblin King, the Great Chasm, the Obsidian Gates; the Great Cavern; the Sundered Span; the Forum of Set; and the Inn of the Lost.

5. **Personalities**: They have heard the name Deino (3-158) from the beastmen, and assume her to be a beastman leader; they also know of Kerbog Khan the sorcerer (SL12-25), and assume he has control of an entire level; they know of and fear High Priestess Stephania of the cult of Set (4-51); they know of a grand king of the goblins, named Witsen (actually Weskenim, at SL4-22); they know that Gog (5-2) is a wise hermit who aids the needy; they consider Lankios to be crazy but harmless (1-6); their men have conversed with 'a very strange druid' named Gerrilad in the woods north of the the ruined city (2-69).
6. **Treasures and Hoards**: They have heard of the following treasures and tombs, and will confidently supply incorrect directions to each: Muirasso's Tomb (5-36 to 5-40); the lost library of Thoth, containing powerful spells unknown to present wizards (2-70 and 2-72); the tomb of the great hero, Larel One-Eye (3-46); and the tomb of the conqueror-archon, Marius the Great (6-154). They also speak confidently of two non-existent tombs, those of Huree the Ecophont (see above) and Tristion Varrell; while they know the former is false, they believe thoroughly in the existence of the latter.

Permanent Inhabitants:

1. **Kronos Kettle-Belly**, **6th-level Thorcin thief**, SZ M; AL CN; AC 6; MV 90'; HD 6; HP 30; #AT 1l Dmg 1-8 (long sword) or 3-6 (dagger +2). Abilities: STR 11; INT 13; WIS 9; DEX 16; CON 10; CHA 16. Thief skills: PP 55%, OL 52%, F/RT 45%, MS 47%, HS 37%, HN 20%, CW 92%, RL 30%. Possessions: leather armor; long sword; **dagger +2**; sling with 20 bullets; **potions of healing**, **gaseous form**, **human control** and **levitation**. He carries a purse with 39 sp and 43 gp.
2. **Estelle**, **7th-level Archontean cleric of Tychias**: SZ M; AL CN; AC 4; MV 90'; HD 7; HP 45; #AT 1; Dmg 2-9 (mace +1). Abilities: STR 11; INT 11; WIS 17; DEX 12; CON 9; CHA 15. Possessions: chain mail and shield; gold holy symbol (150 gp); **mace +1**; **staff of curing** (20 charges); and **potions of extra healing** and **polymorph self**. She carries a purse with 36 cp, 25 sp, and 78 gp. Estelle has prayed for the following spells: **bless**, **cure light wounds** (x2), **protection from evil**, **sanctuary**; **augury**, **know alignment**, **silence 15' radius**, **slow poison**, **speak with animals**; **create food and water**, **dispel magic**, **remove curse**; **cure serious wounds**.
3. **8 2nd-level Thorcin fighters**: SZ M; AL LN; AC 6; MV 90'; HD 2; HP 20, 18, 17, 17, 16, 15, 15, 14; #AT 1; Dmg 1-6 (bow) or 1-6 (short sword). Possessions: studded leather armor and shield; short swords; short bows; 2-12 sp each.
4. **2 female Archontean cooks**: SZ M; AL NG; AC 10; MV 90'; HD 1-6 HP; HP 5, 4; #AT 1; Dmg 1-4 (cleaver). Possessions: cleavers.
5. **2 Thorcin boys as grooms**: noncombatants (AC 10, HP 2).
6. **4 Thorcin men for all-purpose tasks**: SZ M; AL NG; AC 8; MV 90'; HD 1-6 HP; HP 6, 4, 3, 3; #AT 1; Dmg 1-4 (dagger). Possessions: leather armor; daggers; 2-12 sp.
7. **3 statue brokers**: **Crisarius Three-Legs**, an Archontean from the Prosperity Factor; **Fenitior Stone-Hands**, an Archontean from the Wisdom Factor; and **Godric the Wise**, a Thorcin from the Golden Band (see World of Archontos appendix for factors). Their statistics are as follows: SZ M; AL NE; AC 8; MV 90'; HD 1-6 HP; HP 4, 3, 3; #AT 1; Dmg 1-4 (dagger). Possessions: leather armor; daggers; pouches with 40-60 gems worth 50-100 gp each.

Treasure:
2,397 sp and 3,024 gp are kept in an iron box inside a keg of ale in the storeroom along with a **potion of plant control**. The iron box is locked and trapped with a poison needle trap. Kronos keeps the only key. Kronos and Estelle have their special wealth stashed in a tightly wrapped oilcloth packet secured to the inside of their bedframe; in it are 20 ancient octagonal platinum coins taken from the ruins (see Arden Vul items), a small silk pouch with 20 amethysts (100 gp each), a scroll with the clerical spell **holy name** (see new spells), and an emerald necklace (1,475 gp).

AV-23: River Gate

These two massive (40'-square) towers used to guard the river entry to Arden Vul. They suffered badly when the city was ravaged.

West Tower: The top 30' of the western tower have been utterly demolished, leaving a 10'-tall shell completely filled with rubble. Searching the rubble is dangerous (roll 2d8 under DEX or take 2-12 damage from falling rubble), but potentially profitable. Deep within the tower (accessible only after 3-6 hours digging) is a skeleton clutching a tarnished silver coffer (3'x1'). Inside the coffer are two 1'-long silver ankh-keys (see Arden Vul items), one chased with black glass and the other with a white glass. These are control instruments for the obelisks in the ruins. Accompanying the ankhs is a copper tablet with the following instructions in Mithric: "*To open the Chamber of the Beacon, all three ankhs must be pressed into the proper locations on the proper monument at midday.*" The corpse wears cursed **boots of attraction** (see new magic items).

GM Note: The tablet refers to the obelisks at AV-5, AV-41, and AV-28. Manipulation of the obelisks opens the doors at AV-34 that lead to SL14-1.

Treasure:
Silver coffer (worth 100 gp) with ankh-keys (see A and instruction plaque; **boots of attraction** (see new magic items).

East Tower:Two sides of this tower (east and south) are still mostly intact (30' tall). A steep slope of rubble leads from the ground near the river up to those walls. This rubble pile is pretty secure, so it is relatively easy to climb to the top of the pile and get a nice view of the city. The former south entrance door leads to a 10'x18' 'chamber' under the rubble. Adventurers and hermits occasionally make use of this space, which boasts a cook-fire, a battered bucket, and a small stack of firewood. There's a 25% chance that a group of 3-6 adventurers has staked this place out.

AV-24: Swift River

True to its name, the Swift River rushes through the ruins at a fast clip. The current is too fast to swim in the western, or main, arm of the river; in the eastern channel, which leads to the docks, however, the current is potentially swim-able.

AV-25: Shattered Northern Bridge

This shattered stone bridge has a 15' gap between its surviving segments. The bridge is extremely fragile.

AV-26: Bridge to Ruined Donjon

Surprisingly this slender masonry bridge is still intact after all the centuries. It is only 8' wide, with a 1' parapet. Those standing on the bridge will be able to see the Outer Bailey (AV-27) clearly, with its bones and stone lumps. If the PCs seem to be eager to cross the bridge, Kronos's men in the towers of AV-21 will shout at them to try to gain their attention; the archers will warn them against the bridge, saying that it leads to certain doom. On the east bank next to the mouth of the bridge is a small intact guard-room; it is 10' square and missing its roof.

AV-27: Ruined Donjon, with Access to 6-152 and SL15-4

The citadel of Arden Vul was mostly destroyed during the assault on the city. It originally featured a curtain wall on the northern and western sides (studded with three 25'-diameter towers), and a large oblong fortress inside those walls.

Outer Bailey: This open area lies north of the curtain wall, near the bridge (AV-26). It is relatively clear of masonry debris. Observers from either bank will see four large (8'-tall) misshapen lumps of guano-stained stone and a large number bones gleaming in the sun. The lumps of stone are imperial stone guardians (see new monsters), still vigilant in their efforts to defend the citadel. Should interlopers cross the bridge into the outer bailey, the stone guardians lumber into action and assault the intruders with their stone fists.

Inhabitants of the Outer Bailey:

1. **4 imperial stone guardians** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 60, 60, 60, 60; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).



Curtain Wall and Towers: Almost all of the northern and western curtain walls were destroyed, leaving only a 10'-tall line of rubble. Only two of the towers that once studded the walls remain partly intact; the others are shapeless piles of rubble.

Carrion Tower (West Tower): This tower takes its name from the several dozen large black vultures that make it their home. They nest in the top-most surviving level of the tower, which they access through a catapult hole on the western side of the tower, by the river. Their lair is foul such that on a bad day the reek drifts across the river to the western bank. Access to the tower was originally achieved from a door to the curtain wall, but the collapse of the walls has buried the entrance. At present, the only way to access the tower is by scaling its outside walls and entering the chamber of the vultures. PCs who do so must save vs. poison or be weakened (-2 to all rolls) for an hour due to retching. The vultures squawk at intruders, but do not attack. Within, a stone stair leads down through two more levels and into a basement. The middle level of the tower is empty save for some skeletons, but the lowest (ground) level of the tower has another imperial stone guardian.

The basement hides a secret door that leads to a circular staircase that descends 1,200' down through the rock to access the dungeon levels below (6-152). Within the basement are four two-handed swords of fine quality and archaic style.

Inhabitants of the Carrion Tower:

1. **1 imperial stone guardian** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 60; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

Ghost Tower (Northwest Tower): Known to modern explorers as the Ghost Tower, this four-story tower is in almost pristine condition, complete with conical, slate-covered roof. Access is via the five 10'-wide windows that lead into the top story; behind the windows are the charred ruins of ballistae and, surprisingly, a half a barrel of still-usable flammable oil (15 flasks worth). The third story was once a barracks, but the cots, chests, and equipment were long ago destroyed; six sets of ancient, skeletonized remains lie among the ruins. Half of the second story has collapsed, although the other half still contains three desks; among the drawers are some blank archonal rescripts, with the 'signature' of Uriel Basileon (see AV-29). The rescripts could be used to impersonate imperial authority, provided the forger can imitate imperial court hand. The door from the inner bailey to the ground floor is blocked by the partial collapse of the second story; it would take 6 hours of serious digging to clear the rubble. The basement contains supplies, including 40 spears, 20 gladii, 20 medium iron shields, 5 grappling hooks, 20 crossbows, and 360 crossbow bolts. A trap door in the basement leads to a sub-basement, which is mapped and keyed as area SL15-4. The spirits of two late Archontean-era dekarchs, Poulos Tissel and Mekos Gadril, haunt the entire tower as vengeful spirits (see new monsters). One spirit is always found in the Ghost Tower proper, while the other is found in the sub-basement (SL15-4). The pair seek vengeance for their murder; finding their bones in the sub-basement and giving them proper burial puts the spirits to rest. The wordless cries and moans of Poulos and Mekos have given the tower its current name.

Inhabitants of the Ghost Tower:

1. **Poulos Tissel** and **Mekos Gadril**, **vengeful spirits** (see new monsters): SZ M; AL LE; AC 1; MV 120'; HD 6; HP 41, 36; #AT 1; Dmg 1-12; MR 25%. Special attacks: STR drain. Special defenses: +1 or better weapons to hit; immune to fire; turned as vampires; reform in 1-6 hours if their bones remain unburied.

Inner Bailey:

This open space between the curtain walls and the donjon features nothing but cracked and buckled pavement and a variety of scorched and ruined pieces of armor.

Donjon:

This impressive fortification once loomed 40' over the river that surrounds it. The thick walls were mostly solid, with only an occasional arrow slit for light (and defense). It used to contain a ground floor (storage, forage, stables), a first floor (great hall and a few solars), a second floor (barracks, armory, kitchen, jakes), a third floor (command rooms, private chambers, wizard's lab, etc.), a machicolated roof, and extensive cellars.

At present the donjon is in a bad state of disrepair. The front doors (to the inner bailey) have been blasted off (signs of charring, but the doors are absent) and the roof has collapsed, burying most of the third floor. In addition, the northeast wall (badly damaged in the assault), has collapsed, leaving a large ramp of masonry from ground to the second floor, a ramp that opens into the former great hall. An enterprising party might be able to swim the river (avoiding the outer bailey and the imperial stone guardians there), and climb the rubble pile to access the donjon from the 2nd floor).

One corner of the cellar contains a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: GR-RE-YE-BL-BK-WH (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.



GM Note: If desired, the GM could draw up detailed maps of the donjon, adding new threats, treasures, and potential connections to the Halls below.

AV-28: Obelisk of the Moon

This obelisk is one of the three needed to open the chamber of the Beacon (see AV-34/SL14-1). Only a 10' stump of the obelisk still stands, hidden behind the 8' walls that enclosed the secluded garden of the archon's palace (AV-29). Still, that stump contains the same inscription and indentation for an ankh-key as its partners (see AV-5 for details), and just enough of the lunar iconography to identify it as the obelisk of the moon.

Due to its fragmentary state, this obelisk may prove more difficult to locate than the other two. Unless daring adventurers either 1) gain access to the solarium (AV-29) or 2) clamber over the rubble of the palace to find the secluded garden in the northeast corner of the palace (AV-29), they may never realize that the third obelisk is here.

AV-29: Palace Ruins

The northern end of this island was the site of the palace of the imperial archon (governor) of the city. It spanned an area of roughly 75'x130' and was four stories tall, with three domes rising above the roof (two 25'-diameter domes flanked a central 35'-diameter dome). Much of the complex, and in particular the western and central portions of it (holding sumptuous apartments, meeting rooms, libraries, dining facilities, etc.), lie in ruins.

Observers will note that the eastern wing seems in better shape, and that the eastern dome is still intact. Strangely, the 15'-tall ebony double-doors of the main entrance are also still intact; they lead to a now-buried-but-still-traversable corridor leading into the palace. The curious are, of course, capable of crawling into and on top of the rubble on either side of the doors. Searching this rubble leads to the usual search checks for the ruins of Arden Vul.

The ebony doors still carry one of their protective enchantments, a permanent **magic mouth** that activates when anyone touches the doors; it sternly declaims in Mithric, "*Stand aside, citizen. This is not your home!*". The doors are permanently **wizard locked** (by a 12th-level magic user). Should a group of adventurers get past the doors, they will find a bizarrely domestic scene within: a carpeted antechamber with two wooden settees and three doors leading to the separate wings of the palace. The antechamber also holds two desiccated bodies of servants who starved to death here. The doors on the northern and western walls lead to areas of the palace that have collapsed, but the eastern door (also **wizard locked** at the 12th level) leads to the one remaining intact portion of the palace.

Eastern Wing of the Palace:
The door from the antechamber leads east past several storerooms, a stairwell filled with rubble from the upper floors, and a sitting room with crumbling silk and linen finery (1 tapestry still recoverable: 100 gp).

The sitting room contains a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: GR-RE-YE-WH-BK-BL (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

At the end of the corridor, and lying directly under the eastern dome, is the famous imperial solarium. This room is 35' in diameter and rises the full four-stories in height; the underside of the stone dome proves to have been enchanted to let in sunlight, and as a result the chamber is bright and warm. Balconies and short bridges (describing arcs along the sides of the chamber, but not across the middle) dot the vertical faces of the solarium; these feature planters of various size and shape, which still hold an exotic mixture of flora. The center of the ground floor is home to a 15'-diameter basin and fountain; its magic has not failed, and as a result jets of water periodically spray out of the fountain to water the balconies. This means that the entire area is damp and humid; indeed, the floor is slick with spray. Due to these imperial magicks, plant life has flourished over the millennia. A verdant growth of vines, orchids, small shrubs, and even an old, but stunted, elm tree grow on (and hang from) the various balconies. Amid the plant life are an assassin vine and a shambling mound.

The body of the last imperial governor, Uriel Basileon, may be found on the royal balcony, ⅔ of the way up the western side of the chamber, where she committed ritual suicide as the city fell. Her body still holds the imperial signet ring and her rod of imperium, as well as other treasures. It would take quite a bit of searching to find her and her settee amid all the riot of plant life, and those attempting to loot her body will have to contend with a nasty specimen of assassin vine (see new monsters).

A pair of double-doors on the north wall of the solarium leads to a walled (8'-tall) garden in which lies the stump of the third obelisk (see AV-28). That garden is also verdant, although empty of threats (and treasures).

Note: The governor's palace was one of the destinations for the one-way teleport pillar at 4-167. Since the floor where the destination used to be located has collapsed, those teleported here find themselves falling through the air for 10' before landing on the rubble (1-6 damage). Surprised travelers might, however, glimpse the stump of the Obelisk of the Moon (AV-28) as they fall.

Expansion: Should the GM wish to have further adventures in the ruined palace, some of the doors from the ledges of the solarium could lead to other undamaged areas of the palace.

Inhabitants:
1. **1 shambling mound**: SZ L; AL N; AC 0; HD 8; HP 56; #AT 2; Dmg 2-16/2-16. Special attacks: suffocation. Special defenses: immune to fire; lightning causes it to grow; cold does ½ or no damage.
2. **1 assassin vine** (see new monsters): SZ S (effective); AL N; AC 8 (main plant), 4 (tendrils); HD 8 (main plant); HP 53 (main plant), 5 (tendrils); #AT 24; Dmg special. Special attacks: drag; strangulation; digestion.

Treasure:
Archontean signet ring (150 gp in materials, 3,000 gp to certain modern Archonteans); **rod of imperium** (a **rod of lordly might**); a 2-lb lump of **arcanum** (see new magic items); platinum coronet (1,500 gp); an iron key to area SL8-1; three silver ankh-keys (see Arden Vul items); five rubies (500 gp each); **short-sword +2**, named Jellicose (INT 13; low empathy, True Neutral, see invisible 10' radius; ego 3).

AV-30: Bridge of Doubt

This stone bridge leads directly from the central isle to the eastern shore, debouching in front of the remains of a colossal statue of Arden the Defender. The bridge and statue are magically linked, but until the statue is restored the enchantments cannot be activated.

Statue of Arden: The statue depicted a standing Arden dressed in legionary armor and leaning on her famous spear. Sadly, all that is left of the statue at present is the pediment and two enormous marble feet and ankles; everything else has been broken and scattered. Restoring the statue is possible, albeit difficult.

Pieces of the statue may be found in the following locations: head (adorning the entrance to AV-22); torso (in the water at AV-32); right arm and hand (AV-13); left arm (AV-16); left hand (AV-7); right leg (AV-18); left leg (1-1)

Arden's Gift of Strength: The bridge is enchanted so as to allow those who pay proper respect to Arden to receive enhanced endurance or strength. Should the colossus somehow be restored (a sculptor of great talent will be needed once the pieces are found), the incantation below must be sung in Mithric from the bridge for an entire day without ceasing. If this is accomplished, Arden grants a permanent bonus of +1 to STR or to CON. If a postulant is interrupted or fails to complete the day of singing, he/she becomes susceptible to fear for 1-6 months (-2 to saves versus fear effects or spells). A person may only attempt to gain Arden's blessing once in a lifetime (i.e., if he/she fails, it's tough luck).

Song of Arden:

Fear is the destroyer, it bites in the heart.
Fear brings me low, makes me writhe in the dirt.
Strength counters fear, pushes it deep in its hole.
Strength is my strength, let it fill all my soul.

The Song of Arden is no longer commonly known, and must be discovered through magical means, through the use of a sage, or through lucky searching of the city ruins (see tables above).

GM Note: strangely enough, the bridge took its name from the emotion (doubt, or fear) that Arden's gifts opposed.

AV-31: Bridge of Wisdom

This stone bridge leads from the central isle to the western precincts of the city. Like the Bridge of Doubt, this bridge is magically linked to the nearby statue of Vul the Sorcerer (AV-42). Should that statue be restored by a talented sculptor, it would be possible to perform the 'Ritual of Enhancement' from the bridge.

The Ritual of Enhancement: Once the colossal statue of Vul is restored, this ritual (known colloquially in antiquity as 'Vul's Insight') can again be performed. The celebrant must stand on the bridge, recite the proper incantation in Mithric (see below) and then (still on the bridge) spend a full three days in contemplation of Vul, all the while reciting the incantation every quarter hour. If completed, this process (known in the past as 'The Ritual of Enhancement' or, more colloquially, as 'Vul's Insight') will confer a permanent increase of +1 to either INT or WIS. If the postulant gives up after reciting the incantation but before the three days have passed, he or she will be struck with a **confusion** spell lasting 1-6 days. A postulant may only attempt to receive Vul's Insight once in his/her life.

The incantation, which must be discovered through a sage or the lucky discovery of an inscription, goes as follows, and must be recited in Mithric:

Empty the mind, open the heart, fill the soul.
Empty the soul, open the mind, fill the heart.
Empty the heart, open the soul, fill the mind.

GM Note: The bridge drew its name from its association with Vul, that paragon of scholarly wisdom.

AV-32: Docks and Lagoon

This lagoon was the site of the main docking facility for Arden Vul. It was also the starting point for a tow-way along the east side of the river by which boats could be towed upstream until they could sail on their own steam. The docks are cement structures that extend into the lagoon; they are pitted, bowed, and at least one is ripe for collapse due to erosion of its foundation.

Resting on the river bottom amid the docks is the marble torso of the colossal statue of Arden (see AV-30).

In addition, the grand archonal barge (used on the Tranquil Lake for ceremonial occasions) sank between two of the docks a millennium ago and has mostly rotted away. Some parts of it, which had been preserved by magic, remain quasi-intact, including a changing room in which are two airtight stone chests. An ambitious GM could decide that more of the barge is intact, and could flesh out a map of it according to its full original dimensions (25' wide x 75' long). The barge is the home of an electric eel, which is cautious but attacks if diving or salvage operations commence.



Inhabitants:
1. **1 electric eel**: SZ M; AL N; AC 9; MV 720' swimming; HD 2; HP 14; #AT 1; Dmg 1-3. Special attacks: jolt.

Treasure:
Chest 1: 2 **potions of water breathing**; a **potion of watery form** (see new magic items); 4 sets of silk ceremonial clothing (2 Set and 2 Thoth).
Chest 2: 10,000 small ancient copper bits (see Arden Vul items), and a sealed scroll case with **Cleophalus's look-away spell** and **Dameon's shadow spell book** (see new spells for both).

AV-33: Footbridge
A narrow (5'-wide) iron bridge spans the opening from the lagoon to the lake here. It is pitted with age, but still sound.

AV-34: Hidden Doors to the Chamber of the Beacon (SL14-1)
Buried beneath several layers of rubble are a set of steel doors set flat into the pavement of an old imperial plaza. If the doors can be opened, they reveal a 15'-wide granite staircase leading into the earth. The stairs descend 40' to a second set of bronze double-doors that open into the Chamber of the Beacon (Sub-Level 14). The horizontal steel doors can only be opened by manipulating the three obelisks (AV-5, AV-41, and AV-28); once accomplished, the doors fold inward amid a shower of rubble to reveal the stairs at SL14-1. The steel doors are invisible unless the rubble is cleared from this area.

AV-35: The Tranquil Lake
The Archonteans dammed the Swift River to form what they called Tranquil Lake. Because the spillway is no longer monitored, the lake has grown substantially in size, blending seamlessly into a swamp (AV-38) on its west and south sides. Currently the lake is cloudy with silt and dotted with lily pads and reeds. The true, original lake, is 50' deep in places, while the encroachments to the west are often 10' deep or less. A number of large crocodiles make their home in the lake. A sunken pleasure barge (marked B on the map) is home to an enormous snapping turtle. Inside the pleasure barge (30' below the surface) are two rotted treasure chests, one containing coins, and the other an assortment of imperial medallions, insignia, and keys.

Inhabitants:
1. **1 giant snapping turtle**: SZ L; AL N; AC 5 (0); MV 30', 20' swimming; HD 10; HP 71; #AT 1; Dmg 6-24. Special attacks: surprise on 1-4.
2. **15 crocodiles**: SZ L; AL N; AC 5; MV 60', 120' swimming; HD 3; HP 24, 22, 22, 20, 19(x3), 18(x3), 17(x3), 16, 15; #AT 2; Dmg 2-8/1-12. Special attacks: surprise on 1-3.

Treasure:
Chest of coins: 4,000 ancient silver pennies and 1,250 ancient gold solidi (see Arden Vul items).
Chest of goods: 5 golden medallions, worth 45 gp each (but more to a collector; potential adventure seeds); three silver ankh-keys (see Arden Vul items); a gold key to the Obsidian Gates (5-6D); 1-4 more keys (GM's choice); a magical broadsword, named **Trollsbane** (see new magic items); and a **wand of paralyzation** (47 charges).

AV-35A: Dam and Spillway
The early settlers in Arden Vul dammed the Swift River in order to make the Tranquil Lake. The dam is made of stone blocks fused together by magic. It possesses an adamantine spillway control system that can be raised or lowered so as to let more or less water out of the lake. The control system is accessed by a locked (and stuck) door on the east side of the dam; this door leads to a 10'x10' room containing 2 great adamantine wheels. The left wheel spins easily on its shaft, a sign that it has ceased to work. The right wheel, however, is still operative, and could be used to raise or lower the water-flow mechanism on top of the dam. The wheel is stuck due to inactivity and will only move with a successful open doors check.

Raising and Lowering the Water Level: the right wheel can be turned as follows: counter-clockwise raises the water-flow mechanism; while clockwise lowers the water-flow mechanism. The mechanism's gears contain 10 'stops' running from stop 1 (fully raised) to stop 10 (fully lowered). Anyone turning the wheel will feel it immediately as the wheel 'clicks' into a new stop, and he/she will hear some grinding of gears and, potentially, more or less sound from the waterfall.

At the moment the wheel is set at stop 4; this means that there are only 3 more stops available for raising the water-flow mechanism, but six available stops for lowering it. For each stop by which the mechanism is raised, the water level of the lake will increase over 1-3 days by 4", and the extent of the swamp will increase by 25'. For each stop by which the water-flow mechanism is lowered, the water level of the lake will drop in 1-3 days by 4" and the swamp will retreat by 25'.

Fully raising the mechanism will still allow some water to escape through the spillway, although the volume of water in the waterfall will visibly diminish; doing so will also bring the swamp directly to the entrance to Craastonistorex's tower, a fact which the dragon will not appreciate. Fully lowering the mechanism, on the other hand, will greatly increase the volume and violence of the waterfall, will improve the visibility of the lake-water (allowing a glimpse of the sunken pleasure barge - see AV-35), and will mostly drain the swamp (permitting access to AV-39, among other things). Draining the swamp will also incur the dragon's wrath.

AV-36: Corroded Southern Bridges
The two iron bridges that span the river here have been corroded by time and moisture. They are obviously unsafe.

AV-37: Partly Intact Structures
This key number indicates several different structures on the map; each represents one of the best-preserved remaining structures. Although none has a special encounter attached to it, the chance for something special doubles when exploring one of these ruins (2 in 10 chance per hour). A maximum of 2 'specials' can be pulled from each location. Each structure is different; should the GM wish it, each could be mapped.

AV-38: Swamp
The southwest quadrant of the city became a swamp when the

Archontean spillway system fell into desuetude. The area echoes with a range of sounds, from the shrill piping of the peepers to the deep and intimidating roar of the giant frogs.

The area is under about 2' of sludgy dirty water, which makes movement slow and offers the opportunity for slipping into holes in the pavement. For every turn of movement, there is a 1 in 6 chance for a lead PC to slip and become drenched. There is also a 1 in 6 chance per hour of attracting the attention of 4-6 fearless and always-hungry giant frogs.

Aside from these threats (and the presence of the wyrm in AV-40), the area is slightly less dilapidated than the other areas of the city. For those who stop to explore the occasional shell of a building or push a foot or pole into a ruined foundation, the chance of an interesting encounter rises by 1.

Affecting or Draining the Swamp: It is possible for PCs to alter the level of water in the swamp by one of two ways. The first is by manipulating the spillway mechanism (see AV-35A); this could reduce the radius of the swamp by 100 feet, and the height of the standing water to no more than a few inches in low-lying areas. The second is by locating the door at AV-39 and opening it; this will drain the southern portion of the swamp and will affect portions of Level 4 (see details at AV-39).

Inhabitants:

1. **24 giant frogs**, appearing in groups of 4-6: SZ M; AL N; AC 7; MV 30', 90' swimming, 100' jumping; HD 2; HP 16, 15, 13, 12, 11, 9; #AT 1; Dmg 2-8. Special attacks: surprise on 1-4; tongue strikes at +4 to hit; swallow on natural 20.

AV-39: Soggy Stairs, with Access to Level 4-122A

The swamp has swallowed the ruins of a large former imperial administrative building. A water-filled cellar (4' deep) hides a stairwell that leads down 20' to locked iron door. If the level of the swamp decreases (by manipulating the spillway at AV-35A), the stairwell will become visible to searchers. Although the stairwell will still be filled with water, it might be possible for an enterprising PC to swim down the stairwell, pick the lock, and open the door. The door leads to a sub-basement, with a further staircase descending about 650' to Level 4 (4-122A) of the dungeons. It is difficult to spot the stairwell so long as the swamp remains at its present level.

Effects of Opening the Door: anyone foolish enough to open the door without first draining the swamp will be swept away, as the force of approximately 110,000 cubic feet of murky swamp water rushes towards Level 4. Anyone in the stairwell will take 20d6 damage and must save vs. poison with a -2 penalty or drown. The effects of this drainage are as follows:

1. **The Swamp**: the southern half of the swamp (approximately 22 squares) will drain almost completely (although pockets of water in basements will remain).
2. **Area 4-121 (the chasm of Set)**: half of the released swamp water (55,000 cubic feet) will rush into this chasm, raising the water level in the chasm by 55' such that the bridge (4-120A) is only 30' above the new level.
3. **Path of the Water to the South on Level 4**: the other half of the swamp water will rush south, passing through 4-122, 4-170, 4-172, 4-178, 4-189 and 4-190 before pouring messily out of the cliff onto the valley below. Anyone standing in the route of the water will be swept away to his/her demise.
4. **Area 4-170**: the portable statues of Set will be swept away and destroyed. They will be replaced in 1-4 months
5. **Area 4-172**: all the sand on the floor of the cavern will be swept away, and the colossal heads will be shifted such that they partially block the passage towards 4-178. The passage will be blocked for 4-7 days until the Set cult can lever the heads out of the way.
6. **Area 4-178**: the dungeoneering equipment on top of the boulder will be swept away.
7. **Area 4-189**: the impaled, animated skeletons will be swept away and destroyed. These will not be replaced.
8. **Area 4-90**: the Set cult's pulley and basket apparatus will be swept away and lost. It will take the cult 3-7 weeks to re-establish an effective entry system.

AV-40: Tower of the Wyrm

The apex predator of the ruins, a huge adult green dragon named Craastonistorex, makes his lair in this tower. This wily and intelligent wyrm has accumulated the beginnings of a fair hoard by pillaging what he can find and stealing what he can take. His tower is slightly larger than normal, about 40' in diameter, and is in pretty good shape. Craastonistorex inhabits the ground and first floor, and has cowed two wyverns that he allows to dwell on the top floor. The wyrm's treasure is in the cellar, which is accessible via a hole in the floor.

Craastonistorex is canny and inquisitive, and uses his fear aura to elicit information from sentient creatures in the area. He will learn of the arrival of the PCs within 2 days, and will watch the characters for another couple of days before introducing himself. The wyrm chooses an advantageous time and place (e.g., when a wounded party is exiting the halls) at which to make a dramatic appearance; Craastonistorex speaks politely but firmly, and likely pursues one of the following strategies: 1) he might, if the PCs are powerful, simply warn them not to interfere in his hunting; 2) he might magnanimously allow them to carry away whatever spoils they can find in the dungeons, but might (50%) demand a tithe from those proceeds; 3) he might attempt to bully the PCs into serving him, perhaps by eliminating a rival or by locating a particular object. The GM should make sure that the PCs recognize the danger represented by Craastonistorex and the advisability of negotiating with him (at least for the short term). A wise GM will also have the dragon make occasional reappearances so as to keep the PCs on their toes.

Relations with other inhabitants of the ruins:

1. **Tuftwillig**: The wyrm is unaware of Tuftwillig's existence, although Craastonistorex is aware of a 'force of nature' in the area. If he became aware of the ancient tree, he would plot Tuftwillig's demise.
2. **Kronos Kettle-Belly and Estelle** (AV-22): These entrepreneurs knows of the wyrm, and act with respect towards him. Indeed, their men provide a weekly offering of game to the dragon. Unbeknownst to Kronos, Estelle has also been providing curative and information services in lieu of a monetary tribute. Each month there is a 10% cumulative chance, however, that Craastonistorex begins to demand the more traditional tribute.

3. **Galeth**, **Master of the Long House** (AV-43): Craastonistorex is a bit intimidated by Galeth's evil and age, and avoids him. In the right circumstances, the wyrm might trade information about Galeth in return for valuables.
4. **The Cult of Set**: Stephania the high priestess (see 4-51) pays a tribute of 100 sp per month to ensure that her minions remain unmolested. As Craastonistorex grows older, he will wish to change the terms of this bargain in his favor; a clever party might be able to use this fact to drive a wedge between the two.
5. **Deino and the Beastmen**. Craastonistorex has only heard of Deino, since she does not leave her domain (3-158). Deino has recently begun to refuse to pay tribute, and so Craastonistorex has begun to hunt the beastmen when he can find them.
6. **Lizardmen**: The lizardmen rarely venture to the top of the cliff, and always offer small, but symbolic, gifts to the wyrm. Craastonistorex mostly ignores them.
7. **Cavemen (EX-5):** The cavemen are terrified of the wyrm but, as they have little treasure, Craastonistorex mostly ignores them. If pressed he will confess that they taste 'a little off.'
8. **Knights of the Azure Shield (see AK-1)**: As Craastonistorex perceives the knights to be his greatest threat, he might attempt to persuade PCs of the knights' 'untrustworthiness' and of the danger they pose 'to equilibrium in the valley'. In certain circumstances, he might even ally with like-minded parties to oppose the knights (although he prefers to let the PCs do the hard work against them). Those parties that are publicly allied with the knights, however, find Craastonistorex to be a permanent and implacable foe.

Inhabitants:
1. **2 wyverns**: SZ L; AL N(E); AC 3; MV 60', 240' flying (Class E); HD 7+7; HP 55, 51; #AT 2; Dmg 2-16/2-16. Special attacks: poison sting.
2. **Craastonistorex**, **huge very old green dragon**: SZ L; AL LE; AC 2; MV 90', 240' flying; HD 9; HP 63; #AT 3; Dmg 1-6/1-6/2-20. Continual abilities: infravision; detect hidden or invisible (70'); talking (Archontean, Elvish, Thorcin). Special attacks: breath weapon (gas); fear aura (+1 to saves). Special defenses: saves as a 15 HD monster. Spells: identify, protection from good, read magic, shield; darkness 15' radius, ESP, invisibility.

Treasure:
The head from the huge statue of Vul (AV-42); 101 ancient octagonal platinum coins (see Arden Vul items), 457 ancient silver pennies (see Arden Vul items), 330 ancient gold solidi (see Arden Vul items), 7,679 cp, 6,492 sp, 5,647 gp, 453 pp; 40 pieces of jewelry worth 100-600 gp each; a gold key to the Obsidian Gates (5-6D); a copy of the *Deeds of Marius Tricotor* by Lucius Cornelius scriptor (see Arden Vul books); a copy of Yeng of Narsileon's *Great Villains of Archontos, part V: Priscus the Traitor* (see Arden Vul books); eight potions, of **sweet water**, **gaseous form**, **extra healing**, **philter of love**, **growth**, **treasure finding**, **molasses**, and **deafening light** (see new magic items for the last two); a **ring of spell storing**; a **javelin +1**, **+2 versus dragons**; a suit of cursed **armor of arrow attraction** (banded mail; see new magic items); a **beaker of plentiful potions**; an **Alexia's useful pole** (see new magic items); a **staff of the frog** (see new magic items); and six **scrolls** (**fireball**, **protection from magic**, **ice storm**, **tongues**, **protection from demons**, and **feline senses** [see new spells]).

AV-41: Obelisk of the Stars
This intact obelisk currently rests in the midst of the swamp. It is identical to the first (AV-5), save that after 8' of the usual figural art, the obelisk is decorated with carvings of stars, both shooting stars and clusters of constellations. It is one of the three obelisks that must be manipulated in order to open the chamber of the Beacon (see AV-34).

AV-42: Headless Colossus
This colossal statue of a seated, robed figure (Vul) is missing its head. The enormous block of stone is about 20' square and 30' tall. The missing head of the statue currently adorns the treasure hoard of the dragon Craastonistorex (AV-40). The statue's two hands are also missing; they may be found in area AV-43. If the missing pieces are found, the colossus could be fully restored through the talents of a master sculptor. Once the statue has been restored, the enchantments of the Bridge of Wisdom may once again be activated, provided that the correct rituals are conducted on the bridge (see AV-31).

AV-43: Long House
This low bungalow is one of the best-preserved structures in all of the ruins. It was the home of a powerful necromancer (Archemeson), who somehow managed to erect better magical defenses than most of his counterparts in the city. As a result, the Long House may appear to explorers as a miraculous survival, and thus as potentially worthy of investigation (or as a refuge). That would be a grave error, however, as the Long House is the residence of a powerful enhanced wight and its servants (ghouls). This wight was originally an adventurer named Galeth Ironhands who entered the Long House many centuries ago only to encounter the angry shade of Archemeson. That spirit slew and possessed Galeth, imbuing him in the process with greater intelligence and self-awareness. As a result Galeth keeps a sort of perverse court, mimicking in undeath the life that Archemeson used to lead.

The Long House is about 60' long and 25' wide; the front door opens to a small antechamber, with double doors leading to a main central hall. Several smaller rooms surround the hall. The wight sits in a great chair in the hall, surrounded by his hungry ghouls. Although structurally sound, the hall (and other rooms) is devoid of actual creature comforts and, in fact, reeks of the charnel house (a kind GM will give the PCs a chance to detect this smell from the antechamber). As a feature of the enchantments that have preserved the house, Galeth is bound to it (i.e. he cannot leave); his ghouls, however, range into the surrounding ruins at night to secure flesh. Galeth is always delighted to receive visitors, with whom he will banter briefly in a low cracked voice before turning his ghouls loose on them. The floor of the Hall is littered with bones and a jumble of broken equipment and treasure. One of the side rooms also features a small hoard of valuables.

Inhabitants:
1. **Galeth**, **enhanced wight**: SZ M; AL CE; AC 4; MV 120'; HD 6+3; HP 47; #AT 2; Dmg 1-6/1-6. Special attacks: level drain. Special defenses: silver or magic needed to hit; spell immunities; turned as a wraith, but cannot be destroyed.
2. **18 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 16, 15, 14(x3), 13(x4), 12(x3), 11(x3), 10, 9, 8; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:
5,000 cp; 3,000 sp; 4 gems (130 gp, 700 gp, 80 gp; 450 gp); twelve **arrows +2**; **long sword +1 Magebane** (see new magic items); a **feather token** (fan); a **scroll** with four magic user spells (**identify**, **levitate**, **tiny hut**, and **hold portal**), and both hands from the colossus of Vul (see AV-42).

AV-44: Westgate, with Access to SL15-9

Set cultists have recently fortified one of the towers. They do not take aggressive action, preferring to watch and report, but will defend themselves if discovered. The door to the gatehouse is obviously newly repaired and oiled; it is also locked. Insistent efforts to access the tower will be met with boiling water (2-12 damage plus a 5' splash of 1-6 damage) from above and a well-armed response from within.

Secret Trap-Door (bottom floor): The cultists have not yet discovered a secret trap door set into the floor of the lowest level of the southwestern gatehouse tower. The trap door is difficult to find (1 in 8) and opens only with a successful open doors roll. The trap door leads to a sub-basement mapped as area SL15-9.

GM Note: High priestess Stephania's goals in occupying this tower are twofold: 1) it provides a convenient resting place for cultists on their way to or from the Forum, particularly those traveling through the mountains to the north and west of the city; 2) it allows her a vantage point from which to collect intelligence on the comings and goings of the beastmen, Kronos Kettle-Belly (AV-22), Craastonistorex (AV-40), and potentially hostile adventurers. Although it has been impossible for the cult to hide the fact that the tower is occupied, its occupants make an effort to hide their identity; they do not wear their cultic robes when moving through the ruins, and, if accosted by others, pose as scholars looking for lost historical items (especially statuary and pottery sherds). Kronos is aware of their identity, though. So too is Craastonistorex, since he has tortured and eaten several of them.

Inhabitants:
1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. One has a **potion of ESP**.
2. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.
3. **6-9 Set cultists**: (see new monsters) SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.

Treasure:
Each cultist carries 4-24 sp and 20-40 gp. The outpost has two unlocked chests, with a bit more treasure.
Chest #1: 9,783 sp and 3,411 gp.
Chest #2: 6 picture-vases worth 100-600 gp each; a bronze plaque showing a heavy legionary (45 gp); a prayer rug showing a Set animal (50 gp); a platinum goblet (125 gp); and an ornate silver necklace studded with four lumps of un-shaped gold (750 gp).

AV-45: Ruined Gladiator School, with Access to SL15-10

A short distance from the western wall of the city are found the grounds of an ancient gladiatorial school. The main portion of the school is a 100'x30' pit sunken 15' into the earth. The pit is now filled with trees, shrubs, and a stagnant pond, but once was the site of training for chariot teams and gladiators. Trackers and druids will notice the spoor of large predators among the flora (the subterranean lizards – see SL15-10).

To the east of the training pit is the residential wing. Formerly a grand, Archontean-style villa, the building has almost entirely collapsed. It is possible to poke through the storerooms, kitchens, and residence of the owner and her family without finding anything of value. A broad staircase leading down to the cells of the gladiators is found between the edge of the training pit and the ruined villa. The cell level is structurally intact, and features thirty-five 8'x8' cells, plus a common area and some storerooms. The common area smells foully of animals, and is covered with the bones of small- and medium-sized prey. It is the lair of a pack of five subterranean lizards. Three of the beasts are present at any one time. A hole in the floor of the common area leads to the network of tunnels that comprises Sub-Level 15 (see SL15-10).

Inhabitants:
1. **5 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 43, 41, 39, 35; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

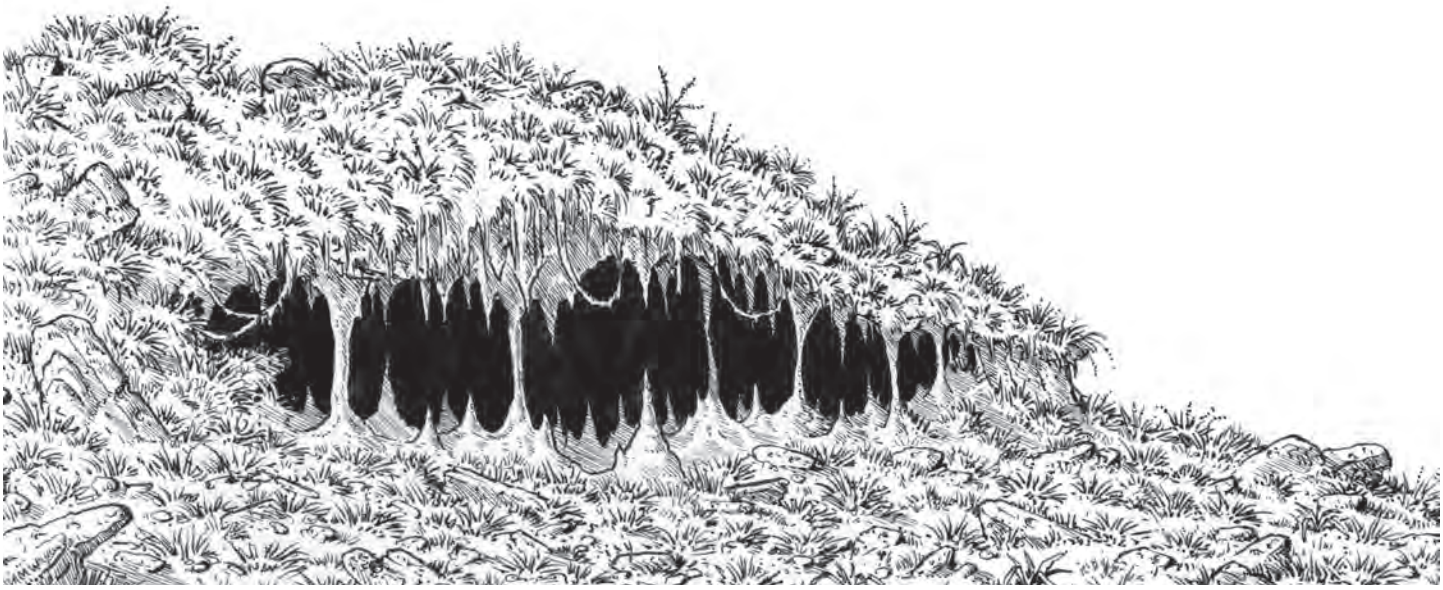
Treasure:
6,161 gp; a gold collar set with garnets (6,000 gp); a platinum necklace with depending emeralds (9,000 gp); a pair of matching platinum and emerald earrings (4,000 gp); and a silver brooch set with topaz (5,000 gp). **Note**: this information is repeated from SL15-10.

AV-46: Cave in the Woods, Leading to Sub-Level SL15-21

About a half mile northwest of the city walls, safely within the old forest that has begun to advance towards the ruins, lies a dank cave. The cave is the home of a cave bear, but, perhaps more significantly, it also conceals yet another entrance to the Halls of Arden Vul (see SL15-21).

The cave is set into a low hill in a clearing in the forest, and its opening is shrouded by vines during summer. The smell of a large carnivore lingers at the cave mouth. Inside is a carpet of crunched and mangled bones.

A narrow passage at the back of the cave leads to Sub-Level 15, a set of tunnels that wend their way under the ruined city before finally ending at 2-33. The druid Gerrilad the Grey (2-35 and 2-69) uses these tunnels to exit Level 2 in search of mistletoe and holly. Gerrilad has become fast friends with the cave bear.



Inhabitants:
1. **1 cave bear**: SZ L; AL N; AC 6; MV 120'; HD 6+6; HP 52; #AT 3; Dmg 1-8/1-8/1-12. Special attacks: hug.

AV-47: Ruined Suburban Villa of Kel Bormol

The ruins of a once-fine, late Archontean-era villa lie here, overgrown with trees and shrubs. Designed in the usual style, with living quarters surrounding an atrium and a peristyle, the walls and ceilings have all collapsed, rendering the place completely uninhabitable. In addition, the villa was thoroughly looted in the years after the Archontean collapse, so no mundane items of value can be found here.

Still, as Kel Bormol (see SL3-2A) was an archmage of considerable skill and foresight, he prepared a sub-basement of the villa as a refuge from the political turmoil that led to the destruction of Arden Vul. The sub-basement is accessed via a stone trap door in the tablinum (study); to access the study takes 6 hours of digging and shifting of rubble.

The trap door in the tablinum is locked (only Kel Bormol has the key). In addition, a unique **symbol**, devised by Kel Bormol himself, has been cast seventeen times on the trap door: it is a **symbol of forgetting**, which causes those who fail to save versus spells (with a -2 penalty) to turn away from their present task and adopt some new course of action. The symbol is designed to prevent intruders from entering the sub-basement.

The sub-basement is 15' square, and well-appointed with dusty, but fine, late Archontean furnishings. The chamber holds two red leather settees, an oak writing desk, a cabinet for scrolls and books, a wooden box filled with coins, and a stuffed elephant's foot used to hold walking sticks and a couple of wands.

A pair of invisible stalkers wait patiently in the sub-basement, tasked more than a millennium ago to ensure that no one but Kel Bormol enters the chamber. Although their long servitude has rendered them insane, Kel Bormol's binding still holds. They do not pursue outside the sanctum.

Should Kel Bormol be freed, he will eventually visit this refuge to collect his items. If he has been driven from SL3, he will use this refuge and the one at 8-133 as locations from which to rebuild his strength before undertaking revenge against those who expelled him from his rightful place.

Inhabitants:
1. **2 invisible stalkers**: SZ L; AL N; AC 3; MV 120'; HD 8; HP 59, 50; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility.

Treasure:
Wooden box: 1,250 ancient silver pennies (see Arden Vul items)
Elephant's foot container (25 gp): a **wand of illusion** (37 charges), and a **wand of lightning** (23 charges).
Cabinet: a **scroll with dig and move earth**; a **scroll with teleport without error;** and copies of Kel Bormol's eleven spell books.

Kel Bormol's Spell Books (in eleven large volumes): **All 1st-level spells** plus **Basil's torch treatment**, **Cleophalus's look-away spell**, and **friend of the Hekate** (see new spells for all three); **all 2nd-level spells** plus the **Bracteros effect**, **locate place**, **Pol's endless sneezes**, **pummeling fists of Arak-Zhorr**, and **wizard's cache** (see new spells for all five); **all 3rd-level spells** plus **garrulous mouth** (see new spells); all **4th-level spells** plus **Dameon's shadow spell book** (see new spells); all **5th-level spells** plus **harnessing the chaos**, **the hekate's bonds**, and **Pol's improved eye** (see new spells for all three); **anti-magic shell**, **curse item** (see new spells), **death spell**, **disintegrate**, **enchant an item**, **extension III**, **forceful hand**, **geas**, **globe of invulnerability**, **invisible stalker**, **legend lore**, **monster summoning IV**, **project image**, **reincarnation**, **repulsion**, **stone to flesh**, **transformation**; **cacodemon**, **delayed blast fireball**, **duo-dimension**, **grasping hand**, **limited wish**, **mass invisibility**, **monster summoning V**, **Pol's recall** (see new spells), **power word stun**, **vanish**, **warding chain of glyphs** (see new spells); **clenched fist**, **incendiary cloud**, **irresistible dance**, **mass charm**, **mind blank**, **mindshift** (see new spells), **monster summoning VI**, **permanency**, **polymorph object**, **power word blind**, **spell immunity**, **symbol**; **astral spell**, **crushing hand**, **gate**, **meteor swarm**, **power word kill**, **prismatic sphere**, **time stop**.



THE PYRAMID OF THOTH (UP) (AKA AV-15)

The pyramid of Thoth is 90' square, and rises 45' above the floor of the city. At the summit is a 30'-square platform, on top of which is a stone canopy supported by marble pillars. Underneath the canopy is the cult statue of Thoth, here depicted as a 20'-tall ibis-headed person in classic Egyptian pose. The interior of the pyramid is keyed with the designation UP (Under the Pyramid).

Access and Egress

To Level 2: teleporter at UP-11, leading to 2-35
To Level 3: stairs at UP-5, leading down to 3-1
To Level 3: teleporter at UP-11, leading to 3-123
To Level 3: teleporter at UP-11, leading to 3-175
To Level 5: teleporter at UP-11, leading to 5-2
To Sub-Level 7: teleporter at UP-11, leading to SL7-8
To the home plane of the vorantes demons in the Abyss: gate at UP-11

Key to Pyramid

Pyramid Steps

Marble steps rise on each side of the pyramid to a central platform. The 120 steps rise at a 22.5-degree angle and are worn in the center from traffic (particularly on the eastern side). Several of the steps are cracked, but as the marble slabs rest on granite, there is little chance of danger from the decrepitude.

Attentive climbers will notice that an image has been carved into the exact center of each riser. Four images alternate, such that there are thirty exemplars of each image. The images are these:

1. Ibis-headed Thoth pointing both arms at a robed human descending a staircase. **GM Note**: this image depicts the safer way to manipulate the Statue of Thoth the Guardian (q.v.) and thereby open a path to the Halls of Arden Vul. By rotating the statue's hands so that they both point straight out, one opens the staircase to UP-2, which is far safer than the set of stairs leading to UP-6.
2. Ibis-headed Thoth pointing his left arm at a bowing human, who is presenting the god with a plate of scrolls and coins. **GM Note**: a clue to the manipulation of the statues of Thoth at 3-2, and 3-15, 3-40; rotating the left hands of all three statues to this position opens the door to the secret treasury at 3-23 and 3-24.
3. Ibis-headed Thoth spewing forth a long scroll inscribed with (abstract) writing into the hands of grateful humans. **GM Note**: a reminder that Thoth is the source of wisdom.
4. A baboon squatting with an open book on its thighs, holding a pen in its paw, and gazing at a group of humans; a feather appears between the baboon and the people. **GM Note**: an image of Thoth as recorder of the Book of the Dead; the feather is the feather of Maat, or justice.

Pyramid Platform

The 30'-square platform is sheathed in white marble. A dark grey granite canopy rises 30' above the platform to accommodate the enormous cult statue of Thoth. Purple porphyry columns support the canopy. Crouching at the foot of each column is a heavily pitted 4'-tall statue of a crouching baboon, with its mouth slightly open as if barking.

Statue of Thoth the Glorious

This 20'-tall statue of Thoth represents the epitome of the sculptor's trade. Carved out of a solid block of porphyry, and topped with a white marble ibis head, the statue is truly awe-inspiring. Two grapefruit-sized lumps of shaped jade serve as eyes. The god's arms rest flat at his side, but may in fact be manipulated.

Should both arms be rotated such that they point straight up towards the sky, a grinding sound will be heard as the cover to UP-1 slides to the east, revealing a staircase descending to the south (UP-6). Should both arms be rotated such that they point out parallel to the floor, the cover will slide to the west, revealing a different staircase leading down and to the north (UP-2). After an hour, the arms will return to the statue's side, and the cover at UP-1 smoothly slides shut.

Any effort to remove the eyes is met with blasts of blue lightning, which emanate from the mouths of the baboon statues that ring the platform. One blast emerges each round from a random baboon, and will inflict 2-12 damage on the desecrator; the effort to remove them will take 4-16 rounds. Should anyone manage to chip the eyes out, two greater guardians of Thoth (see new monsters) teleport to the pyramid and immediately assault the desecrators.

Those offering an invocation to Thoth before (or while) manipulating the arms receive a blessing from Thoth (equivalent to **bless** spell, but lasting 6 turns). In the unlikely case that a thief manages to make off with the jade eyes, they are worth 10,000 gp each but will impart a curse of the GM's choosing on he/she who sells them.

Inhabitants:
1. **2 greater guardians of Thoth** (see new monsters): SZ L; AL LN; AC 0; MV 120'; HD 8; HP 62, 56; #AT 4 or 1; Dmg 1-8/1-8/1-8/1-8 or 1-12; MR 20%. Special attacks: fear, stun. Special defenses: +1 or better weapons to hit; teleport without error 2/day.

UP-1: Cover for Stairs

Directly in front of the statue of Thoth is a 10'x5' section of pavement that is obviously distinct from the rest of the platform. This section slides in two directions, but is only operable by manipulating the arms of the statue of Thoth. Should the arms of the statue both be rotated to pointing straight up, the cover will grind to the east, revealing a steep set of stairs (UP-6) leading southwards and down

into the dark. Should both arms be raised to positions parallel to the floor, the cover will grind to the east, revealing another set of stairs (UP-2) leading north into the darkness. After an hour, the arms of Thoth will return to rest, and the cover will slide shut.

UP-2: Stairs

Composed of rough granite blocks, these stairs have seen heavy use. They descend steeply to the north and end up at UP-3. The ceiling of the stairwell was originally plastered and decorated, but today only tiny shreds of plaster remain.

At the head of the stairs, just under UP-1, is an iron handle that will allow the cover to be slid aside to allow egress from the dungeon below.

UP-3: Upper Landing

This tiny room only exists to allow the stairs to change their direction. There is nothing in this room, which only boasts about 25-square feet of floor space. All ornamentation has been stripped from the walls.

Graffiti of many vintages and natures covers the walls.

D20	Graffiti	GM Notes
1-5	A name: e.g., Gil, Aethelwulf, Hoss, Flet, Jilken, Tom the Mighty, Rache, Dalton, Roger the Rapier, etc. Language: most are Archontean or Thorcin, but the GM might decide some are in Wiskin, Elvish, or another language	The GM could or should add names to this list that reflect figures from his/her own campaign. In the samples, Dalton and Roger the Rapier are both leaders of rival NPC adventuring groups.
6	Gregor was brave, but the dust took him. Language: Archontean	A cryptic reference to the dust monster in 3-35.
7	I hate halflings! (written 7' up the wall). Language: Thorcin	A reference to the band of halfling thugs who dominate parts of Level 3 (3-2 to 3-6).
8	Dear Joten: 'ware the Fungal Forest and the crazy priest who rules it. Meet me Tuesday at the Broken Head. [signed] Utrip. Language: Wiskin	Refers to the Great Cavern (3-163 and 3-172) and to Trocadero of Newmarket, the insane magic user who occupies the Great Stone Seat (3-176)
9	I told Robin not to touch the eyes. Now his picks are mine. Language: Archontean	A warning about the perils of fooling around with the eyes of statues of Thoth at AV-15, 3-2, and 3-40.
10-11	Plumthorn Rules these Halls! Obey Him! Language: Archontean	Written 4' from the ground. A reference to the leader of the halflings who inhabit 3-2 to 3-6.
12	The Darlings were here! Hide your loved ones! Language: Archontean	A reference to Dalton's Darlings, one of the suggested rival NPC adventuring parties (see NPC appendix)
13	Hugo – I've found the Obsidian Gates. Gog helped me. Language: Archontean	References to the iconic Obsidian Gates (5-6D) and to Gog (5-2).
14	Set is waiting and watching. Language: Archontean	An unspecific reference to the renewed activity of the Set Cult (see, inter alia, 3-90 and areas 4-1 to 4-61).
15	A faint and primitive sketch of a biped with huge thighs and an amphibian head	An image of a heqeti hopper (see new monsters)
16	The chasm extends deeper than we thought. I've gone to get more rope. Wait here. Language: Thorcin	A reference to the Great Chasm (e.g., 3-38) that extends between Level 2 and Level 9.
17	Watch your back near the Well of Light, Niko. Those damned monkeys got Freb. Language: Archontean	A reference to the baboons that dominate much of Level 2.
18	The goblins hate the beastmen more than we do. Language: Archontean	A potentially exploitable clue about the hatred existing between the goblins (Level 5 and Sub-Level 4) and the beastmen (areas 3-138 to 3-163)
19	A pornographic sketch	Self-evident.
20	KK is watching us all the time! Don't trust the dragonflies. Language: Thorcin.	A reference to Kerbog Khan (see Sub-Level 12) and one of his many types of automatons.

UP-3A: Second Stair

The stair from UP-3 is less steep, but equally worn (i.e., wear-marks in each step). Plaster shreds hang from the walls and ceiling. Little graffiti is found here.

UP-4: Preparation Room

This large chamber (20' square, 10' tall) is brightly lit, thanks to countless **continual light** spells cast by adventurers on the ceiling. Whatever plaster once covered the walls has long disappeared; the walls are bare stone, and are covered with graffiti (use table from UP-3 or improvise). To the left of the stairwell is a circle made of bits of stone that has been used as a fire pit; scorched charcoal and bones are found inside it.

Inhabitants:
There is a 3 in 8 chance of an encounter here. If one is indicated, it will be as follows:

D6	Encounter
1	A pack of 1-6 rats (normal); 50% likely to flee
2	3-6 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #At 1; Dmg 1-3. Special attacks: 5% chance of disease
3	Treasure map, roll d4: 1=fake, 2=fragmentary, 3=treasure is already gone, 4=usable
4	A halfling exploration party: 1. Roskelly Winterleaf, 5th-level halfling thief: SZ S; AL CE; AC 5; MV 90'; HD 5, HP 22; #AT 1; Dmg 2-7 (short sword) or 2-5 (dagger). Abilities: STR 16, INT 9, WIS 10, DEX 17, CON 10, CHA 15. Thief skills: PP 60%, OL 62%, F/RT 50%, MS 52%, HS 57%, HN 25%, CW 77%, RL 30%. Special attacks: poison; both weapons are coated "Mortality" poison (see 3-4), which has an onset of 2-8 rounds, and does 20 HP damage, or half if a save is made. Possessions: leather armor; short sword; dagger; **potion of invisibility**. 2. 5 1st-level halfling fighters: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 10, 9, 8, 8, 7; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings; one has a **potion of ventriloquism**.
5	Party of NPC adventurers (select from NPC appendix, use stats for low-level characters). Roll d6. 1-2: just entering the halls; 3-4: leaving halls without casualties and with treasure; 5: leaving after taking casualties, with treasure; 6: leaving after taking casualties, without treasure
6	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows; one has a **potion of delusion**. 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer

UP-5: Stairs to Level 3 [aka Area 3-1]

These stairs descend some 350' into the heart of the complex of Thoth and eventually debouch at Level 3-2. See description of the stairs at Level 3-1.

UP-6: Unworn Stairs (Dangerous Entrance)

These stairs are made of marble blocks, and appear in very good shape. They are considerably less worn than those at UP-2. The plaster here is also gone. Six corpses in various states of decomposition lie along the staircase.

Unlike at UP-1, no convenient iron handle exists to allow the cover to be slid away. This means that once the lid slides shut after an hour, it is impossible to exit the dungeon from this point (short of powerful magic). A kind GM might allow for a deus ex machina rescue; e.g. Lankios the Hermit (1-6), or a beastman patrol, or Kronos Kettle-Belly (AV-22) and his men. A successful lift gates roll (at -5% due to the cramped conditions) might also succeed in forcing the cover open.

Each riser of the 45 steps leading from UP-6 down to UP-7 is incised with an image of a different animal; these include a hippo, crocodile, ibis, baboon, giraffe, etc. Three stairs from the top the animal is a scorpion; next to the scorpion has also been incised, in Mithric, "safety". GM Note: this is a hint about how to escape the trap that governs areas UP-6 to UP-11; it refers to the bust of Selket in UP-11, which is the only (easy) way to escape this area.

Trap (for all areas between UP-6 and UP-11): Once the lid leading to UP-6 has closed (i.e., after 6 turns), a deadly trap begins to activate. Every turn thereafter, one of the corpses that litter the areas between UP-6 and UP-11 lurches into undead activity and begins to move towards the intruders. Each turn after that first hour, the GM should roll 1d10 and consult the following table; the results determine what type of undead awakens and the location where it rises.

D10	Type and Location	GM Notes
1	3 undead rats	SZ S; AL NE; AC 9; MV 90'; HD 1 or 2 HP; HP 2, 2, 1; #AT 1; Dmg 1-3 (bite). Special: turned as skeletons
2	6 undead rats	SZ S; AL NE; AC 9; MV 90'; HD 1 or 2 HP; HP 2(x3), 1(x3); #AT 1; Dmg 1-3 (bite). Special: turned as skeletons
3	1 skeleton	SZ M; AL N; AC 7; MV 120'; HD 1; HP 7; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage
4	2 skeletons	SZ M; AL N; AC 7; MV 120'; HD 1; HP 7, 6; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage
5	1 zombie	SZ M; AL N; AC 8; MV 60'; HD 2; HP 14; #AT 1; Dmg 1-8. Special: always strike last
6	2 zombies	SZ M; AL N; AC 8; MV 60'; HD 2; HP 14, 8; #AT 1; Dmg 1-8. Special: always strike last
7	1 ghoul	SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
8	2 ghouls	SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 12; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
9	Roll d8 twice (reroll 1-2)	The existence of two, potentially different, groups of undead is the product of the demise of a previous adventuring party.
10	Roll d8 three times (reroll 1-2)	The existence of three, potentially different, groups of undead is the product of the demise of a previous adventuring party.

GM Note: Since the priests of Thoth designed this 'dangerous' entrance to punish those who were insufficiently unaware of the mysteries of Thoth, this trap is naturally quite deadly. Some hints as to its nature exist, including the barely worn stairs and the corpses that are found in every area. Still, some groups may well find themselves trapped beneath the pyramid after the cover slides shut; the only hope for such groups, which will face a continuous cycle of undead activity, is to locate UP-11 and employ the teleporter attached to the bust of Selket (q.v.). Hints about the existence of that exit are indicated in several places among areas UP-6 to UP-11.

Treasure:
Among the six corpses are three long swords, a quarter staff, a set of usable **leather armor +1**, a medium shield, and two purses with 37 sp and 24 gp respectively.

UP-7: Upper Landing

Like UP-3, this chamber is tiny and exists merely to redirect the stairs. Its clean marble floor is largely undamaged, although it is littered with plaster fragments. Six sets of mostly skeletal remains lie on the floor, but without any equipment. Remarkably little graffiti exists here, but what does exist is ominous:

D8	Graffiti	Notes
1	Frumious ever not Green! Language: Thorcin	Mad ramblings.
2	We're doomed unless we find the scorpion! Language: Archontean	A hint that PCs must find the scorpion at UP-11 to escape.
3	Durko fell here. We hope he won't join the dead ones. Language: Dwarvish	A hint about the trap that governs this part of the pyramid, through which corpses keep rising to attack the living.
4	Durko was lucky, but we are not. We waited too long before searching for the scorpion and now the way is blocked. Language: Dwarvish	Another hint that PCs must find the scorpion at UP-11.
5	Jeril was taken by the last onslaught. Where's the exit? There must be one! Language: Thorcin	
6	The lid is closed and we cannot open it. I hear another one rising. Where can we go? Language: Archontean	
7	KK sees all! The dragonflies are everywhere! Language: Archontean	A reference to Kerbog Khan (SL12-25), and his dragonfly automatons
8	Ha! So long, suckers! We found it! The scorpion's tail is the way out. Language: Archontean	Another hint that the PCs must find the scorpion at UP-11 to escape.

UP-8: Lower Stair

This long (90') marble stair leads downward at a less steep slope than the staircase at UP-6. Bits of plaster are still in evidence, and depict rather generalized and repetitive images of Thoth, with blazing eyes. Characters standing at the top of the stairs can see a bright light at their base (the **continual light** spell at UP-9). Five moldering corpses lie along the stairs, bereft of usable equipment.

Trap (last 30' of the stairs): on a roll of 1-2 out of 6, a weight of 200 lb or more causes the last 30' of the stairs to flatten out into a slide that drops anyone unfortunate enough to be on them onto the trap door at UP-9. The trap door opens on a roll of 1-5 out of 6. A clever PC might resist sliding by making a successful roll of 3d6+2 under STR.

UP-9: Lower Landing

This small chamber is brightly lit, thanks to a **continual light** spell cast here over a century ago. The stair ends in a 10'x10' room. Across from the stair appears to be a 5'-tall stone door (the door is actually a false door that cannot be opened). The walls are marble, and completely devoid of imagery or graffiti, save for a hastily painted image of a scorpion with the words 'Where is it?' scrawled underneath it in Archontean. Five corpses of adventurers, bereft of equipment are decomposing in the landing.

Trap: A covered pit trap (25' deep and 5' square) exists at the foot of the stairs. Pressure in excess of 100 lb is sufficient to force open the pit door, thereby depositing the unlucky PC(s) into the Pit of Bones (UP-10). So doing incurs 4-14 falling damage. This fate is almost certain to befall those who are affected by the slide trap at UP-8. Still, if the slide does not activate, the pit trap here will



be activated by the first 100 lb of weight placed on the square at the foot of the stairs. The walls of the pit are pitted with regularly spaced holes, which allow the vorantes demons (see new monsters; c.f., UP-11) to climb up the pit.

UP-10: Pit of Bones

The Pit of Bones is marked by a complete absence of light, as well by the thick carpet of dry bones and broken adventuring equipment that litters the chamber floor. A small semi-circle (about 4' in radius) is cut into the far wall, leading to UP-11. A stench of decay, age, and evil lingers in this foul charnel heap.

The sheer amount of random equipment and treasure (from the numerous corpses found in areas UP-7, UP-8, and UP-9) mixed among the bones means that there is a 10% chance that any weapon, set of armor, or bit of equipment found on the standard equipment list can be found here. No food will be found, nor any drink, nor any potions or magic items. Lengthy searching produces 1d100 coins per hour; 60% will be copper, 25% will be silver, 10% will be gold, and 5% will be platinum. Almost all the coins will be ancient and unfamiliar. A maximum of 250 gp worth of coins may be uncovered. For each hour searching, a 5% cumulative chance exists to uncover a gemstone; roll d100x5 to determine its worth in gp. A maximum of 1,750 gp in gems are available.

Mucking about in the Pit of Bones is sure to attract the attention of the vorantes demons that reside in UP-11. The chance to attract one of the vorantes starts at 25%, and rises by 10% for every turn spent searching the Pit. Once attracted, a vorantes follows its prey until defeated. Once one vorantes has taken the 'scent' of the PCs, a second will follow in 1-6 turns, and a third 1-4 turns after that (unless the PCs are dead, of course).

UP-11: Lair of the Vorantes Demons and Exit

The chamber is cramped, being only 5' tall, and composed of nondescript worked stone. Two features are worthy of note.

The first is a floating black disk only 3' in diameter; this disk is a gate to the home plane of the vorantes demons that reside here. If all the vorantes are defeated, new vorantes will start to appear through the gate in 1-4 hours at the rate of one vorantes per hour until three more are present. If the GM wishes, the gate might be two-way, allowing the foolhardy to venture to the demonic home plane of the vorantes (not detailed here).

The second unusual feature of the chamber is a 4'-tall bust of a female human head on top of which crouches a scorpion (an image of the goddess Selket). The bust is in the northeast corner of the room. Around the bust (but probably initially covered by dust) is a 7'-diameter semi-circle of lapis inset in the stone. The bust provides the only escape route from this area.

A trio of voracious vorantes demons (see new monsters) dwells in this chamber, which their ancient contract compels them to guard. The vorantes appear initially as inert, 2'-diameter orbs. After 1-6 rounds, they roll towards any carbon-based life-form and attack. Intruders who recognize the significance of the bust of Selket would be wise to rush as quickly as possible to that statue, lest the vorantes prove over-deadly as foes. The vorantes are also intimidated by the lapis circle surrounding the bust of Selket, and will wait 1-4 rounds before attacking any within the circle. Note, too, that the vorantes may already have been attracted by noise in UP-10, and thus may well have been encountered and/or slain elsewhere in the complex.



Bust of Selket: The bust is stone, and was once brightly painted (black hair, blue eyes, kohl and makeup, red lips), with a brown scorpion on its crown. The stinger of the scorpion can be manipulated by pulling it forward. If pulled, the eyes of Selket burn brightly with white light for 5 seconds before a strobe of white light fills the chamber. At the moment that the strobe flashes, anything found inside the 7'-diameter circle of lapis is teleported to a location determined by the following table:

D6	Location
1	The Great Hall (3-123)
2	The Hall of Judgment (2-35)
3	The parvis of the Great Cavern (3-175)
4	The cave of Gog (5-2)
5	The Flooded Vaults (SL7-8)
6	GM's choice on Levels 5-8

Inhabitants:

1. **3 vorantes demons** (see new monsters): SZ S; AL CE; AC 4; MV 120'; HD 4; HP 28, 26, 24, 21; #AT 1; Dmg 2-8; MR 10%. Special attacks: gnaw. Special defenses: take 1 less HP damage per die versus fire and cold. Special: demonic telepathy; can see in absolute darkness.

Treasure:

The vorantes demons have collected certain bits of non-organic glitter and brought it into this chamber. Some of it is junk (numerous bits of quartz and crystal gnawed out of their original settings; scraps of lapis lazuli; some tattered bits of colored cloth), but a few items of power remain: a **ring of protection +2**; a **ring of delusion**; a **gem of insight**; a **pearl of power** (1st-level); an inlaid silver bracer worth 500 gp; a bejeweled rod worth 250 gp; a pair of star rubies worth 1,000 gp each, and a gem-studded wand which detects as magic but has no special properties (135 gp).

THE TOWER OF SCRUTINY (TS) (AKA AV-8)

Looming over the Plaza of Thoth (AV-7) in the ruined city of Arden Vul, the Tower of Scrutiny is a formidable, squat symbol of Archontean power, one rendered all the more impressive for standing intact among the surrounding rubble. The Tower of Scrutiny once served as the above-ground headquarters of the Over-Seer of Thoth. Its defining feature was the great, swiveling ibis head that occupied the top floor of the tower and allowed the Over-Seer to scrutinize the surrounding plaza and buildings. Due to its close connection with Thoth, the Tower survived the destruction of the city. And yet it is currently a place of great evil, ruled by the master wraith Loukios Tornikion (TS-16) and its lesser servants. Should Loukios be defeated, however, the Tower would offer a new and easy access route from the ruined city to a central location in the precincts of Thoth in Sub-Level 3.

The Tower is 40' square and composed of heavy granite blocks. Rising 45' into the sky, it is comprised of four levels above ground and one below. Although roofed, the top floor is punctuated with a series of broad windows; the rest of the tower is windowless. A set of locked and **wizard locked** (12th level) double doors lead to the ground floor from the surrounding plaza. The key for the interior of the tower uses the designation TS.

Access and Egress

To the Ruined City: double doors at TS-1, leading to ruined city
To the Ruined City: secret door at TS-6, leading to ruined city
To Sub-Level 3: stairs at TS-19, leading down to SL3-5A

Gate Destinations

TS-12: gate from SL6-17A (Tower of Pol)

Random Encounters

There are no random encounters within the Tower of Scrutiny.

Level Key

TS-1: Carved Bronze Doors

These massive bronze double-doors are 8' tall and radiate strongly of magic. Both valves are carved inside and out with symbols of Thoth: ibises, baboons, moons, magical glyphs, and multiple iterations of the Archontean alphabet. They are locked and, more significantly, **wizard locked** (by a 12th-level magic user). Still, it is possible to bypass both lock and spell by touching the letters in a particular order; if any of the secret names of Thoth are spelled out (e.g., "Thrice Great"), the doors glide open noiselessly. The doors automatically close after a turn, regardless of how they were opened. The secret names can be acquired from sages or from either of the following books, *Thoth in All His Forms*, or *Secreta Secretorum* (see Arden Vul books for both).

It should be noted that the same procedures are necessary to open the doors from within the tower. Keys to the bronze doors may be found a TS-16 and SL5-2: they don't bypass the **wizard lock**, however.

TS-2: Viewing Platform

A trapezoidal platform juts into a darkened open space (the well of wraiths – TS-3) extending upwards and downwards. The corpse of a human adventurer lie on the platform, her desiccated face twisted into a rictus of fear. The door to the north is locked and stuck; successful open doors and pick locks rolls are necessary to open it.

Every round spent on the platform brings a 10% (cumulative) chance of attracting wraiths from the well. Once one wraith has notice intruders, another wraith will join the fray each round until all are engaged or slain (see TS-3).

Inhabitants:
1. **Wraiths**: for stats see TS-3.

Treasure:
On the corpse: **leather armor +1**; a **short sword +1**; a **potion of truthfulness** (see new magic items); a set of fine lock picks (+5% to pick locks); and a purse with 53 sp and 19 gp.

TS-3: Well of Wraiths

This open space extends upward 50' from the basement (TS-15) of the tower until it reaches the floor of the top floor (TS-12). A 4'-diameter stone pillar occupies the center of the well and runs through its entire distance. The pillar is carved with continuous scenes of the worship of Thoth, including all aspects of the Litany of Light (see Arden Vul books). The first 10' of the well below the top floor is cloaked by a **continual darkness** spell, making the descent down the floating stairs (TS-11) rather difficult.

The well takes its modern nickname from the fact that it is filled with twenty-two wraiths. These foul entities are drawn to any living beings who enter the tower, although they do not pass through doors and only enter the top floor (TS-12) during the night. Intruders are most at risk on the viewing platform (TS-2) and the narrow, open walkways that line the well on its ground, second and third floors. They also have free access to areas TS-17 and TS-20. So long as Loukios is still active, the wraiths are turned as ghosts. For details about the bottom of the well, see TS-15.

Inhabitants:
1. **15 wraiths**: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 43, 42, 40 (x3), 37 (x3), 34 (x3), 31, 31, 28, 28; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis; turned as ghosts until Loukios Tornikion (TS-16) is destroyed.

2. 7 **half-strength wraiths**: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 2+3(x4), 3+3(x2), 4+3; HP 28, 23, 19, 17, 15, 14, 12; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis; turned as ghosts until Loukios Tornikion (TS-16) is destroyed.

TS-4: Spiral Stairs, Ground Floor

This stone spiral staircase runs the length of the tower, from the basement to the third floor. The steps are worn and smooth.

On the ground floor, both doors to the stairs are locked and stuck from the inside. The keys are long gone, and the locks must be picked; in addition, a successful open doors check is needed to open them. Inside is some detritus from an adventuring party that made it part-way through the tower: a coil of **elven rope** (see new magic items), a bulls-eye lantern, and three flasks of oil.

TS-5: Robing Chamber

Both doors are locked, but not stuck. The walls within are lined with wooden pegs, from which depend fifteen mostly ruined sets of ceremonial robes from the cult of Thoth. One set is made of silk, however, and has survived intact: it is bright orange, with blue embroidery depicting ibises, baboons, and, curiously, the fourth secret name of Thoth, the Light of Comprehension (see *Secreta Secretorum* in Arden Vul books for a full listing).

A 5'-square wooden trapdoor is set in the floor; it leads down to TS-18.

Secret Door (east): The secret door is normal to locate; it is locked, and the key is held by Loukios Tornikion. Picking the lock is difficult (-15%).

TS-6: Secret Passage to the Ruined City

This 5'-wide passage leads to a secret postern in the west wall of the tower.

Secret Door (ruined city side): The door on the exterior wall is difficult to detect (1 in 8) and is locked. It may be picked, but at a -15% penalty.

TS-7: Mask Storage

Both doors to this chamber are locked; the iron keys disappeared ages ago.

Pegs line the east and south walls; from these hang ten unusual masks, each representing either an ibis, a baboon, or an Egyptian-style male human. All ten of the masks are **masks of Thoth**, although three are more potent than the other seven (see new magic items). In addition to their basic powers, the masks possess two special powers when used in the well of wraiths (TS-3, TS-15). First, the masks allow such clarity of vision that the wearer receives +2 to hit incorporeal undead, including the wraiths and Loukios Tornikion himself (TS-16). Second, since the masks are hated by the wraiths as manifestations of their nemesis (Thoth), the masks instill a frenzy in the wraiths that gives the foul undead spirits +1 to hit and +1 to damage.

Treasure:
10 **masks of Thoth** (see new magic items), 3 of which are of the special variety.

TS-8: Spiral Stairs, 2nd floor

This stone spiral staircase runs the length of the tower, from the basement to the third floor. The steps are worn and smooth.

The southern door is spiked shut from the inside, making it impossible to open from the well (TS-3). The eastern door, however, is easy to open. In fact, it has trouble closing; once opened, PCs must take active steps to ensure that it stays closed (jury rigged latch, spikes), or else it will swing open, allowing access to the wraiths from TS-3. Lying on the stairs here are the remains of two dead adventurers and one of the original priest-administrators of the Tower.

Treasure:
On the adventurers' remains: a silver scroll case with **spell scrolls** containing **fireball**, **detect magic**, and **irritation**; a steel-shod oaken staff; **chain mail +1**; a **shield +1**; a two-handed sword; and a pouch with 50 hematite gems (10 gp each). Tucked into the shoe of the priest of Thoth is a folded piece of parchment (folded as a paper airplane). It reads as follows (in Mithric): "*The Second Over-Seer has gone mad. He has locked the door and prevented us from leaving to join the retreat of our comrades. We hear him chanting strange litanies within his chamber; they are NOT the Litany of Light. In fact, he has seemed increasingly unhinged the past several weeks. Just this morning an enormous thunderclap was heard from his office, and then silence. I am begging whoever finds this missive to plead with the archon to force the doors of the tower and rescue us, his loyal servants!*"

GM Note: the parchment is a clue about the fate of Loukios Tornikion (TS-16) and the Tower. The thunderclap was Thoth striking Loukios dead for his betrayal. Sadly for this priest, Loukios rose as a master wraith and slew his former underling before the priest could jettison his desperate note from the top of the tower.

TS-9: Looted Office

Both doors to this chamber have been broken down. Within are the pitiful remains of an administrative office: a smashed wooden desk and chair, shredded parchment receipts, snapped styluses, and general detritus. Two drained corpses lie on the floor (victims of the wraiths); their bodies hold nothing of value.

TS-10: Spiral Stairs, 3rd Floor

This stone spiral staircase runs the length of the tower, from the basement to the third floor. The steps are worn and smooth.

On the third floor, both doors are stuck closed; a successful open doors roll is necessary to open them. On the inside of the south door is scrawled in blood the following words (in Archontean) "Do not open the doors below! They are waiting!"

TS-11: Floating Stairs

These wooden staircases lead 10' upward from the walkways of the third floor until they reach the stone floor of the Scrutiny of Thoth (TS-12). The stairs are old and rotted; there is a 50% chance that a being weighing more than 50 lb will cause the stairs to collapse. In such a case, the victim will fall 50' to the basement (TS-15), taking 5-30 HP damage along the way. In addition to the rot, the stairs are cloaked by a **continual darkness** spell.

TS-12: Scrutiny of Thoth

The top floor of the tower is open to the outside world via eight 8'-wide windows. The roof is 15' above; originally covered with red tiles, it is now badly damaged and leaky. It is relatively easy for thieves to scale the side of the tower in order to reach the windows (+5% climb chance).

The floor is formed of large flagstones. Two narrow staircases lead downward into the tower; the stairs are wooden and quite unsafe (see TS-11).

The recent corpses of three humans are strewn about the area: two are former employees from the Sign of the Broken Head (AV-22), while the third is a halfling thief.

Treasure:
On the corpses: two sets of splint mail; two short swords; two shields; **leather armor +1**; a bandolier with seven throwing daggers; a club; a small gold head depicting a barbarian (actually fool's gold – worth 35 cp); a **scroll of curse item** (see new spells); and an ancient rescript from Uriel Basileon, archon of Arden Vul (AV-29), to Kel Bormol, Overseer of Thoth (cf. SL3-2A). The rescript reads, in Mithric: "*In answer to the pious inquiry of Kel Bormol, Overseer of Thoth, Uriel Basileon, most humble archon, offers this reply. Your assistant, the Second Overseer, has not dared show himself since of his cowardly retreat before the Sortian onslaught. He cowers within the Tower of Scrutiny, refusing entry to all. Should conditions improve, and should the Sortian dragons depart, I shall smoke him out of his lair, and deliver him to you for punishment. I should warn you, furthermore, that my agents have noticed a messenger from Hithra Paleologos obtaining entrance to the Tower of Scrutiny. I know not what this portends, but it cannot be good. Be warned.*"

GM Note:The rescript hints at some secrets surrounding the Tower. First, it notes the rift between Overseer Kel Bormol (SL3-2A) and his chief lieutenant, the Second Overseer, Loukios Tornikion (TS-16). It also hints that the imprisonment of Kel Bormol by Hithra Paleologos (cf. 3-36A to 3-36E) was the product of collusion between Loukios and Hithra. The city of Arden Vul was destroyed before the rescript could be delivered; Uriel Basileon's corpse may be found in AV-29. The rescript was recently discovered in the ruins of the archonal palace by the thief, who was then killed by the wraiths.

TS-13: Ibis Head of Scrutiny

The defining feature of the Tower is this massive, 8'-tall ibis head. The head is a marvel of craftmanship, as it is composed of a stone core, ivory sheathing for the head and neck, red porphyry for the bill, and circles of polished silver for the eyes. Aside from the eyes, which are 18" in diameter, the head appears highly realistic. The head is set on a heavy steel pin, allowing it to rotate so as to stare out of any of the eight windows that pierce the tower walls at this level. The magical mechanism for rotating the head and using it for viewing is located at TS-15.

The ibis head of scrutiny detects strongly of magic, and, indeed, it is still protected by Thoth himself. Damaging or attempting to remove the head results in three greater guardians of Thoth (see new monsters) teleporting in to stop the desecration.

The Head's Abilities: The head allows those who peer through the ibis eyes (using the apparatus at TS-15) to use the following powers three times per day for an hour, in a 150' radius: **true seeing**, **clairaudience**, and **clairvoyance**. If the user is a priest of Thoth, moreover, he/she can also use the head to cast **commune** and **holy word** (once per day each).

Inhabitants:
1. **3 greater guardians of Thoth** (see new monsters): SZ L; AL LN; AC 0; MV 120'; HD 8; HP 57, 53, 48; #AT 4 or 1; Dmg 1-8/1-8/1-8/1-8 or 1-12; MR 20%. Special attacks: fear, stun. Special defenses: +1 or better weapons to hit; teleport without error 2/day.

TS-14: Spiral Stairs, Basement

This stone spiral staircase runs the length of the tower, from the basement to the third floor. The steps are worn and smooth. The door leading to TS-15 is locked.

TS-15: Floor of Well of Wraiths

Here, at its base, the pillar that rises through the entire Well of Wraiths is uncarved. Instead, an ibis head apparatus is attached to the pillar at a point 5.5' above the floor. The apparatus is almost identical to the ibis head of scrutiny (TS-13), albeit on a smaller scale; it is designed such that a priest could stand with his back to the pillar and insert his head into the apparatus. Doing so allows the user to see out of the ibis head of scrutiny; moreover, the thoughts of the user allow him/her to swivel the ibis head of scrutiny as he/she likes. Although powerfully enchanted, this control apparatus is useless without the much larger (and impossible-to-move) ibis head of scrutiny; still, the control apparatus could be sold as a work of art for 500 gp.

The floor of the well is littered with scores of skeletal remains of those who succumbed to the wraiths. Among the remains are various rusted and ruined weapons and bits of armor, as well as a bit of treasure.

The sound of movement among the remains brings two additional foes within two rounds: the imperial stone guardian from TS-17, and the master wraith from TS-16.

Inhabitants:
1. **Wraiths**: for stats, see TS-3.

Treasure:
A scattering of 78 ancient silver pennies and 52 ancient gold solidi (see Arden Vul items), as well as 476 sp and 211 gp; a scroll case with a treasure map; another scroll case containing a magic user **scroll of dispel magic** and **secret page**; a **short sword +3**; and a set of six **throwing daggers +1**.

TS-16: Second Over-Seer's Office

The south doors to this area is stuck in the open position, but the east door has been spiked shut from within. The chamber within was the working office and residence of the Second Over-Seer of Thoth, the official responsible for the administration and upkeep of the tower of scrutiny. The southern ell contains three desks, six wooden chairs, and two scroll cases. The northwest corner contains a small sitting area, with a settee, two arm chairs and a coffee table. The small eastern ell contains an armoire and a simple bed, upon which rest the remains of the last Second Over-Seer, Loukios Tornikion. All the furniture is in fairly good condition,

and could be sold for 30-180 gp per item. In a drawer of the desk is a bag of silver shavings (10 gp), a **periapt of finding** attuned to heqeti (see new magic items), and a copy of the *Courtship of Julius the Exarch* (see Arden Vul books). The corpse of Loukios wears a **heqeti ring** (see new magic items) and carries a key ring with keys to all doors in the tower. On the wall above the bed is scrawled the following terrible blasphemy (in Mithric): "May Rimmaq-Isfet feast on the ibis!"

The scroll cases primarily contain administrative documents pertaining to the supply and maintenance of the tower. These are valueless, although a close reader might notice that receipts are always for four casks of wine (not five); this is a hint that the fifth cask contained something other than wine (see TS-20). Among the bureaucratic materials, however, are five cleric scrolls. The cleric scrolls are **speak with dead**, **remove curse**, **cure serious wounds**, **true seeing**, and **holy name** (see new spells).

Loukios is now a powerful master wraith (see new monsters), who dominates all the ordinary wraiths (see TS-3). Within two rounds of hearing sounds from the floor of the well of wraiths (TS-15), Loukios arrives to attack the intruders. If, somehow, intruders are able to discover his corpse, remove the ring, and either bless or destroy the remains, he is instantly destroyed; the lesser wraiths can then be turned normally, and will fight at -1 to hit.

GM Note: Rendered chaotic evil and insane by the **heqeti ring**, Loukios Tornikion became increasingly erratic in the final days of Archontean control in Arden Vul. He ceased communicating with his superior (Kel Bormol – see SL3-2A) and with the archon (AV-29), and closed the tower to entry. Eventually Thoth, hurt by the betrayal of one of his chief priests, slew Loukios; such was the power of his new evil, however, that Loukios returned as a master wraith. He then killed the remaining staff of the tower, turning them into wraiths; for the past 1,200 years he has slowly added to his incorporeal army.

Inhabitants:

1. **Loukios Tornikion**, **master wraith** (see new monsters): SZ M; AL CE; AC 1; MV 150', 300' flying (Class B); HD 9+1; HP 63; #AT 1; Dmg 1-12. Special attacks: energy drain. Special attacks: energy drain. Special defenses: immune to sleep, hold, charm, and cold; silver, or +1 or better weapons to hit; turned as a vampire.

Treasure:

Furniture (see text); bag of silver shavings (10 gp); a key to the bronze doors at TS-1; a pair (black and white) of glass activation squares (see **Thothian teleportation rings** in new magic items); **periapt of finding** attuned to heqeti (see new magic items); **heqeti ring** (see new magic items); and 5 cleric scrolls (**speak with dead**, **remove curse**, **cure serious wounds**, **true seeing**, and **holy name** [see new spells]).

TS-17: Hallway of Forgotten Priests

Ten 4' pedestals stand against the west and south walls of this portion of the basement. Upon each pedestal is the portrait bust of one of the previous Overseers of Thoth. They alternate in material – obsidian or marble – but are uniformly of excellent quality, and could be sold for 400 gp each or 800 gp if the name of the subject could be learned. While none of the busts are magical, an emerald wrapped in chamois-cloth is tucked into a hollow on the bottom of the fifth bust.

In the southwest corner of the hallway stands a long forgotten imperial stone guardian. It lurches into action as soon as it hears footsteps in TS-15. It attacks all those who it does not recognize as priests of Thoth; wearing Thothian robes or masks of Thoth (see TS-7) renders one 'invisible' to the stone guardian. The guardian is not activated by the wraiths.

Inhabitants:

1. **1 imperial stone guardian** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 60; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

Treasure:

1 emerald (1,000 gp); 10 portrait busts.

TS-18: Closet

Various practical items – all in a decrepit state – occupy this storage closet: two brooms, a mop, a small cask containing starch, two bolts of unusable linen, one bolt of orange silk (50 gp), a sewing kit (needles, thread, etc.), a mallet, extra door fittings, and a key ring with keys to all the doors in the Tower.

A wooden trap door is set in ceiling; it opens easily into TS-5.

TS-19: Chamber with Stairs Down to SL3-5A

Both doors are locked; more significantly both have been spiked shut on the exterior side so as to prevent access to the tower of scrutiny from below. The spiral stair is granite and covered with a thin layer of dust. It has not been used in 1,200 years. It leads down roughly 250' to area SL3-5A.

TS-20: Storage

Lining the walls are casks and crates that used to supply the tower. Crates of molded foodstuffs occupy the north wall; poking around in them has a 50% chance per term of uncovering some yellow mold. The east wall holds five large casks (5'in diameter, by 6' deep). Four used to hold wine; sadly it turned to vinegar ages ago. The fifth (closest to TS-19) conceals a hidden compartment in which some of the tower staff's treasure was hidden. The compartment detects as a secret door, and opens by depressing the spigot on the outside of the cask.

Inhabitants:

1. **1 patch of yellow mold** (50% chance): SZ M; AL N; AC 9; MV 0'; HD n.a.; #AT 1; Dmg 1-8. Special attacks: poison spores. Special defenses: damaged only by fire.

Treasure:

A casket with 2,500 neatly stacked ancient gold solidi (see Arden Vul items); a **stone of passage** (see new magic items); **bracers of defense** (AC 5); a silk bag with 20 peridots (500 gp each); a clerical scroll with **cure light wounds**, **neutralize poison**, **raise dead**, and **blade barrier**; and the seal matrix for the Overseer of Thoth (200 gp).



LEVEL 1: THE BASEMENT

As the cellars of a ruined Thothian administrative building, this small level is easily accessible from the surface (see AV-17). It contains no major factions, merely vermin, dangerously weakened masonry, and a few surprises for the clever and/or unwary. It provides a useful starting point for neophytes, as well as some alternate routes to the deeper levels.

General Construction Notes

Archontean areas: the entire area was built by the Archonteans.

Important NPCs

Lankios the hermit (1-6)

Access and Egress

To Ruined City: staircase at 1-1, leading up to AV-17
To Ruined City: chimney (1'x1') at 1-19, leading up to AV-17
To Level 3: spiral staircase at 1-21, leading down to 3-27
To Level 5: privy (hole) at 1-20, leading down to 5-85

Random Encounters

Random encounters should be checked every 3 turns, and occur with a 1-in-10 chance. Some random encounters involve creatures whose lairs appear in the keyed entries; should these creatures be killed through a random encounter, the GM should revise the indicated keyed area appropriately.

D20	Encounter
1-2	Noise, but nothing else
3-4	Cave-in! A section of wall (50%) or ceiling (25%) or floor (25%) collapses. All must roll 3d6 under DEX or suffer 1-6 HP damage from the collapse.
5-8	3-6 giant centipedes, from area 1-1B: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x3), 1(x3); #AT 1; Dmg n.a. Special attacks: poison (+4 to save).
9	1 giant constrictor snake, from area 1-11: 1 giant constrictor snake: SZ L; AL N; AC 5; MV 90'; HD 6+1; HP 39; #AT 2; Dmg 1-4/2-8. Special attacks: constriction
10	Lankios the hermit: for stats see area 1-6
11-14	3-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
15-16	1 giant tick: SZ S; AL N; AC 3; MV 30'; HD 3; HP 18; #AT 1; Dmg 1-4. Special attacks: blood drain
17-19	2-7 stirges: SZ S; AL N; AC 8; MV 30', 180' flying (Class B); HD 1+1; HP 8, 7, 6, 5, 5, 4, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures. Stirges killed here should be removed from the roster at 1-19
20	1 carcass creeper: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 19; #AT 8; Dmg nil. Special attacks: paralysis

Level Key

1-1: Basement

This immense pillared hall (with a 20' ceiling) was a main storage facility for the priests of Thoth. The staircase from the ruins above (AV-17) leads straight down some 60' before opening into the basement. Light is almost absent, save for a dim glimmer from the surface at the stairs. Currently the basement is choked with cobwebs, dust, grime, broken masonry, smashed barrels and boxes, wooden furniture, and all manner of trash. Among the junk, however, is the marble left leg of the colossal statue of Arden (see AV-30). A 3'-wide path has been cleared towards the wide double-doors facing the stairs. The double doors are cracked open, and appear badly damaged.

Two corpses lie face down on the path towards the double-doors; one is a human cleric and the other a human fighter. Both corpses are recent and show signs of severe poisoning - multiple sting/injection marks and necrotic, blackened skin. One corpse clutches a potion bottle that is still full (**elixir of health**). The pair is still dressed in their armor (chain mail and splint mail), but weapons and other valuables are gone.

The 16 pillars holding up the ceiling are of heavy stone, about 4' in diameter, but all show signs of stress and damage.

The areas to the left and right of the staircase are choked with trash to a level of 2'. Above the trash hang ribbons of dusty cobwebs. Movement through the trash will be difficult, and potentially dangerous.

Moving around the rubble in the main chamber will increase chances for a random encounter; roll once every other turn, with a 50% chance of an encounter.

Treasure:
An **elixir of health**, chain mail, splint mail.

1-1A Ruined Doors

These massive double doors are cracked open about 18", and are in very bad shape. The wood is swollen with moisture, the reinforcing iron bands are thick with rust, and the doors seem to have been assaulted with sharp or heavy objects. They are difficult to move open (open doors check), but most medium characters will be able to squeeze through in one round. Doing so, however, will leave a character open to attack from the residents of 1-1B.

1-1B: Giant Centipedes

A colony of 20 giant centipedes has made its nest in the rubble-choked hallway beyond the double doors. Only 7-13 are present in the nest at any given time; losses taken here or as wandering encounters should be subtracted from the overall number. The centipedes hear anyone squeezing through the doors at 1-1A, and will swarm to the attack. The centipedes completely ignore any characters smeared with the anti-vermin paste of Lankios the Hermit (see 1-6).

Inhabitants:
1. **20 giant centipedes**: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x10), 1(x10); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)

1-2: Spider Closet

The badly warped wooden door hangs crazily on its hinges. Inside the former closet is an impressive web spun by a colony of giant spiders. Some broken wooden crates litter the floor.

Inhabitants:
1. **8 large spiders**: SZ S; AL N; AC 8; MV 60', 150' in web; HD 1+1; HP 7, 7, 6, 5, 5, 4, 3, 2; #AT 1; Dmg 1. Special attacks: poison (+2 to saves).

Treasure:
A ruby (50 gp) has fallen to the floor, and may be found within 1-4 turns searching; in addition, a badly damaged scroll (*Divine Breath of Thoth*" [see Arden Vul books]) may be found in the NE corner.

1-2A: Spider Web

The spiders have spun a very thin, but strong, web across the entrance to 1-3. In the darkness it is easy to miss the web: there is a 1 in 6 chance for any but the most cautious of characters to become bound in the webs. If the spiders in area 1-2 have not yet been discovered, they emerge immediately and attack. If the spiders are dead, or do not respond immediately, an enwebbed victim can escape in 2 rounds (+1 round per point of STR below 17). If the spiders are dead and a victim is entangled, thrashing may draw the attention of the giant snake from 1-11 (5% per round, cumulative).

Treasure:
55 cp, 38 sp and 10 gp lie scattered on the floor.

1-3 Training Ground

The priests of Thoth used this open area for training purposes. The floor is relatively clear; a thick layer of dust lies heavily over the floor. No signs of humanoid traffic disturb the dust, although a few lumps disturb it. The lumps are the rotting remains of wooden staffs and poles, as well as one shield.

An anvil rests on a pedestal near the eastern side of the room. On top of the pedestal is a silver chalice that seems, for some reason, to have escaped tarnish. Investigators may well suspect a trap, but there is none. The chalice may be put to good use in the mosaic room (1-12).

Treasure:
Silver chalice (50 gp).

1-4: Storeroom

Aside from a 5'-radius semicircle around the door, this room is choked with debris. The junk is useless and valueless.

1-5: Storeroom with Porter

This chamber contains another refuse heap similar to that found in area 1-4. The one difference is the existence of an unusual zombie standing just to the left of the door. This zombie was created as a porter for some long-dead wizard. It lurches towards any intruders as they enter the room, but will not attack even if itself attacked. Instead, it imprints on the first person it sees and follows that person faithfully until prevented from doing so. It will occasionally utter grunts and groans, and can carry surprisingly large loads (200 lb). Its move is slow (30'), it smells badly, and it will cause a negative reaction in most civilized locations. It wears a dog collar with silver chasing (10 sp) around its neck.

Treasure:
Zombie porter and silver dog collar (10 sp).

1-6: Lankios the Hermit

The door to this chamber looks to be in better repair than others in the complex, with well-oiled hinges and a lock that works. Those approaching from the direction of 1-1A see a faint light from under the door, and can detect a foul stench of rotting vegetal matter from a good 30' away.

This large, former storage room is now the abode of a wizened human hermit named Lankios, who has a 66% chance of being here. Some 280 years old and preserved by a curse (see 5-11), Lankios dresses in a ragged tunic and wears a smelly loop of vegetable matter around his neck. He boasts an impressive white beard and long white hair. He is barefoot. Although once a formidable paladin, Lankios has gone insane for reasons that are difficult to tease out from him.

Lankios has a fire crackling in one corner. A **tripod of heating** (see new magic items) stands over the fire, and a blackened pot bubbles with some foul-smelling goo. The chamber is neat, with no dust; indeed, a rush broom hangs from a peg on the door. A bedroll lies neatly against the left wall. Some small vermin corpses (rats, stirges) hang curing near the fire. A barrel containing water stands underneath a perpetual drip from the ceiling.

Lankios's gruel smells completely foul. It is a distillate of verminous beasts, water, and sludge from the pool in 1-7. He uses the gruel for two purposes: 1) food, and 2) vermin repellent. Indeed, Lankios's vegetable-root necklace has been liberally doused in the stuff. Anyone daubing the goo on some part of his/her body will be avoided by vermin on Level 1 of the Halls for 3 hours. Lankios will offer visitors food; it is nauseating and wretched, but nutritious.

Lankios is delighted to talk to anyone who does not threaten him. He speaks in obtuse, semi-poetical phrases, and often breaks into guffaws of laughter or sobs of tormented grief. He babbles about a lovely mage named Guivrel, a competition for her hand, and betrayal by a trusted friend, apparently named "K". His role in that story is unclear. Lankios offers those who treat him with respect a chance to partake of his excellent feast.

Lankios is quite familiar with all of the chambers on this level, and with a bit of Level 3 and Level 5 as well. It is difficult, however, to get him to describe those areas with any degree of coherence or linearity. Two methods might bring him out of his funk: 1) the reappearance of his love, the mage Guivrel, or two 2) having **remove curse** cast on him by a 10th-level cleric. Guivrel's remains lie at 5-11; bringing her signet to him, and assuring him that judgment has been made, and/or that Kaitor has been punished may restore him to sanity (see description at 5-11).

Should he be brought back to his senses, Lankios recognizes that he is centuries old, and that he has little to live for. He is grateful but not slavishly so. He is old, and most of his powers are gone. It is likely he will answer any and all questions asked by the PCs, and can give excellent current information about all of Level 1; areas 3-2, 3-14 to 3-16, 3-18 to 3-20, 3-25 to 3-28, and 3-30 to 3-31 on Level 3; and, albeit with information that is centuries old, areas 5-1 to 5-8, and 5-10 to 5-31. He rewards his rescuers with his treasure, stashed behind a loose flagstone while he was still sane.

Inhabitants:

1. **Lankios the hermit**, **10th-level Archontean paladin of Mitra** (66% chance): SZ M; AL LG; AC 9; MV 120'; HD 9+3; HP 62 (max 79); #AT 1; Dmg 1-6 (staff). Abilities: STR 13, INT 11, WIS 13, DEX 15, CON 15, CHA 17. Possessions: staff, key to the door at 1-6. Lankios is 280 years old, kept alive by Mitra for specific reasons (see 5-11). He is insane but not fallen, and thus can still use his paladin abilities. In his madness he has not prayed for clerical spells in more than a century. He avoids combat completely, and only defends himself if cornered.

Treasure:
A huge diamond (1,500 gp); a **periapt of proof against poison**; an ankh-key (see Arden Vul items); a scroll of 6 cleric spells (**light**, **cure light wounds**, **slow poison**, **find traps**, **dispel magic**, and **continual light**); a scroll with three magic user spells (**spider climb**, **jump**, and **detect invisibility**); a green glass activation square (see **Thothian teleportation rings** in new magic items); and a gold key to the Obsidian Gates (5-6D). A sane Lankios can confirm that the key is intended for the Gates, but he and his comrades never found a platinum key to match it.

1-7: Pool of Sludge

A raised pool (4' tall) dominates the center of this room. Orange tiles (2" square) cover the walls, floor, pool containment walls, and ceiling of this chamber; on each tile is painted a white ibis. Most of the tiles are still intact. The pool is some 15' in diameter, and originally contained a liquid with magical qualities of curing and protection. It currently contains a foul-smelling brown sludge the consistency of molasses. Despite the reek, the sludge is still efficacious: it cures 1-4 HP damage per draught and confers a -1 AC bonus against vermin and undead for 6 turns. It is difficult to swallow, however, due to its noxious smell. Some 10-20 draughts may initially be found in the pool, but the supply will slowly be replaced at the rate of 1-6 draughts per week.

Another corpse may be found in the northeast corner, where Lankios unceremoniously pushed it ("so as not to spoil the pool!"). The corpse is of a human magic user, and appears to have been drained of much of its blood through several large wounds on her neck (she was a victim of the stirges in 1-19). The magic user's belt pouch holds a linen bag filled with gold dust (75 gp), a **scroll of detect magic**, and a vial of oil. A dagger is clutched in her hand.

Inhabitants:
Lankios the hermit (15% chance, see 1-6)

Treasure:
At the bottom of the pool is a bronze key to the secret door at 1-14.

1-8: Three Wise Monkeys

The trash and junk that are omnipresent on this level have been pushed to the sides of this room, leaving a cleared section 10' in diameter around a small stone pedestal (5' tall) found in the exact center of the chamber.

Three stone monkeys about 3' tall occupy the chamber. One is immediately visible, as it crouches on the pedestal facing west. The other two may be harder to spot in the gloom, as they perch on ledges over each door. The three monkeys represent the Three Wise Monkeys who See no Evil, Hear no Evil, and Speak No Evil. Each monkey is enchanted to produce a different effect.

Speech: this monkey crouches on the pedestal. Although it never leaves the pedestal, it is able to swivel on the pedestal so as to face intruders from any direction. The monkey's mouth is grossly oversized, and is shaped in a way such that a cylinder could be slid into it. Once the room is opened, this monkey will begin to utter guttural coughs, once per round. Each cough is aimed at a particular victim, who must save versus spells or be rendered mute for 1-6 turns. Blows may destroy the monkey, while sliding a cylinder into its mouth will silence it. Conveniently, a bone scroll case rests on the floor near the pedestal.

Sight: this monkey is perched above the western door and is carved grotesquely with huge round eyes. Once the room is entered and the Speech monkey begins coughing, the Sight monkey leaves its post and begins flapping about, attempting to use its gaze attack; this attack shoots rays of fire which, if they hit, do 1-4 damage per hit. The monkey may be defeated through normal combat, or can be neutralized by casting **blindness** or some other sort of vision-impairing spell on it or the room.

Hearing: this monkey crouches above the east door, and possesses impossibly large ears. When the room is entered it also begins to fly about, uttering increasingly loud shrieks (one per round). The first two shrieks are merely annoying, but beginning on the third round the shriek will do 1-6 damage to all within 25' who do not save versus spells. The monkey may be defeated by normal combat, or it can be neutralized by **silence**.

Corpse: Partly buried in the junk on the south side of the room is another corpse, this one of a man dressed in leather armor. The armor bears scorch marks and the man's ears appear to have bled. The victim wears a gold ring set with a silver knot (150 gp); it is a mark of the victim's Sortian proclivities (although it is unenchanted); a 2-lb ingot of platinum (500 gp), and a short sword.

Inhabitants:

1. **3 stone monkeys**: SZ S; AL N; AC 5; MV 0', 150' flying (Class C); HD 3+1; HP 23, 19, 18; #AT 1; Dmg special. Special attacks: muting, or fire (1-4 HP), or shriek. Special defenses: non-magical weapons do half damage.

Treasure:
A bone scroll case with a scroll of 3 magic user spells (**identify**, **Basil's torch treatment** [see new spells], **gust of wind**); a Sortian gold ring (150 gp); a 2-lb platinum bar (500 gp); a short sword; leather armor.

1-9: Empty Chamber

The trash in this chamber has been pushed to each side, allowing a narrow path between the corridor and area 1-7. Nothing of interest can be found here.

Those making substantial noise (from searching) run the risk of attracting the stirges from 1-19. GMs should assign a chance from 10-50% based on the amount of noise the PCs make.

1-10: Collapsing Ceiling

The door to this empty chamber is firmly closed, and stuck. The ceiling of the room within is completely unstable, and any movement inside is likely to produce a cave-in. There is a 25% chance per round (cumulative) that a cave-in will occur. The cave-in commences in the exact center, but quickly spreads until the entire ceiling has collapsed, burying the chamber in tons of rock. PCs must move decisively to the door in order to escape.

Round 1: 1-4 damage to anyone in center
Round 2: 1-6 damage to anyone in southern half
Round 3: 2-12 damage to those in southern half, 1-6 damage in northern half
Round 4: those in southern half are buried and killed, 3-18 damage to those in northern half.

1-11 Giant Snake

A giant constrictor snake makes its lair in this former pantry. The double-doors have been spiked slightly ajar (2'), a fact which allows the snake to return with its prey and devour it at its leisure. Wooden shelves still may be found on the walls, although all are rotten and will crumble with any pressure. Numerous skeletons and bits of bone form a carpet across most of the floor. The snake is in its lair only 25% of the time.

Inhabitants:
1. **1 giant constrictor snake** (25% chance): SZ L; AL N; AC 5; MV 90'; HD 6+1; HP 39; #AT 2; Dmg 1-4/2-8. Special attacks: constriction.

Treasure:
Scattered among the skeletons are a pair of beryls worth 25 gp each; a pouch holding 88 sp; and a magical iron spear named **Nightwind** (see new magic items).

1-12 Mosaic Room

The walls and floor of this small shrine are covered with mosaics depicting rituals in the cult of Thoth. A 10'x4'x3' stone altar is found at the north side of the room. Several brackets for torches still remain. The floor mosaic is mostly obscured by dirt and dust, although bare human footprints are visible in the grime.

1. **Mosaic on North Wall**: This mosaic depicts a scene in which humans bring offerings of jewels, coins and scrolls to a large ibis-headed figure, whose left arm is pointing to the distance, parallel to the floor. Above and below this scene are mystical runes and symbols. **GM Note**: this is a clue to the safe manipulation of the statues of Thoth at 3-3, 3-15 and 3-40; if the left arms of the three statues are moved to this position, the route to the treasure chamber at 3-23 grinds open!
2. **Mosaic on East Wall**: It depicts a huge white baboon using its fists to smash a smaller crocodile, while humans throw their hands up in fear. **GM Note**: this is crudely symbolic of Thoth (the baboon) defeating Set (the crocodile).
3. **Mosaic on the West Wall**: This scene depicts another white baboon clubbing a series of hopping, salamander-like, bipedal creatures. **GM Note**: a hint about the heqeti (see new monsters) foes of Levels 9 and 10.
4. **Mosaic on the South Wall** (to the west of the door): The mosaic depicts a massive set of black doors. Three orange-robed priests stand in front of the doors. One priest is shown touching the door with his hand while a blast of lightning incinerates him. The other two priests stand apart, and point at the (dying) third priest. **GM Note**: the doors are the Obsidian Gates (5-6D), and the scene contains a valuable warning about the dangers of manipulating them.
5. **Mosaic on the Floor** (initially obscured): Once cleared of dust and grime, it depicts a large ibis-headed being standing over human corpses prepared for burial, while humans with feathers in their hair pile up grave goods around the Thoth figure. **GM Note**: the scene provides a clue as to how employ the feather of Maat (3-19) to avoid undead in the necropolis of Thoth (3-22).

Inhabitants:
Lankios the hermit (10% chance, see 1-6)

Treasure:
The altar contains a hidden panel (detect as secret door); the panel is trapped (poison needle) and contains a pouch full of rubies (20 rubies, 50 gp each) and a **lover's token** (see new magic items). If the chalice from room 1-3 is placed on the altar, the hidden panel will spring open, negating the poison needle trap.

1-13 Closet

This room contains only the recent corpses of a halfling adventurer and a stirge. The halfling has been drained of blood. Her corpse still bears a usable, but halfling-sized, suit of leather armor, and a short sword and sling lie nearby. The corpse also carries a pouch with 10 iron spikes, a flask of oil, and a parchment note on which is inscribed the following, in Archontean: *Use the little pyramid to access the Howling Caves. Beware of the Darkness!* [**GM Note**: this note refers to the Pyramid of Venerable Age in area 3-11, which offers one of the swiftest and easiest routes from Level 3 to Level 2]

1-14: Undead Party

This former study is in bad shape. The plaster that covered the walls is now flaking off in large chunks, bookshelves by the west wall have collapsed due to rot, and the entire room smells of mildew. Only a set of wooden chairs that surround a fireplace on the east wall appear to have escaped the rot.

A cowled figure appears to sit in one of the chairs, while three or four dog-like skeletons lie at its feet. These figures are undead skeletons; they attack as soon as the chamber is entered.

Secret Door (south): It operates on a pin; one needs only to push the base of the door inward, and the door will rotate inward at about 4' up the wall.

Inhabitants:
1. **1 tough skeleton**: SZ M; AL N; AC 7; MV 120'; HD 2; HP 15; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage; turned as a zombie.
2. **4 baboon skeletons**: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 7, 6, 4; #AT 2; Dmg 1-4/1-4. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.

1-15: Treasury

This undecorated room contains two decrepit tables, on which are piled several sets of golden altar ware and a small coffer. The altar ware consists of two candelabra (200 gp), 3 chalices (100 gp each), 2 plates (100 gp each), a censer (150 gp), and an ebony and ivory image of Thoth in ibis-headed form (1,000 gp). All told the gold objects weigh 25 lb. The coffer contains 552 sp.

1-16: Vat Storage

The door to this storage chamber is stuck open, revealing four large stone vats. The first vat contains clean but slightly salty water. The second contained olive oil, but it has long since turned rancid. The third is empty. The fourth contains lamp oil (enough for 20 flasks).

1-17: Feasting Carcass Creeper

Although shut, the door to this chamber has been subject to much abuse; a ragged hole some 3' wide and 3' high has been kicked in it from the inside. Within the chamber a carcass creeper is feasting on the body of a slain human fighter. The room is nondescript, as it is covered in a shallow layer of trash, plaster debris, and partly devoured pieces of carrion.

Inhabitants:

1. **1 carcass creeper**: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 19; #AT 8; Dmg nil. Special attacks: paralysis.

Treasure:

Chain mail; long sword; pouch with 37 sp, and 18 gp; and a map of areas 3-2, 3-12, 3-13, 3-15, 3-16, 3-18, 3-31, 3-32, and 3-33, with obscure annotations.

1-18: Unsafe Roof

The door to this room is ajar, and stuck. The entire eastern wall has collapsed, and a thick air of rot, moisture, and decay permeates the room. From underneath the rubble a pair of legs protrudes. On one of the feet is a supple leather boot.

Treasure:

One boot from a pair of **elven boots** (the other is at 3-183).

1-19: Stirge Lair

Those approaching this room from the south are met first by a powerful stench of avian guano. The floor is so slick with stirge guano that combat here carries a -2 rolls to hit and damage. Only the far eastern part of the room, along a path leading towards 1-21, is free of the guano. A set of sticks dipped in an equally foul-smelling goo (Lankios's gruel, from 1-6) delimits this path; the goo serves to repel the stirges, who avoid that area if they can. Should combat break out, however, the stirges overcome their reticence and attack those behind the 'goo-line', albeit with -1 penalty to hit.

The stirge nest is formed of a 15'-diameter mound of trash, bones, sticks, and mud standing directly in front of a fireplace set into the north wall (which may remain hidden to PCs). The chimney of the fireplace extends 40' up to the surface. It is quite small (1'x1'), but allows the stirges access to the outside.

By the door to 1-21 lies a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: GR-WH-RE-BL-BK-YE (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

Secret Door (south): The secret door is locked, and requires a key (currently at the bottom of the pool in 1-7). Lankios put the key there, and might tell a friendly party how to find it, although he will warn them of 'nasties'.

Inhabitants:

1. **18 stirges**: SZ S; AL N; AC 8; MV 30', 180' flying; HD 1+1; HP 8, 8, 7(x4), 6(x3), 5(x4), 4(x3), 3, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures.

Treasure:

In the stirge nest: 231 gp, 347 sp, a cone of **incense of attraction** (see new magic items), a **Sortian baculus** with no further enchantments (see new magic items), and a leather-bound and badly mutilated set of adventuring notes written in Archontean.

Adventuring Notes:

We have located the Obsidian Gate, but it is barred and we lack the proper key. We heard the drums, and retreated to the Chamber of Life. [gap] Gregor felt we should brave the precincts of the Dead but Otto insisted that we try again at the Obsidian Gates. A terrible hopping demon emerged from the caves near the Sundered Span and drove us back. [gap] Gog lent us aid, but at a steep price. Jasmine suggested we try the Chasm again. [gap] We followed his lead, and found the entrance to the Drowned Canyon, but it proved too formidable. Again we retreated, but the way was blocked. Gregor died fighting the slimy ones near the Troll Lift. We buried him in a tomb beside two other fallen heroes, a certain Kaitor and [gap] Otto led us back to the chasm, but the fire took his spell book. We began climbing. Otto fell at once. [gap] Jasmine heard the howls of the white ones. They fear the light, but our supplies were limited. [gap] Jasmine fell. I am alone. But I know the way out! Ha ha ha.

GM Notes to Adventuring Notes Text: **Obsidian Gates**, see 5-6D; **Chamber of Life**, 3-10; **Precincts of the Dead**, 3-22; **Hopping Demon**, a keqemander (see new monsters) from area 5-22; **Sundered Span**, 5-35; **Gog**, resident of 5-2, potential ally; **Chasm**, see 3-38; **Drowned Canyon**, SL6, with entrance at SL6-7; **Troll Lift**, there are several (e.g. 5-55, 6-1, 6-5), but this undoubtedly refers to the lowest lift, 8-1, which abuts the Nether Reaches; **Tombs**, **including Kaitor**, a reference to the resting place of Guivrel and Kaitor, Lankios's erstwhile companions, at 5-11; **White Ones**, the albino baboons of Level 2, and their fear of light (see 2-1)

1-20: Privy

The privy is a 3'-diameter hole in a marble plug that covers a much wider (6') shaft leading down some 550' to Level 5 (area 5-85). Iron rungs have been hammered into the well shaft at regular intervals. Although it smells vaguely foul, the privy has not been used as such in centuries. It is, however, a useful, if dangerous means of accessing the lower levels.

Tied to the fifth rung from the top with some fraying hemp twine is a **ring of change self** (see new magic items). There is a cumulative 15% chance per person passing this rung to detect the aberration; of course, if the shaft is carefully searched, the treasure is easily located.

1-21: Spiral Stair

An open doorway leads to a stone circular stairway. The stairs lead down 300' to Level 3 (3-27). They are dusty, but remarkably free of debris. Perceptive observers will note the existence of some bare human footprints. These are made by Lankios the hermit (1-6) who occasionally wanders here.



LEVEL 2: THE HOWLING CAVES AND THE WELL OF LIGHT

General Information

This level was the private level of the priests of Thoth, noted for its mysterious Whispering Hall (2-63), the dread Hall of Judgment (2-35), the famed Library of Thoth (2-72), and the Howling Caves (2-56), where the baboon servitors of Thoth lived and bred. A central theme to this level is light and dark; the baboons are more aggressive in the dark, and may be partly deterred by light. Major factions include a horde of baboons that roam throughout the level in packs, led by some intelligent baboons and the druid Gerrilad the Grey (2-69). If PCs are not quiet and careful, they may find themselves hunted through the darkened halls, hearing only by clattering claws, occasional hoots, and distant howling until the baboons attack. If they can figure out how to repair the great mirror (2-1), the PCs might be able to turn the tables, thereby turning the hunters into the hunted.

Environmental Conditions

When the PCs enter the level, it will be dark. Since the Well of Light (2-1) served originally to illuminate the entire level through the placement of mirrors at specially placed intersections (mirrors are marked M on the map), it is possible to change that status by repairing the mirror at 2-1 and experimenting with the lesser mirrors throughout the area. If the PCs manage to 'turn on the lights', the baboons will be disheartened (lower morale by 25%, and -2 to hit).

Location of Key Monsters and NPCs

The placement of certain monsters depends on whether or not Gerrilad the Grey (2-69) is conducting a punishment ritual in area 2-35 (75% likely). The GM must determine whether or not such a ritual is under way as soon as the PCs enter the level. If Gerrilad is meting out punishment, he will be in 2-35, along with Sisko (2-29) and Trefko (2-32). If a ritual is not taking place, the GM needs to roll dice to determine the location of each of these figures. For Trefko, he is in his lair (2-32) 80% of the time, while he is with Sisko in 2-28 the rest of the time. For Sisko, there is an 80% chance he is holding court (2-28) and a 20% chance he is in his lair (2-29). Gerrilad the Grey is found in the library (2-70) 38% of the time, resting in his room (2-70) 60% of the time, and traveling the tunnels of Sub-Level 15 2% of the time.

General Construction Notes

Heqeti areas: 2-48, 2-49, 2-56C
Archontean areas: all other worked areas

Iconic Areas

The Well of Light (2-1)
The Howling Caves (2-56)

Important NPCs

Sisko, giant intelligent baboon, and lieutenant of Gerrilad the Grey (2-29)
Trefko, giant intelligent baboon, and lieutenant of Gerrilad the Grey (2-32)
Gerrilad the Grey (2-69)
Umsko, giant intelligent baboon (2-60)
Yamki, giant intelligent baboon (2-61)
Isocritis Half-Hand (2-70)

Access and Egress

To Ruined City: well at 2-1, leading up to AV-14
To Ruined City: spiral stair at 2-23, leading up to the cellar of AV-18
To Ruined City: tunnel at 2-54, leading up to AV-10
To Ruined City: chimneys at 2-64, leading up to AV-14
To Levels 3, 5, 6, 7, 8, 9: Great Chasm at 2-63A, leading down to 3-38, 5-34, 6-108, 7-3, 8-2, and 9-1
To Level 3: teleporter on the pyramid in 2-8, leading down to 3-11
To Level 3: stairs at 2-10 leading down to 3-118
To Level 3: teleporter in 2-10, leading down to 3-123
To Level 3: stairs at 2-15 leading down to 3-21
To Level 3: spiral stair at 2-46 leading down to 3-47
To Level 3: vertical cave at 2-48 leading down to 3-51
To Level 5: teleporter in 2-10, leading to 3-123 and 5-83
To Level 9: teleport via pukel-manders at 2-49 and 2-56C leading to 9-40
To Sub-Level 1: well at 2-1, leading up to SL1-1
To Sub-Level 2: stair at 2-45 leading up to SL2-1
To Sub-Level 3: tunnel at 2-56F leading to SL3-1
To Sub-Level 11: corridor at 2-50 leading to SL11-1
To Sub-Level 15: hole in the ceiling at 2-33 leading up to SL15-1
To various Locations: **Thothian teleportation ring** at 2-19 (see new magic items)

Teleportation Destinations on Level 2:
2-35: destination of teleporter at UP-11

Random Encounters:

1. Areas with No Random Encounters

Areas 2-7, 2-8, 2-17 to 2-22, 2-30, 2-31, 2-38, 2-40, 2-42 to 2-46, 2-71, and 2-72 are not subject to random encounters.

2. Encounters for the Majority of Level 2

With the exception of the areas listed below, only one type of random encounter exists for the majority of the level: troops of aggressive albino baboons. Checks should be made every 3 turns, with a 1 in 6 chance for an encounter; a successful check results in a roll on the following table. If the PCs manage to restore light to the level the baboons will be disheartened, and Random Encounter checks should be reduced in frequency (one every 6 turns, with a 1 in 10 chance for an encounter). If thirty (30) baboons are encountered and slain as wandering monsters, then the chance for further encounters is reduced to 1 in 12, with a check made every 10 turns.

D10	Encounter
1-2	Distant howls; no encounter
3-4	Guttural hooting; a troop of 4 large albino baboons (see new monsters) has caught the scent and will attack in 1-6 rounds: SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
5-6	Hooting and the clatter of claws on stone; a troop of 4 baboons will attack in 1-3 rounds: stats as above
7-8	Loud hooting; a troop of 4 baboons attacks immediately: stats as above.
9-10	2-5 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 12, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
10	A strange, grunted command, followed by many hoots. A troop of 4 baboons led by a giant intelligent baboon attacks in 1-2 rounds: 1. 4 albino baboons: SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack. 2. 1 giant intelligent baboon (see new monsters): SZ L; AL NE; AC 5; MV 120'; HD 8; HP 52; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend

PCs who employ silence or who are somehow able to mask their scent may reduce the chances that a Random Encounter check will produce a baboon troop. Such circumstances are up to the GM to adjudge, but might result in checks every 4-5 turns with a 1-in-8 probability of an encounter. Conversely, noise (such as that stemming from protracted combat) will add 2 to any subsequent roll and will double the frequency of checks for the next hour. It is entirely possible for clumsy PCs to bring down multiple troops in a deadly swarm.

3. Areas with Different Random Encounters

The eastern portions of this level (areas 2-50 to 2-55) use this Random Encounter table:

D8	Encounter
1-3	7-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
4-5	3 large albino baboons (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 21, 17, 14; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack
6-7	4 giant rats fighting 2 albino baboons: stats as above
8	1 giant badger, looking for a new den: SZ M; AL N; AC 4; MV 60', 30' burrowing; HD 3; HP 20; #AT 3; Dmg 1-3/1-3/1-6

Level Key

2-1: The Well of Light (aka AV-14), with Access to SL1-1

An iconic location in the Halls of Arden Vul, the Well of Light is the centerpiece of the precincts of Thoth on this level. The Well is a 200'-long shaft, 5' in diameter, which descends from the surface (AV-14) to emerge in this chamber. The shaft is studded with convex mirrors and reflective stones in a carefully orchestrated manner such that, when it is daylight (and clear) on the surface, bright sunlight will be reflected down the long well to chamber 2-1. The Well of Light is also the site of one of the main mysteries of this level.

The chamber itself is tiled in pale yellow squares from floor to ceiling (i.e., 25' up). A brilliant shaft of light descends from the ceiling to the floor on sunlit days; this illuminates a 5'-diameter circle in the center of the room. The rest of the room is dark. Careful inspection reveals a depression in the ground at the foot of the shaft of the light; the depression is 5' feet in diameter, and about 5' deep. It is covered with a mixture of muck and wiry baboon hair. Should the muck be cleared away, a large convex mirror set into the floor will be revealed; this mirror will instantly flood 2-1 with diffused light from the beam reflected down the well. On three sides of the mirror are 2" holes in the floor suitable for inserting some sort of rod or object. Indeed, scattered around the room are some pieces of steel which may be assembled to produce a tripod with an identical 5'-radius central aperture; that opening clearly is designed to house another mirror (found in 2-70). The aperture on the assembled tripod swivels, allowing the reflective mirror to be directed towards any of the intersections marked 2-6.

What all of this means is that 1) adventurers who clean away the surface of the mirror fixed to the floor of 2-1 will have produced a brightly lit room in the center of the darkness of the Howling Caves; 2) adventurers who assemble the tripod and locate the missing lens will be able to direct a focused beam of light towards any of the intersections marked 2-6 (q.v. descriptions at 2-6).

The baboons and their associates favor the dark, and have thus disassembled the swiveling reflective apparatus and covered up the fixed mirror with excrement and dirt.

The mirrors radiate magic of the protective kind. They have been enchanted to grant them exceptional durability, which is why the baboons have been unable to break them.

Wall sconces also exist in this room, so that, should one prefer to direct the focused beam to area 2-6, area 2-1 can still be adequately lit with torches.

There is a 75% chance that the sound of screaming is audible from the corridor to the north; this indicates the presence of a punishment ceremony led by Gerrilad the Grey in 2-35.

Notes about the Well: The ceiling of 2-1 is 25' high, and the well is 5' in diameter. The well does not contain ladder rungs or any other device for negotiating its distance. Still, armed with sufficient rope, it would be possible for adventurers to lower themselves down the well from the surface; this would require at least 225' of strong rope, and might well prove optically challenging due to the brightness of the interior of the well.

Secret Door: The door is found 90' up the shaft of the Well from area 2-1 (and 110' below the surface). It is difficult to find (1 in 8 chance), and difficult to open. It requires twisting one of the dozens of convex mirrors near the door 90-degrees. This causes a 5'-tall panel of the well shaft to spring inward, revealing a 5'-tall, hexagonally-shaped passage to the south. The passage leads to the Tomb of Light (SL1-1).

2-2: Invocation of Light

Along with its three identically shaped counterparts (2-3, 2-4, 2-5), this room housed a portion of the Litany of Light, a simultaneously allegorical and magical ceremony that celebrated Thoth's gift of knowledge to his faithful through the metaphor of light (see Arden Vul books for locations of manuscripts of the *Litany of Light*).

This, the first chamber, was devoted to invocations of the light of Thoth. Two simple stone benches run along the room, allowing viewers to read the iconography of the plastered walls; in addition, a 5'-diameter circle of yellow marble has been inlaid on the floor in front of the southeast wall. That wall shows rows of robed figures raising their hands towards a yellow globe, from which no rays extend. The figures are superimposed on a dark background that makes them look as if they are floating in a void. Across the top of the image is inscribed, in Mithric, "*Let the Faithful Acknowledge the Darkness and Invoke the Light of Truth.*"

Should someone step into the yellow circle and intone the proper phrase "*Let Thoth Illuminate My Ignorance*", a column of light will surround the person and he/she will be imbued with **infravison** for 12 hours. This effect will work twice per day. The chamber is otherwise empty, and remarkably free of trash.

2-3: Reception of Light

The second chamber in the Litany of Light, this room celebrated the benefits of Thoth's revealed wisdom. Two stone benches again face the southwest wall, and a circle of yellow marble occupies the pride of place in front of that wall. Figures similar to those in 2-2 are now turned to face the viewer, basking with smiling faces in rays of yellow light that extend from the orb, which now appears as the eye of an enormous ibis. The background is now bright yellow, and includes tiny inscriptions in the secret tongue of the priesthood of Thoth and images in various hands (secrets revealed to priests of Thoth and recorded on this wall; most will be unintelligible to any PC, but a kind GM might allow a PC a chance of recognizing a phrase or image related to one of the secrets of the Halls of Arden Vul). Above the image runs an inscription, in Mithric: "*The Light of Truth is Received by the Faithful.*"

Should someone stand in the yellow circle and state "*Thoth's light reveals all secrets*," that person will also be surrounded by a column of yellow light and will receive a temporary 1-4 bonus to WIS for 1-3 hours. This effect works only once per day. Again, the chamber is otherwise empty and relatively clean.

2-4: Glorification of Light

The third chamber in the Litany of Light existed to allow the faithful to glorify the wisdom they had received. As with 2-2 and 2-3, two stone benches face the northwest wall, while a yellow marble circle stands before that wall. The images on the northwest wall show the robed figures genuflecting towards an enormous ibis (now revealed in its entirety, not just its head as in 2-3). Some bow, others are prostrate, but all display reverence towards the rays that the ibis emits. The background is silver, and the inscription reads in Mithric: "*Let the Faithful Render Honor and Glory to the Light Which Reveals All.*"

Anyone standing in the marble circle who states, "*All Glory to the Light of Knowledge*" and who whispers a secret known only to him/herself will be surrounded by a column of light and imbued with **true seeing** for 1-3 hours.

2-5: Concealing of Light

The final chamber in the Litany of Light reminded the faithful that sometimes it was necessary to conceal knowledge. Two stone benches face the northeast wall, in front of which has been placed a yellow marble circle. The northeast wall is completely black save for a yellow orb from which no rays emerge. An inscription in Mithric reads "*The Light Must Be Guarded Against the Impious.*" Anyone who stands in the circle and states, "*Thoth's truths are for Thoth's Children*" will be surrounded by a column of light and will be made **invisible**, as per the spell, for 2-8 hours (or until he/she takes an action that would cancel the invisibility).

2-6 (x4): Mirrors

At these four intersections, a silver mirror is attached to the ceiling by a metal swivel joint. The mirrors can be pointed up either corridor so as to reflect light from 2-1 down the hallways. Should all 4 be tilted at the same angle, they will effectively illuminate the corridors surrounding 2-1.

The mirrors radiate magic of the protective kind. They have been enchanted to grant them exceptional durability, which is why the baboons have been unable to break them.

2-7: Vestibule, and Corpses

This richly decorated chamber was originally a vestibule and robing room for priests engaged in the ritual of Venerable Age (at 2-8 and 3-11). It is brightly lit with a **continual light** spell cast on the ceiling. The floor of 2-7 contains a **living mosaic** (see new magic items) in a 15'x10' section, while the walls are covered in pale yellow tiles. The ceiling was painted yellow to match the walls; much of this plaster hangs in shards from the ceiling. A series of brass pegs run across the west and east walls at shoulder height. The vestibule is remarkably free from debris. The corpses of two adventurers lie face down on the mosaic. Their chests, abdomens, and faces have been badly torn, as if by terrible claws.

The hallway from 2-8 to 2-7 is covered entirely in pale yellow tiles, some of which are scratched and/or broken. Halfway up the west wall the following message in Archontean is scrawled in blood: "They are deterred by light. We should restore the well!" [GM Note: this is a clue to explorers that the baboons are deterred by light, and that restoring the Well of Light at 2-1 would greatly reduce danger from the baboons]

Living Mosaic: this enchanted mosaic depicts a truncated pyramid much like the one found in 2-8 and 3-11. Its tesserae rearrange themselves to make a rough but comprehensible image of whomever is standing on the pyramid at 3-11. Should there be no one present, the mosaic will simply depict a pyramid. Should the PCs be separated, however, a character that has been transported by the pyramid in 2-8 may well see his/her comrades in the mosaic.

Treasure:
On the corpses are leather armor; a light crossbow (with no bolts); a pouch with 22 sp and 5 gp; splint mail; a sundered shield; a battle axe; a backpack with 212 cp, 34 sp, and a **potion of clarity** (see new magic items).

2-8: Pyramid of Venerable Age, Redux (Cf. area 3-11)

This chamber lies above the Pyramid of Venerable Age on Level 3, and is the destination for the teleportation effect accomplished in 3-11. The room is the exact same shape as 3-11, and is decorated in an identical fashion, with frescoes illustrating Thoth's conquest of aging and death through images of creatures of all sorts - including humans - rising up from the ground and shedding the symbols of age (robes, beards, canes). The room is unlit, although wall sconces are present. The 40'-tall pyramid with the truncated, lapis lazuli top is also present here, but the control rod for teleportation (the steel rod with obsidian top) is absent; it may be recovered at area 2-35. Aside from the missing rod, the chamber is identical to 3-11, a fact that may well cause PCs arriving from 3-11 to initially assume that they are still in 3-11.

Should the control rod for 2-8 be recovered, reinserted in the hole on the top of the pyramid, and then depressed, anyone on the lapis platform will be transported (without the smoke cloud of the other pyramid) to area 3-11.

Unlike its counterpart in 3-11, this pyramid conceals no pukel-mander.

2-9: Guard Post

This small chamber is dark, and littered with trash. Pegs set into the walls originally held equipment and clothing, but any items of practical value from this former guard post are long gone.

2-10: Antechamber of the Oracle

Light and a low buzz and crackle of energy greet those approaching this chamber. The 20'-tall antechamber is shunned by the baboons, which fear its unpredictable but still potent magical force.

The antechamber is lit with a **continual light** spell, and still retains much of its decorative splendor. A fresco of an ibis occupies the entire western wall; its eyes are permanently-active coconut-sized lumps of **arcanum** (see new magic items), and they thus protrude from the fresco a good bit. Every 2 turns the eyes flash sharply with pink light and a buzz of energy that fills the chamber for a moment; this light acts as a **dispel magic** spell (at 9th level) on anything in the chamber (potions have a 35% chance of destruction). The north wall features a fresco of a smaller ibis head from whose beak spouts a scroll. The curves and wraps of the scroll occupy most of the wall. This scroll has about 200 phrases written upon it in Mithric; these are utterances of the oracle that were never decoded. The GM could elect to bury a clue or two to the dungeon on this wall, although such a clue would have to be quite abstruse (since the priests of Thoth were not unintelligent).

On the south wall, three blocks of granite protrude from the wall. These blocks (6' wide, 3' tall, 3' deep into the room) have been carved to resemble open mouths, complete with hints of teeth. Although each gapes open, a **continual darkness** spell has been cast inside of each. Carved on the floor in front of the mouths is this phrase: "*Those who would seek Thoth's knowledge must possess the wisdom to follow his breath.*" Objects tossed into any of the mouths will disappear from view. The only way to determine where a mouth will lead is to climb into it. The middle mouth leads to a long stone staircase that descends 150' before eventually emerging at the Oracle (3-118 and 3-119). The other two mouths will teleport the entrant elsewhere in the Halls: the western mouth leads to the Great Hall (3-123), while the eastern mouth deposits entrants in the fane of the Sanctum (5-83). A permanent **silence 15' radius** lies behind the middle mouth silencing sounds of thrown objects.

Treasure:
The 2-lb lumps of **arcanum** (see new magic items) are valuable, but difficult to remove. It takes a successful open doors check to do so, as well as a roll of 2d8 under INT to avoid shattering them in the process. The process of removing the **arcanum** will also serve to inflict a magical 'burn' on the remover; the remover will suffer a temporary **dispel magic** on him or herself for a period of 2-8 weeks. During that period, no spells will work on the remover, nor will he/she be able to operate magical devices (rings, wands, etc.). Magical weapons will retain their bonuses, however. In addition to this 'burn' effect, the remover will feel infused with incredible energy; he/she will feel practically invincible (the feeling will not convey any special benefits; it is purely psychological). Once removed, the two lumps function as 'normal' fist-sized lumps of **arcanum** (see new magic items).

2-11: Guard Captain's Chamber

This formerly opulent chamber has seen better days. The walls retain their plaster and imagery. The most noticeable image is that of an immense squatting baboon which stares from the north wall. Several piles of rotted wood indicate what had previously been a bed, dresser, and desk. A human-sized skeleton lies in the center of the room, with mouth gaping open.

The eyes of the squatting baboon conceal small spy-holes which the Chief Priest could use to spy on his captain (see 2-30 for more details).

Treasure:
Among the trash is a fine long sword, with a baboon-skin grip (worth 35 gp). In the desk drawer is a battered copy of *The Courtship of Julius the Exarch* (see Arden Vul books).

2-12: Barracks

Both doors to the barracks are closed and spiked shut from the outside, and both have baboon feces smeared on them. Shut inside is a small pack of ghouls who are starving for flesh. PCs listening at the door will hear groans, whimpers, and wordless pleading.

The chamber itself has been ravaged; the plaster is shredded, the furniture splintered, and all personal items of the long-dead guards dispersed.

Inhabitants:

1. **6 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:

One particularly vile pile of filth contains 45 pp, a **wand of alignment detection** with 25 charges, and a **guard cap** (see new magic items for both).

2-13: Baboon Attack

Both doors to this chamber have disappeared. Light or noise will provoke an immediate attack from the baboon troop that is scavenging among the junk left in this former guardroom. The room is filthy, the frescoes are long gone, and piles of trash, fur, and excrement litter the floor.

Inhabitants:

1. **6 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18, 15, 14; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

2-14: Dormitory

Elaborate wooden cells line the walls of this large chamber. The room is dark, and smells strongly of baboon urine. Four cells are 20'x10', while the other eight are 10'x10'. The cells are formed of teakwood walls and doors, all of which are intricately carved with floral and animal motifs. Each cell contained a built-in sleeping unit (bed over drawers, with storage above) and a small desk and chair; the larger cells boasted a small table and two extra chairs. Most of the cells were long ago stripped of their movable furnishings.

A life-sized stone statue of a human priest in an action pose stands just to the west of the door. This is the unfortunate Remagis, 1st-level cleric of Thoth, who was turned to stone during the tumultuous abandonment of the complex over a millennium ago. It is possible that a **stone to flesh** spell would bring Remagis back to life (a system shock roll would be in order to see if he survives the transformation), although he speaks only Mithric and will be extremely confused. Still, he possesses a good knowledge of the layout of Levels 1, 2, 3, and parts of 5 and 6.



Inhabitants:

1. **Remagis**, **1st-level male Archontean cleric of Thoth**: SZ M; AL LN; AC 8; MV 120'; HD 1; HP 6; #AT 1; Dmg 2-7 (mace). Abilities: STR 11, INT 15, WIS 17, DEX 16, CON 11, CHA 14. Possessions: orange ceremonial garb; an ibis-headed mace; a pouch with 25 ancient silver pennies (see Arden Vul items); and a **scroll of protection from evil**. Remagis speaks only Mithric.

Treasure:

Persistent searching over 3 turns might turn up a silver candlestick (10 gp), a set of inlaid dice (25 gp), a red glass activation square (see **Thothian teleportation rings** in new magic items), and a packet of sealing wax. The true treasure is the carved teakwood, which, if carefully disassembled by someone with skill in carpentry, would be worth 10,000 to a collector in a city. The wood is heavy and bulky, though. If the dis-assembler lacks carpentry training, a roll of 4d6 under INT must be made to preserve the integrity of the piece; if it is failed, the result will be 3-12 pieces of partial furniture worth 100-600 gp each. When disassembled, a secret compartment holding two distinct stories from *The Deeds of Phagtro the Westron* (see Arden Vul books) may be found.

2-15: Stairs Down to Level 3 (3-21)

Both doors to this area swing broken on their hinges. The stairs lead down 125' to area 3-21. An observant PC will notice that there has been some, but not a lot of, traffic up and down the stairs. It should be noted that a portcullis currently blocks access from the stairwell to area 3-21.

2-16: Crossroads

The walls are bare stone. Inlaid in the floor in colored glass is a set of cardinal compass points. Low pulsating light emanates from the west corridor. An ibis-shaped iron lever is set into the west wall. It used to operate the portcullis but is now immoveable due to rust. As a result, it opens only with a successful lift gates check.

2-17: Anti-Magic Zone

This entire chamber (including the portcullis at 2-16) has been enchanted with an anti-magic shell (protection of a sorts for summoning gone awry in 2-19); no spells, magic items, or devices will work in this chamber. Should the portcullis be forced open, the ghouls in areas 2-20 through 2-22 will be free to move into the rest of Level 2. This might be a good thing for adventurers looking to soften up the baboons, but then again, it might not.

In the center of the room is a small, carved ivory box, some 18"x12"x4" in size.

Six corpses lie in a pile across the threshold of the door leading to 2-20. They have nothing of value.

Noise or light in this chamber is sure to attract the ghouls from 2-20. If combat ensues with these ghouls, Jhentris (2-22) may (25%) hear the ruckus and come to investigate

Treasure:

The ivory box is a **coffer of Zox** (see new magic items), containing four ghouls and seven skeletons. So long as the coffer sits in 2-16, the anti-magic shell mutes its powers; its powers return when it is taken out of the area, however.

2-18: Stuck Door

This door was spiked shut from the inside (open doors check to open) when two priests of Thoth tried to fortify themselves against the ghouls in 2-20 and 2-22 until reinforcements could arrive. That never happened, and the priests' bodies are now to be found resting against the wall where they finally committed suicide. The chamber contains three rickety sets of wooden shelving; the floor is littered with broken glass, and bits of colored flakes. Two ivory wands have been snapped in half. As the priests lost hope they grew despondent and destroyed a small fortune in equipment used in alchemy and summoning.

Treasure:
A **ring of spell storing** (stores 3 first level spells), a **scroll of augury**, and a pouch full of small garnets (20 gems worth a total of 100 gp). Two orange silk robes with arcane sigils of Thoth embroidered on them (50 gp each).

2-19: Summoning Chamber

A locked stone door (key in 2-22) leads to this enormous summoning chamber. Listening at the door before it is opened will likely (50%) allow one to hear bleating and chittering sounds (a pair of imps in goat and rat form). The walls are plastered and painted inky black, while the 30' ceiling is painted sky blue. A **continual light** spell shines from a point at the center of the ceiling. The floor is black marble, save for a white marble pentagram occupying the center of the room. A small ivory coffer, much like the one found in 2-17, rests on the floor next to the pentagram.

If the imps hear the PCs entering (very likely), they will be in goat and rat form. If they're taken by surprise, they will be in their natural form.

In the northwest corner a set of 2"-tall paving stones is arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: WH-YE-BL-GR-RE-BK (see new magic items for explanation).

Unlike most of the teleportation rings, this one has a full set of glass activation squares placed in the inset; what is more, these squares are arranged in the sequence that provides the address to this same chamber (i.e., WH-YE-BL-GR-RE-BK). As a result, anyone stepping into the ring will shimmer briefly and then reappear in the same spot.

Inhabitants:
1. **2 imps**: SZ S; AL LE; AC 2; MV 60', 180' flying (Class C); HD 2+2; HP 16, 13; #AT 1; Dmg 1-4; MR 25%. Special attacks: poison. Special defenses: silver, or +1 or better weapons to hit; immune to fire, cold and electricity; save vs magic as 7 HD creatures. Special: polymorph self (to animal form); detect magic; detect good; detect magic; invisibility; regenerate 1 hp/round, suggestion 1/day.

Treasure:
Carved ivory coffer (about 18"x12"x4"; carved with obscene images of mating demons). The coffer is cursed; the first person to touch it will receive 2-12 HP damage and will suffer from rapid hair growth until the curse is removed (in one hour the hair will reach shoulder length; in one day it will be floor-length). Once the curse has been activated, the coffer loses its magical properties and is worth 200 gp. Rattling about within the coffer are two **acorns of Fenth** (see new magic items).

2-20: Ghouls

About a dozen priests and apprentices were conducting a dangerous summoning ritual in 2-19 the last days before the complex was to be abandoned. When the ritual failed, the guards in area 2-16, fearing to release unspecified evil, refused to open the portcullis and release these priests. Eventually all died of starvation and self-inflicted wounds. Due to a failure in the ritual, most of these Thothian adepts rose as undead.

This former preparation chamber looks like a madhouse. Frescoes that used to depict serene images of Thoth and his priests have been badly mutilated and defaced, and most of the equipment has been destroyed. A few bits of insane ramblings have been scrawled on the walls in Mithric - these indicate cannibalism, fear of a certain Jhentris, and furious murder. The noise of combat in this chamber is likely (50%) to bring the skeletons from 2-21 into the fray.

Inhabitants:
1. **8 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 14, 14, 13, 12, 11, 11, 9; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:
A pair of **bolts of fire** (see new magic items), a jade bracelet (25 gp), and a rough diamond (1,000 gp) can be found after a turn of searching among a lot of trash.

2-21: Skeletons

As the chaos ensued, the bodies of murdered and eaten priests were thrown into this former private laboratory. Six of them have risen as skeletons. The door to 2-20 is shut, but not locked. The laboratory was completely gutted by the trapped priests, and little of use remains. The frescoes in this chamber are in better shape, and depict a kneeling Thoth blowing the wind of wisdom onto the heads of busy priests, all of whom are engaged in research and experiments of some sort.

Inhabitants:
1. **6 skeletons**: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 7, 6, 6, 5, 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.

Treasure:
Amid the rubble may be found, after a turn of searching, a **potion of healing**; a **potion of the berserk** (see new magic items); six

silver holy symbols of Thoth (50 sp each); and a backpack with 334 ancient silver pennies (see Arden Vul items).

2-22: Jhentris the Ghoul

This former alchemical laboratory houses the 'court' of Jhentris, a particularly ambitious priest who returned after death as an unusually powerful ghoul. Originally three large workbenches sat in the middle of the room, and wooden shelving filled with paraphernalia lined the walls. Most of the glassware has been shattered, and Jhentris has built a strange throne of sorts out of the surviving table and scraps of wood. The 'throne' consists of a chair made of bone and wood resting atop a desk placed on top of a table. Jhentris sits in his throne, gnawing bones and murmuring hungrily and angrily. The walls are undecorated, save for marks where the shelving used to rest. The floor is covered with glass shards and other debris, rendering movement more difficult (-10' movement). Some scraps of 'treasure' sit on the table to either side of Jhentris's throne.

Inhabitants:

1. **Jhentris**, **powerful ghoul**: SZ M; AL CE; AC 5; MV 90'; HD 4; HP 25; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: paralysis. Special defenses: cannot be turned in area 2-22, turned as a ghast elsewhere; immune to sleep and charm.
2. **4 normal ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 12, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
3. **4 zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 12, 10, 9, 8; #AT 1; Dmg 1-8. Special: always strike last.

Treasure:

Jhentris carries the key to 2-19 on a thong around his neck. Piled by his throne are 6 copper daggers, a copper torc (25 gp), a bronze circlet (30 gp), 612 ancient silver pennies (see Arden Vul items); a **wand of magic missiles** (2 charges); a **scroll of holy name** (see new spells); an ankh-key (see Arden Vul items); a single tale from *The Deeds of Phagtro the Westron* (see Arden Vul books); and an **amulet versus undead** (cleric level 4). Four potions, of **flying**, **clairvoyance**, **giant control**, and **dispelling** (see new magic items), may also be found among the debris.

2-23: Magical Laboratory, with Access to AV-18

A locked door leads to this former wizard's laboratory. Although much reduced since the days of Thoth's glory, Gerrilad (2-69) and Isocritis (2-70) have managed to scavenge a fair amount of useful materials. Gerrilad holds the key, although it is Isocritis who has activated the Archontean animated construct (see new monsters) and who uses the laboratory on a regular basis. The construct attacks anyone not accompanied by Gerrilad or Isocritis. There is a 10% chance that Isocritis is present here.

The room is crammed with stuff, some useful, most not. A huge (10'-tall) carved face stares from the south wall, while an 8'-tall stone statue stands to the west of the entrance hall. About 8 tables of different size and heights occupy the room, on which, under which, and near which is a huge assortment of items. If dungeon dressing is used, roll up to 100 times to establish the proper level of clutter; otherwise the GM should invent whatever is useful or appropriate. Appropriate items might include a mummified baboon paw, an enormous calcified egg, feathers from exotic birds, geological specimens of unusual shape and color, colored sands, jars with strange liquids (some with objects floating in them), etc. At the GM's will, some of these may be usable in magical research. Removal of the stuff will be difficult as there is a lot of it, and much of it is bulky. Several magic items can be found after 6 turns of searching (they are listed below).

Potion Machine: Against the south wall is an enormous carved baboon face with extended tongue. The features are exaggerated, with hollowed-out eyes and nostril cavities that extend over the tongue. Currently an empty flask rests on the tongue. In fact, the face can be used to create potions. An empty flask is placed on the tongue, and then the appropriate samples are laid in the eyes; after 3-12 rounds, the appropriate potion will drip out of the nostrils and into the flask. If the PCs look for potion supplies, the following can be found in a new-ish looking case laid against the east wall: 10 doses of red veil mushroom (see new flora), 5 fist-sized chunks of still-potent **arcanum** (see new magic items), 3 doses of crushed pearl, 1 50-gp diamond chip, 13 eyes of newt, 25 holly leaves, 4 manticore spines, 7 ghouls' teeth, 3 vials of gelatinous cube gelatin, a roc feather, a vial of red dragon blood, 2 fire mephit eyes, and 3 vials of mercury.

It is up to the GM to decide appropriate recipes for potions, but a few helpful suggestions (among many other possibilities,) are given here:

Potion of healing: 1 dose crushed pearl, 3 holly leaves, and an eye of newt

Potion of the berserk (see new magic items): 3 doses of red veil mushroom (see new flora), 1 vial of mercury, 2 ghouls' teeth.

Poison [weak, +2 to save]: 1 dose red veil mushroom (see new flora), 1 manticore spine, 1 pint vinegar.

Potion of fire breath: dragon's blood, a fire mephit eye, and a diamond chip.

Statue: The statue shows a human clad in kilt and Thothian headdress, and carrying a spear. The statue animates and attacks anyone unaccompanied by Isocritis and/or Gerrilad.

Secret Door (north): This door is hard to detect (1 in 8) from the south side, but very easy (1 in 3) to find from the north. The door leads to a narrow, steep passage that climbs upward 225' in a series of spirals before ending up in a cellar of area AV-18.

Inhabitants:

1. **1 Archontean animated construct - spearman** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 38; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.
2. **Isocritis Half-Hand** (10%): for stats, see 2-70.

Treasure:

Lots of mundane, and potentially interesting, items. In addition, the construct wields a **black iron spear** (see new magic items). An hour's careful searching will turn up these items: pair of keys to the hematite doors (3-177); an ankh-key (see Arden Vul items); a **wand of detect evil** (20 charges); a cursed **wand of alarms** (27 charges; see new magic items); a **periapt of proof against poison**; and two scrolls containing **wizard's cache** and the **Bracteros effect** (see new spells for both).

2-24: Apprentices' Chamber

This ransacked former apprentices' chamber still contains vestiges of ancient frescoes of baboons on its walls. Most of the chamber is filled with trash, including smashed beds and desks. In the northeast corner stands a perch for a bird, and on it rests a large raven. The bird is a mechanical apprentice's raven.

Treasure:
Apprentices' raven, worth 650 gp, or twice that to Kerbog Khan at SL12-25 (see new magic items).

2-25: Store Room

The door to this former storeroom balances precariously on shattered hinges. All stores have long since been cleaned out of this empty room.

2-26: Baboons

Both doors to this chamber are long gone, and a troop of six baboons is currently rummaging among the trash and detritus. The trash includes bones, offal, dung, and random bits of adventuring gear. Some of the trash is fresh, and has been deposited here at Gerrilad's orders. Spending one turn searching the knee-deep trash may (20%) turn up one randomly determined piece of adventuring equipment. All paint has flaked off the walls of this room.

Inhabitants:
1. **6 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18, 15, 14; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

Treasure:
A pouch with 37 gp may be found after 3 turns searching.

2-27: Haunted Room

The door to this room is intact, and pulled shut. The baboons avoid this chamber, since they suffered a major defeat here many years ago. Just inside the doorway are piled 10 skeletal baboon corpses. On the other side of the baboon pile is the mostly-skeletonized form of a large human, still dressed in a chain byrnie and wielding an enormous axe. This is the body of Skalla of Westholm, who gave his life defending his (dying) companion. Skalla's spirit still lingers, and will animate his armored skeleton if the body of his dead companion is disturbed.

Inside the room, the walls are brightly painted with pastoral scenes of hunting with birds and dogs in marsh and forest; in every scene is a large ibis, which accompanies the hunter. Against the east wall is a simple rope bed, whose bedclothes have mostly rotted. On the bed lies the corpse of an elven female, desiccated but not desecrated. Mortally wounded by baboons, she died here while Skalla repelled the baboon horde. The corpse clutches a metal wand some 8" long in its left hand, while its right hand is encased in a blackened leather glove. She wears a linen belt pouch, still remarkably preserved, and a leather backpack. Should her corpse be approached, a groaning-yet-wordless warning will emanate in the room. Should it be disturbed, the soul of Skalla will return to protect his mistress; his axe will fly to his hand, regardless of its current location, and Skalla will attack. Those viewing the terrible sight must save vs. spells at -4 or flee away in terror for 1-4 rounds. Underneath the bed is a stone chest. The spyholes to 2-30 are fairly obvious on the east wall.

Inhabitants:
1. **Skalla of Westholm**, **animated skeleton**: SZ M; AL LN; AC 4; MV 120'; HD 6, HP 38, #AT 1; Dmg 4-11 (**Axe of the Wastes**). Special attacks: fear aura (saves at -4). Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage; cannot be turned. Possessions: **Axe of the Wastes** (see new magic items).

Treasure:
Axe of the Wastes (see new magic items), a **wand of secret door and trap detection** with 25 charges (command word is "reveal" in Elven), two **arrows of striking**, a **gauntlet of fire absorption**, and a **pouch of capacity** (see new magic items for the last three). The backpack contains a spell book with the following spells: **detect magic**, **enlarge**, **floating disk**, **magic missile**, **push**, **read magic**, **sleep**; **darkness 15' radius**, **detect evil**, **Frigg's fraud** (see new spells), **knock**, **Probus's thunderous alert** (see new spells), **strength**; **blink**, **monster summoning I**, **slow**. It also contains a coil of 100' of elven silk rope.

2-28: Audience Hall

This 15'-tall chamber was originally the audience hall for the high priests of Thoth. It is currently the residence and court of Sisko, chief of the giant intelligent baboons (see 2-32). Enormous frescoes of Thoth and his priests occupy the east wall, and are still largely intact. A stone dais rises 3' above the floor in the center of the east wall; on it is a heavy but beautiful rosewood chair carved with ibises and baboons (worth up to 200 gp, but weighing 50 lb).

If no punishment ritual is taking place in 2-35, Sisko is present here 80% of the time; otherwise he is in his room (2-29; 20%). If he is found here, he will be sitting in the chair, holding court by grunting at 4-9 baboons that are barking nervously before him. If Sisko is present, there is a 20% chance that Trefko (2-32) will be here, pretending to wait on the alpha-male. If Sisko is present and intruders enter, Sisko will give the intruders a brief chance to abase themselves and state their business before he and his troop attack.

Inhabitants:
1. **Sisko** (possibly): see stats at 2-29
2. **Trefko** (possibly): see stats at 2-32
3. **4-9 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 19, 18, 18, 18, 17, 15, 14; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

Treasure:
Rosewood chair (200 gp).

2-29: Sisko's Lair

Sisko, the alpha male of the giant intelligent baboons, inhabits this room, the former residence of the high priest of Thoth. The 10'-tall chamber used to be extravagantly decorated, with frescoes of gilt and lapis that depicted priests of Thoth in full ceremonial robes (with tall cylindrical headgear) performing various rituals.

By the west wall sits an enormous statue of Thoth, seated and in human guise. Behind it is a fresco showing an ibis emitting rays, with robed figures genuflecting before it (identical to that in 2-4).

Above the fresco are the Mithric words of the third portion of the *Litany of Light* (see Arden Vul books): "*Let the Faithful Render Honor and Glory to the Light Which Reveals All.*"

Two sections of **living mosaic** (see new magic items) have been enchanted on the north wall next to the door. They depict 1) the Whispering Hall (2-63), and 2) the Great Hall (3-123).

A half-dead adventurer named Burris is suspended from manacles stapled into the ceiling; Phlebotomas's gang (areas 3-3 to 3-6) captured him and traded him to the baboons. If rescued, he can reveal information about the Hall of Judgment and the halflings' operations on Level 3.

Tormenting Burris are the members of Sisko's harem, a group of four female baboons and two female goblins.

Sisko has a large mound of clothing for his bed. Three dead goats and two dead goblins hang from hooks set in the east wall, and a rectangular stone water basin lies against the south wall. Sisko has attached a pair of leather sacks to a hook in the ceiling; his treasure is there, out of reach of his harem.

If no punishment ceremony is taking place in 2-35, Sisko will be found here 20% of the time; otherwise (80%) he will be holding court in 2-28.

Sisko is intelligent and aggressive. He is Gerrilad's main lieutenant, and is feared by almost all other denizens of Level 2. His Archontean is clear, if halting, and he occasionally likes to put on human clothes to see what he looks like. His harem is full of cowed and subservient females who will, however, fight any intruder tooth and nail.

Secret Door (east): The door is normal to detect, but almost impossible to open from this side unless one uses one of the following two methods: a) using the right key, either the high priest's key (2-31 or 2-43), or a Thothian passkey (see Arden Vul items); or b) facing the fresco of Thoth on the west wall and chanting the third mantra of the *Litany of Light* (see Arden Vul books) ("*All Glory to the Light of Knowledge*"). The secret door leads to a network of tunnels used by the high priests of old to spy on their subordinates (2-30).

Inhabitants:

1. **Sisko**, **giant intelligent baboon** (see new monsters): SZ L; AL NE; AC 5; MV 120'; HD 8; HP 62; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend.
2. **4 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
3. **2 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6.
4. **Burris**, 2nd-**level male Thorcin fighter**: SZ M; AL NG; AC 10; MV 120'; HD 2; HP 8 (max 20); #AT 1; Dmg by weapon. Abilities: STR 16; INT 9; WIS 11; DEX 14; CON 17; CHA 10.

Treasure:
One sack contains a mixture of coins: 343 cp pieces, 277 sp, 156 gp, and 5 ancient octagonal platinum coins (see Arden Vul items). The other sack contains assorted treasures: a femur made into a flute, a conical bronze helmet, a pair of red silk slippers, a black glass activation square (see **Thothian teleportation rings** in new magic items), a **gold Sortian eye** (see new magic items), a jar of candied oranges, and a set of silver chess pieces worth 400 gp.

2-30: Spy-Holes and Secret Doors

The secret door in 2-29 leads to a network of narrow, cramped tunnels built to allow the high priest to spy on the goings-on of his underlings. The tunnels are of poorly finished rock without decoration, and are currently filled with cobwebs and small spiders' webs (harmless). Cleverly concealed spy-holes at 2-11, 2-27, and 2-32 allow observation of these chambers.

Secret Door (near 2-12 and 2-27): This door is easy to detect from the tunnel side (1 in 4), but hard to detect from the corridor side (1 in 8). It can only be opened from the corridor side by those possessing either the high priest's key (2-31 or 2-43) or a Thothian passkey (see Arden Vul items). From the tunnel side, an iron pull concealed near the ceiling causes the door to spring open inward.

Secret Door (to 2-31): This door communicating to the high priest's secret lab is normal to find, and is accessed by pressing a panel near the floor inwards, and then pulling it upwards.

Secret Door (to 2-29): This door is difficult to open from the high priest's chamber (see description at 2-29), but is easy to find (1 in 4) from the spy-tunnel network. It is locked, and either the high priest's key (2-31 or 2-43) or a Thothian passkey (see Arden Vul items) is necessary to open it; it can be picked by thieves at a penalty of -10%.

Secret Door (to 2-34): This door is normal to find from the corridor side, but easy to find from the tunnel side (1 in 4). From the corridor side, only the high priest's key (2-31 or 2-43) or a Thothian passkey (see Arden Vul items) can open it; from the tunnel side, an iron pull concealed near the ceiling causes it to spring open inward.

2-31: Hidden Laboratory

The high priest of Thoth possessed a secret laboratory and workshop to which he and only a select few of his inner circle had access. In addition to some fine magical equipment, the laboratory is also the resting place of Arpostas, one of the last high priests of Thoth, as well as an unfortunate lesser priest named Xerxastes. It is also the current abode of an entrapment devil (see new monsters) named Semillimes.

The chamber is lit by torches (illusions, see the devil below), and is almost completely undecorated, save for a huge white ibis head painted over the secret door on the north wall. The ibis head is enchanted, and its eyes will follow any who move around in the room. It also serves as a **magic mouth** for Thoth: anyone opening the door and leaving the chamber hears the ibis intone in a booming bass voice (in the secret tongue of the priests of Thoth): "*Thus always traitors*" (the language will be comprehensible to all).

The southeast wall of the room contains a long workbench with a variety of wizardly and priestly objects on it. Against the northern wall rests an interrogation table made of stone, with bronze manacles; still shackled to the table is the desiccated corpse of a human being. On his finger is a gold and lapis signet ring with the name "Xerxastes" (worth 50gp); he also wears an **earring of protection +2** (see new magic items). The western wall has two sections of **living mosaic** (see new magic items) embedded into it; one shows the Audience Chamber (2-28) while the other shows the Judgment Hall (2-35).

The center of the room is carpeted; on the circular carpet is a table, four chairs, and an additional easy chair, in which slumps

a middle-aged man with greying hair; the man wears elaborate formal robes and a Thothian headdress. If the chamber is entered, the man stirs, shakes himself, rubs his eyes, and stands; he appears bleary and confused, and peers around at his environment. The man is actually a devious entrapment devil, who masquerades as the Thothian priest, Arpostas (see below for his strategy).

Story: The true Arpostas dabbled in summoning magic and was ensnared by an entrapment devil, who dominated him. A priest, Xerxastes, discovered the treachery of Arpostas and reported it to the spymaster, Ptirasa. Before Ptirasa could take definitive action, Arpostas managed to locate and torture Xerxastes, and then to lure Ptirasa into a trap and kill her (see 2-41). Arpostas's pride went too far, however, and Thoth eventually cursed him; he died in misery. His tormentor, the devil Semillimes, was trapped in the summoning circle in this room. Semillimes has been waiting for release for a very long time, and has developed a cunning plan and persona through which to do so. He will be more than happy to damn a few extra souls in the process, if he is able to do so.

The Devil: Semillimes has cast an illusion designed to mask the fact that he is trapped in a summoning circle. The illusion takes several forms, including the carpet (obscuring the circle), the lights, and his own physical form. He greets all intruders jovially in Mithric, introducing himself as Arpostas; he thanks them profusely for entering the chamber and breaking the stasis spell by which he has been imprisoned. He is intensely interested in the current era, and will offer refreshment at his table. If pressed to leave, he says he prefers to garner information here first (he may gesture at the living mosaics), as he is aware that he has much to learn before reinserting himself in the world. If questioned about Xerxastes, he notes that his enthusiastic servants blamed Xerxastes for his imprisonment and thus tied the priest to the questioning table. Eventually they left for reasons Arpostas/Semillimes does not understand, and Xerxastes slowly died.

Should anyone join Semillimes on the rug, the devil quickly attempts to dominate him/her; if successful, he commands the PC to continue the charade. If either his illusion or his domination attempt is detected, Semillimes blithely continues his pretense, becoming slightly shriller in his pathetic requests to the PCs. If detected after he has successfully dominated someone, the devil attempts to barter the dominated PC's life in return for his own ends, namely freedom and promises of service from other PCs. If unsuccessful in bartering, Semillimes commands the dominated PC to erase the circle (friends will see that PC lift the rug, and then scrape at the floor); he then attempts to summon an ice devil to assault the foolish PCs (40% chance) before teleporting himself and the dominated PC to Hell.

If Semillimes is able to depart, the illusion vanishes and PCs sees a smudged summoning circle with a pentagram inside it, as well as a desiccated corpse where the illusionary table used to be, all amid a well-stocked laboratory. The corpse is that of Arpostas;it bears a bronze key (the high priest's key; usable at 2-29, 2-30, 2-34, and 2-41) and his signet ring (platinum and ruby, worth 250gp). If this ring is presented to the ghost of Ptirasa at 2-41, the PCs may also be able to acquire a Thothian passkey (see Arden Vul items).

Inhabitants:

1. **Semillimes**, **entrapment devil**: SZ M; AL LE; AC -2; MV 90'; HD 10; HP 73; #AT 2; Dmg 3-6/3-6; MR 70%. Special attacks: dominate 3/day; hold person. Special defenses: polymorph self; immune to fire; takes half damage from cold and gas. Special: permanent illusion; teleport without error; summon another devil (40% chance); know alignment; cause fear; animate dead; infravision; suggestion.
2. **1 ice devil**: (possibly): SZ L; AL LE; AC -4; MV 60'; HD 11; HP 77; #AT 4; Dmg 1-4/1-4/2-8/3-12; MR 55%. Constant abilities: infravision; ultravision (60'); radiate fear 10' radius (save vs wands). Special attacks: cause fear; charm person; suggestion; ice storm (1/day). Special defenses: regenerate 1hp/round; silver, or +2 or better weapons to hit; immune to fire; takes half damage from cold and gas. Special: animate dead; fly; know alignment; phantasmal force; teleport without error; detect magic; detect invisible; polymorph self; 60% chance to gate in either two bone devils (70%) or another ice devil (30%).

Treasure:
Xerxastes's signet ring (50 gp) and **earring of protection +2** (see new magic items); Arpostas's platinum and ruby signet ring (250 gp), and the high priest's key. The equipment and consumable materials of the laboratory are worth 10,000 gp, although they present obvious difficulties in transportation.

2-32: Trefko's Lair

A former barracks for elite guards who attended the high priest of Thoth, this room has been taken over by Trefko, a giant intelligent baboon. The walls are dirty and streaked with dust and worse. If they are cleaned up, images of men in bronze armor and conical helmets will be seen marching, spearing animals and monsters, and accompanying an ibis-headed man. An enormous pile of old robes and blankets occupies the northwest corner; this serves as Trefko's bed. Two dead goats hang from pegs on the east wall, and a leaky barrel of water rests against the south wall.

Trefko is an old, canny baboon, and not much interested in procreation; as a result he has no harem. If no ritual of punishment is taking place in 2-35, Trefko will be found here in his chamber 80% of the time, reclining on his 'bed' and eating sweetmeats (bits of meat); the other 20% of the time he will be in 2-28 pretending to pay court to Sisko.

Trefko is loyal to Gerrilad. Thus, while he is willing to talk first before turning hostile, he will not go against the wishes of Gerrilad, nor can he be tempted to act against the other giant intelligent baboons. That said, Trefko is no friend of Sisko, and is unlikely to come to Sisko's assistance if he hears fighting in 2-29 or 2-28. Trefko knows quite a bit about Level 2, and is quite willing to talk and reminisce (50% chance) if treated with respect and a lack of hostility.

Inhabitants:

1. **Trefko**, **giant intelligent baboon** (see new monsters): SZ L; AL NE; AC 5; MV 120'; HD 8; HP 45; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend. He wears an inert dwarven life-stone (see new magic items) on a cord around his neck. It bears the name 'Schist Corundam' in Dwarven Runic; the Corundam clan would love to have this object returned to Kazildor see World of Archontos appendix).

Treasure:
Trefko has hidden a pretty rock (1,000 gp diamond) in his water barrel. It is impossible to see unless the barrel is actively searched or upended.

2-33: Robing Room, with Access to SL15-1

This former robing room sees a lot of traffic in the form of baboons moving between the Hall of Judgment (2-35) and Sisko's audience hall (2-28). Due to a collapse in the northwest corner, it also the route that Gerrilad the Grey (2-69) uses to exit the halls to cut mistletoe and holly.

Images of robed human priests line the north and west walls, although they are badly worn and, in places, mutilated. A crude image of a simian wearing a strange robe has been scrawled on the east wall. Wooden pegs may still be found in all the walls. There is a 25% chance of encountering 2-4 baboons here.

A 5'-tall pile of rubble stands in the northwest corner, the product of the collapse of a portion of the ceiling above it. The hole in the ceiling is about 4' in diameter and leads to a rough tunnel that climbs to area SL15-1. A knotted rope hangs from the hole; Gerrilad the Grey uses the rope to access the tunnels that eventually lead to the exterior (via area SL15-21).

Inhabitants:
1. **2-4 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

2-34: Passageway

This corridor extends from 2-33 along the northern edge of the Hall of Judgment. In addition to two functional doors providing access to the Hall of Judgment (2-35), this corridor conceals two secret doors.

Secret Door (south): The secret door leading south to the high priest's spy tunnels (2-30) is normal to find, but impossible to open from the corridor side without the high priests's key (see 2-31 or 2-43) or a Thothian passkey (see Arden Vul items).

Secret Door (east): The door to 2-42 is hard to find (1 in 8). It operates by locating a pull wire stuck to the intersection of wall and ceiling, detaching the wire, and pulling it downward; this causes the secret door panel to slide up.

2-35: Hall of Judgment

This vast hall was the site of ritual judgment and decision-making for the inner-circle of the priesthood of Thoth. It features a 30'-tall coffer-vaulted ceiling and is lit by guttering torches attached to the pillars which form a hallway from the entrance towards two daises, each of which rises 10' above the floor. The walls are decorated with colossal mosaics of Thoth striding among puny humans: Thoth appears in various forms, including as an ibis, an ibis-headed man, a handsome Egyptian-style human, a crouching baboon, and a baboon-headed human. The columns are slim, some 2' in diameter, and still coated with a flaking, powder blue paint.

To the east and west of the columns are trapezoidal covered pits some 10' on a side; these pits are 25' deep and quite dark. The pits open automatically if more than 1,000 lb of weight is placed on the lid; a pair of studs located on the Ruby Chair may also be used to open them manually. The western pit contains 5' of water and 2 large crocodiles. The eastern pit has only 2' of water, but contains an otyugh.

The dais closer to the columns is a bare marble triangle out of which rises a black iron, 10'-tall, trapped punishment post. The post has two sets of shackles bolted to it with huge staples.

At the north end of the room is the judge's dais; this dais is also 10'-tall and made of marble, but it possesses a triangular chair made out of an enormous ruby.

A door to the east leads to the holding cells, while two doors to the north lead to an access corridor.

Currently the Hall of Judgment is the primary residence of the druid Gerrilad the Grey (2-69), who directs the baboons from this location. Gerrilad is present 75% of the time, conducting judicial interrogations of his own devising. If present, Gerrilad is accompanied by Sisko (2-29), Trefko (2-32) and 6 large albino baboons. A prisoner (roll 1d4 to determine which inhabitant of cells 2-36B through 2-36D) will also be shackled to the pillar; the prisoner will be screaming loudly as he/she is whipped by one of the giant intelligent baboons. Should combat ensue in the Hall, Njal Oakheart (2-36A) will emerge to investigate. If Gerrilad gains the upper hand, he orders the baboons to subdue any remaining enemies, who will be stripped and imprisoned in 2-36. Gerrilad might be willing to negotiate with a powerful-seeming party, although he might also attempt to maneuver them over the pits and open the lids. In combat, Sisko and Trefko attempt to grapple opponents and throw them onto the pits, which Gerrilad then opens manually.

If no punishment ritual is taking place, the chamber will be empty (save for the crocodiles and otyugh). Noise in the empty chamber (created by, say, attacking the crocodiles or otyugh) brings Njal Oakheart on the run (90%).

Ruby Chair: The ruby chair is made of the blood of Thoth, which Thoth's priesthood in Arden Vul secured through long and onerous service across the planes. In return for securing it from threat, Thoth transformed his blood into crystalline form, that is, into a giant ruby. Given its origin, it is simultaneously priceless and immovable. Those who attempt to chip away at the ruby will find their efforts useless, and their instruments swiftly blunted. Only by beseeching Thoth directly is it possible to gain some reward from the stupendously large gem. One must sit in the chair and then speak out one of Thoth's seven secret names followed by the phrase "Hear the voices of your servants in their need." If this ritual is performed, a trickle of 3-30 rubies worth 1,000-10,000 gp each will 'bleed' forth from the chair.

Of course the secret names of Thoth are not readily known. The four most likely ways for a PC to learn one of the names are these: 1) if Gerrilad the Grey is slain in 2-35, a booming, thunderous voice will immediately declaim one of the secret names ("the Thrice-Born Linguist"); 2) the ancient tome, *Thoth in All His Forms* (see Arden Vul books) lists four of the seven secret names; 3) the extremely rare ancient text entitled **Secreta Secretorum** (see Arden Vul books) contains all seven names; 4) consultation with a sage may (but only may) produce one of the names. Underneath the pile of coins that lies behind the ruby chair, the following words are incised deeply into the stone in formal, Mithric script: "*Speak the Secret Name and Claim Thy Reward.*" Only those who remove the entire treasure pile will notice the inscription.

Trap 1 (Pits x2): Open if 1000 lb of weight are placed on them, or if a stud on the Ruby Chair is pressed. 2-12 damage.

Trap 2 (Punishment Post): pressing a stud on the Ruby Chair causes anyone touching the post to receive a 1-4 hp jolt of electric damage.

Note: this room is the destination for the teleport feature found at UP-11. Those teleported here find themselves standing between the ruby chair and the punishment post.

Permanent Inhabitants:
1. **2 crocodiles**: SZ L; AL N; AC 5; MV 60', 120' swimming; HD 3; HP 24, 22; #AT 2; Dmg 2-8/1-12. Special attacks: surprise on 1-3.
2. **1 otyugh**: SZ M; AL N; AC 3; MV 60'; HD 6; HP 42; #AT 3; Dmg 1-8/1-8/2-5. Special attacks: disease. Special defenses: limited telepathy (30'); never surprised.

Present only during a Punishment Ceremony:
1. **6 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 21, 19, 17, 16, 15, 13; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
2. Sisko (see stats at 2-29)
3. Trefko (see stats at 2-32)
4. Gerrilad the Grey (see statistics at 2-69).

Treasure:
In some circumstances (see above), the ruby chair will yield 3-30 rubies worth 1,000-10,000 gp each. In the east pit is the control rod for the pyramid at 2-8, as well as a **wand of illumination** with 22 charges. In the western pit are 511 sp, and a **ring of invisibility** (requires 1-3 turns searching). Piled behind the judge's dais is a mound of coins: 7,562 cp, 6,293 sp, 2,365 gp, and 827 pp.

2-36: Cells of Eternal Anxiety

The cellblock for the cult of Thoth is found in this location. The cells have wooden doors with barred windows set into them. Each has two sets of manacles set into the walls, although Gerrilad tends to keep only one prisoner in each cell.

2-36A: A guardroom, in which lives Njal Oakheart, an adventurer who has been charmed by Gerrilad the Grey (2-69, 2-35) and who now performs the function of gaoler. This chamber contains a simple cot, a water barrel, and a wooden box full of apples and dried meat. Njal possesses no treasure save his personal equipment, although a dry barrel contains a suit of leather armor, a suit of chain mail, two long swords, six daggers, 50' of rope, a bulls-eye lantern, and three backpacks.

Inhabitants:
1. **Njal Oakheart**, **4th-level male Wiskin fighter**: SZ M; AL N; AC 4; MV 90'; HD 4; HP 36; #AT 1; Dmg 3-10 (battle axe +1). Abilities: STR 17, INT 11, WIS 9, DEX 11, CON 17, CHA 13. Possessions: **battle axe +1**; chain hauberk, wooden shield; two **potions of healing**; and an **amulet of protection from normal missiles** (see new magic items).

2-36B: **Samantha the Red**, **1st-level female Archontean fighter**: SZ M; AL NG; AC 8; MV 120'; HD 1; HP 3 (max 10); #AT 1; Dmg by weapon. Abilities: STR 17, INT 11, WIS 10, DEX 16, CON 16, CHA 12. She has been imprisoned for a little over one month and is in bad shape.



2-36C: **Tresti Iredell**, **2nd-level female half-elf magic user**: SZ M; AL LN; AC 7; MV 120'; HD 2; HP 2 (max 4); #AT 1; Dmg by weapon. Abilities: STR 10, INT 17, WIS 15, DEX 17, CON 11, CHA 8. Tresti has no spells memorized; her spell book is now located in area 2-70. She has been imprisoned for 2 weeks.

2-36D: **Gwelf**, **3rd-level male dwarven thief**: SZ M, AL CN; AC 7; MV 90'; HD 3; HP 2 (max 17); #AT 1; Dmg by weapon. Abilities: STR 15, INT 14, WIS 10, DEX 17, CON 15, CHA 10. Thief skills: PP 45%, OL 53%, F/RT 45%, MS 32%, HS 25%, HN 15%, CW 77%. Gwelf has been here 2 months, and has been tortured several times. He is close to insane, and sings old dwarven songs constantly, and off-key.

2-36E: **Jost of Newmarket**, **2nd-level male Thorcin fighter**, SZ M; AL CG; AC 9; MV 120'; HD 2; HP 14 (max 18); #AT 1; Dmg by weapon. Abilities: STR 18/48, INT 10, WIS 9, DEX 15, CON 16, CHA 9. As Jost has only been imprisoned for a week, he is still filled with hope.

2-37: Dormitory

This former dormitory used to have 10'x10' wooden cells lining its walls, but the baboons and their masters have ripped out the wood to use for other purposes. The chamber is thus a wreck, with small bits of wood, baboon dung, and the occasional bone strewn across it. The door is badly damaged, and will no longer stay shut.

2-38: Ancient Cavern

This cavern features natural walls with a smoothed and sanded floor. It served as a refuge and supply depot for the high priest of Thoth. A simple wooden desk, chair, and scroll case stand in the southwest corner, although they are badly rotted by age. Bolted to the south wall are manacles and shackles, which are still occupied

by a mostly decomposed and desiccated human corpse. A pile of decomposed foodstuffs lies against the north wall. The tunnel to the northeast climbs a short series of stone steps but ends in a blank wall.

Secret Door (to 2-39): The door is easy to find (1 in 4) but hard to open (requires finding and depressing a knob of rock on the east wall of the tunnel).

2-39: Cave and Bridge

This cave was discovered by the priests of Thoth and incorporated into the secret precincts of the high priest. The priests did not improve the cave, although they did build a narrow stone bridge across the chasm. The bridge is made of fitted blocks of granite 3' wide. The cave contains a rough sarcophagus carved out of stone, with the following inscription in Mithric at one end: *Hormakh built the bridge. His secrets lie here with him. May his sacrifice be honored, if not remembered.* The stone sarcophagus is empty. The cave is home to a trio of mantari, who hunt in the chasm and surrounding caverns.

Secret Door (to 2-38): The door is easy to find (1 in 4). It silently opens by locating and depressing a knob of rock on the east wall of the tunnel.

Inhabitants:

1. **3 mantari**: SZ S; AL NE; AC 9; MV 180' flying (Class C); HD 1+1; HP 8, 6, 6; #AT 1; Dmg special. Special attacks: sting (inflicts HP equal to 19-victim's CON); if a PC is hit on a 2nd consecutive round, damage from the sting is quadrupled.

2-40: Spy Platform

This 8'-tall chamber is undecorated, but boasts two ancient wooden chairs that collapse into dust if manipulated. Two obvious sets of spy-holes have been cut into the wall; they look out into 2-63. An ancient piece of parchment lies on the floor near one of the chairs; on it is written in Mithric some rough notes (heard by a watcher using the spyholes). These notes read: *Lycandus - illusions conceal his remains. Ptarmis claims he can control the Fungal Foresters. Horkhari was shown the tomb of great Theskelon, of the Set Cult; it lies to the east of the Southern Necropolis of Set. Amhit has found the Obsidian Gates, but has been unable to teleport behind them.*

GM Note: the tomb of Lycandus is found at 3-197; the note about Ptarmis refers both to the tomb of the real Ptarmis at 3-174 and to the amulet of Ptarmis worn by Trocadero of Newmarket (3-176); the tomb of Theskelon may be found at 4-142, near the southern necropolis of Set (4-139); the Obsidian Gates may be found at 5-6D.

Resting on the chair is an enormous conch shell; it has been enchanted to amplify sounds within 50'. The high priest used it to eavesdrop on those employing the Whispering Hall.

Secret Door (to 2-63): The door is easy to find (1 in 4). It opens by finding and depressing a knob of rock on the south wall of the cave.

Treasure:
Conch of amplification (see new magic items).

2-41: Funerary Cave

Like its analog on the other side of the chasm, this cave was discovered and employed for ultra-secret purposes by the inner circles of the cult of Thoth. A narrow tunnel leads to the chasm and the bridge to 2-39. Several wooden crates have decomposed into a pile to the south; rummaging around them are six giant centipedes.

Against the northern wall are five funeral slabs (gisants), suitable for using as sarcophagus lids. Two have been carved to represent priests of Thoth. One of the two is generic (waiting to be finished), but the other actually has a name carved on it (Ptirasa); it depicts an old woman with stringy hair, a short nose, and beady eyes. Ptirasa's gisant also bears an inscription in the secret tongue of the priesthood of Thoth: "*Head Inquisitor and Judge, Ptirasa lived in the shadows even as she pursued the Light.*"

A sixth gisant has fallen over; a skeleton may be found beneath it. If moved, the skeleton will be revealed to possess a signet ring (Ptirasa), and a badly damaged scroll. The scroll reads, in the secret tongue of the priesthood of Thoth, "*Be wary in agreeing to any meetings with Arpostas, for the high priest has abandoned the Light of Wisdom for the folly of chaos. Seek proof in the hidden passages beneath the Hall of Judgment. [signed] Xerxastes.*"

The ghost of Ptirasa haunts this chamber even still, although it is largely benign. It manifests shortly after the chamber is entered, as a ghostly woman dressed in elaborate ceremonial robes. The ghost hisses (in Mithric): "*Beware the treachery of Arpostas. He will destroy our work. Warn the others!*"

All of this may appear mundane and uninteresting, but the evidence of the gisants and ghost in fact provides a significant clue concerning the story of the entrapment devil and Arpostas in 2-31. Indeed, if proof of Arpostas's demise (from 2-31) is demonstrated to Ptirasa, then her ghost will glide to the south wall and point to an iron key cleverly hidden by a rock spur. This key is a Thothian passkey (see Arden Vul items), which may be used to open all locks on Levels 2 and 3 (except for those specifically excluded in a room description). Without the passkey, the secret door to the east is impassable from this direction.

Secret Door (east): This door is cleverly concealed to appear as part of the cave surface. From the cave side, it is normal to find, but only opens if the high priest's key (2-31 or 2-43) or a Thothian passkey (see Arden Vul items) is inserted into a hidden keyhole. It might be possible for a thief to pick the lock, albeit at a penalty of -20%. From the east, the door is easy to find (1 in 4) and opens inward when a rocky knob is depressed.

Inhabitants:

1. (benign) **ghost**, immune to attacks; no attack form.
2. **6 giant centipedes**: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x3), 1(x3); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)

Treasure:
Thothian passkey (see Arden Vul items).
On Ptirasa's corpse: three gold rings, each with a secret name of Thoth inscribed inside (the Thrice-Born Linguist, Font of Magic, Giver of Words), each worth 150 gp; a platinum, jade, and lapis necklace worth 3,750 gp; and two **teeth of Pol** (see new magic items). See *Secreta Secretorum* in Arden Vul books for a full listing of Thoth's secret names.

In the crates: desiccated foodstuffs, three 50' coils of hemp rope, two flasks of oil, a lantern, a set of marbles in a leather pouch, a set of stone mason's tools, and a set of fine chisels (35 gp).

2-42: Hall of Seeing

The long west-leading hallway is dusty and undecorated; it hasn't seen traffic in a very long time.

This dusty hall is empty save for its enchanted ceiling and two sections of **living mosaic** (see new magic items). The ceiling is enchanted to look like the stars over Arden Vul as they are at the current moment. It is so realistic that careful examination is necessary for visitors to recognize that it is not in fact the actual night sky; repeated visits will demonstrate, moreover, that the ceiling changes as the seasons change. The north wall features a patch of **living mosaic** (see new magic items) that displays area 2-34. The south wall contains a patch of **living mosaic** that displays the Hall of Shrines (area SL2-1). There is a 15% chance that an odd set of tracks run through the dust on the floor from east to west.

In the northeast corner, a set of 2"-tall paving stones is arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: WH-YE-BL-RE-BK-GR (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

Secret Door (west): The secret door leading to this chamber is easy to find from the east (1 in 4), although it is difficult to find from 2-34 (1 in 8); it operates by locating a pull wire stuck to the intersection of wall and ceiling, detaching the wire, and pulling it downward; this causes the secret door panel to slide up.

2-43: Antechamber

Two dust-covered corpses lie in the center of this simply decorated chamber (yellow painted plaster walls). The corpses wear full-length red robes and tall cylindrical hats. One carries a belt-pouch with an onyx figurine of a panther (100 gp). The other wears a pair of **boots of attraction** (see new magic items) and is lying on top of an elaborate bronze key, namely the high priest's key (used at 2-29, 2-30, 2-34, and 2-41). Both bear a silver holy symbol of Set (10 gp). These ancient Set priests came across the key during the fall of the city and thought to loot the Halls of Thoth: they were mauled by the constructions in 2-44 and crawled here to die.

2-44: Guard Post

This room is still richly decorated in Thothian themes: white ibises imparting knowledge to genuflecting humans, baboons smashing crocodiles, and so forth. The ceiling is a cerulean blue, studded with gold stars. The room is lit with perpetually burning torches on the east and west walls. Statues of ibis-headed men stand in the middle of the north and south walls. These statues are 12' tall, with granite human bodies, alabaster ibis heads, and begemmed eyes. They animate and smite anyone who fails to present a holy symbol of Thoth upon entering the room (or who attempts to remove their sapphire eyes).

Secret Door (south): The secret door on the south wall is detected normally. It is concealed in a large fresco of an angry baboon. It opens when the eyes of the baboon are pressed at the same time.

Inhabitants:

1. **2 Archontean animated constructs - ibises** (see new monsters): SZ L; AL N; AC 2; MV 60'; HD 6; HP 42, 41; #AT 2; Dmg 2-8/2-8; MR 25%. Special defenses: immune to elemental magic, poison, and immune to mind-affecting spells; +1 or better weapons to hit.

Treasure:

4 sapphire eyes, worth 1,250 gp each.

2-45: Stair of Heroes, to SL2-1

The secret door from 2-44 leads to a short hallway and then to a stairway leading upwards some 75' to the legendary Hall of Shrines (SL2-1). The hallway and the staircase are painted with vibrant images of human heroes smiting enemies of Thoth: magic users, warriors, veiled figures, and giant frogs. The paint looks remarkably fresh, although a thick layer of dust lines the area.

Secret Door (west): This door is easy to detect (1 in 4) from either side, and is manipulated by pressing the wall panel inward.

2-46: Circular Stair Down to Level 3-47

This granite stairway leads 125' feet down to Level 3 (area 3-47). The staircase is unremarkable save for numerous cobwebs and an abandoned backpack halfway down the staircase. It contains 10 iron spikes, three torches, 2 flasks of oil, and an **everfull purse** (sp, ep, gp variety).

2-47: Lost Cache and Skeleton

The high priest stored a cache of supplies here in case of emergency. It remains locked away in a stone chest in this small cave. In front of the chest are two badly mutilated corpses, one wearing orange-tinted chain mail with numerous rents and rips (usable **Sortian chain mail**, but only AC 6 due damage - see new magic items) and the other the attire of an ordinary adventurer. On top of the chest is an animated skull (see new monsters), which will rise into the air to query any intruder in the secret language of Thoth. If a proper password is not forthcoming ("Thoth" or "Wisdom"), the skull attacks. The corridor to the south leads to a small stone step and two spyholes that look out into the cavern of 2-48.

Inhabitants:

1. **1 animated skull** (see new monsters): SZ S; AL LN; AC 0, MV 30' flying (Class A); HD 4, HP 29; #AT 1; Dmg 1-2; MR 25%. Special defenses: immune to mind-affecting spells, resistance to fire and cold. Spell-like abilities: magic missile (2 missiles) (unlimited), cone of cold (4-24) (1/day), dispel magic (3/day), teleport (3/day), mirror image (3/day), ray of enfeeblement (3/day), sleep (3/day), and fireball (4-24) (3/day).

Treasure:
Stone chest, locked and trapped by **explosive runes**. The lock is difficult (-5%) to pick. Inside are 10,000 ancient silver pennies, 250 ancient octagonal platinum coins (see Arden Vul items for the coins), three golden bracelets (150 gp each), a **silver torc of protection** (see new magic items), a copy of the *Litany of Light* (see Arden Vul books), a **war hammer +2**, two **glass spheres of arcane assistance** – arcane warding and destruction (see new magic items), and three **potions of extra healing**.
On the corpses: damaged orange-tinted AC 6 **Sortian chain mail** (see new magic items); a **silver Sortian eye** (see new magic items), a purse of 56 cp, 55 sp, and 43 gp, leather armor, a short sword, a light crossbow with 20 bolts, a backpack, a **scroll of the Hekate's bonds** (see new spells), and a **potion of levitation** and a **potion of flying**. The smiths at area 9-60 might be able to repair the chain mail for the right price.

2-48: Ancient Monolith

The monolith rises over 150' from its base at 3-51 into Level 2 (see 3-51 for details). Here at 2-48, the monolith rises out of the gloom to end in a flattened platform. The platform is roughly 20' above the opening leading to the west (to the door to 2-49), and is about parallel to the spyholes in the passage extending from 2-47. The platform is triangular, with 8'-long sides.

A pentagram is inscribed on the surface of the platform, and the incisions have been filled with liquid silver (now hardened). A small cold-iron coffer rests in the middle of the pentagram. Anyone stepping inside the pentagram summons a keqemander demon (see new monsters) to the platform. The keqemander is able to levitate, and tries to knock enemies off the platform to their doom 150' below on the floor of 3-51 (15d6 damage).

Inhabitants:
1. **1 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 8; HP 55; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.

Treasure:
The cold-iron coffer is a roughly-smithed box of iron plates, welded together with a silvery solder such that there is no apparent way to open the coffer. The easiest way is to apply heat to the seams and melt the solder. Doing so will heat the iron plates considerably, potentially causing heat damage to anyone holding the coffer. Inside the coffer are the following:
1. a **palm of correction** (a form of rudishva useful palm - see new magic items)
2. a **tear of Kauket** (see new magic items)
3. an **insidious bone flute** (see new magic items)
4. a platinum key to the Obsidian Gates (5-6D)
5. two flasks of the **sweat of Rimmaq-Isfet** (see new magic items)

2-49: Pukel-mander and Charnel Pit

Crouching in sullen menace, a **pukel-mander** (see new magic items) sits here on a ledge over-looking the Great Chasm (2-63A). The ledge falls away behind the statue, opening up into a large natural cavern that is covered with bones in a layer 3' deep. The cavern floor is 10' below the level of the statue.

In addition to its 'normal' properties, this pukel-mander has been enchanted such that touching it with anything other than a **tear of Kauket** (see new magic items) causes 8 heqeti hopping dead (see new monsters) to animate from the charnel pit behind the pukel. If defeated, the hopping dead are able to reanimate after 2 hours have passed. The pit only ceases to spawn hopping dead if the ziggurat of Kauket (10-32 to 10-37) is cleansed.

A concealed door is hidden behind a pile of bones and trash at the far end of the pit. It leads to a cliff's edge 135' above the floor of the cavern of the monolith at 2-48.

Inhabitants:
1. **8 heqeti hopping dead** (see new monsters): SZ M; AL CE; AC 5; MV 90'; HD 3; HP 22, 21, 20, 19, 19, 17, 16, 15; #AT 1; Dmg 1-8. Special attacks: leap; cursed tongue. Special defenses: turned as ghasts; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.

2-50: Doorstep to the Tomb of Isadora (leads to SL11-1)

This darkened hall is only 8' tall. The walls hold five stone doors – three on the north wall and one each on the east and west walls. Covering the walls (and doors) are faded frescoes spattered with baboon dung. Each depicts the same image: a woman in a white gown with waist-length yellow hair who is holding her right hand out in the universal symbol of 'stop'. The floor is littered with charred bits of cloth, leather, metal, and bone.

Entering the chamber triggers a permanent **programmed illusion**. The illusion shows a woman emerge from the middle door of the north wall. She wears a white gown with waist-length yellow hair and possesses piercing black eyes. She holds her hand up and speaks, in Mithric, "*Stop! You are not welcome. Return whence you came and you will avoid retribution. Proceed and you shall die.*" The figure (who is Isadora - see SL11-19A) interacts in an extremely limited way, merely responding to questions with further dire threats and warnings. The warning illusion repeats every time the room is entered.

All five of the visible doors are false and trapped. A sixth, secret door is located on the east wall; while it is also trapped, it provides the only route to the tomb of Isadora (SL11-1) found in the dungeon levels of Arden Vul.

Traps (doors): All five of the visible doors as well as the secret door are trapped. Opening any of them triggers a **fireball** (7d6) spell. The magic that powers these traps is finite, however. It was originally set to allow up to 25 fireballs to be cast. Over the centuries, however, thirteen have been cast, meaning that the trap will only work twelve more times. Thieves have a normal chance to detect the traps, but they can only be disabled by the casting of **dispel magic** by a spell caster of 12th-level or higher. If a fireball is triggered, all within range have the usual chance to save for half damage. **Note**: the **fireball** trap is not triggered by those entering 2-50 from SL11-1.

Secret Door (east): This door is difficult to locate (1 in 8) and is locked and trapped (see above). The lock is concealed in a dark portion of the fresco that covers the wall here; it is a complex lock as well (-5% to chances to pick). The door leads to a set of stairs that descend 50' to a corridor that leads eastward to Sub-Level 11 (SL11-1).

Due to the fire and charred remains, the nearby baboons avoid this chamber like the plague.

2-51: Enhanced Baboons

Although the walls of this cave are natural, the floor has been smoothed and covered with a thin layer of sand. A 10'-square stone dais dominates the center of the cavern. On the dais is a circular basin in which burbles a fountain of clear liquid. The liquid is magical, and conveys a wisdom boost of 1-4 points for 1 day. A troop of baboons has occupied this chamber for several generations and, thanks to the magical liquid, has raised its members to average sentience. In addition to learning to speak a rude form of Archontean, they have armed themselves with throwing rocks, crude spears, and stone daggers. They defend their fountain against all comers. It is possible the baboons could be placated and reasoned with.

Inhabitants:

1. **6 enhanced large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 23, 22, 20, 19, 18, 17; #AT special, or 3; Dmg see below, or 1-4/1-4/1-6. Special attacks: pack attack. Two baboons hurl rocks (Dmg 1-4 per rock, 2 rocks per round); two attack with short spears (Dmg 1-6 damage); and two attack with two stone daggers (Dmg 1-4 each; if both hit, another 1-4 damage from ferocity of attack).

2-52: Pool

This nondescript cave features a pool of clear, cool water on its southern side. The exiled baboons (2-53) come here to drink.

2-53: Exiled Baboons

A number of older and weaker baboons have been exiled from the main cave (2-56) to this lesser cave. The cave is natural, with uneven floors and walls. The baboons that live here are slower, greyer, and leaner than their counterparts in the main cave. Numerous baboon skeletons may be found in the northern-most projection of the cave, for the weakened baboons have been occasionally known to resort to cannibalism.

Inhabitants:

1. **25 weakened large albino baboons** (see new monsters): SZ M; AL N; AC 7; MV 90'; HD 2; HP 13(x6), 12(x6), 10(x6), 9(x7); #AT 3; Dmg 1-3/1-3/1-6. Special attacks: pack attack.

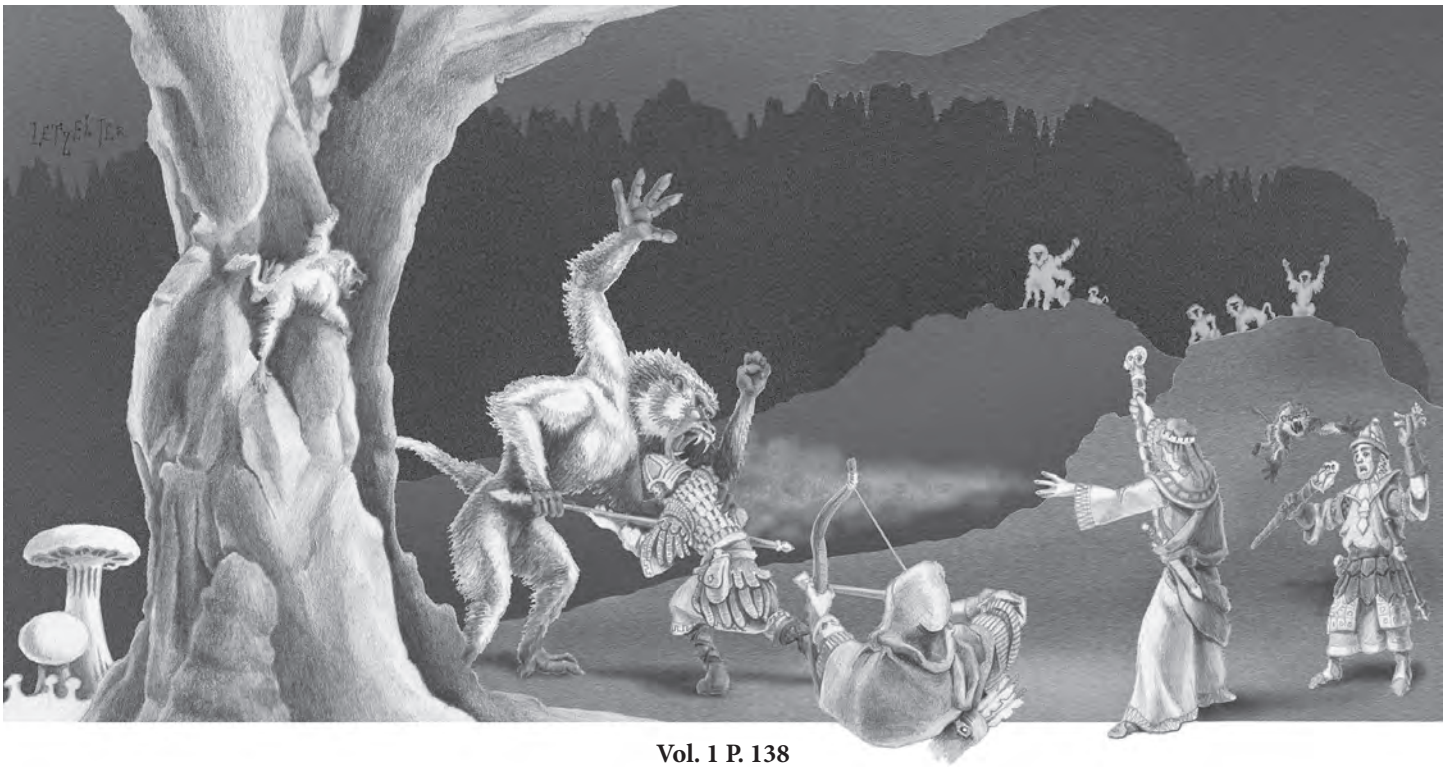
2-54: Exit to the Ruined City (AV-10)

A cramped, 5'-diameter tunnel wends its way upward 225' to the surface of the plateau near the ruined city of Arden Vul. See AV-10 for further details.

2-55: Rat Lair

This area is the nexus of a vast network of small tunnels leading to pockets in the rock, where a colony of 50 giant rats and 200 ordinary rats makes its home. Most of the tunnels are completely impassable without magical means. The wide passage from 2-56, however, continues on to the east, and eventually leads to 2-54 (an exit from the Halls). Another wide passage leads northwest towards area 2-53; rangers or other trackers may be able to follow it by following the smell of baboons and/or the presence of baboon dung. Numerous other tunnels start wide, but eventually peter into narrower and smaller rat tunnels. For every turn spent wandering in the rat tunnels, there is a 50% chance that 1-6 giant rats and 3-12 normal rats attack the explorers.

An encounter always occurs at area 2-55. The encounter will be either 2-5 baboons (40%), or a pack of 7-14 giant rats (40%), or both baboons and rats (20%). In the latter case, the two groups of animals are attacking each other.



Note: it is difficult to fight and maneuver in the rat tunnels. PCs will be at -1 to hit and damage in the wider tunnels, and -2 to hit and damage in the smaller ones.

Inhabitants:
1. **2-5 large albino baboons** (40%) (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18, 16; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
2. **7-14 giant rats** (40%): SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x4), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
3. Both baboons and rats (20%)

Treasure:
The wide tunnels contain no treasure. If the PCs are able to penetrate the smaller rat tunnels, they are likely to find a rat nest every 1-4 turns of exploration. Such a nest might (25%) have treasure: if so, it will be 1-100 cp (45%), or 1-20 sp (40%), or a gem worth 20-200 gp (10%), or a **cursed penny** (5%) (see new magic items).

2-56: Howling Caves

One of the iconic locations in the Halls, this massive cyst cavern was used by the priests of Thoth to breed, house, and train the large baboons which served as guardians and symbols of Thoth's power. When the priests departed, the baboons remained, and multiplied.

The cave floor is rock covered with layers of sand and dirt. A patch of giant mushrooms grows in the center-north projection of the cave; a giant intelligent baboon usually guards this area to ensure that the lesser baboons do not over exploit it. Some phosphorescent fungus clinging to the walls provides some dim light to the area. The ceiling averages some 30' in height.

The caves are filled with hooting, grunting, and the sounds of movement. At any given moment several score baboons will be present in the main cavern. These baboons are organized into smaller troops, with individual alphas, and are somewhat territorial. Still, the giant intelligent baboons can mobilize multiple troops into concerted action. The baboons are particularly aggressive with intruders, and unless precautions are taken, an intruding party is likely to be swarmed by baboons within a turn. Initial contact will be made with 1 or 2 troops, with more troops joining the fray as combat and noise persist.

Inhabitants:
1. **49 adult albino baboons** (see new monsters), in seven troops (21 male, 28 female): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20(x7), 19(x7), 18(x10), 17(x10), 16(x8), 14(x7); #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
2. **35 baboon cubs**: noncombatants (AC 8; HP 1).
3. **1-3 giant intelligent baboons** (see new monsters): SZ L; AL NE; AC 5; MV 120'; HD 8; HP 57, 51, 47; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend.

Treasure:
Gerrilad and the giant intelligent baboons have taken most of the valuables. Buried in the mulch under the mushrooms is the skeleton of a priest of Thoth; it contains a bone scroll case with a map of Level 5, a **scroll of aid**, **enthrall**, and **wyvern watch**, as well as a **gold Sortian eye** (see new magic items).

2-56A: Dead Creeper Bodies

The rent and slashed bodies of two carcass creepers lie rotting on the floor of the cave at this location. The baboons lightly gnawed them, but found them unpalatable. The passageway through to 2-57 is narrow (5' wide) and cramped (6' tall).

2-56B: Pool

A seemingly natural pool exists here. In antiquity Thothian mages placed a **decanter of endless water** in the pool, and protected it with an **invisibility** spell. The decanter can only be found by **detect magic**, or by swimming around in the 15'-deep pond. Removing the decanter soon causes the dispersal of the baboon troops, as they are driven elsewhere in search of water.

The **decanter** is putting out a gallon of water per round, which is roughly equal to the consumption levels of the baboons. If more than half the baboon population is killed, the pool will slowly expand to be about 20' larger in all directions before achieving a new equilibrium. If most or all of the baboons are slain, the pool expands greatly, filling up the southwestern portion of the cavern in a foot or so of water before the natural contours of the cave create a stream that leads towards 2-56A and thence through the passage there to fall down into the Great Chasm (2-63A) as the tiniest of waterfalls.

Treasure:
Decanter of endless water (invisible).

2-56C: Collapsed Wall and Hidden Idol

Here a portion of the cavern wall has collapsed, leaving a rough hole some 6' wide by 10' tall through which one can step. Behind the collapse is a **pukel-mander** (see new magic items), peering menacingly through the hole in the wall. Behind the pukel-mander is an ancient passageway that has collapsed.

2-56D: Rock Outcroppings

Scattered throughout the Howling Caves are rock outcroppings of various size and height. The albino baboons are adept at clambering up these platforms, and may well use them for combat maneuvers. A clever party might well do the same.

2-56E: Rat Tunnels

Several tunnels lead out of the Howling Caves at their eastern edge. A number are small, and suitable only for rats or similarly sized creatures; a good score of such tunnels enter 2-56 (although only a few are indicated on the map). The holes of the rat tunnels are frequently found at head height on the walls, or higher. One tunnel, however, is broader, about 5' wide and 8' tall, and leads straight to area 2-55. The baboons like to hunt rats for meat. Conversely, the rats are driven to scavenge among the baboons' dung and other refuse, and thus are likely to be encountered in this area of the cave.

The area under the rat tunnels is littered with small bones and dung. It exudes a strong odor.

Treasure:
Amid the refuse may be found two golden armbands (50 gp each) and a badly battered leather tome containing the *Litany of Light* (see Arden Vul books).

2-56F: Tunnel to Lesser Baboon Caves (Sub-Level 3)

This tunnel leads south to SL3-1.

2-57: Pulsating Arcanum Cave

This cave was formed as a geode of sickly pulsing orange arcanum (see new magic items). An ancient water source, now dried up, opened the cave, but long after the Thothian priests had gone; as a result, the cave is unknown to the sentient races of Arden Vul.

The cave functions as a large, natural pocket of **arcanum**; see new magic items for descriptions of how this fact affects magic users and illusionists.

2-58: Landing to the Howling Caves

The hallway from 2-62 ends at an ancient portcullis, the lever for which is on the hallway side. The portcullis is almost always raised these days, as the baboons do not like to be penned in.

Beyond the portcullis is a two-step dais leading down into the great natural cavern known as the Howling Caves. The dais allowed keepers to keep their eye on baboons in the old days. Today it serves as a watch post, where six baboons stand guard.

Inhabitants:

1. **6 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 21, 20, 19, 16, 15, 14, 13; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

2-59: Store Room

This plain, undecorated room serves as a supply room for the baboons in 2-56. Along the south wall are a series of hooks which on which hang corpses of various creatures - several baboons, two goblins, a human, a fungal forester (see new monsters), and three giant centipedes. Along the south wall are a dozen or so old looking crates, into which have been thrown 1) a large number of dried mushrooms, 2) about 50 freshly dead giant insects of various species, 3) about 20 lb of dried fruit and vegetables, and 4) about 300 strips of dried meat of various (and dubious) provenance. At the western end of the chamber are two 4'-tall stone containers filled with water. A 10'-long, enchanted bullwhip is hidden behind the basins. The baboons knew it of old as **Snapper** (see new magic items), and hate it to this day.

Inhabitants:

1. **An elderly human slave** (noncombatant, AC 10, HP 2), raised from infancy to serve, is chained to a staple in the floor. The slave has no name and will be terrified of any intruder. The slave resists any effort to leave, and attempts to return to his servitude at the earliest opportunity. He speaks only rudimentary Archontean.

Treasure:

Snapper, the enchanted bullwhip (see new magic items).

2-60: Umsko the Intelligent Baboon

Umsko, another of the giant intelligent baboons, dwells alone in this chamber, which, like 2-61, used to house the Order of Thoth's baboon keepers.

Umsko is considerably more intelligent (and also more cruel and evil) than most of his kind. As a result, he has greater pretensions to culture and civilization. His room is kept clean by a reed broom hanging on a peg by the door and is lit by four torches, and he actually possesses a heavy wooden bed, a desk, and a chair (all of simple workmanship). Umsko eschews the company of female baboons, preferring human or demi-human females. He currently has Thalia, a female ranger, chained (and gagged) to the east wall of the room. Umsko speaks Archontean better than all of the other giant intelligent baboons and often serves as interpreter in interrogation sessions.

He is present in his chamber 50% of the time (if not here, he is at 2-63 [25%] or wandering the halls [25%]). If he is present and recognizes that intruders outmatch him, Umsko will attempt to barter information for his security. He knows quite a bit about the plans of Gerrilad the Grey (2-69), and knows both how to access the Whispering Hall (2-63) and how to avoid some of the traps in the Hall of Judgment (2-35). If allowed to flee, Umsko will (depending on what he has learned from the PCs) make straight for either 2-35 or 2-56. The other baboons are afraid of Umsko.

Thalia is naked and has been badly treated by Umsko. She welcomes rescuers warmly, but will wish to leave the Halls of Arden Vul as quickly as possible. She currently distrusts all male characters, regardless of alignment or species. Her gear is stored in a wooden box under Umsko's bed.

GM Note: any party approaching 2-60 is 33% likely to be noticed by the baboon guards at 2-58 unless precautions are taken. Loud noises here or at 2-61 are 75% likely to cause a baboon troop to investigate from 2-56.

Inhabitants:

1. **Umsko**, **giant intelligent baboon** (see new monsters): SZ L; AL NE; AC 3; MV 120'; HD 8; HP 54; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend. Possessions: an **amulet of natural armor +2** (see new magic items).
2. **Thalia**, **3rd-level female Thorcin ranger**: SZ M; AL CG; AC 9; MV 120'; HD 3; HP 10 (max 30); #AT 1; Dmg by weapon. Abilities: STR 17, INT 14, WIS 15, DEX 15, CON 15, CHA 12.

Treasure:

In the desk: some scratchings in something resembling Archontean (Umsko is not truly literate), a quire containing one of *The Deeds of Phagtro the Westron* (see Arden Vul books); two quill pens, and an **ever-full inkwell** (see new magic items).

Box 1, under bed: scale mail, helmet, metal shield, spear, short sword, short composite bow, backpack, two **potions of levitation**, and a flask of **oil of sharpness** (+5).

Box 2, under the bed: a scroll with three magic user spells on it (**scare**, **hold person**, **hallucinatory terrain**), two **potions of extra healing**, a key to the door in 2-62, and a sack with 256 gp and 348 pp.

2-61: Yamki the intelligent Baboon

The dwelling of Thothian baboon keepers in antiquity, this chamber is currently the residence of Yamki, one of the giant intelligent baboons, and his harem of female baboons. While Yamki is present only 50% of the time (otherwise he is directing baboon troops on Level 2 or in 2-56), his harem is always present.

The chamber is filthy, with undecorated walls, a guttering torch on the south wall, a strong scent of baboon urine, and general rot. Somewhat incongruously, a beautiful, heavy wooden chair sits next to a battered, cheap wooden table on which sits a

silver cup and some pewter tableware. A musty water barrel is by the door, while an enormous pile of pelts and clothing occupies the northwest corner; the 4 female baboons of Yamki's harem are typically found on the pelts. Although the females attack ferociously for 1-4 rounds, their morale is low, and they attempt to flee after taking 50% casualties.

GM Note: any party approaching 2-61 is 33% likely to be noticed by the baboon guards at 2-58 unless precautions are taken. Loud noises here or at 2-60 are 33% likely to cause a baboon troop to investigate from 2-56.

Inhabitants:

1. **Yamki**, **giant intelligent baboon** (see new monsters): SZ L; AL NE; AC 5; MV 120'; HD 8; HP 50; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend.
2. **4 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

Treasure:

Chair: it is heavy (50 lb) and made of ebony, with interesting (and non-Thothian) carvings on its arms, legs and backrest. It is worth 200 gp, or 400 gp if the iconography can be discerned and a proper buyer found.

On the table: a large silver goblet studded with citrine (1,150 gp); and a small (2' square) ivory-inlaid wooden box (95 gp) containing 753 sp, a **returning pebble** (see new magic items), and a **potion of vitality**.

Buried in the baboons' nest: a **cloak of protection +1**.

2-62: Thoth's Fist

A 10'-tall statue of a springing baboon with clenched fists and forearms raised above its head dominates this room. The chamber itself is 20' high, with the statue resting atop a 10'-diameter circular plinth. Although dark, the room could be lit through clever adjustment of the wall mirrors, provided the Well of Light (2-1) has been activated. Frescoes on the walls of the chamber show humans and baboons working together to smash a variety of enemies, including other humans, crocodiles, and bipedal amphibians. A large human ear is painted on the door, which is locked and trapped. The room smells strongly of baboons, and any trackers will have no difficulty discerning that many baboons come and go via the southern hallway.

GM Note: Chances for random encounters are doubled here.

Door (locked and trapped): The opening mechanism appears to be a simple iron lift latch; if the latch is lifted, a poison needle will stab the manipulator (1 HP damage plus loss of 1 point of CON per hour for 1-10 hours; save vs. poison for half damage and half CON loss. PCs die if CON drops below 3). The actual door mechanism is a pull cleverly concealed on the wall next to the door. It requires a key for access: the druid Gerrilad the Grey (2-69) and the giant intelligent baboon Umsko (2-60) currently have keys.

2-63: Whispering Hall

This barrel-vaulted chamber boasts strange acoustical and magical properties. The interior walls are sheathed in brick topped with a layer of painted plaster. The paint is a vibrant royal blue, and is still mostly intact. The ceiling is 25' high in the center of the chamber, but only 15' tall at the sides. Eleven slim floating columns rise 10' from the floor; they are stone sheathed in flaking painted plaster. The northeast side of the hall is open to the Great Chasm; a 2' brick wall extends along the lip of the chasm save for a 10' stretch in the exact center of the room's width. Unobtrusive spyholes may be detected as concealed doors; they are found on the northwest wall.

A 10'x15'x5' platform occupies the center of the hall; on it is a 7'-diameter, 2'-tall stone disk from which protrudes an iron rod holding an ivory olifant. The edge of the platform bears the following inscription in Mithric: "Hall of Echoes. Name Thyself, and Whisper Thy Message. Thou Shalt Be Rewarded in Thine Ear" (in Mithric). The olifant has been carved with images of ibises. Per the inscription, anyone who states his/her true name, whispers a message into the olifant, and then places his/her ear against the olifant's aperture will receive a message. See the following tables for the content of the message.

The high priest would sometimes eavesdrop on his underlings as they employed the device; he did so from his hidden chamber and spy-holes at 2-40.

Secret Door (to 2-40): This door is small (5' wide x 6' tall) and difficult (1 in 8) to detect from 2-63. It rotates on a pin, and can be opened by pushing on the upper or lower part of the door.

Inhabitants: There is a 25% chance that a creature from the chasm is present here (roll on chart in 2-63A). There is also a 25% chance that Umsko, the intelligent baboon (see 2-60) is present (although Umsko and a random encounter cannot be present at the same time). If Umsko is present, he is carrying his key to the door at 2-62 on a string around his neck.

Table A: Type of Whisper Received

d12	Type of Whisper
1-5	Mundane (ancient) (roll on Table B)
6-9	Mundane (modern) (roll on Table C)
10	Interesting (ancient) (roll on Table D)
11	Interesting (modern) (roll on Table E)
12	Dangerous (roll on Table F)

Table B: Mundane Whispers (Ancient)

A sampling of possible whispers follows. They could be multiplied endlessly. The magic of the Whispering Hall translates all the whispers into a language intelligible to the listener.

D30	Message	GM Notes, if pertinent
1	Hormakhis wets his bed	
2	Arpostas is having an affair with Elspetha	
3	Jikla got reprimanded by the high priest today	
4	Julia is a great kisser! Too bad she's three circles higher than me.	
5	I heard Khamit saying that he was going up top to quit the priesthood and join the Set guardsmen!	

6	I messed up the Litany of Light this morning	C.f. areas 2-2 to 2-5.
7	I let Hormakhis take the blame for that accident with the baboons	
8	I poisoned Psiatro's soup … but he didn't even notice!	
9	I'm fed up with rituals. I'm joining Ptarmis in the Great Cavern	A reference to the priest of Thoth who tamed the Great Cavern (3-163 and 3-172). His tomb is at 3-174.
10	I miss my baby's melons. Mmmm… melons.	
11	Don't forget to relieve Oskit in the Great Hall, or the ibis gargoyles will get him!	The Great Hall is area 3-123
12	Guard duty at the chasm – 6:00 sharp!	
13	It's 'up go the arms' in the second litany of Thoth's Majesty	An obscure ritual.
14	[in sing-song voice] Don't touch the sky and you'll avoid the pit	A hint as to avoiding the pit traps at 3-15
15	Never talk in the Great Hall, for the Eye is watching!	A reference to the Eye of Thoth, whose post was at SL3-3D
16	I never thought I'd love baboon stew this much!	
17	Watch out for the small red mushrooms; they seem to cause craziness!	A hint about the red veil (see new flora)
18	I can handle below-ground duty … if only there were some fresh milk! (sigh)	
19	Lizards tastes like …. like chicken!	
20	I could kill for a pot of me ma's spicy haddock paste.	
21	Lord Thoth rewards those who find new knowledge … or items of power	
22	The Second Circle is within reach! Now to master that damnable Litany of Light	
23	How the faithful love the pyramid trick! Fools!	A reference to 3-11
24	Those who give to Thoth shall receive from him twofold	Possibly an oblique reference to 3-2.
25	Lord Thoth's command of magic and words renders him more powerful than the emperor!	
26	You know what? I'm happy I left that shrew and those brats behind in Archontos. There! I said it!	
27	I can't believe the Eye of Thoth didn't see me screw up the Third Ritual of Knowledge! Must be the right day to dice with Lucius.	The Eye of Thoth was in charge of disciplining all the priests. His post was at SL3-3D. Kel Bormol (SL3-2A) was the last Eye; he is still around … sort of.
28	My dad thinks I'm already the high priest and now he's coming to visit! I've got to get some help.	
29	Stone, stone, stone, as far as the eye can see! This place is fit only for goblins. How I pine for the roiling waves and cold breezes of far Westholm	
30	Only 472 more days in this gods-forsaken outpost. Then I return to the Shining City, and all her delights!	

Table C: Mundane Whispers (Modern)

D30	Whisper	Speaker (if known) and Notes
1	I detest Gerrilad. Once I've found the book, I'm leaving. Bastard.	Isocritis Half-hand (2-70)
2	Where is the lost cache of books? I need to know!	Isocritis Half-hand (2-70), a hint that there is a second, still-hidden library of Thoth (i.e., 2-72)
3	Baboon relationships are so pure! They do not worry about subtexts at all.	Gerrilad the Grey (2-69)
4	My simian friends are demonstrating the power of my theories; soon we will crush all before us	Gerrilad the Grey (2-69)
5	I wonder if baboons can mate with humans? I'm certain they can.	Gerrilad the Grey (2-69)
6	This is blasphemous. The Emperor should have me destroy it	Adrienic, doomed imperial archon
7	I love Guivrel. Why does she torment me so? Is that what love is? Perhaps Kaitor knows	Lankios (1-6), some background relating to 5-11

8	The boys are so sweet! They're both hot for me, but I'm going to play them both for chumps.	Guivrel (5-11), some background relating to 5-11
9	I love Guivrel, but she has no time for me. I can't let her destroy my good friend Lankios.	Kaitor (5-11), some background relating to 5-11
10	I wish for a million gold pieces! [pause] Ah, this thing doesn't work at all	Anonymous
11	Hrothgar is an arrogant jerk. I should be in charge of this expedition, and everyone knows it	Doffy the thief, part of an adventuring party (see NPC appendix)
12	Will the Master know if I whisper his secrets into this horn?	Sisko (2-29)
13	Me hide pretty rock in water. No one finds it now!	Trefko (2-32), A reference to the diamond Trefko hid in his water barrel (2-32
14	Man, I hate baboons. Let's get out of here	Anonymous
15	I feel pretty stupid doing this. Are they watching?"	Anonymous
16	Now we're lost, and a pack of baboons are on our tail. What should I tell them to do?	Hrothgar, leader of an adventuring party (see NPC appendix)
17	Isocritis is weak, but I need him. Let him show his devotion to the cause, or I will feed him to Ranko.	Gerrilad the Grey (2-69)
18	Mirko memorized **read magic** again last night. Why? Why?! WTF?!	Anonymous
19	From here we can drop down on those cursed halflings from above! Yeah! Wait … what was that sound?	Anonymous, reference to proximity of this chamber to the halflings below (3-3 to 3-6)
20	I've taken that mewling apprentice's spell book to the library to add it to the others. She won't need it when Gerrilad is through with her.	Isocritis Half-hand (2-70), refers to Tresti Iredell (2-36)
21	I just let Gerrilad think he's in charge. Ha!	Isocritis Half-hand (2-70)
22	Isocritis just thinks he's in charge. Ha!	Gerrilad the Grey (2-69)
23	Me like old days better when master G not around. More fun for all back then! Now too much work for this old monkey.	Trefko (2-32), master G is Gerrilad the Grey (2-69).
24	I'll bet we're the first of Deino's Children to discover this location! Won't she be pleased? Maybe we can find some cloud caps. Wait … did I hear something?	Anonymous, deceased beastman sergeant, and a reference to Deino, mistress of the beastmen (3-158)
25	99 flagons of ale on the wall, 99 flagons of ale … you take one down, pass it around, 98 flagons of ale on the wall (ad nauseam)	Anonymous jerk
26	How can I find my way home?	Aelin, female half-elf ranger, see NPC appendix
27	I wish to shine a light on ignorance. All will benefit from my wisdom and greatness.	Balthazar the Blue, Archontean magic user, see NPC appendix (also 9-62)
28	Phreena shall provide for the destitute – all of them!	Grimley, holy warrior of Phreena, see NPC appendix (also 9-62), and refers to the Thorcin deity, Phreena
29	Where's that evil white-haired bitch, Bodil? Tell me! Tell me! She must pay!	Ulv, female Wiskin fighter, see NPC appendix, and Bodil is an infamous shape-changer in modern Wiskin culture
30	I am Adric, a faithful servant of Odin	Adric, one-eyed cleric of Odin, see NPC appendix

Table D: Interesting Whispers (Antiquity)

D20	Whisper	Speaker (if known) and Notes
1	I can't believe it! Finally! The fifth secret name of our lord is 'Keeper of the Seven Keys'	A Thoth priest; for all of the secret names of Thoth, see *Secreta Secretorum* in Arden Vul books
2	Lady Neferet has taken the iron circlet from the archon. It is said she will wear it until she dies!	A Thoth priest; important reference to the **iron circlet of Ghanor** (see new magic items), and its association with Neferet, penultimate high priestess of Thoth (3-127)
3	Lord Sethu has flaunted custom and will build himself an extravagant tomb, apparently only yards north of the imperial bridge	A Thoth priest; clue to the location of the tomb of Sethu (5-57 to 5-62)

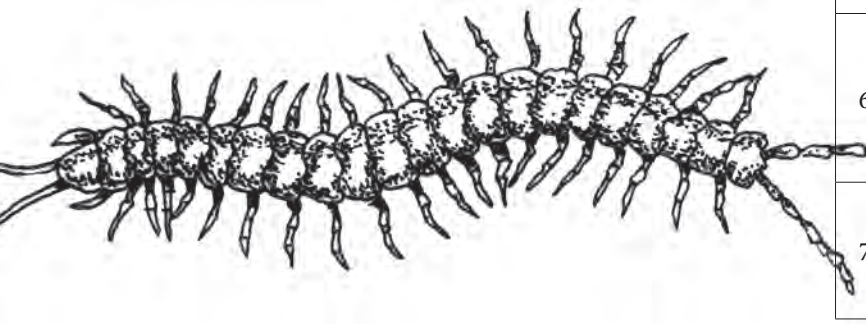
4	Hithra the Paleologue told me he has a sure-fire means of curbing the arrogance of Kel Bormol, the Eye of Thoth. Let's just say that one shouldn't open the Eye's chess set in the near future!	A Thoth priest; Hithra's tomb is at 3-36. He imprisoned Kel Bormol in the latter's own chess set; see SL3-2A
5	I saw the high priest carrying the offerings to the treasury beneath the statue of our Lord. Left arm, straight out, does the trick!	A (naughty) Thoth priest; a reference to the treasure chamber at 3-23 and 3-24, accessed under the statue in 3-2. Also a clue to the position of the statue's arm.
6	I feel sorry when the tenders bring the security baboons into the Well of Light. The poor things are terrified of the light as it floods through the mirrors.	A Thoth priest; a clue about the desirability of restoring the mirror at the base of the Well of Light (2-1), since it will repel the baboons.
7	Georgius got in trouble today for placing the colored squares in the wrong order on the teleporter. He popped into the Summoning Hall at the wrong moment and was devoured! Dumb jerk!	A Thoth priest; a clue about how to use glass activation squares (see **Thothian teleportation rings** in new magic items)
8	Lord Arpostas has been dabbling in summoning dangerous entities. He doesn't think I know, but I do. I see his eyes when he returns from his secret tunnels and can tell!	A Thoth guardsman; a reference to the last high priest, Arpostas, and his unwise experiments at 2-31.
9	In case I do not live to tell the story, I will tell it here. A secure source has confirmed what I expected: Arpostas has summoned entities against the code. But whom shall I tell? And how?	Ptirasa, the spy master; and a reference to Arpostas, 2-31. Ptirasa's ghost is located at 2-41.
10	That peon Xerxastes thinks he can betray me to that nosy bitch Ptirasa? He'll be sorry.	High Priest Arpostas; another reference to the events in 2-31 and 2-41
11	Lord Marius the archon has forced the so-called troll thegn to bend his knee to Archontos! At long last we can begin to expand below!	An Archontean nobleman; Marius Tricotor (6-154) forced submission from a troll thegn (currently Varboka 7-30) almost 2,000 years ago.
12	Only those who recognize the true artifacts of Marius may consult his ghost.	A Thoth priest; a reference to the tomb of Marius, 6-154.
13	They say that there's a back entrance to the tombs of the Priors through the supply closet off the Chapter House. That's a relief, as I hate having to navigate the chasm to the front door.	A Thoth priest; A reference to the Tombs of the Priors (3-61) and the two means of accessing it: the chasm (3-38) and the supply closet (3-60)
14	Prior Jacobus is getting careless. I saw him disappear through his own seat into some hidden chamber!	A Thoth priest; a reference to the Prior's Study (3-59
15	Those Set bores are so stupid! A child could deduce the answer to their 'secret riddle,' needed to proceed beyond the red bridge. Let's just say that I'm well shielded from their idiocy!	A Thoth priest; refers to the riddle at 4-119, and the solution ("shield").
16	Priscus Pulcher paid a visit to the archon and to High Priest Arpostas today. He said he was trying to avert a war, and was off to Archontos to negotiate with the basileus. Some of our own priests have joined his followers east of our precincts. What a shame!	A Thoth priest; refers to the growing discord between the Theosophs (in this case the Thoth priests) and the radical sorcerers, or Sortians, represented by Priscus Pulcher (see World of Archontos appendix)
17	Those who believe in Priscus Pulcher's radical 'egalitarian' ideas have adopted a stylized knot as their symbol. They blaspheme in calling Priscus the Father of Magic! That honor belongs to Thoth!	A Thoth priest; another reference to the Sortians (see World of Archontos appendix), their symbol, and their poor relationship with the temples
18	I know your secrets, bird-brain! That so-called mystery of the pyramid? Ha! A conjurer's trick. I know it's just a teleporter to get you to your comfortable chambers. But it does fool the punters, doesn't it?	A Set priest; a reference to 3-11
19	It no longer pays to linger by the chasm. Those floating things are getting worse, and more aggressive. Fortunately they burn easily enough.	Anonymous; refers to the chasm cephalopods (see new monsters)
20	Ptarmis has announced he will not return to the Chapterhouse or to the Great Hall, but will remain in his fungal 'paradise'. [scoffing noise] He has said he will build his home 'on high, among the rocks and fungi'. Fool!	A (jealous) Thoth priest; a reference to Ptarmis's tomb, at 3-174, and to the Great Cavern (3-163 and 3-172)

Table E: Interesting Whispers (Modern)

D20	Whisper	Speaker (if known) and Notes
1	Isocritis was right to insist on keeping the portcullis down, so as to keep the undead out.	Gerrilad the Grey (3-69); Gerrilad is referring to 2-16, but it holds equally true for 3-21
2	I must leave once more to collect more holly and mistletoe. Let us hope Isocritis does not make his move while I am gone. Fortunately he has not found the passage in the Laboratory.	Gerrilad the Grey (3-69); refers to his escape route (2-23) and his distrust of Isocritis Half-hand (3-70)
3	At least the druid has agreed to put the stacks off limits until we figure out what's going on with those word-eating things!	Isocritis Half-hand (3-70); a reference to the logovores in 3-70 (see new monsters)
4	My information was faulty. The Paleologue's tomb is actually at the north end of the chasm, not the south end.	An adventurer; a reference to the tomb of Hithra Paleologos (3-36)
5	The entrance to the Oracle of Thoth is just west of the Well. I think the middle mouth is the one.	An adventurer; a reference to 2-10
6	Curse that stupid druid and his monkey 'court'. I know the route to the famed shrines of Thoth lies just beyond his court and then to the west! If only I could get there, Thoth's power will be mine.	An adventurer; a reference to the route to Sub-Level 2-1, accessed via 2-35 and then east to 2-42
7	I know one of those demonic amphibian statues lies along the chasm, just east of here. I think there's another somewhere on the level below.	An adventurer; a reference to the **pukel-mander** (see new magic items) at 2-49
8	The baboons are deterred by light. If only we could figure out how to get the Well to light up the mirrors!	An adventurer; a reference to the Well of Light (2-1) and the mirrors (2-6)
9	When I put that enchanted feather on my helmet, the undead stopped attacking. If only Jordin had thought to do the same!	An adventurer; a reference to the powers of the feathers of Maat (3-19) in repelling the undead (of 3-22 and elsewhere)
10	So it's clear that the arms of the statues rotate. We tried all combinations on the two obvious ones and heard a click, but nothing happened. Is there a third statue somewhere?	An adventurer; a reference to the need to get all three statues (3-2, 3-15, 3-40) into the same position to open the route to 3-23
11	We found the main temple of Thoth, to the west of the lesser catacombs, but it had been desecrated. And the tentacles …. (shiver)	An adventurer; a reference to 3-71 and the slime kraken (see new monsters) there
12	So the goblins hate the halflings, and the halflings hate the beastmen, but the beastmen hate nobody. How can we exploit this?	An adventurer; a hint about faction relationships (c.f. 3-3 to 3-6; SL4-23; and 3-138 to 3-158)
13	We blew it by pissing off the goblins. They control the route to the Sundered Span, and thus the route to the Troll Lifts. I guess we'll need to traverse the chasm.	An adventurer; refers to the route to the Sundered Span (5-35) and the Troll Lifts (5-55, 6-1 through 6-5), a route which leads from 3-7 to 4-47 and thus to 5-35
14	The Obsidian Gates seem to lie at the end of the Hall of Forty Pillars. But how to breach them? Two keys are needed …	An adventurer; refers to 5-6
15	That country bumpkin of a troll – Gog, I think? – is a lot smarter and more educated than he lets on. I heard him singing in perfect Archontean verse!	An adventurer; refers to Gog and his cave (5-2)
16	Thosssseee [sszzt] who needssss the helllp of Kerrbog Khan [szzzt] should seeeeeeek hissss flying friendzzz, the dragonfliesz. Bargains [sszzt] must be sealed in blood!	Kerbog Khan (SL 12-25) speaking through an automaton about his desire to secure blood for his rituals and workshops.
17	The mushroom folk aren't the problem in the big cavern. It's that crazy sorcerer, flying around like he owns the place.	An adventurer; refers to Trocadero (3-176) and the Great Cavern (3-163 and 3-172)
18	We've caught the trace of a few of these Priscian fellows. Tough customers! Their mages are potent, and they are utterly ruthless. They were looking for the tomb of one of their ancient leaders, somewhere off the great cavern	An adventurer; refers to the Priscians (9-58 to 9-64 and elsewhere) and the tomb of Lycandus (3-197)
19	There's some sort of safe house at the foot of the Troll Lift. We were told to seek the Sundered Span, turn north to the Lift, and descend to the Inn of the Lost. Sounds dodgy to me.	An adventurer; refers to the Sundered Span (3-35), the Upper Troll Lift (5-55), and the Inn of the Lost (6-7 to 6-20)
20	They say if you make it to the Peace Door, just north of the lower Troll Lift, that none of the factions will bother you. I think we're gonna need that…	An adventurer; refers to the Peace Door that leads to the Inn of the Lost (6-7A), just north of 6-1.

Table F: Dangerous Whispers

D20	Whisper	Notes
1-4	"Take that, you meddling jerk!" [a random damage-producing magic user spell (level 1-4) takes effect on the whisperer and/or his/her comrades]	Roll d4 for spell level; select or randomly choose spell.
5-6	"Now I've got you, you fool!" [a high-level magic user spell (levels 5-8) affects the whisperer and/or his comrades]	Roll d4 for spell level; select or randomly choose spell.
7-9	I am coming for you, [PC's name]. I know what you did [to someone specific, or at some specific place] and you will pay.	GM's choice
10-12	[booming voice] "For that, I pronounce anathema upon you!" [PC is cursed]	1-3: cursed by Thoth 4-5: cursed by Set 6: cursed by Rimmaq-Isfet (see *On the Terrible Old Gods* in Arden Vul books) GM's choice on nature of curse
13-15	"Oops!" [a randomly-determined monster is summoned into the Hall and attacks]	Use charts in the core rulebook.
16-18	[a booming voice] "Ahhh, just the one I intended. Now you will provide the aid I require!" [**geas** on the whisperer]	GM determines nature of **geas**.
19-20	"Pserotucin eeves verg? Youe! He he he he he he." [listener goes insane from these unintelligible whispers]	50% it is a relatively minor affliction (GM's choice; it should have effects, but should not cripple the PC); 50% it is a major infliction (PC's mind snaps and he/she becomes a gibbering lunatic)



2-63A: Great Chasm

One of the iconic features of the Halls, this massive fissure extends through most of the dungeon levels and provides a sure, if difficult, means of vertical navigation of the Halls. The fissure is generally shaped like a triangular prism, with its apex about 50' above Level 2. The prism extends downward 1,600' through the Halls until it levels out at the floor of the chasm (9-1) many hundreds of feet below.

The Great Chasm narrows at this level to a mere 10' to 15' in width. It widens as it descends, and narrows as it ascends. At Level 2, the walls are steep, with almost no moss or vines growing on them. Due to its narrowness, Random Encounters are slightly less frequent here: roll every three turns with a 1 in 8 chance.

Great Chasm, Upper Zone

D100	Encounter
1-15	Noise, unusual
16-20	3 off-white (with greenish motes), quicksilver-like heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 5' creeping; HD 2; HP 11, 9, 9; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, wood and leather. Special defenses: healed by electricity or lasers; slowed by cold
21-30	3-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
31-35	Spiders, either 3-6 large (50%) or 2-4 huge (50%) 1. 3-6 large spiders: SZ S; AL N; AC 8; MV 60', 150' in web; HD 1+1; HP 7, 7, 6, 5, 4, 3; #AT 1; Dmg 1. Special attacks: poison (+2 to saves) 2. 2-4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
36-40	1-4 albino baboons climbing walls
41-45	6-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save).
46-55	Party of NPC adventurers (select from NPC appendix)
56-65	3 mantari: SZ S; AL NE; AC 9; MV 180' flying (Class C); HD 1+1; HP 8, 6, 6; #AT 1; Dmg special. Special attacks: sting (inflicts HP equal to 19-victim's CON); if a PC is hit on a 2nd consecutive round, damage from the sting is quadrupled
66-75	Bats, normal (50%) or 1-3 giant (50%):SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 2; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater
76-80	3-12 stirges: SZ S; AL N; AC 8; MV 30', 180' flying (Class B); HD 1+1; HP 8, 7, 7, 6(x3), 5(x3), 4, 4, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures

81-85	1 gray ooze: SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold
86-90	Either of the two following: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire. 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire.
91-95	2-4 small chasm cephalopods (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 13, 13, 12, 11; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.
96-98	Roll on Middle Zone table (see 5-34)
99-100	Roll on Lower Zone table (see 7-3)

Chasm Color:
The GM might decide to play up the creepy and mysterious nature of the chasm. Roll every 3 turns, with a 1 in 6 chance for a chasm sound effect.

D8	Noise/Effect
1	Loud hissing
2	Moaning (of the wind?)
3	A roar
4	A shriek
5	A loud clap (a sharp, brief noise)
6	An echoing voice (undecipherable)
7	A flash of bright light for 3 second
8	Fluting, of a tuneless sort

2-64: Refectory

Originally this room was the refectory for the priests of Thoth. A fireplace is found in the southeast corner, and its narrow chimney (3' by 2') extends 225' up to the surface (see AV-14). The fireplace is large, capable of roasting whole animals, and it also provides access to the kitchen beyond (2-65). Currently only one badly scarred and uneven table and one scorched bench are left. Clear baboons tracks run from northeast to southwest. On the table is a flagon of ale and a turnip. The fireplace has wood in it, ready to be lit at any moment.

There is a 25% chance that Yrsko is present, and another 25% chance that he is in 2-65. If he is present in either location, there will also be 4 baboons present in 2-64, nosing at Yrsko's fare. If Yrsko is in 2-65 while intruders threaten his 'guests,' he will burst through the fireplace, scattering coals as he leaps to assist them.

Secret Door (east): The door is normal to detect. It is difficult to open, as one has to locate a hidden catch in the floor and pull it.

Inhabitants:
1. **Yrsko** (25%): for stats see 2-67.
2. If Yrsko is present here or in 3-65, **4 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

2-65: Kitchen

The old kitchen of the cult of Thoth has been taken over by Yrsko, a giant intelligent baboon with many delusions (see 2-67). An archway leads from the kitchen into the refectory, and the pass-through fireplace also allows access between the two rooms. Activity in either the kitchen or refectory is thus liable to attract attention from the other chamber. Yrsko is present in the kitchen 25% of the time, cooking up a foul brew with the questionable aid of his 3 goblin slaves; if this is the case, then there will be 4 baboons present in 2-64.

The kitchen was ransacked long ago, but Yrsko has attempted to restore it. A large wooden table that is only about 32" tall (its legs were cut down long ago) has been pushed against the east wall. On the table Yrsko uses a variety of cleavers to dismember his 'meats' and prepare his cuisine. Next to it is a **cauldron of boiling** (see new magic items). On the south wall are three big wooden bins filled with 1) turnips, 2) mushrooms, and 3) worms in dirt. On the south wall Yrsko has chained three captives as bits of 'meat': a beastman, a caveman, and a human Wiskin. All are gagged. The beastman is already missing an arm. Hanging from pegs on the east wall are 6 battered pots and skillets. An enormous cauldron hangs from a hook near the fireplace; Yrsko can swing it into the fire as needed.

The three goblin slaves are terrified of Yrsko but will not leave the kitchen. They sleep under the preparation table.

Inhabitants:
1. **3 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3, 3, #AT 1; Dmg 1-6.
2. **Yrsko** (25%): for stats, see 2-67.
3. **Egrk**, **caveman**: SZ M; AL N; AC 8; MV 120'; HD 2; HP 5 (max 11); #AT 1; Dmg by weapon.
4. **Marco**, **the beastman trooper** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP 2 (max 6); #AT 1; Dmg by weapon.
5. **Ketil**, **2nd-level male Wiskin ranger**: SZ M; AL CG; AC 8; MV 120'; HD 2; HP 4 (max 23); #AT 1; Dmg by weapon. Abilities: STR 16; INT 13; WIS 14; DEX 16; CON 15; CHA 16.

Treasure:
Aside from the turnips, there is a 10% per turn of searching through the mushrooms that one of the exotic varieties listed in the appendix will be found. Only one exotic variety is present.

2-66: He's Just a Cook

This secret passage has remained untouched for centuries. The corridor itself is narrow, undecorated, and empty save for a skeleton still dressed in a rotting chef's toque. The skeleton clutches a parchment scrap in one hand, and a large cleaver in the other. If the body is disturbed, the skeleton animates to defend its recipe.

Secret Door (east): This door (leading to the corridor between 2-61 and 2-58) is easy to find from the west (1 in 3), but normal to detect from the other side. It rests on a simple pin, and opens by pushing inward.

Secret Door (west): This door is easy to find (1 in 3). It opens by locating a hidden catch in the floor and pulling it.

Inhabitants:
1. **1 skeletal cook** (unique undead): SZ M; AL LE; AC 5; MV 120'; HD 4, HP 22; #AT 1; Dmg 1-4 with cleaver. Special defenses: immune to sleep, charm, and hold; takes half damage from piercing and slashing weapons; cannot be turned within 50' of area 2-65.

Treasure (?):
A recipe for baboon stew. It is quite tasty and might be worth something to an adventurous chef. Kronos or Estelle (AV-22) might pay up to 40 gp for it.

2-67: Yrsko's Lair

This former storeroom is the home of Yrsko, one of the giant intelligent baboons. Yrsko has developed a fixation on cooking, and has commandeered the kitchen and refectory as his personal space. He bullies baboons into tasting his noxious stews, which feature some sentient creature as the base meat. His lair has a simple straw pallet pushed up against the western wall. His 'recipe books' are stuffed under the pallet; he scrupulously pretends to read them, and frequently brandishes them at his goblin slaves in the kitchen. A wooden chest lies against the south wall. Yrsko is here 25% of the time. If not here, he is in the refectory (2-64, 25%), kitchen (2-65, 25%), or elsewhere in the complex (25%).

Inhabitants:
1. **Yrsko** (25%), giant intelligent baboon (see new monsters): SZ L; AL NE; AC 5; MV 120'; HD 8; HP 46; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend.

Treasure:
Two 'recipe' books. One is genuinely a recipe book, filled with exotic recipes (Mushroom and Lizard Goulash; Puree of Mushroom and Turnip; Goat and Mushroom in a Light Cream Sauce, etc.). This book is worth 45 gp to Kronos or Estelle at the Sign of the Broken Head (AV-22), or 75 gp to the knights of the Azure Shield (see AK-1). The other book is actually a spell book containing the following illusionist spells: **audible glamer**, **color spray**, **phantasmal force**; **blur**, **improved phantasmal force**, **fear**, and **rope trick**. The chest contains three different sizes of chef's toques, a grimy grey apron, various other soiled linens, and a 'special carving knife' (**dagger +1**).

2-68: Isocritis Half-Hand

Isocritis Half-Hand inhabits the ancient quarters of the librarian of Thoth. Since Isocritis spends most of his time in 2-70 (65% chance), he is found here only 25% of the time (the remaining 10% of the time he is found using the laboratory at 2-23).

The room is neat, with a simple wooden cot, a brazier with a store of charcoal, a water barrel, and a simple wooden chest. The chest contains simple clothing, as well as a silver mirror (10 gp), a cherry box filled with pens, nibs, and materials for ink, a pouch filled with spell components, and another pouch containing 25 pp. The walls of the chamber bear faded frescoes showing abstract, geometric shapes. See 2-70 for more on Isocritis.

Inhabitants:
1. **Isocritis Half-Hand** (25%): for stats, see 2-70.

2-69: Chamber of Gerrilad the Grey

Gerrilad the Grey, a half-elf druid, has made himself master of Level 2 by exerting command over the baboons of the Howling Caves. He



is thoroughly disturbed, as he believes he is re-establishing order with a 'better' sort of dominant species (i.e., the baboons rather than humans). He treats the baboons with paternal love, and they in turn consider him to be practically god-like. Gerrilad spends most of his time in the Hall of Judgment punishing interlopers (75%). If no punishment ritual is taking place in 2-35, he will be found in one of three locations: here in his chamber (60%), consulting with his lieutenant in the Library of Thoth (38%; see area 2-70), or traversing the tunnels of Sub-Level 15 (2%).

Gerrilad has redecorated his room, painting over the old frescoes with a soothing pale-green base coat and then adding his own botanical and animal images. Visible are a jungle grove, complete with exotic birds, jaguars, and monkeys; a savanna with baboons, baobab trees, and various herd animals, and so forth. Gerrilad has slung a hammock from the ceiling of the northeast corner. A wooden stand holds a large parchment drawing of a baboon's anatomy, complete with Gerrilad's annotations. A small side table holds the upper half of a marble statue of a human; it is very detailed and realistic, and is in fact a magical **head of Thoth** (see new magic items).

A mulch pit is found by the south wall; it is 5'x20' in area and extends 10' below the floor. In it Gerrilad experiments with fungi, worms, and other vermin. In the pit are three enormous, 5'-tall mushrooms (a shrieker, and two charmed spotted fungal foresters – see new monsters) as well as numerous smaller species. The shrieker's call will summon Isocritis if he is in room 2-68, and has a good chance (50%) of bringing Yrsko from 2-65 to investigate.

Inhabitants:

1. **Gerrilad the Grey** (60% chance), **5th-level male half-elf druid**: SZ M; AL N; AC 6; MV 120'; HD 5; HP 36; #AT 1; Dmg 2-7 (a spoke in the wheel). Abilities: STR 16, INT 11, WIS 16, DEX 15; CON 10, CHA 15. Possessions: **leather armor +1**; an intelligent magic club named **A Spoke in the Wheel** (see new magic items); a **wand of animal control** (8 charges); a **Theodorus' bed of convenient respite** in a linen pouch (see new magic items); and a **mantle of Fenth** (see new magic items). Gerrilad always carries several keys, including the key to the door in 2-62 leading to the Whispering Hall, the key to 2-70, and the key to 21-23 (laboratory storage). He also carries 10 octagonal platinum coins (see Arden Vul items). He has prayed for the following spells: **entangle** (x2), **speak with animals**, **detect magic**, faerie fire (x2); barkskin, **charm person or mammal**, **cure light wounds**, **heat metal**, **warp wood**; **pyrotechnics**, **summon insects**.
2. **1 shrieker**: SZ M; AL N; AC 7; MV 10'; HD 3; HP 20; #AT 0; Dmg nil. Special attacks: noise.
3. **2 spotted fungal foresters** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 27, 26; #AT 1; Dmg 2-12.

Treasure:

Aside from the magic items which Gerrilad wears on his person, the chamber is home to a **head of Thoth** (see new magic items) with the personality of Stamelis the Librarian (weight 500 lb, worth 10,000 gp). Gerrilad's treasure is buried in the mulch pit: a sack of small gems (40 gems worth 50 gp each); 10 octagonal platinum coins (see Arden Vul items); and a silver statuette of a frog-demon (350 gp).

2-70: Library of Thoth

The vaunted library of Thoth has fallen on hard times in the centuries since the fall of Arden Vul. The double doors leading to the library are locked (keys are held by Isocritis and Gerrilad the Grey (2-69).

The library is lit with a **continual light** spell placed on the vaulted ceiling 10' in from the double doors; this light spell illuminates the reading area in the fore-chamber, although it does not reach the back of the stacks.

Six columns divide the room into a reading area (fore-chamber) and the stacks; these columns are black basalt and carved with subtle arcane marks. A librarian's desk occupies the space leading to the stacks; Isocritis Half-Hand, the lieutenant of Gerrilad the Grey, customarily occupies it. The desk is heavy oak, with two drawers, and two heavy chairs.

The fore-chamber includes two long oak tables with five chairs per side; this is where scholars consulted books from the library. Six cloaked figures sit at the tables; a sharp eye from the door will notice that they have no books in front of them.

The stacks area holds four 25'-long, 10'-tall, double-sided bookshelves. Normally no one save Isocritis or Gerrilad is allowed to browse the stacks.

Isocritis is found here 65% of the time; otherwise he may be found sleeping at 2-68 (25%) or using the magical laboratory at 2-23 (10% chance). If no punishment ritual is taking place in 2-35, then there is a 38% chance that Gerrilad the Grey will also be found here, consulting with Isocritis.

The magic user Isocritis Half-Hand agreed to work for Gerrilad for 6 months in order to obtain access to the Library of Thoth. If disturbed by any who do not immediately offer propitiatory gestures and speeches, he will order the baboon zombies (the cloaked figures in the fore-chamber) to attack. Isocritis absolutely loathes baboons, however, a fact which makes it possible for a clever and quick-thinking party to negotiate with him. Given certain incentives and securities, he might even be persuaded to abandon Gerrilad.

The library stacks are occupied by a logovore pack (see new monsters) which Isocritis created using an ancient ritual he found in the library (he used baboon cubs as the base for the ritual). Although the logovores do not attack their 'creator' (i.e., Isocritis), they are wild and independent, always clamoring for new words. Isocritis has enchanted the pillars separating the reading area from the stacks to act as a barrier beyond which the Logovores won't move; should Isocritis die or leave the Halls, however, the enchantment will be broken and the pack will be able to move. For obvious reasons, Isocritis and Gerrilad only communicate in sign language when using the stacks.

Inhabitants:

1. **Isocritis Half-Hand**, **6th-level male Archontean magic user**, with a withered left hand: SZ M; AL NE; AC 8; MV 120'; HD 5; HP 19; #AT 1; Dmg 1-4 (dagger). Abilities: STR 9, INT 17, WIS 12, DEX 16, CON 10, CHA 15. Possessions: **dagger of venom**; a staff; a **ring of shield** (see new magic items); a **wand of frost** (20 charges); **potions of extra healing** and **invisibility**; and a key to area 2-70. Spells memorized: **sleep**, **charm person**, **comprehend languages**, **magic missile**; **ray of enfeeblement**, **pummeling fists of Arak-Zhorr** (see new spells); **haste**, **lightning bolt**.

2. **Gerrilad the Grey** (38%): see stats at 2-69
3. **6 baboon zombies**: SZ M; AL N; AC 8; MV 90'; HD 2; HP 14, 12, 11, 10, 9, 8; #AT 2; Dmg 1-6/1-6. Special: always strike last
4. **8 logovores** (see new monsters): SZ S; AL N; AC 6; MV 120'; HD 6 (x2), 4 (x2), 2 (x4); HP 44 (6 HD), 40 (6 HD), 30 (4 HD), 40 (4 HD), 15 (2 HD), 13 (2 HD), 11 (2 HD), 10 (2 HD); #AT 1: Dmg. 2-12 (6 HD), 2-8 (4 HD), 1-6 (2 HD). Special attacks: grow by word acquisition.

Treasure: In addition to his personal magical items, Isocritis's desk drawers contain various writing tools (quills, parchment, nibs, ink) as well as a pouch of marbles, a bag of chalk, a set of surveying strings and instruments, and a purse with 299 gp. Propped against the south wall of the library, behind the stacks, is a 5'-diameter mirror; it is the missing piece of the mirror from the Well of Light in 2-1.

Books:
Although greatly diminished since ancient times, the library is still filled with a large number (over 1,000) of codices, divided into sections by Isocritis. Among the sections he has created (which must be inferred by examining books) are the following: Spell Books, Histories of the Archontean Empire, Liturgies and Rituals of Thoth, Arcane Theory, and Mundane Knowledge. The GM should develop tomes that are appropriate to her campaign with the majority of tomes being of no great note (worth 20-50 gp each). It is certain, however, that the room contains the spell books of Isocritis and of Tresti Iredell (2-36), as well as the following: *The Lives of the Noble Founders, Arden and Vul*; the *Deeds of Marius Tricotor*, by Lucius Cornelius scriptor; *the Value of Mud*, by Herodian the Blessed; a folio, illustrated codex of *the Twelve Labors of Arden*; three copies of the *Canticle of Revelation*; a copy of *Practical Liturgies of Lord Thoth*; the treatise *On the Care and Keeping of Baboons*; a jeremiad entitled *Notes on the followers of the arch-traitor, Priscus Pulcher, with Suggestions for their Destruction*; a rare copy of *Summoning from the Beyond*; an illuminated two-volume set of the *Tales of Larel One-Eye* (cf. 3-46); a worn copy of *the Song of Jacinth the Rose*; a moth-eaten edition of the extremely dry *Thoth in All His Forms*; a copy of *Sorcerous Properties of Gems*; and so forth (see Arden Vul books for all). A majority of the books, and all of those pertaining to ancient history, cults, and arcana, are written in Mithric.

Isocritis Half-Hand's Spell Book (in stacks):
Affect normal fires, **alarm**, **armor**, **charm person**, **comprehend languages**, **friends**, **grease**, **hold portal**, **magic missile**, **protection from evil**, **read magic**, **sleep**; **continual light**, **detect invisibility**, **forget**, **knock**, **levitate**, **pummeling fists of Arak-Zhorr** (see new spells), **ray of enfeeblement**, **strength**, **uncontrollable hideous laughter**; **clairaudience**, **detect illusion**, **dispel magic**, **haste**, **lightning bolt**, **secret page**, **slow**, **suggestion**; **mnemonic enhancer**.

Spell Book of Tresti Iredell (in stacks):
Basil's torch treatment (see new spells), **charm person**, **comprehend languages**, **erase**, **friends**, **magic missile**, **message**, **read magic**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **Frigg's elephant ears** (see new spells), **knock**, **mirror image**, **web**.

2-71: Locked Door and Forgotten Chamber

The end of the hallway in front of this door is choked with dust, cobwebs, and trash. Hidden behind the debris is the stuck, locked (+5% to pick lock chances), and warded door to 2-71. The ward takes the form of a 3'-diameter glowing purple glyph (three horizontal lines, with an 's' mark through them, and dots above and below). The glyph is a **permanent glyph of warding** (**cause fear**); it can only be dispelled by 10th or higher level magic user. Those failing a save vs. spells flee in fear for 2-8 rounds.

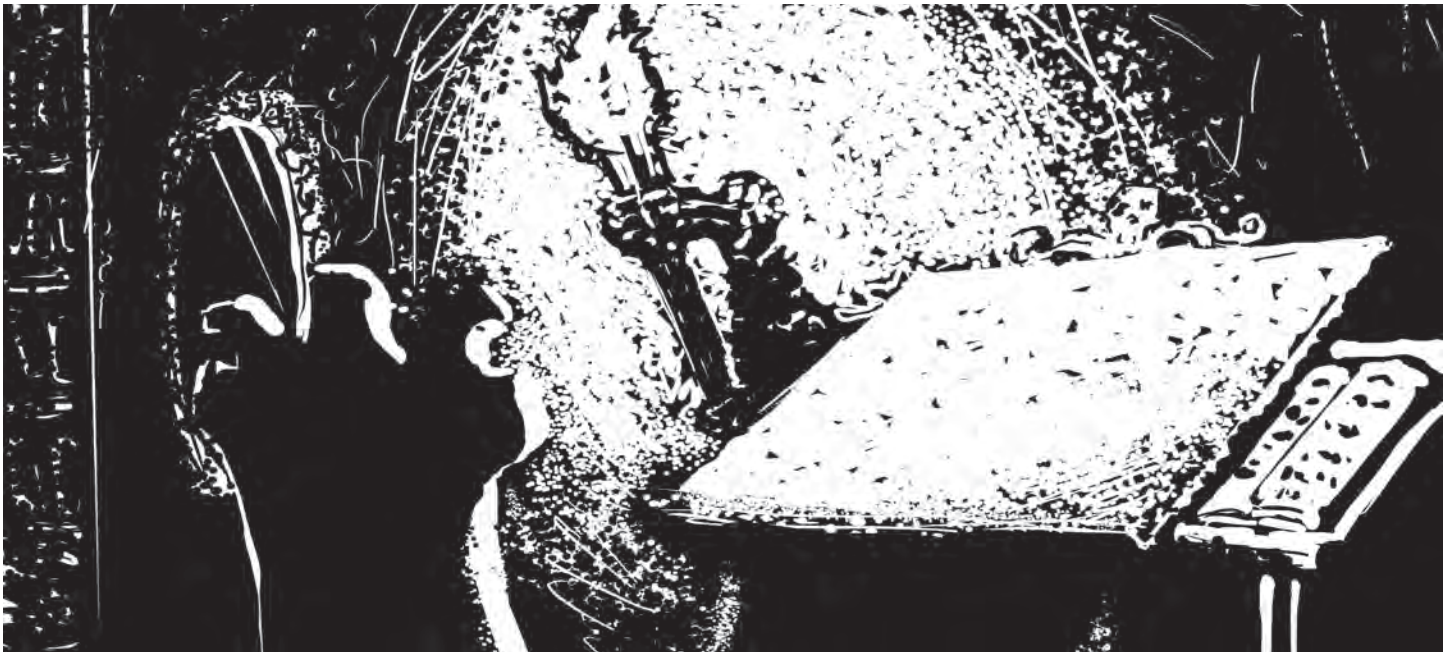
Inside may be found the intact dwelling of the chief librarian of the cult of Thoth. The room is layered in centuries of dust that, if scraped away, reveal a glorious set of frescoes showing scholars at work, Thoth issuing forth knowledge in the form of a continuous scroll from his/her/its mouth, and so forth. The frescoes are bright and clear (once cleaned), with gilt work and inlaid silver (worth a total of 100 gp; 10 turns to extract). An archaic bed rests against the west wall; it has four posts of ash, as well as a rope-strung mattress. The whole is desiccated and brittle with age. The east wall contains two collapsed bookshelves and a decrepit desk. In the middle of the south wall is a pedestal, on which rests a 1'-diameter orb of softly glowing – and unusually-stable - **arcanum** (see new magic items), also covered in dust. The desiccated corpse of the librarian lies peacefully on its bed.

The **arcanum** globe is powerful and valuable, but has also acted to impart a strange unlife to the librarian. Should the globe be disturbed in any way, the librarian rises from his bed and attacks. If defeated, the librarian rises again, with full hit points, after 1 turn; it tracks the globe and its possessors unerringly. It attacks (and rises again) until burned to ashes. Should the globe be replaced on the pedestal, the librarian returns to his bed. Only by destroying the **arcanum** lump can this link to the librarian be erased; doing so, however, will cause a magical explosion that causes 2-12 damage to all within 10'.

Secret Door (south): This door is relatively easy to find (1 in 4). It only opens, however, when a thin pointed object - like a stylus – is inserted into a hole on the wall.

Inhabitants:
1. **Undead librarian** (as an unusually strong ghoul): SZ M; AL CE; AC 4; MV 90'; HD 5; HP 33; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: paralysis. Special defenses: turned as a vampire; immune to sleep and charm. He wears a jade **amulet of fire resistance** (see new magic items).

Treasure:
Gold and silver chasings from walls (100 gp); globe of **arcanum** weighing 80 lb (see new magic items); an unfinished treatise entitled *On the Properties of Arcanum* (300 gp); six scrolls, each with a magic user spell: **find familiar**, **light**, **locate object**, **scare**, **blink**, **feign death**; much fine parchment (20 gp); two fine steel styluses (5 gp); a jade **amulet of fire resistance** (see new magic items); a bolt of very old silk (250 gp; 20 lb); and a parchment rescript in Mithric from 'Bruno, archon of Arden Vul' commanding 'Hellas, Chief Librarian' to burn all the works in the secret library since they are at risk of falling into the wrong hands.



2-72: Secret Library

The secret library of the cult of Thoth has remained undiscovered by Isocritis or anyone else in the many centuries since the complex was abandoned. Originally it stored the most holy, most blasphemous, and most dangerous texts of the Order. Many of these texts were removed when the last members of the cult abandoned the Halls in antiquity, but the librarian, already driven insane by the **arcanum** (see new magic items), remained with some choice items that he found himself incapable of destroying (see 2-71).

This unremarkable chamber has an 8' ceiling and no decorations. The walls have been hollowed to form book cabinets in which wooden shelves carry the remnants of the library. A wooden table with three wooden chairs occupies the middle of the room. All of the wood is old and brittle, and is liable to snap if any weight is placed on it. An unbound quire of 24 parchment folios rests on the table; it is a diary of sorts written by the librarian from 2-71, and recounts his discovery of the **arcanum** (see new magic item) chunk, his efforts to master it, and his growing frustration and alienation. The pages become increasing chaotic and raving as the diary progresses. The diary is written in Mithric.

Next to the diary are a set of parchment scraps, clearly first drafts of letters. Most are uninteresting, but one is not. It reads, "*To Neferet, high priestess, from Hellas, greetings. Your demand to relocate the contents of the special library to your new residence is impossible to grant. I will be party to neither your fantasies nor your self-aggrandizement. If the Lord of Light wished us to live eternally, he would have granted us this power; to seek eternal life through necromancy is grotesque and a perversion of Thoth's teaching. Furthermore, your new residence, with its entrance in the Great Hall, is much too public and therefore unsafe. Most of the acolytes cannot learn of the existence of the works which I guard, and to bring them to you would risk too much. You may already have claimed the Circlet from the archon, but you will not steal the heritage of Lord Thoth. Hithra the Paleologue agrees with me. Given this day, April, AEP 1787.*" All but the first two sentences are lined out.

GM Note: This parchment scrap provides a valuable clue as to the location of Neferet (3-127) and, with her, the **iron circlet of Ghanor** (see new magic items). It also reveals that Neferet was dealing in necromancy (she is now a greater mummy). For Hithra the Paleologue, see 3-36.

One-Way Door: Just south of the secret door from 2-71 sits a one-way door leading to the east-west corridor. This door is armed with a pair of peepholes, and allowed Chief Librarians to exit the secret library directly into the corridor leading towards the main Library.

Treasure:
There are some 40 codices and 15 rolls of parchment remaining in the secret library. Many of the codices (30 of them) are very large, measuring 30"x15" and weighing up to 10 lb (their size and weight is one reason why they were left behind). See the Arden Vul books appendix for potential titles of books to be found here. The GM should also feel free to customize the library to fit her own purposes. Regardless of what other volumes the GM places here, two codices are always to be found in the secret library: one is the infamous ***Pol's Treatise on Scrying*** (see new magic items), while the other is a large, illuminated codex of the *Litany of Light* (see Arden Vul books). The latter presents the full ritual of the Litany, complete with marginal glosses describing how and where liturgists should stand in rooms 2-2 through 2-5 when completing the liturgy.

Among the scrolls will be found 2-5 maps of various locations in the Halls, as well as sixteen spell scrolls, each containing a single spell. Clerical spells include: **purify food and drink**, **sanctuary**, **augury**, **spiritual weapon**, **animate dead**, **dispel magic**, **remove curse**, **neutralize poison**, **speak with plants**, **cure critical wounds**, and **raise dead**. Magic user scrolls include: **ventriloquism**, **rope trick**, **lightning bolt**, **remove curse**, **stone shape**, and **monster summoning IV**.

Finally, one of the scrolls also contains the addresses to four of the **Thothian teleportation rings** (see new magic items): YE-BL-RE-GR-BK-WH (SL2-1), BL-GR_BK-WH-RE-YE (6-141), RE-GR-WH-BK-BL-YE (5-76), and GR-RE-YE-WH-BK-BL (AV-29). Since all the materials in the library are over 1,200 years old, the GM should remember that any additions to the library will be in one of the ancient languages.



LEVEL 3: THE HALLS OF THOTH

Although not the topmost level of the dungeon, the Halls of Thoth are the most accessible level to the surface (via the Grand Pyramid of Thoth at AV-15, which leads to 3-1). As a result, it sees a fair amount of traffic, particular in its central areas (3-1 to 3-20 or so). It contains numerous points of egress and access to Levels 1, 2, 4, and 5, as well as to several sub-levels. In addition to being significant for its accessibility, the level is also notable for its size; it is one of the largest levels of the entire complex.

The northern, worked areas of the level (3-1 to 3-162) were mostly constructed by the priesthood of Thoth during the period of Archontean domination, although the rival priesthood of Set delved the westernmost section that leads directly to the Forum of Set (4-2). Today, the precincts of Thoth are divided into smaller regions, many controlled by one of the factions of Arden Vul.

A group of evil, halfling extortionists led by Phlebotomas Plumthorn (3-5) has but recently set up operations (including a poison manufactory – see 3-4) just outside the entry chamber (3-2); they claim suzerainty over areas 3-2 to 3-35 and demand tribute from any who enter this territory.

The halflings have run into trouble with the goblins of King Weskenim, whose main hold lies below (SL4), but who have established a foothold on Level 3 (area 3-7) as well as on Level 5 (5-43 to 5-51). The goblins resent the newly arrived halflings, and actively seek allies in their extermination.

To the west, the priesthood of Set has re-established its influence in its ancient demesne (3-89 to 3-111) and conduct dire rituals in their upper temple (3-90).

The central regions of the level, which originally served as the administrative hub of the priests of Thoth, is now home to the highly disciplined cohorts of the beastmen of Deino (3-120 to 3-162). The beastmen have cleared all the areas east of the Great Hall (3-120), and conduct frequent patrols both north, towards the rest of the old precincts of Thoth, and south into the Great Cavern (3-163, 3-172).

The unworked, natural, portions of the level are dominated by the massive Great Cavern, which itself is bisected by a subterranean river (the Seamly Run - see 3-217, 3-230 and 3-231) and a small lake (3-164). No one faction calls this area home, although the deranged magician Trocadero of Newmarket (3-176), who thinks himself the reincarnation of Ptarmis of Thoth (3-174), is trying to lay claim to the southern Great Cavern through his hold over the fungal foresters.

General Construction Notes

Heqeti areas: 3-51, 3-117, 3-192.
Rudishva areas: 3-39
Archontean areas: all worked areas (except 3-39, 3-51, 3-117, and 3-192).

Iconic Areas

The Glory of Thoth (3-2)
The Great Chasm (3-38)
The Great Hall (3-123)
The Great Cavern (3-163, 3-172)

Important NPCs

Roskelly Winterleaf, halfling thug (3-2)
Phlebotomas Plumthorn, leader of halfling thugs (3-5)
Sir Simonet, a Sun-Scarred Knight (3-131)
Count Skleros, beastman leader (3-151)
Count Trisko the Natty, beastman and commander of the Long Range Cavern Patrol (3-154)
Deino, witch and 'mother' of the beastmen (3-158)
Trocadero of Newmarket, crazed magic user (3-176)

Significant Regions of Level 3

1. Northern Region: Precincts of Thoth (3-1 to 3-70)

The halls in this region were the center of the public rituals held in honor of Thoth. The great statue of Thoth (the Glory of Thoth - 3-2), the three mystery chambers (3-9, 3-10, and 3-11), and the mortuary centers for devotees (3-16 and 3-22) were among the 'sights' visited by the faithful. Of course the priests of Thoth also kept some sites carefully hidden, as befit the god of hidden knowledge.

Factions: The band of evil halfling thugs and brigands led by the notorious Phlebotomas Plumthorn (3-5) occupies a key (and highly defensible) section of the region adjacent to the main entry point from the surface (areas 3-3 to 3-6). They claim authority over the entire region and attempt to extort licenses and tribute from all who pass through area 3-2.

Construction: Almost all construction in this region is Archontean, with 10' ceilings and iron-bound wooden doors. The Thoth priests preferred to sheath the stone walls with plaster, on which they painted elaborate frescoes celebrating Thoth. Many of the frescoes are still visible and might reveal some general or even useful information to those unfamiliar with Thoth. Considering a 10'x10' section of wall for a turn might reveal some useful and comprehensible information (25% chance). If so indicated, the GM should roll d100 on the table on the next page to determine what the art-lover has learned.

Environment: Cool and dry

2. Western Region: Hidden Temples (areas 3-71 to 3-117)

To the west of the public areas of the cult of Thoth was the great private temple of the Thoth priesthood (3-71). Quite nearby is the main temple to Set, which was restored over the past several decades by a rejuvenated Set cult. Although the two temples were distinct in antiquity, the modern Set cult has connected the two areas via new construction and is contemplating expansion into the empty halls of their former rival.

Generic Wall Iconography for Northern Region: Precincts of Thoth

D100	Description of Image(s)	GM Notes
01-20	Ibis-headed Thoth worshipped by orange-robed priests	One of the most common images of Thoth was as an ibis-headed person (c.f. his cult statues at AV-15 and 3-2). Orange robes with cylindrical headdresses indicate Thoth priests
21-30	A large ibis flanked by servitor baboons wielding clubs	Thoth was commonly represented by ibises and baboons
31-35	Baboons beat a black boar with clubs	The black boar is a symbol of Set, the rival of Thoth
36-45	Ibis-headed Thoth points with left arm to a Mithric glyph. Two words in Mithric script spew from Thoth's mouth on a slip of parchment	The Glyph is that for magic. The words say "I am." To readers of Mithric, this is simple: "I am magic", that is, Thoth is the source of magic. The placement of the left arm is a clue to the working of the statues in 3-2, 3-15 and 3-40
46-55	Loops of parchment spew from ibis-headed Thoth's mouth and into the hands of numerous human beings, some in orange robes. Words are visible on the parchment	Thoth was the source of writing. The words say "Writing is power" in Mithric
56-65	A standard image of ibis-headed Thoth has been defaced, and graffiti in the form of a boar (50%) or a dog-like animal with curved snout, square ears and a forked tail (50%)	The boar and the Set animal are common representations of Set. The modern cult of Set (see 3-89 to 3-117 and much of Level 4) is responsible for the graffiti.
66-75	A baboon crouching in the 'scribe' position (knees pulled to chest), with a book open on its knees. The left paw of the baboon is raised in greeting.	A reference to Thoth's role as recorder of the deeds of the dead, and in his baboon form. The placement of the arm is a clue to the working of the statues at 3-2, 3-15 and 3-40
76-80	Ibis-headed Thoth walks beside a woman bearing a white feather in her hand; to either side are sarcophagi.	Thoth was associated with Maat, whose image was the white feather. A clue to the efficacy of the feathers of Maat found at 3-19 in repelling the undead of the catacombs (3-22)
81-90	Ibis-headed Thoth holds the reins of a chariot in his outstretched left hand. At Thoth's side is a rayed orb. The chariot travels through the sky, above adoring orange-clad priests	The Archontean cult of Thoth associated him with bringing the light of knowledge, and saw him as the driver of the solar chariot. A reference to the Litany of Light (see 2-2 through 2-5).
91-95	Unusually, ibis-headed Thoth stands with both arms raised above his head. In front of him, human worshippers fall into a pit.	A clue to the danger of manipulating the statue of Thoth at UP-1 and 3-15 in the wrong way
96-100	Humans bearing gifts of gems, cloth, golden statuettes and scrolls approach ibis-headed Thoth, whose left hand is outstretched in benediction	An important clue to manipulating the statues at 3-2, 3-15 and 3-40 so as to locate the treasure room (3-23). Also a hint about the benefits of offering Thoth (3-2) gifts.

Factions: The cult of Set fully controls important sections of this region (3-89 to 3-110). Reckless incursions into Set's territory will be met swiftly by deadly force.

Construction: All worked areas are Archontean, with 10' ceilings and iron-bound wooden doors. Thothian areas were plastered in antiquity and covered in frescoes (see table in region 1); the Set cult preferred to decorate the stone directly, and adopted no general artistic scheme (hence no table).

Environment: Cool and dry

3. Central Region: Precincts of the Beastmen (3-120 to 3-162)

In antiquity this was the administrative and residential district for the priest of Thoth, centering around the iconic Great Hall (3-123), which extended upwards to Sub-Level 3. Today the non-secret areas form the domain of the beastmen and their foul mistress, Deino (3-158).

Factions: The beastmen are the dominant players in this region. They patrol the area regularly in banda (patrols) of six plus a sergeant. They are always willing to negotiate first, but are quick to defend themselves. The will warn those visitors whom they like or admire not to seek audiences with their mistress.

Construction: All worked areas are Archontean, typically with 10' ceilings and iron-bound wooden doors. The beastmen have worked hard to scrub away any of the old images of the cult of Thoth, leaving the walls bare of decoration in most places.

Environment: Cool and dry

4. Southern Region: Great Cavern and Surrounding Caves (3-163 to 3-230)

South of the Great Hall of Thoth lies the enormous Great Cavern (3-163, 3-172), bisected by an underground river called the Seamly Run (3-217, 3-230, 3-231) and a small lake (3-164). Numerous side caves and tunnels connect to the Great Cavern, and a few tombs

crafted by the paranoid in antiquity may be found scattered among those caves. Ptarmis, a priest of Thoth, discovered the Great Cavern during the glory years of Archontean Arden Vul. It was he who cultivated the giant species of mushroom that form the current fungal forest, it was he who introduced the fungal foresters as cultivators of the mushrooms, and it was he (and his men) who built the hematite gates (3-177) and the parvis with its great chair (3-175, 3-176). So enamored was Ptarmis by the Great Cavern that he commanded his tomb be prepared here (see 3-174).

Factions: No faction controls this region. The fungal foresters patrol the fungal forest, but are not territorial. The beastmen's Long Range Cavern Patrol frequents the Great Cavern in order to bring food and other supplies to Deino and their comrades. A fearsome hag has a small domain among the river caves (3-204 to 3-206, 3-219, 3-221 to 3-224). The cult of Set has a tiny foothold to the far west (3-193 to 3-195, 3-211 to 3-212).

Construction: The few worked areas are Archontean, albeit with stone doors.

Environment: The area is substantially more humid than the rest of the area, and some sections (e.g. the Great Cavern) are quite warm.

Access and Egress

To Surface: long staircase at 3-1, leading to UP-5 within AV-15 (Pyramid) and thence to the ruined city
To Surface: staircase at 3-50A, leading up to AV-19
To Surface: tunnel at 3-52A, leading up to AV-12 (north tower)
To Surface: secret door at 3-189, leading to EX-11
To Level 1: spiral staircase behind illusory wall at 3-27, leading up to 1-21
To Levels 2, 5, 6, 7, 8, 9: Great Chasm at 3-38, leading up to 2-63A and down to 5-34, 6-108, 7-3, 8-2, and 9-1
To Level 2: teleporter on top pyramid at 3-11, leading to 2-8
To Level 2: stairs at 3-21, leading up to 2-15
To Level 2: stairs at 3-47, leading up to 2-46
To Level 2: vertical cave at 3-51, leading up to 2-48
To Level 2: stairs at 3-118, leading up to 2-10
To Level 4: escape tunnel at 3-105D, leading down to 4-157
To Level 4: stairs at 3-110, leading down to 4-1
To Level 4: tunnel at 3-115, leading down to 4-88
To Level 4: stairs and tunnel at 3-212A, leading down to 4-159
To Level 5: tunnel at 3-7, leading down to 5-44A
To Level 5: stairway at 3-12, leading down to 5-1
To Level 5: pit and chute at 3-15C, leading down to 5-2
To Level 5: staircase at 3-52A, leading down to 5-64
To Level 5: stairs at 3-55, leading to 5-76
To Level 5: hole at 3-114, leading down to 5-99
To Level 5: well at 3-117, leading down to 5-104
To Level 5: hole at 3-179, leading down to 5-141
To Level 6: stairs at 3-50B, leading down to 6-49A
To Level 6: teleporter at 3-188, leading to 6-48
To Level 8: stairs at 3-41A, leading down to 8-34
To Level 9: teleport via **pukel-mander** (see new magic itesm) at 3-11, leading to 9-40
To Sub-Level 3: upper reaches of Great Hall at 3-123, leading to SL3-3
To Sub-Level 3: stairs at 3-135, leading up to SL3-9
To Sub-Level 6: stairs at 3-87, leading to SL6-7
To Sub-Level 12: stairs at 3-22A, leading down to SL12-20
To various locations: **Thothian teleportation rings** (see new magic items) at 3-33 and 3-159

Teleport Destinations on Level 3:

3-123: teleporter at UP-11
3-123: teleporter at 2-10
3-123: teleport pillar at 4-167
3-175: teleporter at UP-11
3-188: teleporter at 6-48

Random Encounters

1. Northern Area (areas 3-1 to 3-70)

The GM should make checks every 3 turns, with a 1-in-6 chance of an encounter, although it will be uncommon that a hostile encounter will result. If an encounter is indicated, consult the following table:

D20	Encounter
1-3	1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire
4-5	A mundane animal. Roll d8: 1-2: a bat flaps by at top speed 3-4: a rat hops into view, freezes, and scampers back the way it came 5-6: a 3"-long lizard runs across the floor and clambers up the wall 7: a very lost rabbit sits forlornly in the hall/room 8: a cat (33% chance to be black) crosses the PCs' path
6-8	6 halflings from Phlebotomas Plumthorn's gang (see areas 3-3 to 3-6). The halflings are scouts, making sure that nothing unusual is happening in the areas which they consider to be in their area of influence. If slain, the halflings should be subtracted from the numbers given in the note before area 3-3: 1. 3 1st-level halfling fighters: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 8, 9, 10; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings 2. 3 2nd-level halfling thieves: SZ S; AL NE; AC 5; MV 90'; HD 2; HP 11, 9, 8; #AT 1; Dmg 1-6 (short sword), 1-4 (dagger), or 2-5 (sling). Special: the thieves have DEX 17, and the following thief skills: PP 45%, OL 44%, F/RT 30%, MS 36%, HS 35%, HN 15%, CW 71%. Possessions: leather armor; short swords; daggers, slings
9-11	4 skeletons, released from the catacombs (areas 3-21 to 3-22) by some other adventuring party: SZ M; AL N; AC 7; MV 120'; HD 1; HP 7, 6, 5, 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage

12-13	Party of NPC adventurers (select from NPC appendix). If negotiation occurs, the NPCs will be simultaneously secretive and prying - they want to know what the PCs have found, but will only grudgingly (and possibly misleadingly) reveal any of their own information about the level. The NPCs have not figured out the trick to the Thoth statue in area 3-2, and thus are ignorant of area 3-23. They also have not figured out the trick to 3-15. It is up to the GM to determine how far into the complex these rivals have ventured.
14	4-8 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 10, 9, 8, 8, 7, 7, 5, 4; #AT 1; Dmg 2-8
15-16	3-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
17-18	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
19	1 gelatinous cube: SZ L; AL N; AC 8; MV 60'; HD 4; HP 29; #AT 1; Dmg 2-8. Special attacks; paralysis; surprise on 1-3. Special defenses: partial immunity to cold; immune to electricity, fear, hold, paralyzation, polymorph, and sleep
20	A Set patrol composed of 4 Set guardsmen and a Set acolyte (see new monsters). This encounter will only happen once; re-roll any subsequent results of 20. They are not interested in combat unless pressed. 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**

2. Western Areas 3-71 to 3-115

Checks every 3 turns, with a 1-in-6 chance of an encounter.

A. Areas 3-71 to 3-74, 3-82 to 3-85

D8	Encounter
1-2	1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire
3-4	9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
5-6	4-8 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 10, 9, 8, 8, 7, 7, 5, 4; #AT 1; Dmg 2-8
7	A party of six Set cultists and 2 Set guardsmen: 1. 6 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 6, 5, 5, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves 2. 2 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 16, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts
8	Party of NPC adventurers (select from NPC appendix)



B. Areas 3-81, 3-89 to 3-110

D12	Encounter
1-8	4-14 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; 2, 2; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves Roll d6 to determine their demeanor: 1-2: cheerful and friendly, as if attending a party 3-4: holier-than-thou 5-6: looking for victims to verbally abuse and provoke
9-10	Party of NPC adventurers (select from NPC appendix). There is a 50% chance the party is evil-aligned
11-12	Set religious procession, with 4-14 cultists, 3 acolytes, 6 guardsmen and (33% chance) a Set deacon. 1. 4-14 Set cultists (see new monsters): as above. 2. 3 Set acolytes (see new monsters), as 3rd-level Archontean clerics of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 20, 19, 18; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**. 3. 6 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 16, 15, 12, 11, 10, 8; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. 4. 1 Set deacon (see new monsters), as a 6th-level Archontean cleric of Set: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 42; #AT 1; Dmg 3-8 (mace +1). Possessions: Set armor +1 (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**

C. Areas 3-75, 3-76, 3-78 to 3-80, 3-86 to 3-88

D12	Encounter
1-3	A breeze, a slow croak, or something similar
4	1 basic exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 150'; HD 4; HP 29; #AT 2; Dmg 1-4/1-4; MR 40%. Special defenses: immune to cold and fire
5-6	6 fishmen (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison
7-8	6-8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields
9-10	2 carcass creeper: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 19, 18; #AT 8; Dmg nil. Special attacks: paralysis
11	Party of NPC adventurers (select from NPC appendix)
12	A Priscian exploring party, consisting of a war mage and 2 conversi (see new monsters): 1. Justinian, a Priscian war mage (see new monsters) and member of Quintus, as a 6th-level magic user: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (Priscian gladius +2). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: **Priscian chain mail** (see new magic items); a **Priscian gladius +2** (see new magic items); 345 sp; a key to 9-58; a **stone of alarm**; a vial of **Keogh's restorative ointment**; a **pearl of power** (level 3); and his spell book. Spells memorized: **charm person**, **detect magic**, **magic missile**, **shield**; **levitate**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues** 2. 2 Priscian conversi (see new monsters), as 3rd-level fighters: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 1-4 (light crossbow). Possessions: **Priscian chain mail** (see new magic items), long swords, light crossbows. The conversi typically have STR 16

D. Areas 3-111 to 3-115

D12	Encounter
1-2	Random cave sound(s)
3-4	A dragonfly automaton of Kerbog Khan (see new monsters). There is a 20% chance the dragonfly is one of the poison models: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters) (80%): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire. 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters) (20%): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire
5-8	Apophis, the exceptionally large giant lizard (see 3-112): SZ L; AL N; AC 5; MV 150'; HD 5+1; HP 35; #AT 1; Dmg 3-13. Special attacks: double damage on a natural 20. If she is slain here, she cannot be encountered in 3-112 or elsewhere.
9-10	A Set patrol composed of 4 Set guardsmen and a Set acolyte (see new monsters). This encounter will only happen once; re-roll any subsequent results of 20. They are not interested in combat unless pressed. 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
11	1-3 owlbears: SZ L; AL N; AC 5; MV 120'; HD 5+2; HP 39, 33, 29; #AT 3; Dmg 1-6/1-6/2-12. Special attacks: hug
12	Kaligo and Trood, either hunting members of the Set cult (50%) or searching for trophy monsters (50%) for the Arena (6-91): 1. Kaligo, a true varumani (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail. 2. Trood, a lesser varumani (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattock; shield; net and prod; and three portions of varumani knock-out juice (see Arden Vul items).



3. Central Region: Beastmen (areas 3-120 to 3-162)

The GM should make checks every 3 turns, with a 1-in-6 chance of an encounter.

A. Great Hall Area (3-120, 3-121, and 3-123)

D12	Encounter
1-2	1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire
3-4	6 halflings from Phlebotomas Plumthorn's gang (see areas 3-3 to 3-6). If slain, the halflings should be subtracted from the numbers given in the note before area 3-3: 1. 3 1st-level halfling fighters: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 8, 9, 10; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings 2. 3 2nd-level halfling thieves: SZ S; AL NE; AC 5; MV 90'; HD 2; HP 11, 9, 8; #AT 1; Dmg 1-6 (short sword), 1-4 (dagger), or 2-5 (sling). Special: the thieves have DEX 17, and the following thief skills: PP 45%, OL 44%, F/RT 30%, MS 36%, HS 35%, HN 15%, CW 71%. Possessions: leather armor; short swords; daggers, slings
5-6	5 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 4, 4, 3, 3; #AT 1; Dmg 1-6.). The goblins made their way through Level 4 and the great cavern (3-163, 3-172) and are looking for a way past the halflings.

7-10	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
11	2 ibis gargoyles from SL3-3B: SZ M; AL CE; AC 5; MV 90', 150' flying (Class C); HD 4+4; HP 30, 29; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: +1 or better weapons to hit
12	Vermin. Roll d4: 1=giant centipedes; 2=giant fire beetles; 3-4=giant rats. 1. 6 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x3), 1(x3); #AT 1; Dmg n.a. Special attacks: poison (+4 to save). 2. 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 7, 5, 4; #AT 1; Dmg 2-8 3. 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease

B. Western Halls (3-124 to 3-137)

D12	Encounter
1-9	Terrified shriek or long howl
10	1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire
11	1 fear elemental (see new monsters): SZ L; AC 0; MV 90'; HD 6; HP 39; #AT 1 per target; Dmg special; MR 50%. Special attacks: cause fear; immobilize with fear; drain CON. Special defenses: +1 or better weapons to hit; immune to cold and fire. If slain as a random encounter, it cannot be encountered at area 3-124
12	Sir Simonet, the Sun-Scarred Knight (see new monsters): for stats, see area 3-131

C. Beastman Precincts (3-137 to 3-162)

No random encounters, although individual beastmen and their allies may be found moving about the complex. If the PCs are intruders, all strength will be summoned to repel them. If the PCs are visitors, however, just about any of the inhabitants of these rooms might be encountered.

4. Southern Region: The Great Cavern and Surrounding Caves

A. Northern Great Cavern (3-163)

D20	Encounter
1-3	Vermin. Roll d4: 1=giant centipedes; 2=giant fire beetles; 3-4=giant rats. 1. 6 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x3), 1(x3); #AT 1; Dmg n.a. Special attacks: poison (+4 to save). 2. 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 7, 5, 4; #AT 1; Dmg 2-8 3. 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
4-5	6-10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6. To determine what they are doing, roll d100: 1-50= looking for food; 51-75= lost and frightened; 76-90= looking for Gribble (3-105), brother of King Weskenim (SL4-22); 91-100= looking for some other object or person
6-8	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer Note: This unit of the LRCP (see 3-154) is off to gather food (40%), scout the cult of Set (20%), map the side caves (20%), or try to ambush Trocadero (see 3-176) (20%)
9	1-3 subterranean lizards: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 40, 39; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20. If slain here, they should be removed from the rosters at 3-227 and 3-229
10	Party of NPC adventurers (select from NPC appendix)
11	1-10 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4(x3), 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves. If fewer than five are encountered, they are lost and terrified. If 5-10 are encountered, they are looking for some mythical object related to Set and are aggressive (but also lost).
12-13	A troop of albino monkeys. They hoot loudly and throw objects and poop at any intruders, but have no combat abilities
14	1 giant crab: SZ L; AL N; AC 3; MV 90'; HD 3; HP 22; #AT 2; Dmg 2-8/2-8. Special attacks: surprise on 1-4. If slain here, it cannot appear at 3-164
15-16	An automaton of Kerbog Khan (see new monsters): determine randomly using new monster appendix

17-20	1. 3 spotted fungal foresters (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 27, 25, 21; #AT 1; Dmg 2-12 2. 1 blue fungal forester (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 34; #AT 1; Dmg 2-12. Special attacks: spore cloud (stun) 3. 1 yellow fungal forester (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 35; #AT 1; Dmg 2-12. Special defenses: spore cloud (missile/spell defense)

B. River Caves (areas 3-194 to 3-231)

D20	Encounter
1-4	Vermin. Roll d4: 1=giant centipedes; 2=giant fire beetles; 3-4=giant rats. 1. 6 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x3), 1(x3); #AT 1; Dmg n.a. Special attacks: poison (+4 to save). 2. 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 7, 5, 4; #AT 1; Dmg 2-8 3. 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
5-6	A Set patrol composed of 4 Set guardsmen and a Set acolyte (see new monsters). 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
7-9	A beastman patrol consisting of 6 troopers and a sergeant. This unit of the LRCP (see 3-154) is off to gather food (40%), scout the cult of Set (20%), map the side caves (20%), or try to ambush Trocadero (see 3-176) (20%). 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
10	1-2 weakened selenite guardians (see new monsters): SZ M; AL N; AC 2; MV 30' on dirt, 60' on selenite; HD 6; HP 20 (max 40), 21 (max 35); #AT 2; Dmg 2-8/2-8. Special defenses: regenerate 2 HP/round near selenite; immune to fire and water; take only 1 HP from edged weapons. These selenite guardians wandered away from the warmth of 3-200 and are slowly freezing to death
11-14	1. 3 spotted fungal foresters (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 27, 25, 21; #AT 1; Dmg 2-12 2. 1 blue fungal forester (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 34; #AT 1; Dmg 2-12. Special attacks: spore cloud (stun) 3. 1 yellow fungal forester (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 35; #AT 1; Dmg 2-12. Special defenses: spore cloud (missile/spell defense)
15-16	2-4 cave skinks (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 2; HP 15, 13, 12, 10; #AT 1; Dmg 1-6. Special attacks: toxic mucus. Skinks killed as wandering monsters should be removed the roster at 3-218
17-18	1-2 emaciated ogres: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 15, 19; #AT 1; Dmg 1-10, or by weapon. If killed here, they should be removed the roster at 3-223
19-20	1 subterranean lizard: SZ L; AL N; AC 5; MV 120'; HD 6; HP 39; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20. If killed here, it should be removed from the roster at 3-227

C. Eastern and Southern Caves (Areas 3-177 and 3-180 to 3-192)

D20	Encounter
1-3	Mundane Cave effect: bat swarm, 1-6 normal rats, an unusual stalactite, a whistling sound, distant howls, etc.
4	1 bipedal exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire
5-8	1-3 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 22, 18, 17; #AT 8; Dmg nil. Special attacks: paralysis
9-10	2-8 albino monkeys, throwing stuff: no combat abilities
11-12	Party of NPC adventurers (select from NPC appendix)
13	1-2 rock reptiles: SZ M (8'); AL N; AC 3; MV 60'; HD 5+8 HP; HP 42, 39; #AT 1; Dmg 9-12. Special attacks: surprise on 3 in 6. Special defenses: chameleon powers. Any killed here should be removed from the roster at 3-183.
14	1-2 fire mephits: SZ M; AL NE; AC 5; MV 120', 240' flying (Class B); HD 3+1; HP 22, 20; #AT 2; Dmg 2-4/2-4. Special attacks: flame shroud around body; breath weapon 3/day; heat metal 1/day; magic missile (2 missiles) 1/day; gate (25% chance, once per hour). If killed here, they should be removed from the roster at 3-180

15-20	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer Note: This unit of the LRCP is traveling to 3-189 so as to lead a patrol through the ruined city of Arden Vul

D. Southern Great Cavern (areas 3-172 to 3-176, 3-178 and 3-179)

D20	Encounter
1-3	Vermin. Roll d4: 1=giant centipedes; 2=giant fire beetles; 3-4=giant rats. 1. 6 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x3), 1(x3); #AT 1; Dmg n.a. Special attacks: poison (+4 to save). 2. 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 7, 5, 4; #AT 1; Dmg 2-8 3. 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
4	1-2 fire mephits: SZ M; AL NE; AC 5; MV 120', 240' flying (Class B); HD 3+1; HP 22, 20; #AT 2; Dmg 2-4/2-4. Special attacks: flame shroud around body; breath weapon 3/day; heat metal 1/day; magic missile (2 missiles) 1/day; gate (25% chance, once per hour). If killed here, they should be removed from the roster at 3-180
5	1-2 rock reptiles: SZ M (8'); AL N; AC 3; MV 60'; HD 5+8 HP; HP 42, 39; #AT 1; Dmg 9-12. Special attacks: surprise on 3 in 6. Special defenses: chameleon powers. Any killed here should be removed from the roster at 3-183.
6	Trocadero, the mad wizard: see stats at 3-176
7-8	A group of 10 goblins, 2 of which are sergeants. To determine what they are doing, roll d100: 1-50= looking for food; 51-75= lost and frightened; 76-90= looking for Gribble (3-105), brother of King Weskenim (SL4-22); 91-100= looking for some other object or person. 1. 8 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5(x3), 4, 4, 3; #AT 1; Dmg 1-6 2. 2 goblin sergeants (as orcs): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 8, 7; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars
9-10	A beastman patrol consisting of 6 troopers and a sergeant. This unit of the LRCP (see 3-154) is off to gather food (40%), scout the cult of Set (20%), map the side caves (20%), or try to ambush Trocadero (see 3-176) (20%). 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
11-12	6 stirges: SZ S; AL N; AC 8; MV 30', 180' flying (Class B); HD 1+1; HP 8, 7, 6, 5, 4, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures. Any killed here should be removed from the roster at 3-173.
13	Party of NPC adventurers (select from NPC appendix)
14	1-10 Set cultists, with 50% chance for 4 Set guardsmen (see new monsters). If encountered without guardsmen, the cultists are lost and terrified. If encountered with guardsmen they have been seeing the sights and are returning to 3-193. 1. 1-10 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4(x3), 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves 2. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts
15	1 wild cat (from 3-181): SZ S; AL N; AC 5; MV 180'; HD 1; HP 6; #AT 3; Dmg 1-2/1-2/1-2. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6
16-17	1. 3 spotted fungal foresters (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 27, 25, 21; #AT 1; Dmg 2-12 2. 1 blue fungal forester (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 34; #AT 1; Dmg 2-12. Special attacks: spore cloud (stun) 3. 1 yellow fungal forester (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 35; #AT 1; Dmg 2-12. Special defenses: spore cloud (missile/spell defense)
18-20	An automaton of Kerbog Khan (see new monsters): determine randomly using new monster appendix

Level Key

3-1: Entrance Stairs up to UP-5

The stairs leading down from the Great Pyramid (UP-5) are steep and cramped. They descend some 350' and exit into 3-2. The stairs were once flanked with brightly colored frescoes outlining the glories of Thoth. Today the chute-like stairway is blackened with soot, grime, and desecration. Little meaningful is left to decipher, although the GM may offer some tidbits: a flash of gold paint, a blue beak, some broken runes.

What is legible is a variety of graffiti, some informational and some obscene. PCs may find 1-4 instances of graffiti scratched onto each 10' section of wall. The GM should roll on the following table to determine the nature of the graffiti.

D20	Graffiti	GM Notes
1-4	A name: e.g., Gil, Aethelwulf, Hoss, Flet, Jilken, Tom the Mighty, Rache, Dalton, Roger the Rapier, Anna the Archer, etc.	The GM could or should add names to this list that reflect figures from his/her own campaign. In the samples, Dalton and Roger the Rapier are both leaders of rival NPC adventuring groups. The language/script in which the names are written varies, either at choice of GM or as appropriate to a name. For example, Dalton and Roger are both Archontean and thus their names are in that language
5	One of the dog troopers warned us not to seek an audience with his mistress, the powerful sorceress Deino. Why not?	A reference to the beastmen (3-138 to 3-162) and the dangers posed by any meeting with Deino (3-158). Language: Archontean
6	Thoth's knowledge - and his wealth - remains hidden. But I know how to unlock it. Look to the arms!	A reference to the puzzle involving the statues at 3-2, 3-15, and 3-40, which if manipulated correctly reveal the path to the hoard at 3-23/3-24. Language: Elvish
7	I hate halflings! (written 7' up the wall)	A reference to the band of halfling thugs who dominate parts of Level 3 (3-2 to 3-6). Language: Wiskin
8	The feathery blessing of Maat fends off the walkers! Do not ignore her soft offering!	A hint about how use of the feather of Maat (3-19) will render the user immune from the undead of the catacombs of Thoth (3-22). Language: Mithric
9-10	Plumthorn Rules these Halls! Obey Him!	Written 3' from the ground. A reference to the leader of the halflings who inhabit 3-2 to 3-6. Language: Archontean
11	The Darlings are stupid. They left the portcullis open again. I hope they all die horribly.	Refers to the portcullises at 3-21, and the inadvisability of leaving them open (so undead can access the eastern areas). Darlings is a reference to Dalton's Darlings, one of the suggested rival NPC adventuring parties (see NPC appendix). Language: Archontean
12	The Darlings claim this level! All the treasure is ours! So long, suckers!	A reference to Dalton's Darlings, one of the suggested rival NPC adventuring parties (see NPC appendix). Language: Archontean
13	Wulf - Wait for me in the pyramid room. If you don't see me, I will have ascended. [Signed] Edgar	A reference to the small pyramid in 3-11, and its ability to teleport explorers to 2-8. Language: Thorcin
14	Halflings rule ok! (Written at halfling height)	A positive reference to Phlebotomas Plumthorn and his band of extortionists (see 3-2 to 3-6). Language: Archontean
15	A faint and primitive sketch of a biped with huge thighs and an amphibian head. An arrow points to its eye, with the caption 'danger'	An image of a **pukel-mander** (see new magic items, see 2-56C, 3-11, etc.). Placing a **tear of Kauket** (see new magic items)in the **pukel-mander's** eye can be quite dangerous! The caption is in Mithric
16	A crude map of 3-2, 3-15 and 3-16 with an 'x' and 'look here' scrawled next to the intersection at 3-15	Self-explanatory, with an oblique hint as to the significance of the statue of Thoth at 3-15. Language: Archontean
17	We shall return. The secrets of the Paleologue will not remain hidden. Look to Gog for directions.	A reference to the lost tomb of Hithra Paleologos (3-36) and the fact that Gog (5-2) can give directions to many locations (but not to 3-36). Language: Elvish
18	We followed the arrogant, red-armored fools into the great temple of Thoth, but then we lost them … and half our party.	A hint that the cult of Set is located west of the Great Temple of Thoth (3-71), i.e. at areas 3-89 to 3-117. Also an oblique reference to the danger of the slime kraken in 3-71. Language: Thorcin
19	Grumak went for a boat ride in the lake. Big mistake.	Refers to the lake (3-164) that bisects the Great Cavern (3-163 and 3-172), and is an oblique hint about the giant crabs that infest the waters of the lake. Language: Wiskin

20	KK is watching us all the time! Don't trust the talking puppets!	A reference to Kerbog Khan (see SL12-25) and one of his many types of automatons. Language: Archontean

3-2: The Glory of Thoth

Located at the foot of the long staircase from the surface, this chamber was originally the main public site for the veneration of Thoth. The chamber is lit by guttering torches placed (by the halflings) in sconces along the north, south and west walls - these provide some dim light, but do not fully illuminate the center of the room. The ceiling here is 30' high. The plaster on the walls has been badly damaged, but the ceiling plaster is still intact - a character who somehow manages to get close enough to examine the ceiling imagery will see an image of humans bearing valuable goods – gems, cloth, golden statuettes, scrolls – to ibis-headed Thoth. In these images Thoth is pointing with an outstretched left hand, while his right hand is flat against his thigh (an important clue concerning the solving of the puzzle in 3-2A).

A substantial amount of debris - wrecked furniture, destroyed armor and equipment, bits of bone and leather - has accumulated in the four corners of the chamber. There is dust everywhere, although clear paths lead from the stairs to 3-3, 3-12, 3-15, and 3-31. No dust is found around the central statue. A character who specifically examines the floor around the statue carefully may (2 chances in 6) notice scoring as if a heavy stone object (such as the statue) had been dragged across the floor.

The body of a recently slain adventurer (possibly one encountered by the PCs outside the dungeon or as a random encounter) is slumped against the west wall. The halflings have already looted most of the useful items from his body; a scroll with the spell **find traps** is still stuffed into his pants.

Any lights or noise (such as experimenting with the statue) will bring some shouts from 3-3, followed by a group of six halflings, led by Roskelly Winterleaf. Roskelly and his thugs interrogate the party as to its intentions, and inform the PCs that in order to explore the dungeon each explorer must procure a 'license' from the 'big boss' of this area, his 'good friend,' Phlebotomas Plumthorn (3-5). Licenses cost 25 gp up front, plus 10 gp per sortie into 3-2, plus a 10% tithe of any treasure (including magic items) found in the dungeon. The halflings prefer to threaten, bluster and negotiate. If the PCs pay up, the halflings treat them neutrally, although they are extra-vigilant so as to secure any subsequent 'fees'. If the PCs refuse to pay, but look powerful, then Roskelly and his men retreat to 3-3 to join their comrades; they engage in guerrilla warfare against the PCs from this point onward. If the PCs refuse, but look weak, Roskelly and his men attack, although they might be willing to take prisoners.

Inhabitants:

1. **Roskelly Winterleaf**, **5th-level halfling thief**: SZ S; AL CE; AC 5; MV 90'; HD 5, HP 22; #AT 1; Dmg 2-7 (short sword) or 2-5 (dagger). Abilities: STR 16, INT 9, WIS 10, DEX 17, CON 10, CHA 15. Special: thief skills are PP 60%, OL 62%, F/RT 50%, MS 52%, HS 57%, HN 25%, CW 77%, RL 30%. Special attacks: poison; both weapons are coated "Mortality" poison (see 3-4), which has an onset of 2-8 rounds, and does 20 HP damage, or half if a save is made. Possessions: leather armor; short sword; dagger; **potion of invisibility**.
2. 5 1st-level halfling fighters: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 10, 9, 8, 8, 7; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings; 3-18 sp each.

3-2A: Statue of Thoth

This massive statue of the ibis-headed god is 15' tall and faces north. The perfectly proportioned and lifelike human body stands on a granite pedestal (3' tall) and is carved of black onyx. In classic Egyptian fashion, Thoth's right foot is advancing slightly. His arms hang at his side, but rotate on stone pins. The arms always start flat against his sides, but can be pulled upward and forward to any position between 0 and 180 degrees (0 degrees would be his hand against his side, while 180 degrees would be his hand pointing straight up at the ceiling). Thoth's ibis head is made of white marble, inserted on a stone pin into the onyx. His eyes are empty sockets.

At the foot of the statue is a large stone chest that is part of the pedestal. When the complex was being used, worshipers would deposit their offerings into the chest. Even now, if a character places a magic scroll into the chest and invokes Thoth (in any form whatsoever, as long as he/she mentions the name Thoth), the character receives a magical enhancement to INT or WIS (determined randomly). If the spell on the scroll is of 1st to 3rd level (magic user or clerical), the donor gains either +1 INT and +1 WIS for the period of one week; if the scroll contains a spell of 4th level or above, then the donor gains a permanent +1 to either INT or WIS (determined randomly). Any magical scroll left in the chest instantly vaporizes.

A character may gain the lesser increase in INT or WIS once per week, but any one character may only gain one point of INT and one point of WIS by donating higher-level scrolls. Note that this means a character can gain the benefit twice, once for INT and once for WIS; still, the ability gain is determined randomly each time a character deposits a scroll, so it is possible that a character who has already gained an ability increase may not [50% chance] gain the other ability increase from any subsequent donation. Any symbol of Set placed into the chest produces a column of black flame (5-30 HP damage) that affects all persons standing within 25' of the statue.

The statue is also the key to an important puzzle. If the arms of all three statues of Thoth on Level 3 (at 3-2, 3-15, and 3-40) are shifted to the correct position, the pedestal here grinds backwards to reveal a set of stairs leading downwards toward the north. The correct position is to shift Thoth's left hand so that it is parallel to the floor and pointing (in 3-2) to the north. The right hand must remain in the default position. After 1 hour of inactivity, the arms reset to default (both facing down).

Hidden Staircase and Passageway: The stairs are dusty and choked with thick strands of cobwebs. The halflings have not figured out the puzzle, and the Set followers are too afraid of the statue to manipulate it. The stairs descend about 10 feet before opening into a 5'-wide, 7'-tall tunnel leading northwest. The walls, although not perfectly square, are nonetheless plastered and covered with colorful images: Thoth in majesty, Thoth receiving wisdom, languages of various sorts being spewed from the mouths of ibises and baboons, etc.

3-3: Portcullis and Halfling Guardpost

The passage has been fitted with an iron gate, in the center of which is a (halfling-sized) iron door. The two door guards keep the key. These guards will never allow the PCs to pass through the iron gate on their own; if a parlay is required, either Roskelly (3-2) or Phlebotomas himself (3-5) will come to the gate to negotiate. Characters with high strength can force the gate, or its lock can easily be picked by a thief (+10%).

If for some reason the PCs have not already spoken with Roskelly (3-2) for reasons of concealment, sneaking, etc., then the guards will be chatting idly, unaware of the PCs. If the PCs are already known to be hostile, or if they show hostility, one of the guards runs to a horn hanging on a peg (stuck into an image of Thoth) and sounds it. In 1-4 rounds, the halflings from areas 3-4, 3-5 and 3-6 begin arriving to repel intruders.

Inhabitants:

1. **2 1st-level halfling fighters**: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 8, 9; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings; 3-18 sp each.

3-4: Ancient Tombs and Halfling Camp

This burial chamber for important figures in the cult of Thoth has been badly treated by time; the walls are stained with soot, urine, and worse.

Three massive stone sarcophagi exist in the center of the room. The lids were pried open long ago, and lie shattered on the floor. Currently the tombs are empty.

The chamber is lit by three large candelabra placed near each of the sarcophagi, as well as by a small cookfire in the northwest corner and a **tripod of heating** (see new magic items) in the southeast corner. The northeast corner of the room is open to the chasm (3-38). A small parapet of rubble (3' high) has been erected across that opening. The halflings do not know that a passage originally led from this room to 3-40. It was filled in with rubble in antiquity, and bricked and plastered over on this end. A dwarf might (1 in 6) note that this section of wall is different (bricks underneath the plaster, instead of stone). Even if detected, the passageway is completely filled with rubble.

The halflings' poison manufactory is set up along the south wall. It comprises a rickety table on which is a set of glass alchemical equipment, including two alembics, a retort, two crucibles and a mortar and pestle. To one side is a burlap sack with six glass bulbs containing viscous clear liquid (the spider venom) and three more sacks filled with herbs, dyes, and alchemical powders. To the other side are eighteen small glass vials, each with the word "Mortality" (the street name for Phlebotomas's poison) etched on the side; these are filled with a sticky, green substance. The distilled poison is relatively slow acting (onset in 2-8 rounds), but fairly lethal: it inflicts 20 hp of damage, or 10 hp damage if a save is made. Each vial contains 3 doses of "Mortality", and sells for 100 gp to the right buyer. Because it is so valuable, Phlebotomas does not automatically issue it to his rank and file thugs, reserving it for himself, Roskelly (3-2), and Blandveg (see 3-5). If, however, Phlebotomas realizes that his crew is the object of a concerted attack and is given enough time to do so, he will distribute poison to the 1st-level fighters and 2nd-level thieves.

Tactical Note: The halflings fight from behind the tombs, using them as cover (75%). The halflings in areas 3-5 and 3-6 will use the same tactic if possible.

Inhabitants:

1. 5 1st-level halfling fighters: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 10, 9, 8, 8, 7; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings; 3-18 sp each.
2. 5 2nd-level halfling thieves: SZ S; AL NE; AC 5; MV 90'; HD 2; HP 11, 10, 10, 9, 9; #AT 1; Dmg 1-6 (short sword), 1-4 (dagger), or 2-5 (sling). Special: the thieves have DEX 17, and the following thief skills: PP 45%, OL 44%, F/RT 30%, MS 36%, HS 35%, HN 15%, CW 71%. Possessions: leather armor; short swords; daggers, slings; 3-18 sp each.

Treasure:

Tripod of heating (see new magic items); six bulbs of spider venom (30 gp each); three sacks of alchemical ingredients (45 gp each); eighteen vials of 'Mortality' poison (100 gp each); alchemical equipment (a total of 500 gp).

GM Option:

If the GM wishes it, the halflings have erected a makeshift bridge across the chasm between 3-4 and 3-40 (a 20' span). Their bridge is quite unstable - either a single long plank or tree-trunk, or an unsteady rope bridge anchored to the tombs. Even if the bridge exists, the halflings have not yet explored beyond 3-40.

3-5: More Ancient Tombs, with Halfling Leaders

This room is decorated almost identically to 3-4, with formerly gilded luxury paintings now stained with soot and other unknown substances. Another three stone sarcophagi lie broken and looted in the center of the chamber. The three leaders of the halfling gang reside in this chamber. A false bottom in the southernmost sarcophagus has miraculously escaped detection. In addition, the halflings have deposited their treasure in a locked wooden chest with iron straps and an iron lock (key held by Phlebotomas).

The northeastern corner of the chamber is open to the chasm. The halflings have rigged a 3'-tall parapet of debris across the opening, and the leaders have dangled a set of strings on which are tied noisy bells and bits of metal - this will alert the halflings (they hope) if something comes out of the chasm.

The halflings' stores are also located here: two large casks of ale, several sides of curing meat (deer), several bags of turnips, apples, and potatoes, and a large sack of rock-hard biscuits.

Although Roskelly Winterleaf has his bedroll here, he is typically encountered in area 3-2.

Negotiating with Plumthorn: Phlebotomas does not typically negotiate with newcomers, leaving the mundane business and dirty work to his lieutenant, Roskelly. Only in the case of pressing need, or if visitors have convinced the guards at 3-3 that they have valuable information, will Plumthorn deign to parlay. In such cases, he might be willing to trade information. Phlebotomas knows the following information about the Halls:

a. A hidden passage exists somewhere in Level 3. Phlebotomas suspects it is connected to the statue in 3-2.

b. At least one room may be found across the chasm (i.e., 3-40), but Phlebotomas doesn't know how to access it (or has just done so; see area 3-4 for details)
c. Goblins lurk to the southeast (3-7); they would like to control area 3-2, but the halflings have stymied them.
d. Occasional groups of hooded figures have been seen moving between the west and the south. [Set worshipers]
e. Dangerously large spiders lurk in the chasm
f. Phlebotomas's men report strange whoops, hoots, and barks drifting down from higher up in the chasm
g. The guards have witnessed some dangerous undead moving around to the west of 3-2. [ghouls]
h. Dangerous and highly organized beastmen are encamped to the south; they are ruthless, disciplined and best avoided. They worship a goddess called Deino (3-158).
i. Access to the upper levels is difficult to obtain; only the risky stairs at 3-21 provide a known means of access.
j. The lower halls are creepy and dangerous, and were not carved by the ibis priests. The stair to Level 5 (3-12) leads to a cave next to a cursed, pillar-ridden hall.

Treasure:
Inside the false bottom of the sarcophagus: a holy symbol of Thoth, made of silver, encrusted with precious stones (850 gp); 575 cp; 352 sp; a moldering illusionist scroll, with three spells on it (**phantasmal force**, **phantom armor**, **invisiblity**); and two **arrows of striking** (see new magic items).
Locked chest: 432 copper pieces; 243 sp; 957 gp; two ancient holy symbols of Thoth in the form of baboons (150 gp); a holy symbol of Set in the form of a crocodile (100 gp); six gems - 10, 20, 30, 10, 50, and 130 gp value; three codices: *Great Villains of Archontos, part IV: Larsinius the Exarch*, *Thorcin Poisons and their Cures*, and *Emperors of Archontos, Volume I* (see Arden Vul books for all); and Blandveg's spell book: **enlarge**, **friends**, **jump**, **magic missile**, **jump**, **magic aura**, **read magic**, **shield**, **sleep**; **Frigg's jelly legs** (see new spells), **knock**, **mirror image**, **scare**.



Inhabitants:
1. **Phlebotomas Plumthorn**, **4th-level halfling fighter**: SZ S; AL NE, AC 2; MV 90'; HD 4; HP 35; #AT 1; Dmg 1-8 (battle axe), 1-6 (short bow). Abilities: STR 16, INT 11; WIS 13; DEX 16, CON 11, CHA 15. Special attacks: poison; his axe is coated with "Mortality" poison, which has an onset of 2-8 rounds and inflicts 20 HP damage or half if a save is made. Possessions: chain mail and shield; battle axe; short bow; **potion of invulnerability**; **potion of the berserk** (see new magic items) For details see 3-4.
2. **Blandveg**, **3rd-level Archontean magic user**: SZ M; AL CE; AC 7; MV 120'; HD 3; HP 12; #AT 1; Dmg 1-4 (dagger). Abilities: STR 8, INT 17, WIS 11, DEX 17, CON 15, CHA 6. Special attacks: poison; his dagger is coated with "Mortality" poison, which has an onset of 2-8 rounds and inflicts 20 HP damage or half if a save is made. Possessions: dagger; **potion of polymorph self**; **potion of singing birds** (see new magic items); **scroll of fireball**; a *Lexicon of Mithric* (see Arden Vul books). Memorized spells: **sleep**, **shield**; **scare**.

3-5A: Halfling Guard Post

After the halflings drove the goblins out of area 3-6, Phlebotomas set up a large (4'-tall) barrier with firing steps in case his men need to retreat from area 3-6.

3-6: Ancient Tomb and Halfling Barracks

This smoky room is nearly identical to 3-4 and 3-5, with ruined wall images and three plundered sarcophagi. The chamber is lit by three candelabra, which ooze oily smoke in the center of the room. Rough, hand-carved tunnels exist in the northwest and southeast corners of the room. The ceiling has caved in slightly in each of these corners. The halflings have piled up a low barrier of debris across the entrance to 3-7.

Numerous bedrolls occupy this room, since all of the non-leader halflings sleep in this chamber (in shifts). Seven of the bedrolls may be found in the unfinished tunnel leading from the northwest corner. The others are scattered along the western wall.

Inhabitants: Two of the halflings present are always located at the barrier in the SE corner.
1. **5 1st-level halfling fighters**: SZ S; AL NE; AC 6; MV 90'; HD 1; HP: 10, 9, 9, 8, 8, 8; #AT 1; Dmg 2-7 (spear), 2-7 (club), or 2-5 (sling). Possessions: studded leather armor and shield; spears; clubs; slings; 3-18 sp each.
2. **5 2nd-level halfling thieves**: SZ S; AL NE; AC 5; MV 90'; HD 2; HP 11, 10, 9, 9, 8; #AT 1; Dmg 1-6 (short sword), 1-4 (dagger), or 2-5 (sling). Special: the thieves have DEX 17, and the following thief skills: PP 45%, OL 44%, F/RT 30%, MS 36%, HS 35%, HN 15%, CW 71%. Possessions: leather armor; short swords; daggers, slings; 3-18 sp each.

3-7: Goblin Outpost, with Access to 5-44A

This small chamber is merely a widened area at one end of the 250' long tunnel connecting area 3-6 with area 5-44A. The goblins had

begun work on an extension (the spur in 3-6) before the halflings arrived and drove them out of the level. Weskenim, the goblin king (SL4-22), has settled into an uneasy detente with Phlebotomas and has thus stationed some warriors at 3-7 behind a barricade. There is no light in the chamber.

If loud noises occurred in 3-6 (through combat, for instance), then the goblins will be aware, prepared, and using the barricade for concealment. If the PCs do not make noise, then they are likely to surprise the goblins (50%). The goblins do not necessarily want to fight, and are open to negotiation.

Inhabitants:

1. **6 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 4, 3, 3; #AT 1; Dmg 1-6. Possessions: 3-18 sp each.
2. **1 goblin sergeant** (as orc): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 7; #AT 1; Dmg 2-8 (morning star). Possessions: morning star; 18 sp and a 100 gp aquamarine.

3-8: Robing Room

This chamber served as a robing room for priests serving in one of the three chambers of mystery (3-9, 3-10, 3-11). It is accessed by a flight of steps which descend 15' to a simple wooden door. Inside the chamber is a thick layer of trash - bits of leather, ruined clothing, scraps of metal, and a foul-smelling bolus of decaying animal matter. It takes 2 turns of searching to find the white glass activation square (see **Thothian teleportation rings** in new magic items) mixed among the trash.

Secret Door (south): The door is relatively easy to discover (1 in 4). It opens by sliding a 4'-square panel into the wall. The door leads to a narrow hallway of plain rock featuring a set of rough-hewn stone steps leading upward to 3-67.

3-9: Chamber of Painful Knowledge

This is one of the mystery chambers devised by the cult of Thoth; it was designed to demonstrate to the faithful that the acquisition of knowledge is difficult and sometimes painful.

The chamber is dark, but numerous (empty) sconces line the walls. A layer of grey-green mist rises 3' from the floor throughout the chamber. The mist is harmless, and dissipates if the pool in area 3-10 is cleansed.

Three stone benches face a sunken area that is 8' below the level of the floor (the mist is thus 6' deep here). Five steps lead into the sunken area, the centerpiece of which is a single onyx pillar (15' high). The usual mixture of trash clutters the room, along with almost completely obliterated wall frescoes. High up on the western wall and partly obscured by a layer of grime is the following inscription (in Mithric): *Thou May Ask of Thoth What Thou Will, Provided Thou Accept His Judgment*.

Pillar of Truth: Any being who grips the onyx pillar and speaks aloud a question may have that question answered by the God ... at the cost of a little pain. The question must involve the past (not the future), and must be primarily factual (i.e., nothing like 'what were so-and-so enemies thinking ...'). Questions phrased in such a way have a 50% chance of being answered. However ... the recipient of Thoth's wisdom also receives a strong electrical shock worth 1-6 damage for every two levels of the asker (that is, a first level character takes 1-6 damage; a 10th level PC receives 5-30 HP damage). The GM should exercise some judgment on the use of this potentially powerful quasi-oracle. The Pillar will only work twice per character per month.

3-10: Pool of Youth

The second of the chambers of mystery of the cult of Thoth, this room was originally designed to impress devotees with the curative powers of the god.



A **continual light** spell was cast in the center of the ceiling centuries ago. A grey-green mist rises 3' above the floor throughout the chamber. Through the mist is visible a 20'-diameter pool rimmed with a 1'-tall, blue-granite lip. The mist is harmless. If the pool is cleansed, the mist disperses after 1-6 hours. The wall frescoes are particularly damaged in this room, and are almost impossible to make out except near the ceiling.

The liquid in the pool is a dark, sludgy brown color. It reeks with a foul and disgusting odor. Despite its unappetizing appearance, aroma, and taste, the pool still serves its original function: any person wading into the pool and drinking from it is instantly cured of 1-8 HP and has a 50% chance of being cured of any current diseases. Such healing is available once per week per PC.

Cleansing the Pool: The pool has been used as a latrine by monsters and by passing Set guardsmen for many decades. This fact has affected its appearance and the efficaciousness of its healing powers. It is possible to restore the pool to its original deep azure blue color and its full functionality, though: this may be accomplished either by mixing three vials of holy water into the sludge, using a **potion of sweet water**, or by casting **purify water** or **purify food and drink** on the liquid. If cleansed, the pool heals 3-12 HP per draught and automatically cures the imbiber of all diseases; it may still only be used once per PC per week.

3-11: Pyramid of Venerable Age

As one of the three chambers of mystery, the priests of Thoth used this chamber to demonstrate Thoth's powers over aging through a ritual by which a priest was 'magically' shot through the ceiling. Worshipers viewed this stunt as proof of Thoth's omniscience and power.

The room is shaped like a huge isosceles triangle. It is unlit, although numerous wall sconces await torches; the 50'-tall ceiling is thus invisible to normal torchlight. The still-extant frescoes on the walls of this chamber illustrate Thoth's conquest of aging and death, with numerous images of creatures of all sorts - including humans - rising up from the ground and shedding the symbols of age (robes, beards, canes). The chamber is dominated by a massive, 40'-tall triangular pyramid of closely fitted granite. A layer of grey-green mist rises 3' from the floor and covers the floor around the pyramid. The mist is harmless and dissipates quickly after the pool in area 3-10 is cleansed.

Pyramid: The pyramid is triangular. On all three sides, stairs cut into the granite lead up to a central platform, where the mystery was accomplished. In essence, the platform occupies the place where the top of the triangular solid would have been (as if it had been cut off). The platform has a smaller triangle made of lapis-lazuli centered in its middle, from the center of which extends a single steel bar. The bar is grey with age, but is not (strangely) rusted; an obsidian knob rests on its top. Those who stand on the lapis triangle and depress the bar will activate the mystery of venerable age: a cloud of dense smoke pours out of hidden holes on all three sides of the pyramid (obscuring vision of those on the floor of the chamber) while, at the same moment, those standing on the lapis-lazuli triangle are teleported to Level 2 (area 2-8). Transfer is almost instantaneous, and the smoke quickly disperses (within 15 seconds).

Hidden Chamber: The granite pyramid conceals a hidden chamber in which is found an enormous soapstone heqeti **pukel-mander** (see new magic items). The priests of Thoth found the statue here and decided for various reasons to build around it. Pulling the steel bar on the top platform of the pyramid three times in a row will cause anyone on the lapis triangle to be teleported to the floor of the hidden chamber. The chamber is a triangular solid, albeit with the top lopped off. The base of the chamber is 20'x20'x30' and rests on the original stone floor of the complex. A one-way secret door at the base of the interior chamber allows those viewing the pukel-mander to return to the main chamber.

3-11A: The Mouth of Thoth

A permanent **magic mouth** was placed on the south wall during the Archontean glory days. Anyone approaching within 15' will trigger the mouth. It takes the form of enormous red lips formed in a thin line; the mouth speaks in the ancient secret tongue of the priests of Thoth (known only to those well-versed in ancient religions): "*Behold the Glory of Thoth! Mysteries of past, present and future are known to those who speak his name and direct his arms. Knowledge is power!*"

3-11B: Set's Mouth

More recently some priests of Set decided to mock the Mouth of Thoth with their own permanent **magic mouth**. This mouth is also activated by anyone approaching within 15' of its location (so there is a very good chance that anyone coming down the western passage from 3-12 will activate both simultaneously). This mouth appears as a sneering, contemptuous pair of lips that announce in Archontean: "*The followers of the ibis are dead and gone; their power is faded and their secrets lost. Neither power nor knowledge is to be shared. Beware!*"

3-12: Concealed Door, with Access to Level 5-1

The wall contains an enormous fresco of a baboon, squatting on the ground and staring forward with bared teeth. The image is a good 6' tall and 4' wide. Although there is much wear on the walls, the image is still recognizable. Pressing both of the baboon's eyes will cause the wall to grind inwards, revealing a staircase leading down 250' to Level 5 (area 5-1). The concealed door is easy (4 in 6) to discover.

3-13: Trashed Chamber

Inside is an even larger pile of trash than usual for this level - broken bits of wood, moldy pieces of plaster, several skulls and broken bones, broken pieces of metal, torn strips of cloth. There is a 33% chance for an inhabitant in this chamber; if so indicated, it will be either giant rats (50%), a scared adventurer (25%), or a pair of giant fire beetles (25%).

Inhabitants (33% chance):

1. **3-12 giant rats**: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease.
2. **A scared adventurer** (choose from NPC appendix)
3. **2 giant fire beetles**: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 5; #AT 1; Dmg 2-8

Treasure:

The only item of value in all this trash is a sapphire worth 1,500 gp that is lodged inside a skull. It takes 3-6 turns of sorting through the trash to locate the gem.

3-14: False Corridor

The wooden door from 3-2 leads to a short hallway, with a turn to the left that ends in a door. The door is a false door, however, and is trapped.

Trap (covered pit): The pit is 20' deep and is triggered by opening the false door. Those falling into it take 2-12 HP damage.

3-15: Thoth the Recorder

The second of the three major statues of Thoth stands in this intersection. The hallway from 3-2 is filled with frescoes of Thoth recording the virtues and sins of believers. In most he appears as an implacable ibis-headed scribe, while around him numerous humans and demi-humans shout requests for mercy and favor.

The statue occupies an 8'-diameter circular pedestal that mostly blocks the center of the intersection. The statue is of a seated ibis-headed scribe (in the traditional Egyptian pose). On his lap is his book, where he records the deeds of the dead. The left hand holds the book down, while the right hand holds a quill pen. The main block of the statue is onyx; the ibis head is ivory, as is the book and the quill. The ibis head has no gemstones in it, merely empty holes (purposely designed to show the unfathomable and limitless nature of knowledge). Anyone staring into the eye-holes (which are about 2" in diameter) is dazed for 1-4 rounds by the cosmic reach of Thoth's knowledge.

The forearms of the statue rotate on stone pins (as in 3-2), and manipulation of them constitutes one of the major puzzles of this level of the Halls. Each arm has three possible positions - down (default position, with hands holding pen and book); pointing straight ahead to the east, and up (above his head). There are thus nine possible combinations:

Left Arm	Right Arm	Effect
Down	Down	None (default position)
Down	Straight	Opens pit at 3-15A
Down	Up	Opens pit at 3-15B
Straight	Down	Unlocks mechanism to secret door in 3-2C
Straight	Straight	Opens chute at 3-15C
Straight	Up	None
Up	Down	None
Up	Straight	None
Up	Up	Simultaneously opens both pits and the chute

After 1 hour of inactivity, the arms reset to default (down-down) and all pits close.

Secret Door (west): The door is normal to locate. The door opens by locating a catch concealed in the nostril of a fresco of Thoth; once the catch is released, the door slides into the south wall.

3-15A: Pit Trap

This 10'x10' pit trap opens when certain combinations of Thoth's arms are 'dialed'. The pit is 10' deep and contains spikes on the bottom. Damage is 2-12.

3-15B: Pit Trap

Identical to 3-15A.

3-15C: Chute

Anyone standing in front of Thoth the Recorder (3-15) when either straight-straight or up-up is 'dialed' will be dropped into a chute to Level 5. The chute is a zig-zag tunnel (i.e., with cutbacks) made of magically oiled stone. Despite traversing more than 250' of depth between Level 3 and Level 5, the unfortunate victim(s) only take 3-18 damage when they are unceremoniously dumped into area 5-2.

3-16: Halls of Thoth's Beloved

This darkened hallway is 15' high. The surface of the walls is filled with burial niches reserved for favored worshipers of the cult of Thoth. Niches are 5' long (thus two niches per 10' length of hallway) and 3' high (thus five niches from floor to ceiling), and originally boasted a stone plug on which family names and images of Thoth were painted. All of the plugs have long since been smashed, with one exception in the northwest corner that is marked as 3-16A. As a result the floor is littered with bits of masonry, bones, and general pieces of trash. The litter is thick enough (2') that it impedes movement and makes moving silently much more difficult (-10%). The halls also slope downward, such that the western hall is twenty feet below the floor of the eastern hall. The slope is steep enough that it is noticeable to all.

Those who insist on searching through the floor trash may find 1-4 sp every hour up to a maximum of 200sp.

A group of giant rats has begun a nest in the darkness of the western hallway. The rats only attack a party that moves through their nesting area in the southwest corner.

Inhabitants:

1. **9-12 giant rats**: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease. The rats attack leaping from niches at the level of PCs' heads/torsos. This tactic provides a bonus to surprise (surprise on 1-3).

Treasure:

The rats' nest contains 459 sp, four citrines (50 gp each), a large pearl (500 gp), two aquamarines (100 gp each), a lapis lazuli and gold ring worth 500 gp, and a cursed **blacklight torch** (see new magic items).

The burial niches are mostly bereft of valuables. A party that insists on searching all the niches (560 in total) will be in for a lengthy search indeed (8-12 hours). Despite the risk of random encounters, such a search might reveal one of the following (1 in 6 chance per hour of searching).

D20	Object
1	silver holy symbol of Thoth worth 10 gp
2	jade necklace worth 50 gp
3	set of silver buckles worth 5 gp
4	**dagger +1**
5	copper candlestick (20 cp)

6	gold brooch shaped like a baboon (35 gp)
7	leather purse with 15 ancient silver pennies (see Arden Vul items)
8	gold signet ring, 25% chance the family name is still an important one in the Archontean empire
9	scroll with one of the four canticles of the *Litany of Light* (see Arden Vul books)
10	silver-backed mirror (15gp)
11-15	bronze tablet inscribed with a name, clan and office (e.g., Georgius Tullius, tribune of the archonate of Arden Vul)
16	a soapstone animal figurine (10 sp)
17	key to a mundane lock (GM's choice)
18-19	small alabaster canopic jar with ibis head for lid (10 gp)
20	copper torc incised with silver (15 sp)

3-16A: Burial Niche

Only one untouched burial niche remains in the Halls of Thoth's Beloved. The plug is covered with soot - if wiped off it shows an image of Thoth pointing straight forward with his left hand, while the right hand is at his side (GM Note: this is a hint about how the arms of the statues at 3-2, 3-15, and 3-40 ought to be positioned in order to open the passage to 3-23). Also on the plug is a symbol of the inhabitant of the niche's family: a black tower with a single window shining forth light into the darkness (GM Note: this is still one of the sigils of clan Krakteros, one of the Five Families [see World of Archontos appendix] that run the Archontean Empire).

Breaking the plug will require some strength, some implements, and a way of wielding implements while 12-some feet up in the air. If successfully opened, the PCs find an intact skeleton and a variety of grave goods. While the clothing has disintegrated into mere scraps of linen, a few more durable items of value remain. Disturbing the tomb inevitably wakens the skeleton.

Inhabitants:

1. **1 tough skeleton**: SZ M; AL N; AC 7; MV 120'; HD 3; HP 20; #AT 1; Dmg 2-7 (**short sword+1**). Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage; turned as a ghoul.

Treasure:

Three black pearls worth 360 gp each; a jade necklace with the Krakteros sigil on it (worth 500 gp); and the **short sword +1** that the skeleton wields.

3-17: Hidden Tomb

Observant PCs may notice (2 in 6 chance when passing this section of the Halls) that the trash in front of this section of wall has been disturbed in a regular pattern. The disturbance is a clue to the secret chamber which is accessed through a 3'x5' secret panel at the rear of the third niche up from the floor on this section of wall. The secret panel is relatively obvious to anyone who looks inside the niche (+1 to chances to detect). Once located, the panel slides easily to the left.

The first PC to squeeze through the secret door is in for a nasty surprise, as the ghouls lurking within will attack hungrily, and with surprise if the PCs have not listened before entering (4 in 6 chances to surprise).

The chamber is an elaborate burial chamber for two of the earliest Thoth worshipers. It features two stone sarcophagi (albeit with burst lids), some still-intact grave goods, and pristine wall frescoes depicting Thoth and the donors. Indeed, once plied with a light, the walls shine with vibrant color.

The walls are ornately decorated with six large images, their description and meaning follows.

1. Ibis-headed Thoth worshipped by orange-robed priests. One of the most common images of Thoth was as an ibis-headed person (c.f. his cult statues at AV-15 and 3-2). Orange robes with cylindrical headdresses indicate Thoth priests.
2. Humans and baboons beat crocodiles with clubs while a serene ibis watches the scene. The iconography is meant to show the triumph of Thoth (the baboons) over Set (crocodile).
3. A baboon crouching in the 'scribe' position (knees pulled to chest), with a book open on its knees. The left paw of the baboon is raised in greeting. Thoth was associated with Maat, whose image was the white feather. This is a clue to the efficacy of the feathers of Maat found at 3-19 in repelling the undead of the catacombs (3-22).
4. A stream of humans bringing goods to the feet of an orange-robed pair of Thoth priests, over whom looms another enormous ibis. The intention is simple: the devout followers of Thoth should prepare suitable donations to his priests.
5. Ibis-headed Thoth walks beside a woman bearing a white feather in her hand; to either side are sarcophagi. Thoth was associated with Maat, whose image was the white feather. A clue to the efficacy of the feathers of Maat found at 3-19 in repelling the undead of the catacombs (3-22).
6. Ibis-headed Thoth holds the reins of a chariot in his outstretched left hand. At Thoth's side is a rayed orb. The chariot travels through the sky, above adoring orange-clad priests. The Archontean cult of Thoth associated him with bringing the light of knowledge, and saw him as the driver of the solar chariot. A reference to the Litany of Light (see 2-2 through 2-5).

Sarcophagi: The two sarcophagi are made of basalt and inscribed with scenes of humans worshiping Thoth and of baboons beating crocodiles with sticks. They are incredibly heavy (500 lb each) and might bring 2,500 gp each.

Inhabitants:

1. **4 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:

4 large (4' high, 50 lb each) alabaster urns, possibly worth 225 gp each; two rings, each a **ring of friendly defense** (white gold) (see new magic items), inscribed Ruritanus and Aethelgifu, respectively (command word: 'Amici'); 16 ancient gold solidi, 2,316 ancient copper bits, and 1,135 ancient silver pennies (see Arden Vul items for coins); a **spear +1** with lapis inlay on the haft; and two silver torcs, each inscribed with an ibis head and a cornucopia (each is worth 70 gp, together they are worth 280 gp). The rest - sacks of food, wooden furniture, and elaborate costumes - have decayed into dust and fragments.

3-18: Hall of Judges

This oval chamber served as the entry point to the main mortuary areas (at 3-21 and 3-22). It contains four massive pillars holding up a domed roof. Light may be glimpsed through the open archway to the north.

Each of the four pillars has been carved into the likeness of one of the four gods of the dead. To the northeast is Osiris, god of the dead, in the form of a bearded human with tall conical cap, holding two scepters across his chest. To the northwest is snake-headed Wadjet, the protector goddess. To the southwest is Maat, wife of Thoth, bearing in her hands the feather with which souls were judged. To the southeast is Thoth in his ibis-headed form. These pillar-statues are 30' tall and incredibly imposing. The walls of the chamber contain frescoes depicting the judgment of the dead and the rule of Osiris in the afterlife. Currently there is nothing else of interest in this chamber.

3-19: Feathers of Justice

This chamber is brightly lit from a **continual light** spell cast on the ceiling. The entire area detects strongly of magic.

All three walls are painted with brightly colored frescoes. On each wall the main image depicts a female deity (Maat) with an ostrich feather in her hair handing a feather to a small human worshipper. Other humans bear the feathers before them as they walk into a crypt. In the background of each of these images is Thoth the recorder. The upper register of each wall shows worshippers beseeching Maat with outstretched hands, while the lower registers show demons, monsters and crocodiles.

In the center of the chamber is a dais that rises 3' above the floor. It is made of white marble (contrasting with the regular stone). On top of the dais is a solid 10'x5' onyx table. Suspended in the air above the center of the table is a white ostrich feather. It can easily be grasped; if removed from its place, another feather appears immediately.

These feathers of Maat have the magical property of repelling undead, although they only work effectively in the precincts of the temple of Thoth. To be used properly, a feather should be placed in the hair or carried in one's outstretched hand.

3-20: Antechamber

Four slim stone columns separate this former guard post from the hallway. An adventurer's corpse lies in the darkness of the guard post. She has not been discovered by the halflings, and still carries some of her equipment.

Treasure:
Leather armor, 16 gp, 34 sp, 44 cp, a **potion of invisibility**, and a **potion of diminution**.

3-21: Catacombs Entrance, with Stairs Leading Up to Level 2 (2-15)

This circular hall is the funnel point for those entering or leaving Thoth's catacombs (3-22). As such it contains the levers used to raise and lower several sets of iron portcullises designed to prevent intruders from disturbing the dead. In addition, the portcullises currently function to prevent the waking dead from infesting the rest of the complex. The four curved sections of wall each feature the same image: Thoth as an ibis-headed man presenting a scroll to woman carrying an ankh and wearing a headdress shaped like a throne (Isis). This scene represents the belief that Thoth conveyed to Isis the secret words that allowed resurrection of the dead.

In the center of the room is a low dais out of which protrude three iron levers. Each lever controls one of the portcullises. The levers are all a bit stiff, and there is a 5% per use that one will break.

Portcullises: all three are currently in the down position. They can be opened using the levers, or via a normal lift gates roll.

Stairs to Level 2: the southern hallway leads to a short hallway and then a long staircase leading up 125' to Level 2 (2-15).

3-22: Catacombs of Thoth

Lesser, but still honored, devotees of Thoth were buried in this twisting maze of passages. The 15'-high corridors contain eight burial niches per 10'x15' section of wall; these niches lack plugs and are thus open to the passages. The niches contain bones, the occasional mummified corpse, and bits of lesser grave goods. The observant might notice that the walls and floors of the catacombs are remarkably free from dust and general trash (due to the gelatinous cube).

Those desirous of searching every niche will be in for a long slog: it takes 3-6 turns to search each 10'-wide wall section. Each turn PCs spend searching provokes a 1-in-8 chance of finding something interesting:

D20	Result
1-4	holy symbol of Thoth: 75% silver worth 5 gp, 20% gold worth 50 gp, 5% platinum worth 250 gp.
5-6	1-3 glass beads, 50% chance colored like eyes
7-8	rusted iron (50%) or bronze (50%) fittings; no value
9-10	an ancient weapon (small size), 75% chance it is rusted beyond use
11-12	1-6 ancient silver pennies (see Arden Vul items)
13-14	a copper torque, worth 10-100 cp
15-16	an enameled plaque, with the name of an ancient family written in Mithric. 10% chance this name leads to an adventure seed of GM's choice
17-18	a bit of adventuring gear, stored by a long-departed party: ex: rope, oil, rations, spikes, marbles, chalk, grappling hook, etc.
19	a gem worth 50-500 gp (GM determines type)
20	a scroll: 25% map, 25% lore, 50% 1-4 spells

The Waking Dead: Extended searching may prove fatal, however, as the dead in the Catacombs of Thoth do not rest easily. After any living creature has spent 1-4 turns in the Catacombs, the dead will start rising. Roll on the Waking Dead table to see what sort of undead appear, and then on the Distance table to see how far away they are. Each additional turn spent in the catacombs requires an additional roll on the table. Possession of a feather of Maat (possibly obtained in 3-19) will render one immune from the fatal attraction of the undead. Note that each member of a group must have a feather in order for that party to be truly immune.

D20	Waking Dead Type
1-4	False alarm (nothing)
5-12	3-6 skeletons
13-19	2-5 zombies
20	Special. Roll d4: 1: 4-18 zombies 2: 2-5 ghouls 3: 1-3 ghasts 4: 1-2 wights

D10	Distance from PCs
1-2	30’
3-4	50’
5-6	70’
7-8	90’
9-10	Just outside area 3-21

The waking of any of these undead will be accompanied by a loud clatter and a thump, which PCs may well hear (depending on their distance from the new foe).

In addition to the waking dead, a very old gelatinous cube roams these corridors. When the catacombs are first entered, the cube will be at the far western edge, near the hole into which the Set cultists sometimes dump garbage (i.e., near 3-113). It is attracted by noise (like combat), and pursues intruders relentlessly.

Inhabitants:
1. **3-6 skeletons**: SZ M; AL N; AC 7; MV 120’; HD 1; HP 8, 7, 6, 6, 5, 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.
2. **2-5 zombies**: SZ M; AL N; AC 8; MV 60’; HD 2; HP 15, 13, 10, 9, 8; #AT 1; Dmg 1-8. Special: always strike last.
3. **1-3 ghasts**: SZ M; AL CE; AC 4; MV 150’; HD 4; HP 25, 23, 21; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm
4. **2-5 ghouls**: SZ M; AL CE; AC 6; MV 90’; HD 2; HP 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
5. **1-2 wights**: SZ M; AL LE; AC 5; MV 120’; HD 4+3; HP 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.
6. **1 ancient gelatinous cube**: SZ L; AL N; AC 8; MV 60’; HD 5; HP 35; #AT 1; Dmg 2-8. Special attacks; paralysis; surprise on 1-3. Special defenses: partial immunity to cold; immune to electricity, fear, hold, paralyzation, polymorph, and sleep.

Treasure:
The waking dead have no treasure. Inside the gelatinous cube, however, are the following: 43 gp, a 90 gp garnet, a 230 gp emerald, and a **wand of polymorph** with 3 charges.

Note on Further Play: Should the portcullises at 3-21 be left ajar, the gelatinous cube should be added to the list of random encounters for Level 3. The halflings are aware of the undead in this region, but do not know of the cube. The Set cultists know of both the undead and the cube. The beastmen know of neither.

3-22A: Stairs Down to Sub-Level 12 (SL12-20)

Secret Door: The door is difficult to detect from the catacombs (1 in 8), since it is found within one of the burial niches. The door is thus a 3’-square panel that opens inward to 3-22A. It opens from the catacomb side by pushing a ½”-diameter rod into a hole in the door. Kerbog Khan’s automatons have such rods as part of their makeup, and can thus open the door to return to the workshops.

Stairs descend about 200’ before reaching Sub-Level 12 (SL12-20). Halfway down the stairs is the corpse of a magic user; his spirit is now a wraith, which lurks on the ceiling.

Inhabitant:
1. **1 wraith** (see text at SL12-20): SZ M; AL LE; AC 4; MV 120’, 240’ flying (Class B); HD 5+3; HP 36; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

3-23: Treasure Hoard

This complex holds the hidden treasury of the cult of Thoth. It has not been discovered in the 1,200 years since the collapse of Arden Vul, and the amount of wealth and magic here is prodigious.

Tunnel from 3-2: When all three cult statues (3-2, 3-15, and 3-40) are manipulated such that the left arm is parallel to the ground, then the statue at 3-2 will silently glide backwards revealing a set of stone stairs leading down. The stairs descend 20’ to a narrow tunnel, 5’ wide by 5’ tall. The tunnel is undecorated, and may seem to be unimportant at first glimpse. After an hour all three statues revert to their original, ‘start’ positions, and the statue at 3-2 glides back to cover the staircase. An iron lever at the foot of the stairs allows those within the treasure chambers to force all three statues back into ‘open’ position.

3-23A: Antechamber

The tunnel from 3-2 ends in a simple door covered with a fresco of an ibis. A trap guards the unlocked door. Inside is a guardian of Thoth (see new monsters).

Trap (poison dart): Opening the door triggers a poison dart. It inflicts 1-3 HP damage plus poison; the poison is mostly degraded and a failed save only knocks characters unconscious for 1-4 hours, awakening with 1 hp.

Inhabitants:
1. **1 guardian of Thoth** (see new monsters): SZ M; AL LN; AC 5; MV 120’; HD 3; HP 20; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: shriek. Special defenses: darkness 3/day.

3-23B: Hall of Thoth

The walls of this 20’-tall chamber contain a repetitive fresco - of a baboon staring straight at the viewer. The floor is covered with coins ... literally covered. There are easily 200,000 ancient copper bits and 15,000 ancient silver pennies here, among which are scattered 5,000 ancient gold solidi (see Arden Vul items for coins). Among the wealth are two **cursed pennies** (see new magic items). A lot of containers, much time, and much labor are needed to remove 220,000 coins. The halflings (3-3 to 3-6, if still around) will certainly take notice of any attempt to remove such a massive quantity of loot.

A statue of a seated Thoth stands in the center of all the coins. The ibis-headed god broods, hunched over with chin in both hands. The body is made of blue marble, while the ibis head is of alabaster. Two jet black gems gleam in the eye-sockets; they worth 1,000 gp each if pried out, although they will impart a curse upon anyone (prier, holder, seller) who possesses them: anyone so cursed will a) always be surprised in combat; and b) will always lose initiative in combat. The curse may be removed by a **remove curse** spell cast by a 12th- or higher level cleric.

Secret Doors (northeast): Two of the staring baboon frescoes conceal secret doors. The doors are normal to find and open when the eyes of the appropriate baboon are pressed simultaneously.

3-24: Secret Treasury

Behind the secret doors lie the major treasures of the cult of Thoth. Among the treasures are the following:

- 3 solid gold statuettes (of a cat, an ibis, and a baboon) worth 900 gp each (weighing 15 lb each);
- a gilt wooden bed, now decayed (but with gilding worth 75 gp);
- 6 jade canopic jars worth 185 gp each (10 lb each);
- 8 crystal vases, from 1' to 5'in height (100-600 gp each, but fragile)
- a set of 12 death-masks made of hammered silver and adorned with crystals; these are of the first 12 high priests of Thoth. The masks are worth 500-2,000 gp each to imperial collectors/ historians. There is a 1% chance per mask that a demon is entrapped in the mask.
- 2 **Set animal masks** taken from their rivals in antiquity (see new magic items)
- Enameled reliquary #1: showing scenes of the deeds of Arden and Vul, containing a femur said to be that of Arden. The bone is a fake, but the relic could easily be sold for 350 gp anyway.
- Enameled reliquary #2: showing the three mysteries of Thoth (3-9, 3-10, and 3-11) and containing a human hand and some odd dust (**dust of dryness**). Worth 175 gp.
- Enameled reliquary #3: showing the three obelisks in the city; a ray emanates from each and the three join at a sunken door. The bottom panel depicts a silver ankh. Inside are a pair of fully charged rudishva lesser power supplies (see new technological items) and 2 silver ankh-keys (see Arden Vul items). The reliquary is worth 250 gp. GM Note: this is a hint to the operation of the obelisks of AV-5, AV-41, and AV-28; doing so opens the doors at AV-34 that lead to the Chamber of the Beacon (SL14-1).
- 6 elaborately wrought eggs made of platinum, gold, and lapis. Each is worth 1,000 gp. One is a puzzle-egg; if the puzzle is solved, it opens to reveal a massive black pearl (5,000 gp).
- 13 potions: **extra healing** x3; **invisibility**; **invulnerability**; **growth**; **treasure finding**; **super-heroism**; **elixer of youth**; **clairaudience**; **speed**; **fire breath**; **watery form** (see new magic items)
- **harp of charming**, made of ebony inset with ivory. The harp is full-sized (8' tall) and heavy.
- **gauntlets of ogre power**
- **tome of understanding**
- A deluxe, folio copy of the *Litany of Light* (see areas 2-2 through 2-5; worth 475 gp)
- a huge codex entitled *the First History of the Order of Thoth in Arden Vul* (see Arden Vul books)
- a parchment codex listing the names of all 239 high priests of Thoth, a few with annotations. Worth 250 gp.
- a treatise entitled *On the Errors of the Sortians* (see Arden Vul books)
- clerical scrolls: **holy name** (see new spells), **spiritual weapon**, **remove curse**, **dispel magic**, **cure serious wounds**, **raise dead**, **neutralize poison**, **sun's gift** (see new spells)
- magic user scrolls: **Frigg's caustic kisses** (see new spells), ray **of enfeeblement**, **blink**, **fireball**, **tiny hut**, **wall of fire**, **dimension door**, **stone shape**, **Pol's improved eye** (see new spells)
- illusionist scrolls: **darkness**, **gaze reflection**, **improved phantasmal force**, **ultravision**, **fear**, **wraithform**, **emotion phantasmal killer**, **maze**

3-25: Skeletal Baboons

A wooden cupboard is the only piece of furniture to have survived in this former priest's chamber, and that only barely. Inside it are some bits of parchment, including one inscribed with a cleric spell. The priest's two baboon guards have risen as skeletons.

Inhabitants:
2 skeletal baboons: AC 7; MV 120'; HD 2, HP 15, 15; attacks: 1; Damage: 1-6 (bite); ½ damage from edged or piercing weapons. The two skeletons will rush the same character.

Treasure:
Scroll of sanctuary.

3-26: Foyer

This former foyer is unremarkable save for the illusory wall in the northeast corner. An elf or a dwarf has a 1 in 6 chance of noting that something about the room is 'off'. Otherwise the illusory wall may only be detected by physical inspection.

3-27: Stairs Up to Level 1-21

This dusty chamber is hidden behind the illusory wall in 3-26; it contains a stone circular stairway leading up to Level 1 (1-21).



3-28: Guard Barracks

One rather decrepit wooden chest lurks among the ruins of this former barracks. This chest may easily be kicked open - inside are some rotted clothing, a blue glass activation square (see **Thothian teleportation rings** in new magic items), and a jasper gem.

Inhabitants:
1. **2 zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 12, 9; #AT 1; Dmg 1-8. Special: always strike last.

Treasure:
Jasper gem (125 gp), blue glass activation square (see **Thothian teleportation rings** in new magic items).

3-29: Antechamber

This antechamber has not been disturbed for centuries. Brilliant frescoes of Thoth decorate its walls, while a thin layer of dust covers the floor. A wooden desk and chair are set in the center of the room and gleam with a gold leaf veneer - they crumble into dust if touched, leaving bits of gold leaf worth 150 gp to the careful collector. The north door leads to an undecorated stone passage that ends in a one-way stone door into 3-26.

Treasure:
Gold leaf (150 gp).

3-30: Guardpost

A thick layer of trash fills this former guard post. This portion of the complex is made of unadorned, but neatly fitted, stonework.

3-31: Empty Guardpost

Identical to 3-30. A rotted pouch containing 13 sp, and a 100 gp aquamarine lies buried under the trash accumulated in the southeast corner.

3-32: Guardpost

Currently the only inhabitant of this former guard post is the skeleton of an elf, staked to the wall in the eastern niche. The skeleton is inanimate, and carries no possessions. A thick layer of dust covers the floor, but halfling-sized footprints lead north towards 3-34.

3-33: Floating Head

A 2'-deep pile of trash completely covers the floor of this small side room. Floating above the junk is a life-sized, bronze bust of aa bearded man of noble mien, albeit with empty eye sockets; his lips are pursed as if in the midst of speech. In fact this is a **Sortian portable sage** (special knowledge in Archontean politics & genealogy, and in divination - see new magic items) that was seized by imperial authorities in the last days of Archontean rule. As the temple and archonal authorities lacked the command word, they had difficulty moving the head, and it was abandoned here. The command word necessary to activate it is on the corpse found in 3-169. The head could be moved by powerful magic (e.g. **teleport**), but would still be inert until the command word is intuited.

Underneath the pile of trash is hidden a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: YE-BL-GR-RE-BK-WH (see new magic items for explanation).

Sadly, none of the glass activation squares necessary to operate the ring can be found in the trash.

3-34: Scrutiny of Thoth

A **continual light** spell was cast here years ago, at the center of the 15'-tall ceiling. The chamber is plastered, and features sixteen large (15'-tall by 5'-wide) images of ibis heads staring at the center of the chamber. The sapphire-blue eyes of each ibis were painted such that each pair appears to be staring at the point marked X on the map. A thick layer of dust is found in the chamber, with halfling-sized footprints leading south (to 3-32) and west (through the door at 3-30).

The four ibis heads on the north wall flanking the door to 3-35 have peep holes about 5' up. These are easily identified by anyone looking at the frescoes.

The bronze double-doors to the north are elaborately carved, with ibises, baboons, humans, scrolls, and strange objects. A bronze keyhole and lock appears on the right-most valve; from its size, the key must be very large (8 inches or more). The doors are locked, and stuck. Only the key will unlock them from this side. The key may currently be found in the possession of the Set deacon in 3-89A.

3-35: Hall of Scrutiny

The bronze double doors (3-34) on the south wall are locked, and the key is found in 3-89A. A former guard post and administrative facility, this chamber prevented unauthorized access to the secrets found to the east (3-40, 3-45). A 2"-thick layer of dust covers the floor. No footprints are evident, even though the corpse of a recently slain adventurer lies against the south wall and a brazen halberd leans against the north wall. A deadly dust monster (see new monsters) is concealed amid the dust. The plastered walls are a peaceful aqua green.

Inhabitants:
1. **1 small dust monster** (see new monsters): SZ S; AL N; AC 0; MV 90'; HD 4, HP 24; #AT 1; Dmg 1-6. Special attacks: suffocation; blinding. Special defenses: +1 or better weapons to hit; half damage from blunt magical weapons.

Treasure:
The brazen halberd is an enchanted weapon known as **Set's Bane** (see new magic items)
Adventurer's body: a gaudy gold signet ring with "Gregor" inscribed around a smiling face (100 gp), a full flask of water, and a **potion of gaseous form**.

3-36A: Tomb of Hithra Paleologos: Hidden Vestibule

At the very tip of the chasm, concealed behind the spiders' webs (see 3-37 for information on the spiders), is a concealed door. It leads to narrow passage of simple granite, roughly shaped. At the end is a small chamber, devoid of furnishings save a 7'-diameter hole in the floor. This hole leads down 25' to the ancient and deadly tomb of Hithra Paleologos. Scrawled on the wall behind the hole is some graffiti: in Mithric, "*Danger! Do not Pass!*" and in Archontean "*Return with the Fruits of Lord Priscus's Wisdom before further Exploration.*"

3-36B: Tomb of Hithra Paleologos: Tiled and Trapped Entrance

The hole from 3-36 drops into a cramped triangular chamber sheathed in 1"-square orange and purple tiles. In eighteen locations on the walls, the tiles appear to be arranged in patterns of 64 alternating squares (i.e., in a checkerboard patterns). Many of the tiles are inscribed with runes representing traditional Archontean chess pieces.

The west wall contains the door to 3-36C in the form of a 5'-diameter circle made of blue granite. The door is magically barred with **hold portal** (cast by a 12th-level mage) and is trapped. Several inscriptions and images appear on the door. At the top of the circular plug are a pair of orange, heavily-lidded eyes which appear to stare at visitors. Just below the eyes the following phrase (in Mithric) is incised with gold fill into the stone: "*Hithra the Paleologos Rests Within. Visitors are Unwanted.*" Finally, below the inscription are two rows of five glyphs; the top row of glyphs glows with orange light, while the bottom row glows with purple light. The glyphs in each row depict, in order, a rod of command (Archon = king), a sinuous winged serpent (Dragon = queen), a robed figure making a blessing (High Priest = bishop), a robed figure performing an incantation (Sorcerer = knight), and a gladius (Legionary = pawn).

Opening the Door: The glyphs must be touched in the proper sequence for the door to open. That sequence is this:

1. orange High Priest
2. purple Sorcerer
3. orange Legionary
4. purple Archon.

A clue to this sequence may be found on the surrounding walls, as described below.

Trap: In addition to being magically held, the door is trapped. Any touching it casually will receive a jolt of magical force for 1-3 damage. Anyone who touches the glyphs in any but the proper order receives successively more powerful jolts, starting at 1-6 and increasing by 1-6 for each 'wrong' sequence. The sequence of jolts resets to 1-6 damage after an hour.

Opening the door, and avoiding the trap, will be made much easier if observers spend time examining the chessboards that cover the southwest and northwest walls. There are 18 distinct boards represented on these walls, with the pieces arranged differently on each. Despite the variety in the placement and survival of pieces, all 18 boards share the same likely fate: the pieces are arranged in such a way that an orange High Priest will take a purple Sorcerer and thus enable an orange Legionary to place the purple archon into checkmate. It takes an observer with expertise in chess, or a successful roll of 3d8 under INT to recognize this fact.

3-36C: Tomb of Hithra Paleologos: Main Tomb

The star-shaped tomb is brightly lit by a **continual light** spell. Its walls are white marble and its floor is particolored marble. The central 20'x20' section of floor is designed to resemble a chessboard, with 2.5'-square tiles of alternating orange and purple marble. Stone doors in the form of 5'-diameter circle occupy the three truncated points of the star. Brightly painted, 3'-tall terracotta game pieces in the Archontean style - Archon (=king), Dragon (=queen), High Priest (=bishop), Sorcerer (=knight), Cataphract (=rook), and Legionary (=pawn) - stand in their home positions on each side of the board. In the center of the board, lying between the two sets of pieces, stands a 6'x4'x4' stone bier on top of which rests a corpse dressed in the orange ceremonial robes of Thoth. The entire area radiates magic, and, from the bier, evil.

Several effects may be activated by those who interact with various components of the tomb.

Bier: The corpse on the bier is not that of Hithra Paleologos (who rests in 3-36E), but is rather that of a skeleton warrior named Kalifer who was bound by Hithra and has been languishing here for more than a millennium. Although Kalifer is aware of all intruders as soon as the chamber is entered, he uses his intelligence to his advantage and waits, unmoving, until the intruders take action. Kalifer desperately and single-mindedly desires the return of the golden circlet with which Hithra bound him, and thus all his actions are directed towards this end. How he reacts depends on what the intruders do:

1. Intruders poke or otherwise disturb his body: Kalifer attacks
2. Intruders activate guardians in areas 3-36D by moving chess pieces to new squares: Kalifer bides his time
3. Intruders take no action within 2 turns, or appear exceptionally cautious and/or intelligent: Kalifer sits up and negotiates with intruders for their assistance in obtaining his circlet

[**GM Note**: Kalifer is immune to the powders contained in the chess pieces, so in combat he will not shrink from smashing open as many pieces as possible.]

Chess Pieces: Each chess piece is beautifully shaped and painted, and is hollow. Within each piece is a huge pearl worth 1,000 gp and a stash of fine, dust-like powder; each type of piece contains its own type of powder (see below). Should a piece be broken, the powder is released into a 20'-diameter cloud which affects any within it.

Piece Type	Powder Effect
Archon	Poison: save at +4 or die
Dragon	Paralysis: save at +2 or be held for 1 turn
High Priest	Sleep: save at +2
Sorcerer	Confusion: save at +4
Cataphract	Choking: save at -1 or -3 to all rolls
Legionary	Obscuring: save or -1 to all rolls, vision obscured to 10'

Trap: The chessboard and pieces are trapped. Should any chess piece be moved to another square on the board, two events occur. First, a volley of 8 steel darts will be ejected from the ceiling aimed at randomly determined squares on the board. Second, the stone doors to areas 3-36D swing open, releasing their inhabitants. Each of the darts is aimed at a different square, and will unerringly hit whatever is in a square. If nothing is present in a square, the dart is wasted. In the case in which both an adventurer and a chess piece are in the same square, it is the adventurer that receives the dart. Darts do 1-4 HP damage to flesh-and-blood creatures, but easily break open the chess pieces, thereby releasing the appropriate powder into the air. A total of 96 darts may be fired (i.e., 12 volleys of 8).

Secret Door: The secret door on the southwestern wall is normal to detect, but can only be opened when the purple Archon chess piece is destroyed. Otherwise the only way to open the door is to bash it open.

Notes: Clever intruders may realize that chess pieces may be removed from the board without penalty. Such a strategy is indeed wise, for it may help minimize the destruction of pieces. Still, both the inhabitants of 3-36D and Kalifer are aware of the properties of the powder and will certainly take the time to destroy pieces adjacent to them in combat; they may also (50%) elect to spend a combat round specifically destroying 1-3 pieces.

Inhabitants:
1. **Kalifer, a skeleton warrior**: SZ M; AL N(E); AC 0; MV 60'; HD 9+2; HP 66; #AT 1; Dmg 1-10 (two-handed sword); MR 90%. Special attacks: +3 to hit; cause fear. Special defenses: cannot be turned. Possessions: **Kalifer's sword** (see new magic items); **earring of protection +2** (see new magic items).
2. (Possibly): creatures from 3-36D

Treasure:
32 huge pearls worth 1,000 gp each; **Kalifer's sword** (see new magic items); **earring of protection +2**.

3-36D: Tomb of Hithra Paleologos: Side Chambers

The doors to these three triangular chambers are 5'-diameter circular plugs of stone. Each door is locked and detects of magic. Should any of the chess pieces in 3-36C be moved to a different square on the board, all three doors pop open and the Archontean animated constructs (chessmen) (see new monsters) leap through the doors into Hithra's tomb. It is also possible to open the doors by picking the locks (if no chess pieces have been moved); doing so reveals three identical chambers of natural stone, in the center of each of which stands a 4'-tall stone chessman; each takes the form of the High Priest. The chessmen only animate and attack if the chess pieces in 3-36C are moved to a different square on the board, regardless of whether the doors to their chambers are opened. **Note**: if engaged in combat, the chessmen may (50% per round) elect to destroy 1-3 of the terra cotta pieces instead of striking a living opponent.

Inhabitants:
1. **3 Archontean animated constructs – chessmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 45, 39, 35; #AT 1; Dmg 4-11; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.

3-36E: Tomb of Hithra Paleologos: Secret Tomb and Treasury

The secret door from 3-36C leads to a small chamber. There the body of Hithra Paleologos rests on another 3'-tall stone bier, surrounded by substantial treasure. Next to the body stands an elaborate gold and opal goblet (250 gp), from which Hithra sipped the poison that ended his long life. Hithra is dressed in the orange silk robes of a high priest of Thoth, although his cylindrical headdress of office is nowhere to be found. Instead a golden circlet inset with huge emeralds rests on his brow; this is the control circlet for Kalifer the skeleton warrior (3-36C). His desiccated left hand bears a large, gaudy, silver ring with an immense topaz. The ring is worth 650 gp, and a secret compartment behind the topaz contains two doses of lethal poison. Hithra's right hand clutches a **rudishva useful palm** (size adjustment; see new magic items). The palm has 3 charges left. Despite what intruders may fear, Hithra's body remains inanimate.

To one side of the bier is a low wooden bookcase, rotted with age. In it rest a dozen notebooks, each labeled "*Games and Strategies of Hithra the Paleologos, vol.* [1 to 12]". These volumes contain detailed notes and moves from scores of chess games that Hithra played over a period of 40 years, all of which took place about 1,200 years ago in the period when the city and temples of Arden Vul fell into chaos. Volume 12 is devoted to games against "*Kel Bormol the Overseer, that cheating, untrustworthy snake!*." The last 10 games versus Kel Bormol are all losses, and the final entry includes a few frustrated notes: "*He anticipates my every move! He must be cheating! We shall see how he likes a dose of my Useful Palm! I will offer to play him in his chambers above the Great Hall, and will even let him play orange for once. Let him attempt to cheat the Paleologos once more! He shall regret it ….*" **GM Note**: All of this is a reference to Hithra's betrayal of his sometime friend, Kel Bormol, a story recounted in more detail at Sub-Level 3, area SL3-2A.

To the other side of the bier are 3 heavy and large alabaster jars filled with treasure.

Treasure:
Gold and opal goblet (250 gp).
Control circlet for Kalifer the skeleton warrior (3-36C).
Gaudy silver ring set with a topaz (650 gp), concealing two doses of poison.
A **rudishva useful palm** (size adjustment; see new magic items), with 3 charges.
Three alabaster jars carved with chess motifs, worth 500 gp each (although heavy at 70 lb each).
First alabaster jar: 8,000 ancient silver pennies. Mixed in with them is a silver ankh-key (see Arden Vul items for both).
Second alabaster jar: 4,000 ancient gold solidi (see Arden Vul items), plus a dozen rubies (500-6,000 gp each).
Third alabaster jar: six potions in a leather carrying case (**climbing**, **heroism**, **healing**, **fire resistance**, **human control**, **sweet water**), a Thothian passkey (see Arden Vul items), a **mace +2**, and a suit of **chain mail +2**.

3-37: Spiders from Above

The northwest point of the Great Chasm (3-38) is the lair of some spiders. The nest includes six spiders, five huge and one giant. They have woven a web in the corner of the chasm, up about 20' from the level of the dungeon floor. The spiders roam throughout the chasm and any caves accessible from it. As a result, adventurers are likely to encounter only some of the spiders at any given time:

d6 Roll	# of Spiders
1	2 huge spiders
2	3 huge spiders
3	4 huge spiders
4	1 giant spider
5	1 giant spider and 2 huge spiders
6	The whole nest!

Inhabitants:

1. **5 huge spiders**: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 16, 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.
2. **1 giant spider**: SZ L; AL CE; AC 4; MV 30', 120' in web; HD 4+4; HP 32, 29, 25; #AT 1; Dmg 2-8. Special attacks: poison.

Treasure:

110 gp in two belt pouches, a white opal worth 200 gp, a **potion of frost cage** (see new magic items), and a scroll with 3 magic user spells (**magic missile**, **sleep**, **ray of enfeeblement**).

3-38: The Great Chasm

One of the iconic features of the Halls, this massive fissure extends through most of the dungeon levels and provides a sure, if difficult, means of vertical navigation of the Halls. The fissure is generally shaped like a triangular prism, with its apex about 50' above Level 2. The triangular prism extends downward 1,600' through the Halls until it levels out at the floor of the chasm (9-1) many hundreds of feet below.

Most adventurers will first encounter the chasm at Level 3. From Level 3 it requires some careful spelunking to traverse the chasm upwards or downwards; ropes, pitons, and/or **fly** spells offer the surest way to navigate the chasm. Lower down the chasm (e.g., 5-34) the prevalence of cave vines, creepers, and lichen mats provides some assistance to such ventures, but at this height plant life is relatively rare.

Random encounters on Level 3 use the Upper Zone table; roll every 3 turns, with a 1 in 6 chance for an encounter.

Great Chasm, Upper Zone

D100	Encounter
1-15	Noise, unusual
16-20	3 off-white (with greenish motes), quicksilver-like heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 5' creeping; HD 2; HP 11, 9, 9; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, wood and leather. Special defenses: healed by electricity or lasers; slowed by cold
21-30	3-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
31-35	Spiders, either 3-6 large (50%) or 2-4 huge (50%) 1. 3-6 large spiders: SZ S; AL N; AC 8; MV 60', 150' in web; HD 1+1; HP 7, 7, 6, 5, 4, 3; #AT 1; Dmg 1. Special attacks: poison (+2 to saves) 2. 2-4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
36-40	1-4 albino baboons climbing walls
41-45	6-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save).
46-55	Party of NPC adventurers (select from NPC appendix)
56-65	3 mantari: SZ S; AL NE; AC 9; MV 180' flying (Class C); HD 1+1; HP 8, 6, 6; #AT 1; Dmg special. Special attacks: sting (inflicts HP equal to 19-victim's CON); if a PC is hit on a 2nd consecutive round, damage from the sting is quadrupled
66-75	Bats, normal (50%) or 1-3 giant (50%):SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 2; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater
76-80	3-12 stirges: SZ S; AL N; AC 8; MV 30', 180' flying (Class B); HD 1+1; HP 8, 7, 7, 6(x3), 5(x3), 4, 4, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures
81-85	1 gray ooze: SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold
86-90	2-4 small chasm cephalopods (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 13, 13, 12, 11; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.



91-95	Either of the two following: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire. 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire.
96-98	Roll on Middle Zone table (see 5-34)
99-100	Roll on Lower Zone table (see 7-3)

Chasm Color:
The GM might decide to play up the creepy and mysterious nature of the chasm. Roll every 3 turns, with a 1 in 6 chance for a chasm sound effect.

D8	Noise/Effect
1	Loud hissing
2	Moaning (of the wind?)
3	A roar
4	A shriek
5	A loud clap (a sharp, brief noise)
6	An echoing voice (undecipherable)
7	A flash of bright light for 3 second
8	Fluting, of a tuneless sort

3-39: Tomb of Artax-Ris

The wall of the chasm at this point is covered with creepers (benign) which conceal the opening to this tomb. The entrance is a circular piece of stone, 10' in diameter. On it is carved the rudishva glyph for protection, along with some runic-style letters in crude Archontean. They read: "Artax-Ris does not wish to be disturbed." To open the door, one must depress the protection glyph; doing so, however, may trigger a trap. When the glyph is pressed, the entire disk of stone will roll to the right, opening the tunnel into the tomb. After 1 hour the disk will grind shut. Both the entrance and the tomb are 20' tall.

Trap (rudishva protection glyph): Touching the glyph without taking proper precautions triggers an electric discharge that does 3-18 HP damage to all within 20'. To avoid the trap, one must cover the glyph with cloth or other organic material before depressing it; flesh or metal triggers the trap instantly.

The resting place of Artax-Ris is distinctly different from the rest of the level, since it does not boast the usual Archontean and/or Thothian motifs. Instead, the entrance hallway and inner chamber are each tiled with 6"-square lapis lazuli tiles. Each tile bears a golden bead in its center. When light enters the tomb, the beads reflect the light in an almost blinding way.

The 10'-long entrance passageway holds four desiccated skeletons: two are of ancient Thothian priests, while the other two are of more recent adventurers.

The entrance hall opens into a 20'x15' chamber. A set of the lapis tiles on the east wall have had their golden beads stripped away, and a crude inscription in Mithric has been painted across them: "*Do not disturb Lord Artax-Ris. The Prior forbids it.*" Resting on the floor of the chamber is a strange 'sarcophagus' some 8' long and 4' wide: it appears to be made of orange material that is very hard and very shiny (plasteel), with has a clear glass (i.e., plasglass) lid. An unusual clasp holds the lid shut. Within the 'sarcophagus' rests Artax-Ris, in the form of a giant rudishva skeleton (see new monsters). Artax-Ris clutches a large two-handed sword; other valuables may be seen inside the sarcophagus. Against the west wall, under the inscription, is a large stone chair that is too big for humans (but just right for giant rudishva skeletons).

The sarcophagus is actually a rudishva hyperbaric chamber (see new technological items), powered by a greater power supply (see new technological items) built into the device. Close examination of the underside reveals Rudishva glyphs and an access panel; the greater power supply can be removed via the panel.

Opening the clasp of the plasteel container causes Artax-Ris to spring to life, ready to defend his meager hoard. He shouts, repeatedly, the following phrase in guttural Rudishva: "Who bothers lord Artax-Ris? Leave now or die!"

Development: If 'awakened' but not slain, Artax-Ris decides to leave his chamber, using his ring to levitate down to area 5-35. He seeks other rudishva, whether giant skeletal ones or actual survivors. He may set himself up as a tyrant over the goblins, commandeering area 5-46 from Killik while contemplating how to gather allies so as to reassume his rightful status over the varumani (e.g., at 5-54).

GM Note: Artax-Ris was one of the survivors of the surprise attack that toppled the rudishva hegemony in Arden Vul. Along with Psalor-Ki (5-74), he experimented with using the hyperbaric chambers to prolong life. Growing disenchanted with Psalor-Ki, he fled here, taking one of the chambers. That chamber can still be used to create intelligent versions of the giant rudishva skeletons (see new monsters).

Inhabitants:
1. Artax-Ris, intelligent giant rudishva skeleton (see new monsters): SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

Treasure:
On the priestly corpses: 2 silver holy symbols of Thoth worth 15 gp each.
On the corpses of the adventurers: a suit of scale mail (human sized), a **long sword +1**, 35 sp, 45 gp, and a **potion of healing**.
Artax-Ris's rudishva hyperbaric chamber (see new technological items), which contains a rudishva greater power supply (see new technological items), plus 1,122 ancient gold solidi (see Arden Vul items), 3,478 ancient copper bits (see Arden Vul items), a **ring of levitation** (see new magic items), a **staff of blue light** (see new magic items) wrapped in blue silk; two scrolls of magic user spells (**wizard lock**, **slow**), and a pair of **boots of springing and striding**

3-40: Thoth, the Knower of Secrets

The corridor that originally connected this chamber with 3-4 was blocked in antiquity. Rubble packs the old corridor from floor to ceiling, and a wall of brick and plaster has been laid across the entrance at 3-40; the hallway may be detected automatically by dwarves and with a 4-6 chance by elves; others detect it on a 1 in 6 chance.

The only access point from the west is thus the door from 3-35, which opens into a triangular landing overlooking the chasm. A narrow stone bridge - about 3.5' wide - spans the chasm, rising only to only a slight arch in the center its span. This means that characters fighting from the bridge will have to roll 3d6 under DEX to avoid falling into the chasm.

The chamber is 30' tall and unlit, although sconces are available on the north and east walls. Light may be glimpsed from 3-4, at least for so long as the halflings still occupy that room. The floor is dusty, but clear of trash, and the northwest corner is filled with a tangle of spider webs. The images on the walls are hermetic, dealing with strange, gnostic principles and magical knowledge. Human forms are largely absent, but moons of all phases, baboons, ibises, pentagrams, circles, and numbers in talismanic sequences are ubiquitous.

The three normal doors leading from this room are magically held (**hold portal** cast by an 18th-level magic user), and are only openable by manipulating the statue of Thoth; the doors open normally, however, from the opposite side.

Noise and light in this room may attract the spiders at area 3-37. A crushed skeleton of an adventurer lies huddled in the northeast corner; it still contains some loot.

Statue of Thoth the Gnostic: This massive, 15'-tall image of Thoth with a baboon head (as Aani, who sits on the scales with which a soul is weighed against the feather of Maat) dominates the chamber. This is the third of the great statues of Thoth on Level 3, and, with its peers in 3-2 and 3-15, it serves as part of the key to unlocking the secret tunnel to 3-23.

Carved out of solid basalt, Thoth squats with his knees drawn up to his chest. His arms are bowed, and his paws/hands rest on his knees. The eyes are stone and painted in a life-like manner. As with the statues at 3-2 and 3-15, the arms move through several stops: knees, air, eyes [that is, the backs of the hands cover the eyes - 'see no evil']. Rotating the arms will produce different effects for each combination. After 1 hour, both arms will grind back to 'neutral' position (knees-knees).

Left Arm	Right Arm	Effect
Knee	Knee	None (default position)
Knee	Raised	Opens concealed door to 3-40A
Knee	Eyes	Opens door to 3-41
Raised	Knee	Helps open secret passage at 3-2C
Raised	Raised	Opens concealed door to 3-40B
Raised	Eyes	Opens door leading to 3-42
Eyes	Knee	Casts **continual darkness** centered on the statue
Eyes	Raised	Opens concealed door to 3-40C
Eyes	Eyes	Opens door to hallway, just north of 3-40C

Treasure:
On the skeleton is a dagger, a rotted purse with 26 pp, and a rotted backpack containing a spell book with the following spells: **Cleophalus's look-away spell** (see new spells), **comprehend languages**, **floating disk**, **jump**, **read magic**, **shield**.

3-40A, 3-40B, 3-40C: Cells of the Guardians

Each of these bare cells contains re-spawning guardians designed to protect the secrets of the tombs of Thoth. Each cell boasts a concealed door panel which slides into the ceiling when the proper combination of Thoth's arms are 'dialed' at area 3-40. The image on each door differs: 3-40A features a crescent moon shining down on an ibis; 3-40B depicts a baboon clubbing a crocodile; 3-40C depicts a single blue eye. When each cell is opened (by means of the statue at 3-40), a guardian of Thoth (see new monsters) is summoned to that cell and the door slides open, releasing the guardian. The guardians possess no treasure. If a guardian is defeated, another can be summoned (in the same fashion) after 1 hour. If a guardian is inactive for 1 hour (the foes that activated it defeated or fled), it is banished.

Inhabitants:
1. **3 guardians of Thoth** (see new monsters): SZ M; AL LN; AC 5; MV 120'; HD 3; HP 22, 20, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: shriek. Special defenses: darkness 3/day.

3-41: Ancient Tombs

Three sarcophagi occupy this ornately decorated burial chamber. The inhabitants were important priests of Thoth who received the honor of burial next to the cult image in 3-40. The images on the wall are largely intact, if somewhat faded by time. They depict priests genuflecting at the feet of a seated baboon, the left arm of which points forward (a hint to the puzzle at 3-2).

Trap: A cascading sand trap is rigged in this chamber. The opening of any of the sarcophagus lids triggers the trap; locating a hidden catch on the floor near the left-most sarcophagus can disable it. When triggered, sand pours forth from three 5'-diameter holes in the ceiling (marked on the map with an X) and completely fills the chamber in 6 rounds. In the first round, PCs may move normally, but in the 2nd and subsequent rounds, PCs must make increasingly difficult DEX checks (roll 4d6 under DEX) to keep footing and reach the doorway. The DEX check in round 2 is a straight check, but it worsens by 1 for each subsequent round (hence in round 5, the check would be at +4).

Access to 3-41A via the holes in the ceiling is only possible after the sand-trap has been triggered, and only after 1-4 hours of sand removal has opened a route to those holes.

Sarcophagi: Each is intact, and contains an inanimate mummy. Inside each mummy is a piece of elaborate jade jewelry worth 500-3,000 gp and a single black pearl worth 325 gp.

3-41A: Tomb of Menas the Logothete, with Access to 8-34

The tomb of Menas lies above chamber 3-41 and is accessible through the 5'-diameter holes in the ceiling of 3-41. Once the sand

trap in 3-41 has been triggered, and once 1-4 hours have been spent clearing sand from 3-41, it is possible to climb into 3-41A.

If the tomb is approached up the long staircase from Level 8 and the sand trap has not previously been triggered at 3-41, then opening the doors to the tomb causes an avalanche of sand to pour into the corridor. The room will be inaccessible without considerable digging.

Menas's tomb is 10' tall and richly decorated with frescoes showing Thoth in all his forms – ibis, baboon, sky-chariot driver, etc. The largest fresco is centered on the south wall above Menas's sarcophagus; it depicts an enormous ibis from which stream rays of energy. Above the fresco are these words from the Litany of Light "*The Gift of Thoth to the Faithful*" (see 2-3 and the *Litany of Light* in the Arden Vul books appendix). All the frescoes are particularly vibrant due to the protection afforded them by the sand that filled the chamber until the trap in 3-41 was activated.

Dominating the tomb is the massive sarcophagus of Menas (8' long, 4' wide, 4' tall), which rests on a 2'-tall oval dais. Four similar daises protrude from the west, north and east walls. Five sections of slate, each 2' wide by 6' tall, are present in the room; four are attached to the walls above the ancillary daises, while the fifth forms the top of the sarcophagus. A basin attached to the south wall still holds sand (from the trap); mixed in with the sand are several pieces of chalk.

Sarcophagus: Menas's sarcophagus is made of granite. It has an image of a Thothian priest in robes and cylindrical headdress inscribed on the front (short) end, along with the name 'Menas the Logothete'. Attached to the lid is the slate 'chalkboard' described above. The sarcophagus can only be opened by deciphering a puzzle. One must print the letters of one of two words on the slates in the chamber (one letter per slate); only when the last letter is chalked will the sarcophagus lid slide open. The words are 'LIGHT' or 'MAGIC'; each has five letters, and, conveniently, there are five slates in the chamber. The start of the word can begin with any of the slates, so long as the slates eventually spell out the proper word. Adventurers may be assisted in their efforts to solve the puzzle both by prior knowledge of the cult of Thoth (for instance, by information gleaned from the Litany of Light – c.f. Arden Vul books appendix or areas 2-2 through 2-5) and/or by the inscription over Menas's tomb. The latter is a clear reminder about the gifts provided by Thoth to humans; magic and light are two of those gifts. Once opened, the sarcophagus is full of riches as well as the desiccated (and inert) mummy of Menas.

Door (north): This door is magically held, and only opens if the proper word is chalked on the slates. It leads to an undecorated corridor and a very long staircase that debouches in the Nether Reaches (8-34).

Treasure:
2,345 ancient silver pennies (see Arden Vul items) and 459 ancient gold solidi (see Arden Vul items).
The legendary **thieves' mask** (see new magic items).
Three books: a **libram of silver magic**, a **tome of leadership and understanding**, and **Bruning of Westholm's cursed grammar** (see new magic items).
Ten solid gold shabti figurines in unusual stylized dance poses (100-600 gp each).
A scroll with seven illusionist spells: **phantasmal force**, **wall of fog**; **brain full of small spiders** (see new spells), **invisibility**, **magic mouth**; **invisibility 10' radius**, **spectral force**.
Two silver ankh-keys (see Arden Vul items).

3-42: More Ancient Tombs

This chamber is similar to 3-41, featuring intact wall art, three sarcophagi and a trap.

Trap: A poison dart trap guards each sarcophagus. Each trap may be turned off by small catches in the western wall, the first of which is difficult to detect (1 in 8). Once the first has been found, the other two are easy to find (1 in 4). The opening of the appropriate sarcophagus triggers each trap. Each fires six darts in the general direction of the sarcophagus opposite the X mark, attacking as a 6 HD monster. Those hit take 1-2 damage. The darts are also poisoned with dried black lotus powder, which cause paralysis for 3-12 turns unless a save vs poison is made (if made, the paralysis lasts 1-4 rounds).

Sarcophagi: each has an inanimate mummy. Inside the mummy wrappings is a piece of jade jewelry worth 50-500 gp and a garnet worth 125 gp.

3-43: Still More Ancient Tombs

This ornately decorated burial chamber contains three sarcophagi holding the remains of former priests of Thoth. The images on the wall are largely intact, if somewhat faded by time. They depict priests genuflecting at the feet of an impassive human with a cylindrical headdress whose left arm points forward (a hint to the puzzle at 3-2).

The floor is dotted with ¾"-diameter holes, which will be evident to all but the most foolhardy or unobservant. Two adventurer skeletons huddle before the westernmost sarcophagi: some of their equipment is still usable.

Trap: The holes in the floor contain iron spears, which stab upwards if the lids of any of the sarcophagi are removed. Any PC in the chamber will be struck by 2-4 such spears; spears strike as a 6 HD monster for 1-4 damage. There is a 5% chance per spear that a spear point will still be poisoned (save vs poison or die) after all this time.

Treasure:
Each sarcophagus contains an inanimate mummy and a piece of elaborate jade jewelry worth 50-500 gp. The corpses possess two rusted suits of chain mail, a **shield +1**, two maces, an illusionist **scroll of magic mouth** and a rotted backpack containing a purse filled with 26 ancient silver pennies (see Arden Vul items) and a **cursed penny** (see new magic items).

3-44: Magic Fountain

This circular hall is brightly lit with a **continual light** spell. In the center of the room is a 5'-diameter and 3'-tall basin, in the center of which is a crouching marble baboon. Clear liquid pours from his mouth. The fountain is magical, and although its original function was to provide protection from evil, the magic has become more chaotic over the centuries. The first time the fountain is tasted, roll on the following chart; that effect is good for all who taste it for

the next hour. If the party leaves and returns, a new effect will be produced; and so forth.

D20	Duration	Magical Effect
1-3	1 hour	**Protection from evil**
4-5	1 hour	**Detect magic**
6-7	1 hour	**Protection from evil, 10' radius**
8-9	2 hours	Shrink to 50% height
10-11	2 hours	**Infravision**, per spell
12-13	n.a.	Cure 2-16 HP
14-15	Permanent	A wasting curse (-1 CON per week until removed)
16-17	1 hour	**True seeing**
18	1 hour	Magic resistance (33%)
19	1-4 months	Grow donkey ears
20	1 hour	**Flight**, per spell

3-45: Hall of Mysteries

A balustraded balcony overlooks the Hall of Mysteries. The hall lies 15' below and is accessible via a set of stone chairs. Along the eastern and western sides of the chamber are giant 15'-tall statues of the old deities; lion-headed Sekhmet, Set (in Set-Animal form), and jackal-headed Anubis line the east wall, while Osiris, Horus and Isis stand along the west wall. These statues stand in classic pose - left foot advancing, hands by their sides, and with traditional symbolic headdresses. On the north wall is a larger (25'-tall) statue of Thoth in his ibis-headed form. Thoth's statue is unusual; one of its 2'-diameter eyes is empty. One of three mysteries will take place 2 rounds after someone descends the stairs from the balcony. Roll 1d3 to determine which mystery takes place.

D3	Mystery
1	Thoth as the Silver Light
2	Thoth, the Wise Arbiter
3	Thoth, the Source of Magic

Thoth as the Silver Light:
Two rounds after descending the stairs, the statues of Set and Horus advance into the center of the chamber, where Set jabs a spear into Horus's eye. A 2'-diameter, 2"-thick silver disk then rolls out of Horus's head and clatters to the ground. The disk is meant to represent the moon.

The ritual is completed if the PCs advance, pick up the silver disk, and insert it into the empty eye socket in the statue of Thoth. If this is accomplished, the statue of Thoth emits a brilliant silver light which cures all diseases and heals all wounds of all living creatures within the chamber.

If the silver disk is not recovered within 1 turn, the Set Statue crushes the disk under foot, causing it to splinter with a loud, grinding sound. The sound is earsplitting, and causes 2-12 HP damage to each being in the room.

During future visits to the chamber (if at least two days have passed), Horus's eye will be restored, and it will be possible to replay the mystery.

Thoth, the Wise Arbitrator:
In this mystery, Osiris and Sekhmet advance and begin to strike each other with their massive stone fists. Chips of stone fly for several rounds until the Thoth statue utters a guttural command word (in Mithric): "*Halt!*" The statues stop in mid assault, and Osiris drops his flail to the floor. Thoth then intones "*One with wisdom must choose!*" Should a PC advance and pick up the flail, the lion on top of Sekhmet's head will come to life and attack the flail-wielder (as an Archontean animated construct –see new monsters); the PC's companions will be held magically for the length of the combat. Should the PC die, Thoth will again shout "*Halt!*" and the PC will be revived, but he or she will have lost 5 HP permanently. Should the PC prevail, Thoth grants him/her +3 HP permanently.

After Thoth's judgment, the statues return to their positions. If the PC was victorious, he/she can keep the flail (**flail +1**) and a new one will appear in Osiris's hand. If defeated, the flail returns to Osiris's hand.

A single person can only receive the goodwill of Thoth once, but those who fail can make repeated attempts until successful.

Thoth, the Source of Magic:
Set and Isis advance into the room. Isis opens a cavity in her abdomen, and places a small (8"-tall) ebony statuette of Osiris on the floor. Set then swings his axe at Osiris, causing him to shatter into 15 pieces. At this point a **wall of force** seals the chamber. Set then coughs forth 3 giant snakes which attack all in the room. Thoth shouts, in Mithric: "*Isis must restore him, but only I can revive him!*"

The PCs must reassemble the pieces of the statue, and re-insert the statuette inside Isis. It takes 2 rounds per piece (hence 30 rounds) to reassemble the statuette, although each person aiding in the effort can reduce this time by 5 rounds (hence 3 people working can do it in 20 rounds, while four working can do it in 15 rounds). Another giant snake emerges every 10 rounds.

Once the statue has been reassembled and reinstalled inside Isis, a slip of parchment floats from Thoth's mouth. On this slip is written in Mithric the phrase "*With knowledge I prevail.*" Reciting it aloud causes Set to retreat, any remaining snakes to crumble to dust, and the **wall of force** to disappear. The phrase also turns the statuette of Osiris into solid gold.The statue is worth 5,000 gp, but it is heavy, weighing 100 lb.

Should the same group undergo this mystery a second or third time, the quality of the metal produced in the mystery will decrease by one class per subsequent experience of the mystery (the 2nd time the statuette will be silver, the 3rd time copper, the 4th time bronze, and the 5th and any subsequent times wooden).

Inhabitants:
1. **Archontean animated construct** - **stone Sekhmet lion** (see new monsters): SZ L; AL N; AC 2; MV 60'; HD 3-8; HP varies; #AT 3; Dmg 1-6/1-6/1-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons. Special: Thoth fixes the lion's HD at 2 less than its opponent, with a minimum of 3 HD and a maximum of 8 HD.
2. Many **giant poisonous snakes**: SZ L; AL N; AC 5; MV 150'; HD 4+2; HP 31, 27, 20; #AT 1; Dmg 1-3. Special attacks: poison.

Possible Treasures:

1. **Flail +1**
2. Statuette of Osiris, 100 lb. If gold, 5,000 gp. If silver, 5,000 sp; if copper, 5,000 cp; if bronze, 100 gp; if wood, 50 gp.

3-46: Larel One-Eye

Relics of the legendary hero Larel One-Eye (see *Tales of Larel One-Eye* in Arden Vul books) rest in this chamber. Larel is a figure of legend and one of the heroes of the ancient Archontean empire. His exploits have been spun into a series of moralizing folk-tales which emphasize the value of wit and good cheer over force. These tales are still told in some form in the Archontean Empire today.

Larel is most commonly depicted as a short, pudgy man with ginger hair in a pudding-bowl style, green eyes, and a red eye-patch. His iconic items are his sack, from which he drew myriad useful items, his thin dagger, and his humble grey cloak, patched with a variety of colorful patches.

The chamber is decorated on the north wall with an enormous fresco of Larel wearing a green cap and patched cloak, carrying a sack over his shoulder, with his dagger at his side. The other walls feature scenes from his famous tales, including Larel producing a chicken from his sack so as to distract wolves; Larel using his cloak as a quilt to conceal himself from an angry husband; Larel cleverly spiking four apples on his dagger while distracting the innkeeper with a card trick; Larel absconding from the castle of the wizard Tilgo with the latter's spell book in his sack, and so forth.

Rather than lying inside a sarcophagus, relics of Larel are draped across various racks in the center of the chamber. A cloak rack contains three cloaks: a fine blue wool one, a simple black linen cloak, and a ratty patched cloak of many colors (**Larel's cloak**, see new magic items). A small rack of weapons includes six fine-but-wicked-looking daggers, some curvy, some with gold handles, others bejeweled. A writing desk features a gold apple, a plain silver 'letter opener' (actually **Larel's pin**, or dagger, see new magic items), and three fairly explicit love notes in Mithric from Larel to three aristocratic women of Archontos. An unlocked oak chest contains a variety of fine clothing, three leather belt pouches, a purple silk purse with a gold-thread drawstring, and a green stocking cap. Stuffed into the cap is a brown sack (**Larel's sack**, see new magic items). In the very center of the chamber is a stone pedestal, on top of which is a capped urn filled with ashes - allegedly those of Larel.

Clever PCs can easily walk out of this chamber with some impressive items, but only if they read the frescoes correctly or if they have previously heard the stories of Larel One-Eye. The only danger in the room lies inside the urn. If the cap on the urn is removed (so as to see what's inside, for instance), an invisible spectral body forms out of the ashes. This spirit of Larel attempts to possess the PC with the greatest combined WIS and CHA; that PC must save vs spells at -3 to resist the possession. If Larel's spirit is unsuccessful, it makes one more attempt on the PC with the next highest combination of WIS and CHA. If successful, Larel causes the PC to act mischievously, particularly by poking fun at, or humbling, the mighty [the GM should talk privately with the player so as to explain this process]. If Larel's ashes have been desecrated, his spirit maliciously works to cause major bad luck and misfortune to the possessed PC. If the party has not desecrated the ashes, the spirit causes only minor mischief. Over time Larel's spirit will cause the possessed PC to exhibit wanderlust, strong erotic needs, and increasing disregard for all authority. It may be difficult to detect the possession, and only exorcism by a high priest (at a cost of 9,000 gp) will rid the possessed PC of the spirit; if **exorcised**, Larel's spirit returns to the urn, wherever it happens to be.

Inhabitants:

1. **Spirit of Larel**, noncombatant

Minor Treasure: fine wool cloak (25 sp), 6 daggers (total 110 gp), gold apple (35 gp), love notes (20 gp each to a collector of antiquities), fine clothing (total 20 gp), purple silk purse (25 gp). All of these items will detect as magic.

Major Treasures: **Larel's cloak**; Larel's dagger, known commonly as **Larel's pin**; and **Larel's sack** (see new magic items for each item). A powerful conceal magic effect is in effect on these items: only if **detect magic** is cast by a 9th-level caster will the fact that they are enchanted be revealed. If the PCs come away with these treasures, they will undoubtedly draw attention from thieves and others who might wish to possess the relics of Larel.

3-47: Spiral Stair up to Level 2 (2-46)

This stone staircase climbs up 125' before reaching Level 2. See description at area 2-46.

3-48: Jaken the Proud

This chamber contains the tomb of Jaken the Proud, one of the warrior companions of the heroes Arden and Vul. Jaken was a famous spearman, and the tomb shows a series of water-stained frescoes of scenes from Jaken's legendary adventures: skewering a giant bipedal salamander, casting a spear at a flying globe of yellow light, riding a beast (unclear due to water damage), holding up Arden's cloak, drinking a hornful of beverage, etc. Jaken is always identifiable in these images due to his tall, plumed, conical helmet, his heavy boar-spear, and his scarlet banded mail.

Jaken's tomb is an elaborate marble block, with carvings of struggling warriors on all four sides. An image of a supine Jaken is carved on the lid, carrying his helmet and spear. The lid is well balanced, and slides off easily. Inside are the alleged relics of Jaken the Proud, including his conical helmet, heavy spear and red armor (all extremely shiny and polished), and a small (30"x8"x12") ivory coffer containing an incomplete set of very old, tarnished, and charred set of bones. Perceptive observers will notice that the equipment has no wear on it and, in fact, that it looks far newer than the bones.

In fact, the equipment is not that of Jaken, but rather is a set of ancient copies, made by the priests of Thoth for show in promoting the cult of the great hero. The equipment looks impressive, and detects as magic, but in fact carries no bonuses. It also appears well made, but will not hold up to normal wear and tear (10% cumulative chance of breaking per use). The bones, however, are actually those of Jaken, and are in fact much more valuable than the equipment. The bones themselves detect as magical, and, if carried, provide **protection from evil** in a 10' radius. The bones can also be used to contact Jaken's spirit; Jaken is bluff and martial, but not stupid (although he can only converse in Mithric). He knows nothing of the Halls, but is well-versed in ancient history, mythology, and tactics.

Treasure:
Impressive-looking helmet, spear and armor (worth 75 gp in total); **bones of Jaken the Proud** (see new magic items) in an ivory coffer worth 45 gp.

3-49: Pit of Fire

A large, 20'-diameter pit of fire sits in the center of this 20'-tall room. The walls are covered with flaking plaster painted orange, an effect which magnifies the effect of the fire. The pit is rimmed with a low (1'-tall) lip of marble, and the fire leaps and crackles to a height of 8' above it. The top of the lip is inscribed with obscure mystical symbols that require a **read magic** spell or specialized knowledge to decipher. If deciphered, they read "*The fire of Truth cleanses the mind and transports the body of those faithful who proclaim that Thoth Rules!*" A large golden key is easily visible in the center of the pit.

The fire pit is inhabited by a medium-sized fire elemental, whose form can be glimpsed by those who spend several rounds gazing at the fire. If someone pronounces the words "*Thoth Rules*" in any language, he or she will be able to step safely into the pit of fire. Doing so opens a telepathic link to the elemental, through which the elemental states "*Thoth values your love. Do you wish to be cleansed or to be transported?*"

If the character thinks or says "*cleansed*" he or she receives one of the following gifts (d6): 1-2: full cure of all HP and removal of all curses; 3-4: permanent +1 increase in INT; 5-6: grant of magic resistance (20%) for 2-7 days. If the character thinks or says "*transported*", he or she and all his comrades are transported immediately to the legendary City of Brass on the plane of fire.

The benefits of 'cleansing' may only be received once; those who think or say '*cleansed*' a second time will receive no effect (although they can recover the key in the pit). Those who think or say '*transported*' may access the City of Brass as often as they desire (presuming they can return from that dread place).

If a character steps into the pit without first stating "*Thoth Rules*", he or she takes 3-18 damage immediately and the elemental attacks all persons in the room.

Secret Door (south): The locked secret door is difficult to discern (1 in 8). It can only be opened with the key found in the fire pit; the door opens inwards.

Inhabitants:
1. **1 fire elemental**: SZ L; AL N; AC 2; MV 120'; HD 12; HP 79; #AT 1; Dmg 3-24. Special attacks: combustion. Special defenses: +2 weapons or better to hit.

3-50: Priscian Antechamber

The chamber is barrel-vaulted and 15' tall. Two 3'-tall ledges run across the north and south walls, atop of which stand granite statutes of kilted spearmen. The floor of the passage running between the two ledges boasts three impressive mosaics, each featuring a blue knot. The statues are Archontean animated constructs (spearmen; see new monsters), which animate whenever a being traverses the passage. Interlopers have 1 round to display a **Sortian eye** (see new magic items) of any type or else the constructs attack.

An 8'-tall carving of a male human face occupies the east wall. It depicts a distinguished man of late middle age, with crew cut, trim beard, piercing eyes, wrinkles, a few blemishes, and empty sockets where the eyes would be. Anyone who has seen a **Sortian face** (see new magic items) will recognize the carving as the same one that appears on those carvings; this face, however, is mundane and not magical. The face depicts the generic image of the Philosopher.

Secret Door (north): The door to 3-49 is easy (1 in 4) to locate from this side. It opens by releasing a hidden catch and pushing the door into 3-49. It is not locked from this side.

Inhabitants:
2. **6 enhanced Archontean animated constructs** - **spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 8; HP 61, 58, 55, 53, 50, 49; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons. These constructs are slightly more powerful than the run-of-the-mill variety.

3-50A: Stairs Up to AV-19

This narrow staircase travel 350' upwards through several landings until it debouches in the basement of a ruined palace in the city of Arden Vul (AV-19).

3-50B: Stairs Down to 6-49A

This 5'-wide staircase descends over 850' through multiple landings and switchbacks to area 6-49A. The stairs show signs of recent traffic (booted feet).

3-51: Cavern and Monolith

This large cave contains a 10'-square monolith which rises 150' to Level 2 (2-48). An aura of evil hangs over the cavern like a damp mist; it is easily detectable by magic and will be manifested by a sense of prickling skin and of looming, unseen menace.

The monolith is carved of the native granite of the cavern, but with some strange textural features. If touched with bare flesh, the stone feels greasy and appears to leave a filmy residue on the skin that touches it. This effect is psychosomatic, and not actual; still, the effect lingers for hours and can provide the GM with some fun. The monolith also appears to be polished, lacking the usual grain which one finds in natural stone. Finally, strange cursive runes appear on the monolith in apparently random patterns. These runes are incised in the stone and filled with a red substance that appears liquid, but is in fact solid. If a rune is touched by anyone who is not CE in alignment, the rune inflicts 1-6 HP damage and imprints itself as a tattoo on a visible portion of the toucher's body (face, neck, arm, hand). Such tattoos drain CON at the rate of 1 point per month per tattoo, and also cause a -3 to CHA or reaction rolls. They may be removed with a **remove curse** spell (one spell per tattoo).

The top of the monolith is a flattened triangle which is described at area 2-48.

The floor of the cave is littered with a scattering of bones, mostly human, but some humanoid and monstrous. Sorting through the bones may turn up something useful:

D12	Object
1-3	a piece of non-magical armor
4-5	a non-magical metal weapon
6-9	a random piece of adventuring gear
10	a gemstone of 5 gp value
11	a scroll case, containing: 1-2: empty 3-4: 1 random MU spell 5-6: map
12	an intact **potion of healing**

3-52: Great Seat of Contemplation

This 25'-high chamber is extremely old, and quite powerful. It was created by the rudishva early in their tenure in the middle halls, centuries before the priests of Thoth rediscovered the area. The floor is composed of 10'-square flagstones, most of which are cracked and buckled; movement here is slowed, and combat rolls will be at -1. The walls are undecorated grey granite.

The centerpiece of the room is a giant stone chair, the seat of which rises 4' above the chamber floor and is 5' wide and deep. The back of the chair rises another 6' in height and is loosely covered by an extremely worn piece of leather. The seat and arms of the chair are worn, as if by use, and are slightly greasy to the touch. Incised into the chair are two large (2') symbols or glyphs, one on the seat and one on the back under the leather throw. The symbol on the seat is the rudishva glyph for sight; that on the back is the rudishva glyph of guardianship. The glyphs are activated by living flesh. Thus, anyone touching or sitting on the seat will activate the sight glyph. The guardianship glyph can only be activated by removing the leather throw and then either sitting back in the seat or touching the glyph itself. It is, of course, possible to sit in the chair without removing the leather throw. See below for the effects of the glyphs.



Careful investigation reveals that the flagstones around the chair look newer, as if the chair had been shifted from its original alignment; indeed originally it looked due west through the western aperture into the chasm. The priests of Thoth turned it to face their Lesser Chair at area 3-53.

The only other features of the chamber are an 8'x15' stela set into the floor behind the chair. Inscribed on the stela is the imposing form of a tall biped with small horns on its temples and a prominent supraorbital ridge and jawbone (a rudishva). The figure also appears to have slightly visible fangs. It is dressed in a flowing robe and rests its hands on the hilt of a massive great sword. At its feet is a sinuous reptile. Strange runes run in a register around the image: if deciphered by one who can read Rudishva Glyphik, they read "*Grev-Kilj the Far-Seer, Tamer of the Winged Ones, Lord of Air and Earth, Student of Subterranean Life Forms, Slayer of the Hopping-Ones.*"

Glyph of Sight:
The glyph allows the viewer perfect vision within the chasm. That is, one can thoroughly investigate most of the chasm by sitting in this seat (and that is exactly what Grev-Kilj, and the priests of Thoth, did). The effect of this vision takes some time to get used to, as it can be nausea-inducing to swoop up and down the chasm; there is a 50% chance that a user will vomit within 3 rounds of activating the glyph. The glyph is also dangerously attractive to human minds, and users may find it difficult to relinquish the swooping vision it produces. After a turn of use, the user must save vs spells in order to voluntarily leave the seat. If the save is failed, another may be attempted in 6 hours. Someone so ensnared by the seat will feel a great compulsion to return to the seat and use it again. A few of the old rudishva regions of the chasm are cloaked from the sight of the chair, including the Floating Gardens (6-4 and 7-4), area 6-99, and area 9-71; a user will see these areas as impenetrable clouds of roiling darkness. Note that the chair provides perfect vision, as if the chasm was well lit. The chair does not, of course, reveal secret doors or hidden passageways. Complete scans of the chasm will take many days to accomplish.

Glyph of Guardianship:
This glyph activates the rudishva point defense systems that defend the rudishva bastion (see 9-88). Those systems remain active for 3 hours before shutting off. In addition, activating the glyph causes the remains of Grev-Kilj to burst forth from beneath the stela and attack those who dare to use his chair.

Inhabitants:
1. **Grev-Kilj**, **intelligent giant rudishva skeleton** (see new monsters): SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

3-52A: Forgotten Hall, with Connections

This hall is only 7' tall, and contains three sarcophagi. Each sarcophagus has a crude image of a rudishva face carved into its lid, along with the Mithric words: "Old One. Do Not Open." Each sarcophagus is also bound with rusted metal bands, which prevent them from being opened. As soon as the chamber is entered, visitors who aren't trying to be quiet will hear the sounds of scraping, clawing, and hammering from inside the sarcophagi; these are the sounds of giant rudishva skeletons (see new monsters) trying to get out. Of course if the PCs open the sarcophagi, the skeletons burst forth, shouting in their guttural speech. But, given the rust on the bindings, there is a 10% chance per sarcophagus that the bindings will fail. This check should be made once per round; after a turn, the chance rises to 20% per round per sarcophagus. The sarcophagi contain no treasure.

The natural tunnel climbs 350' to the northeast before ending at a crack in the wall of the cellar to the north tower at AV-12.

Secret Door (north): The door is normal to find. It opens by locating a catch hidden beneath the eastern-most sarcophagus, and pushing it. It leads to a long, 5'-wide staircase that descends 250' to level 5 (area 5-64).

Inhabitants:

1. **3 semi-intelligent giant rudishva skeletons**: SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 61, 55, 52; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

3-53: Lesser Seat of Contemplation

A stone chair proportioned for human beings sits in the center of this chamber; it faces out across the chasm towards 3-52. In fact, it lies on the exact axis of the Great Seat of Contemplation in 3-52. This room was built by the priests of Thoth in an effort to mimic the effects of the Great Seat without some of the risks found in that chamber. Their efforts were not completely successful.

In theory, the Lesser Seat works in the same way as the Great Seat: one sits in the chair, activates the glyph of sight, and gains sight into the chasm. In fact, the glyph carved into the lesser seat functions only sporadically, and with some danger. Roll on the following chart to see what effect it has:

D10	Effect
1-4	Immobile vision of a single area of the chasm lasting 1 turn. Roll 1d6 for the area depicted: 1: Hall of Whispers (2-63) 2: Seat of Contemplation (3-52) 3: Thoth, Knower of Secrets (3-40) 4: Sundered Span (5-35) 5. The Sanctum (5-83) 6: The Troll Lift (6-5)
5	Blindness (permanent)
6	See invisible and hidden, 1 day
7	A horrible vision of a demon; it haunts the PC until curse is removed.
8-9	PC sees stars for 1-6 days, causing all rolls involving sight to be at -1
10	Hint of a tantalizing vision of a location in the Halls (GM's choice) that fades to black after a second

3-54: Porch

The narrow passageway from 3-55 leads to a shallow porch which looks out over the chasm. Those who listen from the hallway will hear moving air and a random chasm sound (see 3-38).

The porch is undecorated, save for a pair of iron sconces attached to the southwestern wall. Three large coils of hemp rope, each 50' in length, a hammer, and 20 spikes usable in spelunking or rock climbing lie on the floor of this room. The rope is quite old, however, and is liable (3 in 6) to break once 75 lb of weight have been attached for at least 4 rounds. Light and sound on the porch is 75% likely to draw the attention of the spiders from 3-55 (they will arrive in 4 rounds), and an encounter with the spiders is 25% likely to provoke 2 rolls on the chasm random encounter table (see 3-38).

3-55: Stairs Down to Level 5 (5-76)

This staircase leads down 250' at a steep angle to Level 5 (5-76). The stairs are granite blocks, littered with dust and stone chips. About 50' down the stair is a thick web in which live 4 huge spiders. The stairs under the web are littered with bones, mostly of beastmen.

Inhabitants:

1. **4 huge spiders**: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.

Treasure:

Among the corpses are 93 sp, 210 cp, and a fine broadsword worth 30 gp.

3-56: Secret Doors and Pit Trap

The passageway is rough undecorated stone, only 6' tall, and extremely dusty.

Secret Door (west, from areas 3-65 and 3-53): The door is normal to detect. The catch holding the door in place can be released by sliding a thin object along a ⅛-inch wide opening between the secret door and the floor. Once the catch has been released, it will become clear that the door pivots on a vertical central pin.

Secret Door, trapped (east): The door is relatively easy to detect (1 in 4), and opens merely by pushing it open.

Trap (pit trap): The pit is harder to detect than usual (-5% to chances). If the secret door (east) is opened without first detecting and disarming the pit trap, those standing in a 10'x10' square before the door are dropped into a 30'-deep pit (3-18 HP damage). The pit lid snaps back into place after a turn. Over the centuries some loot has accumulated on the corpses of adventurers who were unable to escape the trap.

Treasure:

Among the corpses are 2 long swords, 1 mace, 3 short swords, and

6 spears. One of the spears is a **spear +1.** A dozen suits of unusable metal and leather armor are also present, along with three usable shields (one of which is a **shield +2**). Scattered in various rotting purses and backpacks are 257 gp, 143 sp, 87 cp, two vials of holy water, and a **potion of waterbreathing**.

3-57: Antechamber

The door from 3-64 is a typical wooden door, but it is stuck (successful open doors check to open). The chamber features stone walls painted with peeling yellow paint and a set of stone benches lining all the walls. These benches are attached to the wall, and are 3' tall. A section of bench next to the door is hinged. This section is not immediately obvious, and detects as a secret door unless each section of bench is examined. Opened, the section reveals a 3'-square hollowed-out cavity. Inside the cavity is a bolt of carefully folded yellow silk (100 gp), a bulls-eye lantern, a flask of oil, and an octavo-sized codex marked "*Property of Eustachius the Cantor*" (see Arden Vul books).

3-57A: Trapped Door

The beastman witch doctors have cast their special alarm spell, **Probus's thunderous alert**, across this opening (see new spells). Anyone crossing the entryway must save versus spells or trip the spell. It triggered, the noise of a dozen very loud brass instruments fills the hallway for 10 minutes. This noise will alert the beastmen at 3-160. The door is a normal, albeit well-oiled, wooden door that opens out, to the north.

3-58: Chapter House

The Collegiate Chapter of the clergy of Thoth met here to discuss internal business under the leadership of the prior. The Chapter House is richly painted, with a sky blue ceiling on which was depicted the constellation of the ibis in gold stars. Thirty-nine cherry-wood stalls line the walls; each stall is 5' tall and 4' wide, with a 3'-deep seat. The stalls are intricately carved with floral, geometric, and animal patterns. On one section of the east wall is set a much larger seat, some 8' tall, 6' wide, and 5' deep, with a wooden canopy; this is the prior's seat. The prior's seat conceals the secret door. All of the seats, including that of the prior, are hinged, and each covers a cavity in which personal goods could be stored.

The center of the chamber contains an oval band of unusual **living mosaic** some 15' tall by 8' wide (see new magic items). The image shown by the mosaic can be controlled by a shallow, 3'-square and 6"-deep indentation set in the middle of the oval. Anyone standing in the indentation can produce an image on the mosaic by merely thinking of the appropriate location. One must know of appropriate locations in order to visualize them. When the chamber is first entered the mosaic will be showing area 3-2.

Secret Door (east): The door is hidden in the back of the prior's seat. It is opened by pressing the eye of a carved ibis on the prior's seat; if the catch is pressed, 'a panel on the back of the prior's seat springs forward, revealing the passageway beyond.

Treasure:
Six of the stalls contain items; it will take a good 2 turns to search all the seats. 1: a **potion of hill giant strength**; 2: a leather pouch with 250 ancient silver pennies (see Arden Vul items); 3: a **potion of poison**; 4: a quarto volume of erotica entitled *The Seventy-Four Ways of Opening the Lotus* (see Arden Vul books); 5: an orange cylindrical ceremonial headdress made of silk and studded with colored glass (175 gp); 6: a pair (yellow and green) of glass activation squares (see **Thothian teleportation rings** in new magic items).

Inhabitants:
There is a 25% chance that the ghost of Prior Jacobus the Small is present in the Chapter House (see 3-59). Because of this fact, the beastmen avoid this chamber.

3-59: Prior's Study

This chamber housed the private quarters and study of the prior of Thoth, the second highest ranking officer in the temple (after the high priest). The study is decorated with impressive frescoes of previous priors, all dressed in ceremonial robes and cylindrical hats, but each subtly different. Some are thin, some heavy; some dark, some fair, some blue-eyed, some black-eyed, etc. There are 52 such images, with empty spaces for two more future priors. The last image is of an extremely short (4' 10"), heavy-featured, older man with silver hair and eyes. This is Jacobus the Small, the last prior before the collapse of the temple. The chamber contains a marble pedestal with a copper bowl, now filled with dust; a cherry-wood desk with one drawer; a stool; a small cabinet for scrolls; a small armoire; and a camp bed made of carved ebony.

The benign ghost of Prior Jacobus haunts the study. If Jacobus's spirit has not been encountered in 3-58 (there is a 25% chance he is found there), he will be found here, sitting on his stool at his desk. Jacobus greets any arrival with delight and relief, rising and gesticulating wildly at himself, his desk, and his surroundings. Jacobus cannot audibly communicate with the living. He can move between areas 3-58, 3-59 and 3-60, but nowhere else. He is immune to physical attacks, but might be harmed by magic; powerful magic could also be used to communicate with him. If angered, he can strangle as does a haunt.

Jacobus is anxious because his body was never deposited in the grand tomb he was preparing for himself (see areas 3-61 to 3-63). His ghost will continue to haunt these rooms until his remains (currently in 3-61) are placed in the sarcophagus in 3-63. Should that occur, his ghost materializes immediately in 3-63, bows gratefully to the PCs, indicates the secret compartment in the sarcophagus, and then disappears for good.

Although he cannot communicate with the PCs, he can point to some clues available on his desk, namely the blueprints for his tomb. On the desk is a sheaf of parchments, most of which display mundane financial and personnel matters; one sheet, however, shows the plans for the complex at 3-61 to 3-63. These plans are clearly marked "*Tomb of Jacobus, 52nd Claustral Prior of the Chapter of Thoth*;" they also clearly indicate the secret door and the location of the sarcophagus in 3-63.

The scroll cabinet contains boringly mundane administrative and financial records, in 50 scrolls bound with silk ribbons, as well as a single quire containing one of *The Deeds of Phagtro the Westron* (see Arden Vul books). Rolled up inside one of these scrolls, however, is a sketch map of some areas of Level 3, including areas 3-71, 3-77 to 3-80, and 3-86.

Treasure:
Resting on the desk may be found a silver letter-opener (15 gp), a bronze ink well (10 sp), a fancy stylus (5 sp), and a gold and opal signet ring (100 gp). The armoire contains two full sets of orange ceremonial robes for the cult of Thoth, complete with cylindrical

hats. In one of the hats is a small key strung with orange silk as a necklace: it opens the secret door in 3-60.

3-60: Supply Closet

This former supply closet has been enthusiastically and systematically plundered. All that remains are scraps of parchment and bits of linen and silk. Even the sturdy wooden racks attached to the walls have been plundered.

Secret Door (north): This door is difficult to find (1 in 8) and difficult to open from 3-60 (it is obvious and easy to pull open from the side of 3-61). The door itself is narrow (3' wide) and short (5'), and swings inward towards 3-61. The mechanism is a cleverly concealed keyhole (the key is hidden in 3-59).

3-61: Tombs of the Priors

This chamber contains the tombs and gisants of all 51 of the priors of the chapter of priests of Thoth. The imposing stone double-doors to the chasm swing open; their locks have been smashed, preventing them from being secured.

Thirty-two of the early priors were buried neatly in niches carved into the walls for this purpose. Each niche is 3' deep and features a carved marble gisant of the prior; these priors vary by gender, size, racial features, and garb, although most feature the traditional cylindrical headdress of the priesthood of Thoth. Alas for tomb-robbers, most of the gisants do not contain any loot; in fact, only the last 10 of the gisants conceal cavities for bones and grave goods. It takes 2-4 turns of hard work with suitable tools to remove the lid of each gisant. The noise of such labor will prompt multiple random encounter checks (see 3-38). Sadly, the resulting finds are meager. Nine of the ten contain only bones and some minor jewelry (10-100 gp worth each). The tenth, of the 33rd prior (Yakon), contains a **wand of lightning**.

The other 19 priors were entombed in sarcophagi of varying composition and quality set haphazardly on the floor of the chamber (indeed, the sarcophagi obscure and, in places, have damaged, some beautiful floor mosaics featuring pastoral scenes). Some of these sarcophagi are stone, some are marble, and a few are oak caskets. One can detect a gradual simplification in the artistic style of the images carved on the tomb lids. All of the nineteen have been opened, and their lids lie in and between the sarcophagi, making the room into a jumble of concealed spaces and narrow pathways through the clutter.

A pack of ghouls led by a wight (the 51st prior) has taken up residence in the hall. The ghouls wait for several rounds before springing from cover to attack. There is a 25% chance that their intense hunger cause them to moan with anticipation, thus spoiling their surprise. Due to the jumbled layout of the room, movement is halved and rolls to hit are at -1.

The skeleton of Prior Jacobus, the 52nd prior, lies on the floor in front of the secret door to 3-63. The wight attacked Jacobus's servants while they were bringing him to his preferred resting place, and they dropped him unceremoniously here. The short stature of the skeleton is a clue that it is that of Jacobus (see 3-59).

Secret Door (southeast): This narrow, short secret door leads to a short hallway and thence to 3-60. It is difficult to detect (1 in 8) and can only be opened by finding a ¼"-diameter hole next to it and inserting an appropriate instrument into that hole.



Secret Door (northeast): The secret door to area 3-63 is hidden in the back of a burial niche. The door is a rectangle some 24" high and 4' long. If detected, the door can easily be opened by sliding the panel upward.

Inhabitants:

1. **1 wight**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 28; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.
2. **6 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:

In the tombs covered by gisants: 9 pieces of jewelry worth 10-100 gp each; and a **wand of lightning** with 5 charges.

For every 2 turns of searching through the debris, there is a 25% of finding coins worth 15 gp (50%) or a gem worth 50 gp (50%), up to a maximum of 350 gp worth of loot.

On Jacobus's corpse: a gold and sapphire torc (950 gp), a small rod of iron used to open the southeast secret door, and a small duplicate key to the secret door in 3-60 strung on an orange silken cord.

3-62: First Prior

The first prior of the chapter of Thoth, a certain Kyrus Esgarete, was re-interred in this special extension to area 3-61. The tomb features a large marble pedestal with a life-sized marble gisant of

Kyrus. Both the gisant and the wall-art have been defaced by the wight, who has made Kyrus's tomb his resting place. As a result the whole area stinks of decay and death. Nothing of value may be found here.

3-63: Priors' Hoard

The secret panel in the burial niche at 3-61 leads to a short passageway, and from there to a small room crammed with treasures. In addition to the treasure there is an empty sarcophagus with a marble lid, on which is incised an image of a very short man (wearing heels) in Thothian ceremonial robes. The legend reads, in Mithric, "Iacobus, Prior of Thoth". Should the remains of Jacobus be brought from 3-61, placed in the sarcophagus, and the lid put into place, the ghost of Jacobus (see 3-59) materializes, points to a secret panel on the sarcophagus, and then fades into happy oblivion.

The rest of the chamber is filled with treasures accumulated by centuries of priors.

A secret compartment in Jacobus's sarcophagus is nigh impossible detect (1 in 10) without the former Prior's help (3-59); it is locked, and contains further valuables.

Treasure:

Strewn around the room are: 6 bolts of expensive silk, each worth 500 gp, each weighing 10 lb; a solid gold statuette of a baboon some 3' tall (750 gp, weight 15 lb); a magic mace, known of old as **Finisher** (see new magic items); 16 10-lb bars of silver (25 gp each); 2 disks (28" in diameter) of grooved, beaten gold with 1" holes in their centers, which may be used to open the lesser obsidian gates (SL4-34); the *Book of Priors* (see Arden Vul books); scrolls with the cleric spells **command**, **chant**, **dispel magic**, **feline senses** (see new spells), and **knit bones** (see new spells); and 12 potions: **extra healing** x2, **flying**, **human control**, **levitation**, **longevity**, **undead control** (ghouls), **water breathing**, **oil of slipperiness**, **philter of persuasiveness**, **molasses**, and **truthfulness** (see new magic items for the last two).

A trapped wooden chest (poison needle) with 6,876 ancient copper bits, 3,397 ancient silver pennies, and 1,349 ancient gold solidi (see Arden Vul items).

In Jacobus's sarcophagus: a **ring of free action** and a **belt of hill giant strength**.

3-64: Empty Chamber

This room contains nothing of interest except for a bone scroll case hidden amongst the trash in the southeast corner containing a **scroll of phantom armor**.

3-65: Hall of Remembering

This chamber boasts a low dais and a 4'-tall alabaster book stand, on which are found some scraps of parchment. Originally the priests kept a *Memorial Codex of Thoth* (see Arden Vul books) here with the names and dates of death of their priesthood. The codex was taken by the beastmen, and it currently resides in Deino's chamber (3-158). The chamber has the usual thick dust and trash. Surprisingly, the walls are not badly damaged and feature a midnight blue paint with hundreds of small flecks of silver - one per priest of Thoth.

Two stone doors and a secret door exit from this chamber. The stone doors only open with difficulty (i.e., by making an open doors check).

Secret Doors (east): The secret door is normal to locate, but it opens only for a **knock** spell. The passageway revealed by the secret door culminates in a blank wall. At its end is a second secret door that leads into the Tomb of the Founder (3-66). This second secret door is easy to locate (1 in 4), and it opens by sliding the door panel to the left.

3-65A: False Door and Traps

The ibis-covered wall frescoes of this corridor have been vigorously defaced. Lying along it are some twenty corpses surrounded by bits of broken adventuring gear. Some decent treasure is recoverable from the corpses after 1-3 turns of searching. The door at the north end of the corridor appears normal, but is in fact a false door.

GM Note: Unless PCs are cautious and explicitly state they are keeping the door to 3-65 open while searching the corridor, they are in for a nasty fate. Indeed, once the one-way door to 3-65 shuts, there is effectively no escape from this corridor (hence the corpses). Nothing short of magic, actual stone mining tools, or someone else opening the outer door can save those trapped within. A generous GM might allow them to be captured by a patrol of beastmen from Level 3.

Treasure:

Long sword +1, a scroll of six magic user spells (**protection from normal missiles**, **massmorph**, **hold monster**, **reincarnation**, **clenched fist**, **volley**), a gold ring worth 50 gp, an **ioun stone** (**incandescent blue**), and a **shield +2**. In addition, 177 cp, 143 sp, 568 gp, and 97 pp are strewn amongst the junk.

3-65B: Another False Door and Trap

The plastered walls of this corridor are painted sky-blue with numerous white ibises. The door at the north end of the corridor is a trapped false door.

Trap (false door and pit): Opening the false door causes four pit traps along the corridor to open simultaneously. Any PC standing on one of the indicated sections of the corridor falls 20' into a pit (2-12 HP damage). The pits' lids snap closed after 2 rounds.

Treasure:

The pit closest to the false door contains a recent corpse (human thief), with leather armor, a short sword, and a 5-lb gold ingot stamped with the imperial insignia (250 gp).

3-66: Tomb of the Founder

This complex houses the tomb of Ptoh-Ristus, cleric of Thoth and one of the companions of Arden and Vul. The most likely route by which tomb robbers might access the tomb is via the secret corridor from 3-65, which channels visitors into the antechamber to the actual tomb. This route poses dangers, as the antechamber is trapped (see below). It is less likely, although dimly possible, that travelers in the chasm (3-38) might discover the path to 3-66A and thus enter the tomb through the 'back door'. Such visitors are fortunate, as they might avoid several of the more deadly traps.

The Antechamber:
The 20'-tall antechamber, or eastern ell, is supported by six thick basalt columns in two rows. Thirty-two 5'x5' slate flagstones cover its floor. Its walls are plastered and painted with images of Thothian priests in orange ceremonial robes and tall cylindrical orange hats, all of whom appear to be striding towards the western portion of the chamber. The eyes of these priests are black and round; close observation from the doorway reveals that they are holes, rather than painted eyes. Several traps are present in the antechamber, including numerous poison dart traps and a falling block trap.

Antechamber Traps:

1. **Falling block**: the flagstones just to the north of the secret door leading to 3-65 are pressure sensitive; should anyone step on them, a massive granite block some 10'x10'x10' in dimensions will crash downward onto the space just beyond the doorway. Victims have a chance to roll 3d6 under DEX at -2 to avoid being killed instantly by the block. Once fallen, the block may pose problems of egress from the chamber.
2. **Poison darts**: the eight northernmost and the eight southernmost flagstones are also pressure sensitive. Stepping on any of them causes 1-3 poisoned darts to shoot out from the painted black eyes on the walls at the triggering PC. Darts roll to hit as 6 HD creatures. If one or more should hit, the darts do 1-3 hp damage in addition to their (possible) poison effect. Given the age of the poison, only 1 in 4 darts is still potent, dealing 2-12 damage (save vs. poison for half damage). Sliding a thin knife into the interstices of the pavement and cutting the trigger wire may disarm each pressure plate.

The Tomb of Ptoh-Ristus: To the west of the antechamber lies the tomb proper. It is a vast space, with a 40' ceiling and a floor composed of large, fitted, marble flagstones (5' square). In the center of the room is a dais 15'x20' in length on which rests an enormous basalt sarcophagus (10'x15'). This is Ptoh-Ristus's resting place. To the north and south of the main sarcophagus are two smaller ones, each about 6'x4' and made of white marble. The western wall features three colossal images painted on to plaster; in the center is an orange-robed priest of Thoth looking serenely forward and holding an ankh and codex. To his right is the image of a female warrior (Arden), armored in an antique style, who is looking approvingly at Ptoh-Ristus as she leans on her spear. To the left is an image of a cloaked figure (Vul), pointing three fingers at Ptoh-Ristus. The other walls are merely painted in a pleasing shade of blue.

On the east wall, to either side of the opening to the antechamber (and perhaps initially hidden to those entering via the antechamber), are 8'-tall stone statues of kilt-clad, spear-bearing, humans. As soon as anyone crosses from the antechamber to the main chamber, these Archontean animated constructs (see new monsters) lumber to the attack.

If the lids of any of the three sarcophagi are removed (via an open doors check), the inhabitants of both white sarcophagi shatter their tomb lids from within and move to attack. If the stone spearmen have not already come to life, they do so at this time.

Sarcophagus of Ptoh-Ristus: Formed of polished black basalt, the main sarcophagus bears the inscription "Ptoh-Ristus, Servant of the Lord Thoth, Knower of Secrets and Founder of these Halls" chiseled in Mithric onto its eastern face. The lid is extremely heavy and requires an open doors check to lift off. Inside Ptoh-Ristus's tomb is a man-sized mummy, with a golden face mask. Surrounding the mummy are numerous miniature models representing mundane and magical objects of significance to the great high priest. These objects are made of wood, but are enhanced with paint, small glass gems, bits of lapis, and occasional gilt work. As objects they might be worth something to a collector, but their raw value is low (20 gp for the lot). The exception is a miniature chair, which is magical: it is a **Theodorus's chair of great ease** (see new magic items). Scattered among the miniatures are 25 ancient silver pennies (see Arden Vul items), 30 ancient gold solidi (see Arden Vul items), and 12 golden beryls worth 1,000 gp each. The **death mask of Ptoh-Ristus** is a potent magical item (see new magic items). Ptoh-Ristus's mummy is inanimate.

Lesser Sarcophagi: The white marble sarcophagi lack any decoration save for a generic stylized image of a priest lightly incised on the lid. Neither sarcophagus contains any treasure. Each contains the mummified remains of one of Ptoh-Ristus's lieutenants; these undead emerge to defend the tombs if the lids of any of the sarcophagi are destroyed.

Secret Door (north): This door is normal to find, but hard to open; the white sarcophagus in front of it must be moved, and an inset button pushed to open it.

Secret Door (antechamber, leading to 3-65): This secret door is normal to find and opens by sliding a panel to the right.

Inhabitants:

1. **2 Archontean animated constructs - spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 37, 35; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.
2. **2 mummies**: SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 44, 41; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
Miniature objects (20 gp for the lot); **death mask of Ptoh-Ristus** (see new magic items); some coin and gems (see above); **Theodorus's chair of great ease** (see new magic items).

3-66A: Treasure Room

This chamber is undecorated, but stuffed with riches.

Secret Door (east): from 3-66A, this door is easy (1 in 4) to locate, and easy to open (a simple push on its left side), but it is trapped with a poison needle (save vs poison or die; even if save is made a struck PC loses 1-4 CON points for 2-5 months). The door leads to a narrow natural tunnel that exits in the chasm; the opening to the chasm is concealed and very difficult to spot from the chasm itself. If approached from the chasm side, the door is normal to detect, and opens by pulling on the left side (via an open doors check).

Secret Door (south): From area 3-66A, this door is normal to locate. It can only be opened from this side by destroying it.

Treasure:
6 delicately carved alabaster vases (100 gp each, but 10 lb each).
A carved ebony box stuffed with incense (100 gp).
A plain stone jar filled with oil (enough for 20 flasks).
A wooden chest with 3,333 ancient copper bits, 2,222 ancient silver pennies, and 1,111 ancient gold solidi (see Arden Vul items for the coins).
A 10"-tall solid silver ibis (50 gp).
A golden feather (95 gp).
Two platinum rings set with rubies (1,250 gp each).
A pair of **rugs of instance access** (see new magic items).
An illuminated parchment codex entitled *The Founder and His Deeds*, detailing the adventures of Ptoh-Ristus, Arden and Vul (see Arden Vul books).
Scrolls with the cleric spells **hallow** and **warding chain of glyphs** (see new spells for both).

3-67: Greater Hall of Columns

Door (west): The door is stuck, and only opens with a successful open doors check.

The chamber boasts a 20' ceiling and 21 columns that gleam with hints of yellow gold. Several bodies (two halflings, four beastmen, and a human magic user) lie amid the columns. The columns are of stone, painted with a shimmering gold paint. Floating in the darkness amid the columns are 6 small chasm cephalopods (see new monsters).

Inhabitants:
1. **6 small chasm cephalopods** (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 14, 13, 13, 12, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.

Treasure:
2 suits of halfling-sized leather armor, 2 short swords, 4 spears, one steel helmet, a control rod to the eggs found at 4-85, a **potion of healing**, a **potion of heroism**, and some coins (34 sp, 48 gp).

3-68: Lesser Hall of Columns

Door (east): The door is stuck, and only opens with a successful open doors check.

This large chamber is dominated by 6 squat stone columns. The ceiling is 15' high. A 1'-deep layer of trash covers the floor, including broken furniture, masonry chunks, bits of statuary, and decrepit equipment. Beastman troopers often sift through the rubbish (50% chance); if encountered here they will negotiate first, and then fight to the death.

Scratched in Dwarvish onto the base of one of the pillars, beneath the layer of trash, is the following phrase: '*I found him! Ptoh-Ristus rests some 130' east and 80' north. Be wary!*' This refers to 3-66.

Inhabitants:
1. **6 beastman troopers** (see new monsters) (50%): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows; 3-18 sp each

3-69: Vestibule, and Warning Sign

This former administrative chamber is another mess of rubbish. Large bits of furniture, entire sarcophagi, and miscellaneous adventuring gear have been tossed here. The pile makes a decent low-height barricade spanning the width of the chamber.

Warning Sign: A rotting halfling head is impaled on a spear stuck into a crack in the pavement just before the door leading to the corridor to the south.

Trap (spear trap): The beastmen have concealed a spear trap at the spot marked by an X. The first person to attempt to climb the 10' section of rubble before the X is subject to trap, which inflicts 1-8 HP damage.

3-70: Traps and Beastmen

The complex that is 3-70 was originally a minor administrative office for the cult of Thoth. It is mostly decrepit now, and has been occupied as a forward outpost by some beastmen from Sheep Company of the Children of Deino (see area 3-141). These beastmen, nervous about their exposed position, have devised several traps for the unwary. Note: parties bypassing 3-70 and heading south will be spotted by the beastmen from the peephole in 3-70A. If discovered, the beastmen will negotiate with non-aggressive parties.

Trap (deadfall): The beastmen have hoisted a pile of rubble above the door to 3-70. Whoever opens the door must roll 3d6 under DEX or take 2-12 damage as the rubble crashes on his/her head.

3-70A: Beastman Outpost

The beastmen use the peephole here to spy on those passing by. Inside are some bedrolls, a small campfire, and several sacks of provisions. The beastmen shadow any party that passes to the south, hoping to engage it from the rear.

Inhabitants:
1. **4 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **1 beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.

Treasure:
3-18 sp per beastman.

3-70B: Beastman Barracks

The door to this chamber opens outward into the hallway. Within this chamber dwells another squad of beastmen. Bedrolls, a cooking fire, and provisions, including a small keg of decent brandy (30 gp), are scattered throughout.

Trap (tripwire): The beastmen have strung a wire across the doorway at a height 1' above the floor. It causes two effects: 1) Trip: roll 3d6 under DEX (with penalty of +2) or fall flat on one's face for 1-3 rounds; 2) Crossbow trap: the wire triggers a crossbow mounted above the door. Damage is 1-8 HP, or 5-12 for tripped characters.

Inhabitants:
1. **6 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.

Treasure:
3-18 sp per beastman, plus a bag of iron spikes.

3-70C: Bait and Switch

Opening into the hallway, this door is wide open. Visible from the door is a pile of trash, apparently of more recent vintage (barrel fragments, bits of less-rotten wood, sacks, etc.). To one side of the trash pile sits a wooden chest. The beastmen in 3-70A and 3-70B hope to lure the incautious into this chamber and lock them in. The chest is locked, but contains only sand.

Trap (containment): Should a party enter the chamber, the beastmen in 3-70B will rush out and slam the door. They then hammer two wooden beams across the door and jam some iron spikes into the door jamb. Meanwhile, the beastmen will also send for reinforcements from Tagma Command (3-150). They hope to negotiate with their captives from an impregnable position.

3-70D: Barred Door

The door to this chamber opens outward to the hallway and is barred from the outside by pieces of wood hammered across the door itself. On the door itself is painted the word "Danger" in Archontean. Snarls, growls and wordless pleadings emerge from within. The beastmen have trapped 2 ghouls within this chamber.

Inhabitants:
1. **2 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

3-71: Desecrated Temple of Thoth

The narrow (5'-wide), undecorated passage from 3-15 opens suddenly into an enormous darkened hall whose walls rise out of the gloom some 30' to a coffer-vaulted ceiling.

Although it appears worn and draped in odd objects, the cult statue of Thoth commands immediate attention from its pedestal lying in the center of a low pool. Rows of columns lead from the entrance towards that impressive statue, while empty iron sconces line the walls at 15' intervals. Just over half of the columns have been thrown down, leaving the fane's floor covered in dust and fragments of stone. Clear tracks through the debris lead towards the door in the southwest corner of the room.

Several rotting corpses of goblins, humans, and beastmen have been piled in front of the statue and pool. A fresher pair of human corpses have been stripped of all clothing and pinned to the north wall with iron nails.

Desecration by Set: In addition to the damage to the columns, the temple has been desecrated by the resurgent cult of Set. The walls are smeared with dirt and feces, and all the gilt has been pulled off. Obscene images and vulgar phrases are scrawled across the walls of the temple in Archontean: a sampling includes "*The Ibis has been Shorn*", "*Fuck Thoth*!", "*We have 'known' Thoth, but there is better flesh to be known in Archontos*" and "*Where is your power now, Bird-Brain?*," and so forth. An enormous sketch of a crocodile devouring an ibis has been splashed with black paint on the western wall behind Thoth's statue. This unpleasant graffiti and desecration is so potent as to provide evil characters with a bonus of +1 to all rolls while in the temple and good characters with a -1 penalty to all rolls. Those sensitive to such things (e.g. paladins, good clerics, or perhaps elves) will feel the aching 'wrongness' of the desecration as a damp shroud falling over all who enter.

Set Spy Holes: Not content with desecrating Thoth's sanctuary, the Set cult took the opportunity of expanding their own temple (3-90) eastward until they were in a position to carve two spy holes which look into the now empty fane of Thoth; those spy holes are located some 20' up the western wall (3-90B). It is 33% likely that Set's spies will notice movement in the temple of Thoth; that likelihood goes up to 66% if a group engages the slime kraken (see below) in extended combat. Still, even if the cult of Set notices the party, it is unlikely that they will take direct action; their awareness will, however, increase the likelihood that the minions of Set in 3-81 and 3-89 will be ready to repel intruders.

Statue of Thoth: Thoth stands in the classic semi-advancing pose, arms at his side. He takes the form of an ibis-headed human some 20' tall. He wears a kilt and a headdress with a single feather in it. The statue is made of black marble, save for the ibis head, which is of white marble. The eye sockets of the statue are gaping holes, since the Set cultists managed to pry out the sapphire eyes (the sapphire eyes are currently located in the Set temple, at 3-90).

Although they were unable to knock over the statue, the Set cultists have defaced it: it is covered with bits of dung and streaks of dried blood; the head of a beastman has been impaled on the feather headdress.

Should the sapphires be restored to Thoth, the desecration effect will be removed from the temple. As a reward, Thoth provides experience points sufficient to raise the restorers of his eyes to the middle of their next level of experience. Cleaning the statue also brings rewards from Thoth: a blast of white light cures all wounds within 25' of the statue.

Pool of Faith: The statue is centered in a basin that is 3' tall and 15' in diameter. Although the basin originally contained cool clear water, it too has been desecrated and is currently filled with a malodorous opaque liquid of sludgy consistency. In the sludge lurks a slime kraken (see new monsters). Should the slime kraken be defeated and a vial of holy water poured into the pool, the liquid will begin to lose its odor and color. Within a week, it will have reverted to its crystal-clear state, and will have the added effect of curing 1-6 HP damage per draught per day. This curative effect is lost if the liquid is transferred to other vessels. The level of the liquid remains constant regardless of how much of it is drunk.

Secret Doors (north and south walls): These two doors are easy to locate (1 in 4), and both open by locating a catch on their neighboring wall.

Secret Door (southwest corner): This door is normal to find, and opens by pulling a nearby iron wall sconce. Traffic through the door is regular, but most explorers assume that the tracks lead to the door to 3-77 instead of to the secret door.

Inhabitants:
1. **1 slime kraken** (see new monsters): SZ L; AL N; AC 4 (-3 in basin); MV 120' swimming; HD 7, HP 49; #AT 7 (6 pseudopods and a beak); Dmg 1-8(x6)/1-12. Special attacks: stunning slime. Special defenses: slow regeneration.

Treasure:
A yellow glass activation square (see **Thothian teleportation rings** in new magic items) and a Thothian passkey (see Arden Vul items) rest in the Pool of Faith.

3-72: Alcoves of the Guardians

These semi-circular chambers are empty of anything save the sort of grime, filth and graffiti found in 3-71.

Each alcove originally housed a guardian of Thoth (see new monsters). Should the temple (3-71) be cleansed of its desecration through the means described therein, the magic binding the guardians to this location will be reinvigorated. Should that occur, then any person not bearing a holy symbol of Thoth who approaches the statue of Thoth will find that guardians of Thoth have manifested in each alcove and have emerged to confront the impious. Although they can still trigger the appearance of the guardians, those who cleansed the temple will not be attacked. The guardians attack all others.

Inhabitants:
1. **2 guardians of Thoth** (see new monsters): SZ M; AL LN; AC 5; MV 120'; HD 3; HP 20, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: shriek. Special defenses: darkness 3/day.

3-73: North Gallery

A narrow gallery, accessed by a door and a ramp, overlooks the grand temple of Thoth. The ramp is decorated with scenes of servants of Thoth carrying various gifts of valuable objects, codices, and scrolls. These scenes are faded and worn, but lack the overt desecration found in the main temple. The gallery stands 15' above the floor of the temple.

3-74: South Gallery

This gallery is identical in every way to the northern one, save for the presence of a secret door along the southeast wall. Abandoned by some long-departed adventuring party on the floor of the gallery are the following: a bulls-eye lantern, three flasks of oil, and a bag of 10 iron spikes.

Secret Door (southeast): The door is normal to find, and is shaped like a female worshiper bearing a bag of some sort. Pressing the figure's left eye opens the door.

3-75: Antechamber

The walls of this tiny chamber are painted with a dense silver paint in a textured way such as to resemble scales. The effect of the paint makes the walls ripple in torchlight. The door leading to 3-76 is locked, and the key is long gone. A rope ladder, about 15' in length, is coiled next to the door.

3-76: Arcanum Cave

This cave resembles the inside of a geode; it is roughly spherical (30' diameter) with fabulous orange crystalline formations growing from every surface. It pulsates with a dull orange light. The door opens into the wall some 15' above the 'floor' of the cave. A secondary cave extends to the southwest; this sphere is smaller, only 10' in diameter, and has a hole bored in its floor (leading to 3-78).

This cave is, of course, a natural pocket of **arcanum** (see new magic items), and is subject to the usual compulsions and properties of such locations (see new magic items for details).

3-77: Cave-In

Although both doors to this chamber can be opened, the room itself is buried in several tons of rock, earth, and other debris. Short of serious mining efforts, the way is impassable.

3-78: Store Room

This storeroom contains a variety of adventuring equipment, all of which is ancient. There are four coils of rope, three large carboys of oil (40 flask worth each), a case of wine that has turned to vinegar, a dozen iron spikes, several shovels, three pick-axes, a hammer, numerous pitons, three 10' poles, two lanterns, a bundle of ten torches, a sheaf of parchment, several bottles of dried ink, and an **Alexia's useful pole** (see new magic items) that has been 'decorated' as a candle-holder.

If the items are touched, a permanent **magic mouth** appears and barks in Mithric "*Touch not the Possessions of Lord Thoth. You have been warned!*"

There is a 4'-wide hole in the eastern end of the ceiling, leading up about 8' to 3-76. The hole is easy to miss unless visitors specifically announce that they are looking up.

3-79: Ruined Council Chamber

The sound of wheezy, labored breathing is audible if one listens from either entrance. The focal point of the chamber is a stone table some 15' long running north-south. Rotted wooden stools lie on either side. The door to 3-80 has the words "Do not open!" painted on it (in Archontean).

The wheezing sound is produced by a pitiful creature strapped to the top of the table. The creature was once a priest of Thoth, a fact that is borne out by the tattered orange robes it wears. The priest is dead, but its spirit has been unable to depart due to the **soul stone** (see new magic items) stuffed into its mouth. As a result the priest is a sort of semi-aware zombie, albeit without hostility or aggression. If the soul stone is removed, the creature whispers a ragged warning in Mithric: "*Go no further. They are waiting.*" The priest's soul departs 1-3 turns after the stone is removed, leaving an inert corpse. The warning refers primarily to the zhouls (see new monsters) in 3-80 and secondarily to the wight in 3-86.

Treasure:
Soul stone (see new magic items).

3-80: Those Who Wait

The door to this room is stuck, and opens only with a successful open doors check (or magic). Long strips of pale blue paint flake from the walls, and a half-dozen coffers line the walls. Inside are four priests of Thoth who were trapped here more than a millennium ago but who have risen as zhoul (see new monsters). They relentlessly attack and follow those who release them.

The coffers contain mostly ruined copes, stoles, and ceremonial robes. One coffer contains a few valuable items.

Inhabitants:

1. **4 zhoul** (see new monsters): SZ M; AL N; AC 6; MV 120'; HD 4; HP 28, 25, 23, 18; #AT 1; Dmg 3-12; MR 10%. Special defenses: immune to charm, hold, sleep, and cold; turned as ghasts.

Treasure:

Coffer: orange silk robe of Thoth (35 gp); two silver **Sortian eyes** (see new magic items); a parchment slip bearing the following words, "yellow-black-green-white-black-red" (the 'address' for the **Thothian teleport ring** at 3-159 - see new magic items).

3-81: Secret Antechamber to Set

This small room is filled with dusty and broken pieces of trash, with two especially big piles of it set against the northwest and southwest corners. Tracks from the secret door lead to the center of the room and stop.

The trash heaps in this antechamber have been cleverly arranged by the priests of Set so as to conceal the door connecting their precincts with the rest of Level 3. The junk pile to the southwest, which includes settee frames, bits of bookcases, side table tops, and numerous table legs, actually conceals an ordinary door leading to 3-89. Only close inspection or searching of the pile will reveal that the heap has been artfully constructed, indeed, that it has been glued together to form a single mass of stuff. What is more, only close inspection will reveal that the fake junk pile is attached to the west wall by hinges, and can be swung noiselessly aside to reveal the door. Woe to searchers, though, for a spear trap is hidden in the junk pile.

The door to 3-89 is new, with freshly oiled hinges and a tough lock (-10% to pick); it is also trapped.

Trap 1: Spear Trap (southwest junk pile): Unless the release mechanism (a protruding table leg) is located and disarmed, anyone searching or attempting to shift the fake pile of junk triggers a spear trap (1-8 damage). The spear trap is spring loaded and fully resets automatically.

Trap 2: Gas Trap (southern, concealed door): The Set cultists have rigged a gas trap using gas collected from the Breath of Set (4-2A) and connected it to the locking mechanism of the door leading to 3-89. If not disabled, the mechanism pumps a narcotic gas into the room. All in a 15' radius must save vs poison or be confused for 2-4 turns. The trap is difficult to locate (-5%) and disarm (-5%). Activation of this trap is 50% likely to bring the guardsmen from 3-89 at a run to investigate. The trap only affects those opening the door from the north. After the trap is activated, the Set priests will reset it within 1-3 days.

Secret Door (east): The secret door to 3-71 is easy to locate from the west (1 in 4), and opens by locating a simple catch.

3-82: Stuck Door to an Empty Chamber

The door on the southern wall (towards 3-71) is stuck from the inside by some iron spikes (placed there by the adventurer in 3-83). A successful open doors check is necessary to move the door. The chamber itself has been badly despoiled, as the walls have been stripped of their plaster, which lies in heaps on the floor.

3-83: Lost Adventurer

A lost adventurer lurks in this trash-strewn chamber, hoping to escape past the slime kraken (3-71) and the vigilant eyes of the priests of Set. She is down to her last iron rations and is desperate for assistance. The walls of the chamber have been stripped, and only some patches of plaster remain. The room smells foul, as if of excrement, sweat, and fear.

Inhabitants:

1. **Susarra, 2nd-level female Archontean fighter**: SZ M; AL NG; AC 4; MV 90'; HD 2; HP 10 (max 18); #AT 1; Dmg 2-9 battle axe) or 1-4 (light crossbow). Abilities: STR 17; INT 12; WIS 12; DEX 10; CON 15; CHA 13. Possessions: chain mail and medium shield; battle axe; light crossbow with 20 bolts; two torches; two flasks of oil; 45 gp; and a **ring of feather falling** and a spell book with the following spells: **the Bracteros effect** (see new spells), **change self**, **gaze reflection**, **phantasmal force**, **phantom armor**, **wall of fog**; **improved phantasmal force** (taken from her fallen comrades in 3-85).

3-84: Ruined Hall

This chamber has been thoroughly and enthusiastically looted. The plaster from the walls lies in a heap in the center of the room, mixed in with bits of wooden furniture, clothing, and so forth. Soot blackens the walls, as it appears that someone once tried to light all the trash on fire.

3-85: Corpses and One-Way Door

The bodies of two adventurers and two ghouls lie moldering here. The adventurers (a thief and an illusionist) were the former companions of Susarra (3-83). The thief's body still holds a short sword, leather armor, and a silver signet ring. Under the illusionist's body lie a snapped wand and a fine but broken lute (the lute may be repaired by a master luthier for 150 gp; at that point it will be worth 350 gp to a bard or collector).

One-way Door: The corridor to the north leads to a one-way door into the catacombs (3-22). This door will close in 1 turn unless it is jammed open.

Treasure:

Silver signet ring (35 gp); short sword, leather armor; broken but reparable lute (up to 350 gp if fixed).

3-86: Wight

A wight lurks in this chamber, along with three zombies. The room is exceptionally well preserved, due to the cave-in at 3-77 and the presence of the wight. The plaster still hangs on the walls, decorated with scenes of skiffs moving over dark waters, poled by humans and ibises. The door leading to 3-88 is spiked shut on the side of 3-88.

Inhabitants:
1. **1 wight**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.
2. **3 zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 13, 11, 10; #AT 1; Dmg 1-8. Special: always strike last.

Treasure:
Bits of equipment from slain adventurers litter the floor, including a sack holding a solid gold ibis (750 gp), 4 aquamarines (100 gp each), and 239 ancient silver pennies (see Arden Vul items). There is also a fine **short sword +1**, a **potion of human control**, a **scroll of protection from petrification**, and a pair of **Thorstein's oculae** (see new magic items for both).

3-87: Stairs Down to Sub-Level 6 (SL6-7)
This staircase leads down 550' to Sub-Level 6, the Drowned Canyon (SL6-7).

3-88: Hidden Room
Secret Door (to 3-88): The secret door on the south wall of the nearby corridor is exceptionally well-hidden (1 in 8 to discover) and can be opened by picking a lock concealed as an ibis's eye. This chamber is nondescript, with flaking pale blue frescoes studded with silver moons (paint, not plating). The bones of a dead mule rest here, complete with a pannier with 2 coils of rope, a lantern, and 6 flasks of oil. The door to 3-86 is spiked shut from this side.

3-89: Set Guardpost
The cult of Set has taken over this former priests' dormitory and made it into an advance guardpost for their temple. They have established a defensive position at the top of the stairs leading up from 3-81, and have posted a troop of guardsmen there under the command of Hurub, a deacon of Set.

The defensive position involves a 4'-tall wooden barricade anchored to the wall with iron bolts, with a 2'-wide gate set in it. The guardsmen are alert, and use ranged weapons and oil flasks to impede advance up the stairs. If hard pressed and able to do so, the guardsmen will summon aid from 3-93.

The chamber contains four wooden bunk beds, a wooden chest, a bucket of water, another bucket for night soil, and a rack of spears. The Set guardsmen stripped the walls of their former Thothian imagery, and painted in their place, directly onto the rock, some crude images of Set surrounded by crocodiles, hippos, and pigs. A linen screen with the sign of Alpha Sept (see 4-40) - that is, a huge black boar – rests against the west wall.

The hallway to 3-91 is obviously of more recent vintage than the chamber itself, having been torn crudely from the rock without attention to aesthetics.

Concealed Door (west): The linen screen conceals this door to 3-98.

Inhabitants:
1. **6 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 16, 15, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **Hurub**, **a Set deacon** (see new monsters), **as a 6th-level Archontean cleric of Set**: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 42; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; a gold holy symbol of Set (150 gp); and the key to the chest in 3-89A. Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.

Treasure:
The wooden chest contains 150 sp, 4 flasks of oil, a golden statuette of a crocodile (50 gp), 2 aquamarines (100 gp each), and two silver holy symbols of Set (in Set animal form, 10 gp each).

3-89A: Closet
Hurub the Set deacon sleeps in this chamber, where he has a fine bed with sheets, a desk and chair, and a locked, iron-bound chest.

Treasure:
The locked chest contains 159 gp, 2 solid silver goblets (25 gp each), a bronze key (to 3-35), and two **potions of extra healing**.

3-90: Main Temple of Set
A temple to Set has existed in this location in one form or another since the founding of Arden Vul. In the heyday of the city, Set was slightly overshadowed by the wealthier and better-connected priesthood of Thoth, but after Thoth's departure the cult of Set has risen anew, and its members have delved deeply, expanding and enhancing the primitive site into its current, enormous form.

This, the main temple, serves as the primary site for rituals and ceremonies for adherents of Set in the upper levels of the Halls of Arden Vul and even for some from outside the dungeon. The central axis of the fane runs from the huge bronze double-doors at 3-110 to the altar and cult statue at 3-90A. Along this axis, the ceiling is a good 50' high, although it slopes down to only 20' at the northern and southern sides, where a series of shrines (3-91 to 3-96) are located. Two rows of eight large stone pillars help support the roof.

The shrines along the north and south walls are normally closed by heavy black drapes, which run from floor to ceiling. To either side of the bronze doors are painted monumental (35') images of Set in human form with Set-Animal head. The angled walls behind the altar also feature the same colossal images. The eastern-most tip of the chamber is also cloaked by heavy black drapes rising 20' above the floor; behind them is the passage to the spy chamber at 3-90B.

The floor is clad in blood-red tiles. Two 35'-long pools flank the central axis; they are 15' feet deep, contain lily pads and several crocodiles, and are kept fresh by clerical spells. At the eastern end stands a dais whose three steps rise 8' off the floor; on top of this is a red stone altar, behind which is an enormous statue of Set (3-90A). Torches on the western and eastern walls light the temple, aided by a pair of sconces set into each pillar. The torches

have been treated with red lotus blossoms (see new flora), which lend the entire room a smoky, languidly-sweet aroma. A faint but noticeable breeze tends to whirl the smoke west, towards 3-110.

Ceremonies: If adventurers manage to enter the temple without having alerted the cult of Set to their presence, one of several ceremonies might be taking place:

D12	Ritual
1-6	No ritual
7-8	Invocation of the Dark (minor)
9-10	Ritual of the Lesser Beast (minor)
11	Sacrificial Ritual (major)
12	Ritual of the Set Animal (major)

Each ritual involves a different cast of cult participants (in addition to the permanently stationed guardsmen in 3-93 and 3-96):

No Ritual: No formal ritual, but 2-8 Set cultists and 1-3 Acolytes will be present

Invocation of the Dark: A general ritual to praise Set, culminating in the summoning of a roiling cloud of magical darkness that sweeps through the temple and out the bronze doors. Involves a Set deacon, 2 Set acolytes and 3-12 Set cultists.

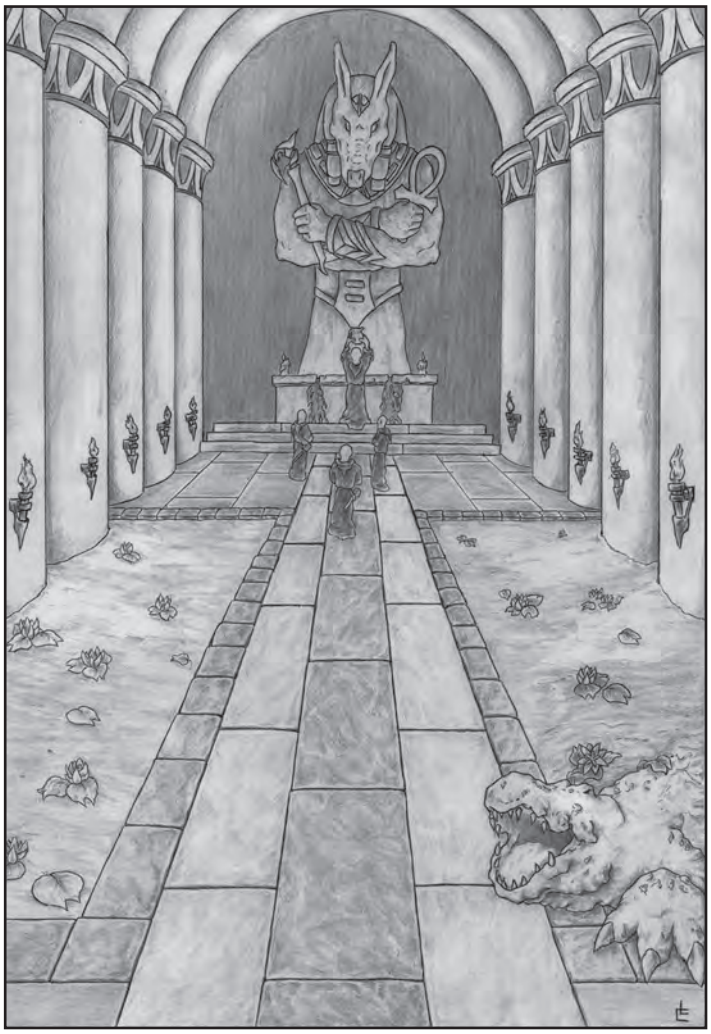
Ritual of the Lesser Beast: A ritual designed to summon a large version of one of the creatures associated with Set (1-4: crocodile; 5-6: snake; 7-8: armadillo, 9-10: snake; 11-12: wild boar). Involves a Set deacon, a Set acolyte, and 4-16 Set cultists.

Sacrificial Ritual: This ritual gifts a human sacrifice to Set. Victims are taken from dungeons of Set (3-105) or supplied by the Guild of Service (see 4-11, 4-12 and 4-13) and are prepared for sacrifice at 3-97. During the ritual the victim will be screaming in fear and dripping blood from numerous shallow cuts inflicted before the ceremony began. Involves the First Priest, the Third Priest, a Set deacon, 3 Set acolytes, and 3-12 Set cultists.

Ritual of the Set Animal: A rare ritual to summon a Set animal, performed under only the direst of circumstances. Involves the sacrifice of two human subjects, as well as one acolyte. Involves the high priestess, the second priest, the third priest, 4 Set deacons, 4 Set acolytes, and 1-4 Set cultists.

Inhabitants: Who is present depends on what is happening in the temple. GMs should not forget the presence of 12 guardsmen in 3-93 and 3-96, or the four crocodiles in the pools. If they haven't already been defeated, the forces at 3-89 might also be summoned for assistance in case of an attack, as would be the cultists at 3-90B. Finally, in the case of a free-for-all, a guardsman might release the boars in 3-95 and open the grate in 3-94 that leads to 3-112.

1. **4 crocodiles**: SZ L; AL N; AC 5; MV 60', 120' swimming; HD 3; HP 24, 22, 16, 15; #AT 2; Dmg 2-8/1-12. Special attacks: surprise on 1-3.
2. **1-4 Set acolytes** (see new monsters), **as 3rd-level Archontean clerics of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 21, 20, 19, 18; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.
3. **1-4 Set deacons** (see new monsters), **as 6th-level Archontean clerics of Set**: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 44, 42, 39, 36; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; a gold holy symbol of Set (150 gp); and the key to the chest in 3-89A. Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.
4. The high priestess is **Stephania** (see 4-51)
5. The second priest is **Marius Junienos** (see 4-56)
6. The third priest is **Lacedaion of Archontos** (see 4-57)
7. Up to **16 Set cultists** (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7(x3), 6(x3), 5(x3), 4(x4), 3(x3); #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.
8. **1 Set animal** (see new monsters): SZ S; AL LE; AC 5; MV 150'; HD 2; HP 13; #AT 2; Dmg 1-4/1-6; MR 25%. Special attacks: venom; jump; confusion; dispel magic 1/day.



Treasure:
A box of 30 doses of dried red lotus blossoms (see new flora) near the bronze doors; 40 aquamarines (100 gp each) strewn throughout the pools; a gold ring (75 gp) in the gullet of the largest crocodile. See also the descriptions of 3-90A and the shrines. Individual priests and cultists may also bear wealth and/or magic. A skeleton lies at the bottom of the southern pool, wearing a torc that reads "Nyema". The torc is worth 350 gp, but if returned to Yrtol in EX-4 the torc will melt and put his ghost to rest. In a leather pouch in the northern pool are two enormous eye-shaped sapphires (10,000 gp each); these are the eyes from the statue of Thoth in 3-71. Anyone touching the eyes receives an electric shock worth 1-4 HP/round (hence the leather pouch). If restored to the statue of Thoth, Thoth will be most pleased (see explanation at 3-71).

3-90A: Altar and Statue

Carved from a single block of red marble, the main altar pulses with an evil red light. On the top of the pulsing slab (6' long, 3' wide, 4' high) is a human-shaped indentation, runnels to drain blood, and copper shackles. On it rest a jagged stone knife with a crocodile-hide hilt (100 gp), a green jade cup for catching blood (100 gp), and two black candles that, if lit, emit an oily black cloud (10 gp each). The altar radiates evil palpably.

Behind the altar is a 25'-tall statue of Set, in Set animal form (long flat ears, forked tail, long curved snout). Set is shown grasping a was stick in his left hand and an ankh in his right. The statue is made of an enormous block of granite, although the head is made of ivory, gold, and lapis, with two lemon-sized rubies for eyes. The rubies are worth 5,000 gp each, although anyone attempting to remove them will be cursed, such that he she will lose 1 CON per month until he/she shrivels into nothingness. The curse also affects any subsequent buyer of the eyes. The rest of the head may be ripped apart, and is worth 1,000 gp.

3-90B: Spy Chamber

The priests of Set dug this extension of their temple so they could keep an eye on the ruin of their old enemy's temple. The rough stone chamber contains two short wooden benches, which permit viewers to peer out into 3-71.

Inhabitants:
1. **2 Set cultists** (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 5, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.

3-91: Shrine of Set-Sobek

Standing at the east end of the room is a stone table on which sits a large statue of a crocodile, with mouth open for the attack. This is Set in his crocodile form (taking over the role of Sobek). Placing any extremity into the mouth of the statue causes it to snap down for 2-12 HP damage and a 50% chance of severing that extremity. Should the extremity be severed, the crocodile leaks out two large tears, which harden into aquamarines worth 100 gp each. Six such aquamarines can be created in this manner per month: additional victims receive no recompense for their lost limbs. The remainder of the room is decorated with riverine scenes, most of which show crocodiles terrorizing boaters, fishermen, and other wildlife.

3-92: Shrine of Set the Warrior

Against the south wall rests a shrine devoted to Set the Warrior, in his form as a human with the head of the Set animal. The shrine consists of a low pedestal, on top of which is a 6' statue of the god. Arranged around the statue are bowls with lotus flowers floating in them as well as two iron candelabra with lit candles. The other walls show the same image of Set as warrior dispatching all manner of enemies, including ibises, falcons, snakes, turtles, and even crocodiles.

Secret Door (south): The shrine is hinged and stands on rollers. If a button on Set's sandal is pressed, the shrine pulls away from the wall, revealing a passage behind it.

Inhabitants: If a major ceremony is taking place in the main temple, the shrine is empty. Otherwise there is a 50% chance for **1-2 Set acolytes** (see new monsters), **as 3rd-level Archontean clerics of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 20, 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

3-93: Guardpost

A section of 4 Set guardsmen lounges behind the curtain in this room, dicing and talking lowly. The walls are painted brightly with desert scenes. They have a barrel of water, a table, and some chairs.

Inhabitants:
1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

3-94: Shrine of Set-Apep

At the east end of the room is another stone table on top of which writhes a coiled green serpent of great length (10'). The serpent coils, writhes, and hisses, but does so in an awkward, mechanistic way. It is in fact shaped of jade inlaid with carnelian, lapis, and other stones in a beautiful and mesmerizingly realistic fashion. **Dispel magic** causes the serpent to cease writhing, at which point it may be taken (worth 1,000 gp, but heavy and awkward). If touched without first being quieted, the serpent strikes with poisoned fangs as an 8 HD monster; the poison is powerful and will kill unless a save vs. poison is made.

Grill: An iron grill some 4' square is set in the north wall. It provides access to 3-112, and to the giant lizard which roams between 3-94 and 3-111.

Inhabitants: If the grate has opened by the guards (see 3-90), there is a 25% chance that Apophis the giant lizard (see 3-112) has come to investigate.

3-95: Shrine of Set the Knower of Secrets

Against the north wall is a shrine to Set as diviner of secrets. The shrine consists of a table on which are placed several large silver basins glistening with silver liquid (mercury), two golden candlesticks, and two mummified objects, one a hand and the other a small crocodile's head. The hand is a **hand of glory** (see new magic items). A pathetic and anemic (but still living) ibis hangs in a cage to the right of the table.

Inhabitants:

1. **2 wild boars** chained to the east and west walls: SZ M; AL N; AC 7; MV 150'; HD 3+3; HP 24, 20; #AT 1; Dmg 3-12. Special attacks: fights for 2-5 rounds after 0 HP reached, or until -7 HP is reached.
2. **1 Set deacon** (see new monsters), **as 6th-level Archontean clerics of Set**: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 39; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; a gold holy symbol of Set (150 gp); and the key to the chest in 3-89A. Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.

Treasure:
Mercury (2 flasks worth 10 gp each), 2 golden candlesticks (50gp), a **hand of glory** (see new magic items).

3-96: Guardpost

Another section of 4 Set guardsmen lounges behind the curtain. They, too, have a table, chairs, and a water barrel, but they also possess a side of roasted pork. The walls are painted in a starry night scene.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

3-97: Preparation Room

Sacrificial victims intended for the altar in 3-93 are prepared for their fate here. The many centuries of sacrificial preparations conducted here have produced a permanent **fear** effect (as the spell); all those not holding a was stick must save vs spells or suffer the effect for 4-16 rounds. Shackles line the north wall. A stone table sits in the center of the room, with more shackles and restraints. Implements of torture designed to get the blood flowing are neatly arranged on a wooden table on the south wall. More torture implements rest in the hallway to 3-109.

3-98: Stair of Screams

This dark and ominous stair proceeds down two steep flights (down about 50'). It is dimly lit by black ever-burning enchanted candles. If anyone who is not evil proceeds down the stairs, the candles start to give off thick black smoke, and blood-curdling screams fill the stairwell. The screams will not summon anyone from the temple proper, as the priests are used to the screams of those souls condemned to torture. The screams do have a 50% chance, however, of bringing the guards from 3-99 to see what new sport is arriving. If combat breaks out on the stairs, there is a further 25% chance that Lenuel the Jailer (3-104) joins the fray after 2-5 rounds.

Secret Door: Halfway down the stairs, on the landing between the two flights, is a secret door. It is easy to find (1 in 4), but difficult to open without the right key (held by Lenuel at 3-104). A turn spent searching might (1 in 6) locate a small circle of stone which, if pressed, will release the catch on the door.

3-99: Guard Chamber

Kathroc and Hidlat, the two torturers of Set, reside in this brightly-lit, homey chamber, along with their four guardsmen. Two bunkbeds line the south wall, while two beds occupy the north wall. The guardsmen have a pair of charcoal-fueled tripods, a table with six chairs, and a water barrel and box full of foodstuffs. A weapons rack hangs on the east wall, over a table on which a large selection of implements (knives, spoons, whips, thongs, etc.) may be found. Each torturer has an iron-bound chest at the foot of his bed. Several impressive specimens of taxidermy line the north and south walls, including heads of a varumani (see new monsters), a lion, a heqeti (see new monsters), and a goblin. A **continual light** cast on the lion head provides light to the room (and can be covered with a spare blanket). The goblin head has been enchanted to sing jolly folk and drinking songs whenever a bit of alcohol is placed in its mouth; it could be sold for 100 gp.

If screams are produced on the Stair of Screams (3-98), there is a 50% chance that 2 of the guardsmen will poke their heads out of this room to see what is going on. At any given moment there is a 50% chance that the torturers will be busy in one of the torture chambers; if this is the case, they will have taken two guardsmen with them.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows, 20 bolts.
2. **Kathroc**, **4th-level male Thorcin fighter**: SZ M; AL LE; AC 6; MV 60'; HD 4; HP 33; #AT 1; Dmg 3-8 (**footman's flail +1**), or 4-7 (Red Welt). Abilities: STR 15, INT 13, WIS 12, DEX 10, CON 16, CHA 10. Possessions: scale mail; **footman's flail +1**; and **Red Welt** (see new magic items). Kathroc's face is round and scarred with welts, some fresh and red and others old and white. He grins almost all the time.
3. **Hidlat**, **4th-level male Wiskin magic user**: SZ M; AL NE; AC 5; MV 120'; HD 4; HP 14; #AT 1; Dmg 2-7 (**staff +1**). Abilities: STR 9, INT 16, WIS 15, DEX 14, CON 13, CHA 10. Possessions: **staff +1**; **bracers of defense** (AC 5); **wand of shielding** (10 charges). He has memorized the following spells: **enlarge**, **magic missile**, **shocking grasp**; **mirror image**, **ray of enfeeblement**. Hidlat is tall, thin, and dour, with greasy black hair and bad skin.

Treasure:
Singing goblin head (100 gp).
Kathroc's chest: 345 sp, 312 gp, and three aquamarines worth 100 gp each.
Hidlat's chest: 756 sp, 213 gp, two 125 gp gems, and his spell book. Spell Book: **enlarge**, **identify**, **magic missile**, **push**, **read magic**, **shield**, **sleep**, **shocking grasp**; **fool's gold**, **mirror image**, **ray of enfeeblement**, **scare**, **strength**, **wizard lock**; **flame arrow**, **tiny hut**.
Personal possessions: **flail +1**, a magic bullwhip named **Red Welt** (see new magic items), **staff +1**, **bracers of defense** (AC 5), and **wand of shielding** (17 charges - see new magic items).

3-100: Disposal

This small room contains a 5'-diameter hole which drops down 10' to a wider, unmapped, 20'-diameter natural cavern. In the lower cavern is a trapped and hungry otyugh, to which the Set jailors toss the bodies of prisoners who die under torture or who are deemed otherwise useless.

Inhabitants:
1. **1 otyugh**: SZ M; AL N; AC 3; MV 60'; HD 7; HP 44; #AT 3; Dmg 1-8/1-8/2-5. Special attacks: disease. Special defenses: limited telepathy (30'); never surprised.

Treasure:
Among the bones on the floor of the pit are two diamonds (850 gp and 1,350 gp) whose owners had swallowed them before capture.

3-101 through 3-103: Torture Chambers

In the old days, the cult of Set was larger and featured more torturers; currently there are only two, and as a result only one chamber tends to be in use at a given time. Most of the time the torturers use 3-103 as they have been told to do so, but occasionally they vary their routine. The three 25'-tall rooms are almost completely identical. Each is brightly lit with torches and is painted a midnight blue. In the center of each room is a large (4'-wide x 4'-tall x 8'-long) stone table with head and limb restraints. Each chamber also has one or more braziers with coals, a set of buckets of various diameters filled with water, and a table with more torture implements. Room 3-103 is different in that it features a smiling jackal head painted on the north wall; the eyes of the jackal are spyholes leading to 3-106A.

If one of the chambers is in use (50% chance), it will be 3-103 almost all (80%) of the time.

Inhabitants: 50% chance for one room to be in use, with **2 torturers** (see 3-99), one **victim** (from 3-105), and **2 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

3-104: Jailer's Room

The jailer Lenuel has taken over this former torture chamber for his dwelling. The chamber is decorated just like the other three chambers - midnight blue paint, with stone table and accoutrements. Lenuel has added a set of silk pillows and sheets to the table, and has a small locked iron box under the table in which he keeps his valuables. He has a human woman (Eadgithu) chained to the wall for use as his personal plaything.

Lenuel is present in his chamber 50% of the time; otherwise he is found at 3-105.

Inhabitants:
1. **Lenuel the jailer**, **5th-level Archontean fighter** (50% chance): SZ M; AL LE; AC 5; MV 90'; HD 5; HP 39; #AT 1; Dmg 3-8 (**short sword +1**). Possessions: **short sword +1**; chain mail; and **boots of the north**. Lenuel has STR 17. He also carries a key ring with 10 keys on it, including keys to each of the cells at 3-105, the key to his iron box (see below), and a key to the secret door at 3-98.
2. **Eadgithu**, **2nd-level female Thorcin ranger**: SZ M; AL CG; AC 8; MV 120'; HD 2; HP 14 (max 19); #AT 1; Dmg by weapon. Abilities: STR 17, INT 15, WIS 16, DEX 16, CON 13, CHA 10. She gratefully joins any party that helps her escape Arden Vul. She might be willing to permanently join a good-aligned party.

Treasure:
The iron box is trapped and locked (poison needle); Lenuel holds the key. Inside are 155 pp, 127 sp, 4 aquamarines worth 100 gp each, a **potion of extra healing**, and the spell book of Geleg, a prisoner in 3-105. Geleg's spell book includes the following: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **Frigg's flatulence** (see new spells), **identify**, **light**, **read magic**, **shield**, **sleep**, **floating disk**; **ESP**, **levitate**, **mirror image**, **strength**, **web**, **wizard lock**; **clairaudience**, **clairvoyance**, **dispel magic**, **hold person**, **monster summoning I**.

3-105: Prisons of Set

The notorious prison of Set comprises seven 10'x10' cells enclosed by iron bars (each with its own lock). It is here that interesting prisoners are brought for interrogation, torture, and possible sacrifice in the temple proper (lesser captives are sold as slaves in 4-3 if Set Sobek in 3-91 has no more gems to offer for severed limbs). The prison area has a sloping ceiling that is some 25' high on the northeast and southeast walls but only 12' high on the western wall. The whole room is well lit with several **continual light** spells. Against the southeast wall are a table and some chairs, where four guardsmen sit, dice, and taunt the prisoners. There is a 50% chance that Lenuel the jailer is also present (see 3-104). The northeast wall features two obvious observation slits some 20' up the wall (leading to 3-106). If there are Set deacons present in 3-106 (15% chance), intruders will hear various shouts of encouragement and direction from the observation slits. It is possible that the deacons will also fire spells through the slits if combat breaks out in the prison area.

Inhabitants:
1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **Lenuel the jailer** (50%): for stats see 3-104

Inhabitants of the Cells: The GM should feel free to plant prisoners who will aid the plots of his/her campaign. What follows are merely some suggestions of potential prisoners. All prisoners are clad only in undergarments; their equipment has been dispersed elsewhere.

A: **Lillian**, **canon of the temple of Mitra in Newmarket** (see World of Archontos appendix), **as a 4th-level female Archontean cleric**: SZ M; AL CG; AC 9; MV 120'; HD 4; HP 8 (max 22); #AT 1; Dmg by weapon. Abilities: STR 11, INT 15, WIS 17, DEX 15, CON 10, CHA 15. As she is gagged, she has not prayed for spells. She was taken by beastmen in the valley of the Swift River and sold to the Cult of Set. She has been tortured and is in bad physical shape, although her spirits are still strong. If released, she requests assistance in returning to Newmarket, where a reward of 5,000 gp is waiting.

B: **Gribble**, **a goblin captain** (as gnoll): SZ S; AC 4; MV 60'; HD 2; HP; 12; #AT 1; Dmg 2-8, but weaponless at the moment. A brother of King Weskenim (SL4-22), Gribble was taken in ambush on Level 5. He has not been tortured much, as the Set cultists are hoping to trade him back to the goblins for territory and/or information.

C. Empty

D. A **fishman** (see new monsters), bought from the lizardmen: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 19; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison. The fishman attacks if released. Unbeknownst to the jailer, the guardsmen, and the fishman, this cell contains an ancient escape tunnel hidden under a flagstone. It leads to Level 4 and area 4-157.

E. **Geleg**, **5th-level male Archontean magic user**: SZ M; AL NG; AC 10; MV 120'; HD 5; HP 17; #AT: 1; Dmg by weapon. Abilities: STR 9, INT 18, WIS 15, DEX 10, CON 15, CHA 13. Geleg is an adventurer captured in the Halls. He is a plump, cheerful fellow with a fondness for sweets. He has not been tortured ... yet. His spell book may be found in 3-104. He eagerly joins any good-aligned party.

F. **Azgallatu**, **4th-level male Archontean cleric of Mitra**: SZ M; AL CG; AC 10; MV 120'; HD 4; HP 8 (max 28); #AT 1; Dmg by weapon. Abilities: STR 16, INT 10, WIS 17, DEX 12, CON 16, CHA 7. Azgallatu is manacled and gagged. He is a fierce warrior cleric with a strange blue-tinged scar along the right side of his face. Azgallatu was imprisoned for insulting a ranking member of the Guild of Service in the Forum of Set (4-2); three of his fellows escaped and are holed up in area 3-214.

G. **Grist the Hammer**, **a 4th-level male dwarven fighter** searching for evidence of dwarven activity in Arden Vul: SZ M; AL LN; AC 10; MV 90'; HD 4; HP 5 (max 35); #AT 1; Dmg by weapon. Abilities: STR 18/55, INT 11, WIS 12, DEX 9, CON 16, CHA 10. Grist is in bad shape. Like most dwarves, he is suspicious of all other races and is reluctant to share information with rescuers. Still, he cautiously joins those who can help him escape Arden Vul. He might accompany such a group for a longer period if his rescuers can prove their power and wealth, or if they have evidence of dwarven activity.

3-106: Observation Chamber

A pair of spy holes set in the southwest wall allow observation of activity in 3-105. The small chamber contains three leather-bound easy chairs, some side tables stocked with goblets and wine bottles, and a bench that abuts the southwest wall. High level Set priests like to come here and observe the misery of the prisoners. They occasionally shout commands to the guards below, mostly asking them to prod or otherwise discomfit the prisoners.

Inhabitants:

1. **2-4 Set deacons** (see new monsters), **as 6th-level Archontean clerics of Set** (15% chance): SZ M; AL LE; AC 3; MV 90'; HD 6; HP 42, 39, 36, 33; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; a gold holy symbol of Set (150 gp); and the key to the chest in 3-89A. Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.

3-106A: Observation Window

This side passage leads to a pair of spy-holes which overlook the torture chamber at 3-103. At the end of the passage is a bench and a parchment codex with notes written in it. The notes can provide mundane information, grisly torture details, or clues to aspects of the Halls depending on the GM's wishes.

3-107: Robing Room

The Set priesthood uses this room for robing and preparing for rituals in the main temple. It is brightly lit with **continual light**, and features large frescoes with images of Set crushing enemies (ibises, baboons, bipedal amphibians) and receiving tribute from abject specimens of many races. Two racks by the south wall carry ceremonial robes and headdresses, while four comfortable leather-bound chairs and several tables with metal cups and flagons of wine sit by the east wall. There is a 50% chance that a Set deacon and 2 acolytes are present here, preparing for rituals.

Secret Door (south): This door is easy to locate (1 in 4) but may only be opened by fitting a rod-shaped object (staff, spear-butt, etc.) into a small hole in the ceiling. The door leads to the spy tunnels around the prisons of set.

Inhabitants:

1. **1 Set deacon** (see new monsters), **as 6th-level Archontean clerics of Set** (50% chance): SZ M; AL LE; AC 3; MV 90'; HD 6; HP 42; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; a gold holy symbol of Set (150 gp); and the key to the chest in 3-89A. Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.
2. **2 junior Set acolytes** (see new monsters), **as 2rd-level Archontean clerics of Set** (50%): SZ M; AL LE; AC 4; MV 60'; HD 2; HP 13, 12; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**.

Treasure:
One of the cups is silver and worth 25 gp.

3-108: Alcove

This alcove contains a wooden bench and two wooden pegs fixed to the wall, on each of which hang a distinctive mask. The masks are semblances of the Set animal (long curved snout, square ears), and are enchanted. The priests use the **Set animal masks** (see new magic items) to observe torture sessions and the prisoners in area 3-105.

Treasure:
2 **Set animal masks** (see new magic items).

3-109: Waiting Room

Cultists wait here before being permitted to enter the temple of Set. The walls are plastered, and depict scenes of Set animals preening, receiving worshippers, and being adored. A black curtain runs across the back of the rom, obscuring the door to the torture chamber at 3-97 (occasionally the priests need to 'borrow' a cultist for ceremonial purposes, and this door allows that to happen). Wooden benches fill the room, and a barrel of lukewarm water is mounted on a table on the south wall by the door. A variety of cultists are always present here, chattering eagerly under the supervision of a pair of Set acolytes.

Inhabitants:
1. **2 junior Set acolytes** (see new monsters): **as 2nd-level Archontean clerics of Set**: SZ M; AL LE; AC 4; MV 60'; HD 2; HP 14, 13; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**.
2. **3-30 Set cultists** (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7(x5), 6(x6), 5(x7), 4(x8), 3(x4); #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.

Treasure:
Each acolyte has 28 sp and 17 gp. Each cultist has 56 sp and 21 gp.

3-110: Bronze Doors and Set's Path

The massive bronze doors leading to the Temple of Set (3-90) are normally kept unlocked, unless a major ritual is underway. The keys are kept by the high priestess (4-51).

The 20'-wide stairway-cum-corridor is known as Set's Path, and leads deeper into the complex, culminating after 100' of slow descent in area 4-1.

3-111: Cavern Crossroads

This large, c-shaped cavern has a flattened, sandy floor. It serves as a nexus point for several tunnels leading to various areas of the Halls. The cavern is some 50' tall, and is normally dark. The atmosphere is cool and wet, and stalactites hang from the ceiling. Clear paths through the dust lead to 3-110, 3-112, 3-114, and 3-115.

A section of Set guardsmen is posted here under the control of an acolyte in order to watch the passageways. They normally lurk on the ledge of the mouth of the tunnel leading to 3-110.

Apophis the lizard (3-112) likes to hunt in this cavern for bats, cave crickets, and other delicacies. There is a 50% chance that she will be encountered here; otherwise she will be in 3-112 (25%) or lurking by the grate at 3-94 (25%).

Inhabitants:
1. **6 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 16, 16, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.
3. **Apophis** (see 3-112), 50% chance

3-112: Lair of Apophis

Apophis, the giant lizard and revered aspect of Set, makes her lair in this cave. The cave is natural, although steps have been carved in the tunnel to allow easier access to 3-111. The lizard has created a nest of bones, dirt, straw, and other goodies. If the grate at 3-94 is open, it is likely (25%) that she will have come to 3-94 to investigate, drink, and/or assault any intruders. Otherwise she may be encountered here (25%) or in 3-111 (50%). She is trained to obey those who wield *was* sticks.

Inhabitants:
1. **Apophis, the exceptionally large giant lizard** (50% chance): SZ L; AL N; AC 5; MV 150'; HD 5+1; HP 35; #AT 1; Dmg 3-13. Special attacks: double damage on a natural 20.

Treasure:
Hidden deep in the nest is a **ring of truth**.

3-113: Ledge and Cave with Hole to 3-22

The ledge is 20' up the northeast wall of area 3-111, and leads to a cave filled with stalactites and stalagmites. About twenty of the rock formations have been snapped off, and the remains of a campfire and discarded ration-packages litter the floor. A 3'-diameter hole may be found in the floor at the far east of the cave; a rope ladder is attached to a large stalagmite next to the hole. Carved crudely onto the stalagmite in Archontean are the words "*Stilicho was here*." The hole leads to area 3-22.

3-114: Winding Tunnel with Hole to Level 5 (5-99)

This steeply descending tunnel has several sections of steps carved into it. The tunnel leads to a small cave in which is found a 5'-wide hole covered with a heavy wooden cover. The hole very gently slopes to the northwest and leads downward about 250' to Level 5 (5-99).

3-115: Tunnel Leading Down to Level 4 (4-88)

This tunnel snakes down about 100' until it eventually joins Level 4 at 4-88.

3-116: Hidden Tomb

High (40') up on the southwest wall of the cavern (3-111) is a ledge concealed by a glamor to look as if it were part of the cavern wall. The cult of Set is ignorant of this tomb. The corridor leading to the burial crypt is of roughly finished stone; its walls are faintly decorated with geometric images intermixed with some primitive sketches of warriors and salamander-like amphibians (heqeti - see new monsters). The walls and ceiling of the crypt itself are also rough-carved. Lying in the center of the crypt under a carpet of dust is a 10'-long stone sarcophagus, atop of which sits a thick tallow candle mounted on a heqeti skull. The lid of the sarcophagus is intact and still bears the faint polychromed image of a man with a ram-horn helmet holding a massive two-handed sword. If the lid is disturbed, Tuolicha the mummy rises to repel the desecrators.

Secret Door (southeast): The door is easy to locate (1 in 4 chance), but difficult to open (a key in the mummy's sarchophagus fits a small hole in the rock).

Inhabitants:

1. **Tuolicha**, **a mummy**: SZ M; AL LE; AC 2; MV 60'; HD 6+3; HP 41; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, paralysis. Possessions: **torc of protection** (see new magic items).

Treasure:

In addition to the **torc of protection** (see new magic items), the following lie inside the sarcophagus: a **two-handed sword +1, +3 vs heqeti**; 450 ancient gold solidi (see Arden Vul items); **potions of healing**, **invisibility**, and **levitation**; a silver circlet set with jade (750 gp), the key to the secret door, and a treasure map showing a route from 3-1 to the tomb of Sethu (5-57 to 5-60).



3-117: Dripping Chamber, with Well to Level 5 (5-104)

The corridor from 3-116 is narrow, low, and cramped (5'x5'x5'); it is completely undecorated. It ends at a square stone door with a simple wooden latch. The latch lifts easily.

Brightly lit by no visible light source, the chamber is sheathed in white marble squares (5' square) on all walls, floor and ceiling. The floor is slightly convex, dipping towards a 10'-diameter basin placed in the middle of the floor. Each square of marble has a symbol incised in its center and filled with gold inlay. The symbols are identical: an open, toothless mouth, from which extends a thick tongue. All of the marble tiles are slick with dripping moisture; close examination will determine that the moisture beads up on each incised tongue, only to drip off or down, eventually collecting in the basin. Not surprisingly, the chamber is quite slippery. All movement is halved, and the incautious should roll 3d6 under DEX to keep their footing. Anyone slipping has a chance to end up in the basin, where he or she will be affected by multiple doses of **sweat of Rimmaq-Isfet** (see new magic items) for 5-20 damage.

At the east end of the room is a 5'-diameter well extending some 200' down and exiting on Level 5 (5-104). Small handholds have been chiseled into the stone well.

The liquid is clear and slightly more viscous than water. It is in fact an extrusion of Rimmaq-Isfet and is known to sages as the **sweat of Rimmaq-Isfet** (see new magic items). There is enough sweat in the basin to fill 10 flasks. It will be replenished at a rate of 1 flask-full per day.

Treasure:

Up to 10 flasks of **sweat of Rimmaq-Isfet** (see new magic items).

3-118: Oracle of Thoth

Passing through the central mouth in 2-70 leads PCs to a long and steep stairway that descends in a series of twists for some 150'. The stairwell is narrow (5' wide), roughly carved, and unadorned. Eventually it ends at a small landing (10'x10'x10') where PCs can glimpse light through a 4'x4' hole in the ceiling. The hole leads to the legendary Oracle of Thoth.

The Oracle chamber lies beneath a shallow dome some 25' high in its center, and is brightly lit by a **continual light** spell. There is no height to the walls; rather, they curve inward and upwards immediately (making the ceiling quite low along the edge of the chamber). The ceiling is painted with a bright yellow paint that glitters and sparkles in the light. Although the Oracle was originally sheltered behind a set of hanging curtains, the curtains have long since rotted, leaving a sagging set of iron curtain rods in a square around the central feature of the chamber, the Oracle.

The Oracle: A 10'x10' dais lies in the center of the iron curtain-frames. On the dais is a large and unusual statue. It is of an ibis, with wings cocked to enclose a marble seat just in front of the ibis's body. The seat is arranged such that any who sit in it will find their body closely enfolded by the ibis's wings, and their erect head shadowed by the ibis's beak. The ibis statue is impressive: marble, lapis, and jet cleverly worked together to produce an effect of verisimilitude. The head is pure white marble and carved to resemble a real bird - with the exception that the eyes are empty and vacant holes. Although the statue is clearly stone, the marble may be seen to gently rise and

fall, as if the bird were actually breathing. The plinth on which the statue sits bears an inscription in the secret tongue of the priests of Thoth: "*Sit, Ask, and Receive. Lord Thoth Knows All.*"

Currently a human figure is writhing in the chair, surrounded by the wings of the ibis. This is Anaximander, an Archontean sage. Arriving here 250 years ago with Adrienic's expedition (see 5-18), Anaximander sought to trick the Oracle into providing more than its customary delphic pronouncements. As a result he has been condemned ever since to trade riddles with an Aspect of Thoth while his life was preserved (barely) by the magical breath of Thoth. Anaximander's body is wasted and thin, and his beard and hair are now long, stringy and white. He mutters nonsense words under his breath as he thrashes about. Only if he is physically pulled from the Oracle will he leave its embrace. Sadly, he then faces life as an extremely old, frail, and insane person, whose ravings may well be taken as oracular themselves. He will not be able to convey much of interest to adventurers, and if pressed will merely babble in Archontean "*My hubris was my downfall. Hubris! Pride! Alas. The voice .... I could not withstand His voice ....*" He speaks thereafter in crude doggerel and only responds to questions with riddles or with what may actually be the answers to unknown riddles.

Consulting the Oracle: Once Anaximander is gone, anyone may consult the Oracle by sitting in the chair. A postulant is immediately enveloped by a warm secure layer of air, and *feels* a low voice state "*Speak Thy Desire*" in his/her mind. Speaking or thinking a question results in several seconds of psychic turmoil culminating in the postulant losing conscious control of his or her brain. Bystanders will then hear a deep, alien voice boom forth from the lips of the postulant as the oracle is declaimed. The postulant must succeed at a roll of 4d6 under INT to recall what Thoth said through him or her. What is said by the Oracle is delphic, that is, obscure and in need of interpretation; in no way does it provide a straight factual answer. The Oracle can and will predict future events as well as specific, current questions of fact; the degree of opacity of its answer is inversely related to both the specificity of a question or the temporal distance of a prediction. More specific factual questions and more distant predictions will elicit more opaque responses. For instance, if a postulant asks/thinks, "Will I die in the Halls of Arden Vul", the Oracle might reply in fairly specific ways, such as "Thy fate is linked to the month of the Crab and the acquisition of the iron circlet of Ghanor; Thou shall not fear under such signs" [a very specific response]. If a postulant were to ask, "Where is the iron circlet of Ghanor?", the response might be "Resisting the Breath of the Feeble will lay bare the Path" [a reference to 3-127A]. And if a postulant were to ask, "Will I become a king?" the response would be true, but vague, along the lines of "Thou shall reign over time and mortals in the capacity that Thou desires."

Effects of an Oracular Pronouncement: In addition to the Oracle's pronouncement, Thoth's voice stuns listeners for 1-4 rounds (save vs petrification to resist) and reduces the WIS of the postulant by 2-6 for 1-4 days due to the psychic shock of acting as the conduit for Thoth's dicta. If the postulant is a priest of Thoth, the wisdom loss is halved (1-3). If the postulant is evil, a greater guardian of Thoth (see new monsters) teleports in to dispatch the blasphemer (this is in addition to the standard WIS loss). There is a base 10% chance that any postulant immediately becomes a devotee of Thoth; this chance increases by 2% for each subsequent consultation. Such converts will be fanatical, and conversion may have class and/or alignment implications.

Due to the psychic stress of channeling Thoth, characters may only consult the Oracle once per month.

Inhabitant:

1. **Anaximander**, **male Archontean sage**: SZ M; AL LN; AC 10; MV 120'; HD 8d4; HP 3 (max 14); #AT 1; Dmg by weapon. Abilities: STR 13, INT 18, WIS 16, DEX 8, CON 5, CHA 8. Without his books and research materials, he has only access to the following clerical spells: **detect evil**, **detect magic**; **augury**; **locate object**; **divination**, **tongues**; **true seeing**; **stone tell**. Anaximander was a famous sage in his day, but is now more than 300 years old and insane. Were it possible to cure him, his major field of study is physical universe (specialties: architecture & engineering, chemistry, geology & mineralogy), while his minor fields of study are humankind and supernatural and unusual.
2. **1 greater guardian of Thoth** (see new monsters): SZ L; AL LN; AC 0; MV 120'; HD 8; HP 53; #AT 4 or 1; Dmg 1-8/1-8/1-8/1-8 or 1-12; MR 20%. Special attacks: fear, stun. Special defenses: +1 or better weapons to hit; teleport without error 2/day.

3-119: Fountain of Knowledge

This domed chamber is damp and mildewed, and features long strands of rotting plaster hanging from the ceiling/walls. In the center of the chamber a 10'-wide basin holds a fountain from which gushes prodigious amounts clear, cold water. The water has spilled over the basin and has collected in a low pool occupying the southeast corner of the room. Over centuries the fountain and pool have eroded a segment of wall, producing a small stream that disappears into a wall of fractured rock.

Fountain: Although the liquid is indeed simple water, the basin is magical and serves to temporarily transform the liquid into a potent elixir - at least so long as it is in the basin. Originally the basin's magic was limited to providing a WIS boost to those who drank from it (to counter the effects of the Oracle), but the passage has time has caused the basin to function in a rather more unpredictable fashion. The Fountain of Knowledge may only be consulted once per month per person.

D20	Effect
1-5	+ 1-4 WIS for 1-4 days (original function)
6-8	+1-3 points to a random attribute for 1-4 days
9-11	-1-3 points to a random attribute for 1-4 days
12-14	Strong delusion for 1-4 days (e.g. believes a companion to be a devil; sees a shadow trailing a member of the party, etc.)
15-17	Heal 4-40 HP and **cure disease**
18-19	Poison. Take 1-8 damage per round for 3-6 rounds; save for half damage. If fail first save, must make second save at end of the 3-6 rounds. If fail second save, die. If succeed, take an additional 2-8.
20	Re-roll twice, ignoring future results of 20

3-120: Entrance Hall and Doors

This 20'-wide hallway ends in a pair of massive stone double doors at its eastern end. The hallway was once plastered, but the plaster is gone, revealing the arrow slits on the north wall. The doors open inward, and are scorched and cracked, with chunks broken off. They are stuck open at about a 20-degree angle, leaving a 3'-wide entrance between them. The portals themselves are carved stone (not plastered); one door bears an ibis and the other a feather.

3-121: Guard Post

The beastmen mount a watch in this guard post. If the watchers detect intruders, they blow a pair of enormous horns mounted in the east wall. The horns echo like alpenhorns with a dull, reverberating boom that resonates into the Great Hall (3-123).

Inhabitants:

1. **2 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.

Treasure:

3-18 sp per beastman.

3-122: Secret Door and Passageway

Secret Door (west wall of 3-123, leading to 3-127): This door is difficult to notice (1 in 8). It opens by pressing the bell of one of the horns protruding from the nearby wall inward and sharply (see 3-123).

Beyond the door a set of steep steps descend to a 5'-wide by 6'-tall passageway of rough-hewn rock that leads to 3-127. All those who pass through the secret door are subject to a **dispel magic** spell, unless they first utter a prayer to Thoth. For more details, see 3-127.

3-123: Great Hall

The Great Hall is an imposing place, with a ceiling that stretches some 100' above the floor. Originally a hall for major meetings of the whole cult of Thoth, it has become a no-man's land separating the organized beastmen (areas 3-138 to 3-162) from the halflings to the north. For the first 25' of wall height, the Hall was originally plastered and decorated with images of Thoth. Among the remaining scenes may be seen a monumental side view of Thoth, with his left arm horizontal to the ground and pointing, and his right arm against his thigh (a clue to the puzzle in 3-2). The upper reaches of the hall extend into Sub-Level 3 (see SL3-3).

The Hall is dark, although brackets for a score of torches still exist on the walls.

Eight 40'-tall freestanding columns once lined the Hall, but they have been thrown over, and only 5'-tall broken splinters still remain. There is remarkably little dust here, a sign that much traffic flows through this hall. Scorch marks are easily noticeable on the floor and walls, and a large number of broken arrows litter the ground. Anyone with a strong enough light source who looks up may notice an arcade circumscribing the hall along with a stone bridge passing west to east, and the looming statue of Thoth, the Overseer of Truth, some 75' above, at the south end of the Hall (see SL3-3). If the beastmen have sounded the horns in 3-121, anyone entering the Great Hall will hear the sounds of large kettledrums beating a military rhythm (see 3-123A).

The Great Hall is home to a flight of 6 ibis-form gargoyles, who nest in niches some 40' up the wall of the Hall. The gargoyles are a little slow, and will not rouse themselves to attack those who march purposefully to a particular exit. Those who spend more than three turns in the hall will be attacked within 2-6 rounds.

Horn Bells: The bells of the two horns from 3-121 are embedded in the eastern wall of the Hall, just north of the entrance from 3-121. The watchers use the horns to alert their fellow beastmen of approaching intruders. Pressing the mouth of one of the horns inward, and sharply, opens the secret door at 3-122.

Magic Mouth: A painting of a bearded man with empty eyes is found on the west wall just south of the entrance from 3-121. If approached within 10' by a medium sized or larger creature, the image animates into a **garrulous mouth** (see new spells) and speaks in Archontean: "The Path of Lord Priscus is the path to enlightenment and fulfillment. The eyes will tell you the way." The **garrulous mouth** loses its force after it has been approached by, and has spoken to, eight medium-sized creatures. The mouth refers to the Priscians, whose base is located at 9-58 to 9-64, and who employ **Sortian eyes**(see new magic items) to activate **Sortian faces** (see new magic items) in various places throughout the halls (e.g. 6-48).

Overhead Bridge: A stone bridge extends across the width of the Great Hall. The bridge is 75' above the floor of the Hall and is this difficult to make out. The bridge is part of the Upper Great Hall complex; see Sub-Level 3 (SL3-3B).

Secret Door (west, leading to 3-121): The door to 3-121 is easy (1 in 4) to find and opens by simply pushing a stone panel inward.

Note: The Great Hall is the destination location for several one-way teleporters found elsewhere in the Halls. These include the teleporters at UP-11, 2-10 and 4-167. Those teleported here find themselves standing at the far north of the Great Hall, between the fallen pillars.

Inhabitants:

1. **4 simian-form gargoyles**: SZ M; AL CE; AC 5; MV 90', 150' flying (Class C); HD 4+4; HP 32, 29, 28, 22; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: +1 or better weapons to hit.

Treasure:

None on the floor of the Hall, although each gargoyle has a small stash of loot in its niche. #1: a pair of **+1 throwing daggers**; #2: two carved ivory **teeth of Pol** (see new magic items); the teeth can be used to activate the stone head at SL6-8; #3: a 195 gp pearl and a green glass activation square (see **Thothian teleportation rings** in new magic items); #4 a silver pitcher worth 25 gp and 2 aquamarines worth 100 gp.

3-123A: Beastman Barricades

Each of these three locations features a similar barricade, which takes the form of a 7'-tall masonry wall running across the original hallway. The beastmen have built fighting platforms 4' up the

eastern sides of the new walls, on which they can stand and project missiles at enemies approaching from the Great Hall. Each wall has a 4'x4' wooden door set into it. The doors are kept closed and locked at all times.

Each barricade is manned by a bandon of 6 beastman troopers and a beastman sergeant. They do not immediately engage those entering the Great Hall, but, if warned by the horns at 3-121, they begin to beat their kettle drums in a slow, rhythmic tempo. Thus warned, they are watchful and ready to negotiate forcefully with any who approach. If confronted by clearly superior forces or if they lose 33% casualties quickly, the sergeant will send a runner to summon additional forces from the relevant barracks (3-138, 3-140, or 3-141) as well as from their varumani allies in 3-162 (25% chance the varumani ignore the summons). Beastman reinforcements arrive in 4-6 rounds, and one of the varumani arrives in 1 turn.

Note that the northernmost barricade can be supported by arrow fire through the arrow slit in the wall leading to 3-138.

Inhabitants:
1. **6 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **1 beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.

Treasure:
3-18 sp per beastman.

3-124: Fearful Chamber

A **glyph of warding** (fear) has been inscribed in a 20'-diameter circle in the center of this chamber. Unlike most such glyphs, it is permanent, at least until dispelled by a 12th-level caster. Those crossing the glyph must save vs spells (at -1) to avoid running in terror in a random direction (roll 1d4: 1: north, 2: east, 3: south, 4: west).

Drawn to the glyph, a fear elemental (see new monsters) has occupied this chamber, thereby preventing the escape of the goblins (3-130) and guardsmen (3-125). The fear elemental attacks after the glyph has done its work, aiming first at those who make their save and then moving to track down the terrified. The elemental is unable to enter the Great Hall, but will pursue prey through any open doorways in the area from 3-124 to 3-137. Currently the door to 3-125 is closed and spiked from the north side; the door to 3-129 is open slightly; and the door to 3-133 is ajar.

Trap: **Fear glyph of warding** (save vs spells at -1)

Inhabitants:
1. **1 fear elemental** (see new monsters): SZ L; AC 0; MV 90'; HD 6; HP 39; #AT 1 per target; Dmg special; MR 50%. Special attacks: cause fear; immobilize with fear; drain CON. Special defenses: +1 or better weapons to hit; immune to cold and fire.

3-125: Set Patrol Beset

An exploration party of Set guardsmen, led by Hamil the acolyte, ran into trouble in the Great Hall, fled west, and, like the goblins (3-130), became trapped by the fear elemental. The guardsmen are attempting to recuperate in this undecorated former administrative chamber. A fire burns in a hastily improvised fire pit, and the entire party is jumpy, choosing to fight first and ask questions later. If pressed, they release their zombified former comrades from 3-126. They have piled a fair amount of rubble against the door to 3-128.

Pile of Rubble: A pile of rubble in the northwest corner contains the remains of a dead priest of Thoth, still wearing a silver amulet of Thoth (25 gp).

Inhabitants:
1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **Hamil**, **the advanced Set acolyte** (see new monsters), **as a 5th-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 5; HP 31; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); **potions of healing** and **singing birds** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**, **sanctuary**; **augury**, **chant**, **hold person**, **silence 15' radius**, **spiritual hammer**; **animate dead**. Hamil wears a tattered but still usable **cloak of the bat** taken from the dead Thoth priest; he only knows that it provides improved armor class, and nothing about its special abilities.

3-126: Zombies

Two dead Set guardsmen have been raised by Hamil as zombies, and have been told to wait in this closet. The closet contains nothing of interest.

Inhabitants:
1. **2 zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 12, 10; #AT 1; Dmg 1-8. Special: always strike last.

3-127: Hidden Tombs

The narrow, low tunnel from 3-122 is littered with five charred, rotted bodies containing no usable equipment except an ebony **ring of protection +1** that closely matches the color of the corpse its upon. It ends in a simple wooden door, which is swollen with moisture; it is stuck, and an open doors check is required to open it. This is the tomb of Neferet, one of the last high priestesses of Thoth. It is also the location of the equally legendary **iron circlet of Ghanor** (see new magic items), one of the key minor artifacts to be found in the Halls.

The main area (3-127) is a 10'-tall chamber whose walls are brightly plastered and painted with pleasant pastoral scenes of men and women fishing, hawking, and hunting. The west wall (to 3-127A) is illusory, and appears to be unbroken and comparable to the rest of the chamber. The north and south walls feature wide archways leading to separate chambers (3-127B and 3-127C).

The apparent tomb of Neferet dominates the center of the main chamber. On a 2' dais rests a large basalt sarcophagus (6' long, 3'

high, 2'-4' wide). The long sides are carved with the Mithric phrase "*Neferet, Beloved of Thoth, Seeker of Truth, Preserver of Secrets*". The lid is incised with an image of a placid-looking female in classic pose, wearing a circlet. It will take quite a bit of work to remove the lid, but it is possible (open doors check). If her tomb is opened, the creatures in the surrounding chambers will waken and move to attack the intruders. Note that Neferet herself (in 3-127A) commences combat by casting spells through the illusory wall.

The false tomb contains nothing but sand. Disturbing the sand also disturbs the layer of **dust of sneezing and choking** that covers it. PCs could collect three doses of the dust if very careful.

Treasure:
Dust of sneezing and choking (up to 3 doses).

3-127A: Illusory Wall and True Tomb

Behind the illusory wall from 3-127 lies the true tomb of Neferet. This chamber is only 8' tall, and is painted with a darker hue of blue on which appear a variety of mystical symbols (moons, stars, hermetic symbols, knots, etc.). In the center of the room is a simple granite sarcophagus. The rest of the chamber is crowded with grave goods: delicate gilt chairs, a gilt settee, several ankhs on the end of 10' poles, a 10'-diameter net made of gold mesh, and a variety of alabaster and jet canopic jars.

A few bits of crumpled parchment have been tossed into the corners. One reads, in Mithric: "*To Neferet, glorious Priestess, from Hellas, humble librarian, greetings. I am working to accommodate your request to transport the contents of the special library to your new residence. Alas, the flight of so many of our acolytes, the evils of the present age, and my own decrepitude has delayed their transfer. I will seek to fulfill your wishes in good order.*" [**GM Note**: this is the final draft of the note found in 2-71; Hellas never intended to move the library]

If intruders have opened the sarcophagus in 3-127, Neferet rises as a greater mummy to smite the desecrators. She is still dressed in the tattered orange ceremonial robes of the priesthood of Thoth, and bears a prominent ankh and ibis on a chain around her neck. She still wears the **iron circlet of Ghanor** (see new magic items). She cannot be turned while in area 3-127.

Tactics: Once awakened, Neferet allows her minions from 3-127B and 3-127C to confront the desecrators while she fires spells through the illusory wall. The source of these magical attacks may be unclear, at least unless (or until) one of her foes uses **true seeing** or discovers the illusory wall. The only hint to her location is the smell of spice that emanates strongly from her body. Sample tactics: Neferet opens combat by **casting silence 15' radius** into 3-127, then **protection from good** and **hold person**. Given conditions in 3-127, she might then cast **insect plague** or **blindness**. She uses **cause** and **cure wounds** spells as needed. She waits until the illusory wall is discovered to cast **darkness**, and until her minions are defeated to use **flame strike**. Only then, and possibly only after casting **resist fire** on herself, will she emerge to engage in hand-to-hand combat. Although she still wears the **iron circlet of Ghanor** (see new magic items), she is unable to use it (an unforeseen side effect of her mummification).

Inhabitants:
1. **Neferet**, **greater mummy** (see new monsters): SZ M; AL LE; AC 0; MV 90'; HD 10+3; HP 71; #AT 1; Dmg 2-12; MR 50%. Special attacks: aura of despair (saves at -3); mummy rot; command other undead. Special defenses: magic weapons to hit (+1 does 1 HP damage; +2 does half damage; +3 does full damage); immune to cold; takes half damage from non-magical fire; turned as a ghost. Possessions: **amulet of protection from normal missiles**; **pearl necklace of invisibility** (8 pearls); **iron circlet of Ghanor** (see new magic items for all three). Spells as a 10th-level cleric with WIS 18: **command**(x2), **protection from good**, **darkness**, **curse** (reverse of **bless**); **cause light wounds**; **hold person**(x2), **silence 15' radius**(x2), **resist fire**, **chant**; **dispel magic**, **bestow curse** (reverse of **remove curse**), **blindness**, **animate dead**; **protection from good 10' radius**, **cure serious wounds**(x2), **cause serious wounds**; **flame strike**, **insect plague**.

Treasure:
Gilt grave goods worth a total of 5,000 gp if intact (roll 4d6 under DEX to remove without damage), or 250 gp for the gilt; **immobilizing mesh** (see new magic items), canopic jars worth a total of 250 gp, a 2500 gp diamond in one of the jars, five scrolls with cleric spells (**dispel magic**, **bestow curse**, **neutralize poison**, **detect magic**, **speak with dead**), **pearl of the sirines**, and four **beads of force**. On Neferet herself: an **amulet of protection from normal missiles**, a **pearl necklace of invisibility** (8 pearls), and the **iron circlet of Ghanor** (see new magic items for all three).

3-127B: Lesser Tomb

Two 6'-long granite sarcophagi occupy the southern extension to area 3-127. The chamber's plaster is still mostly intact, and depicts priests marching and conducting rituals while a huge ibis peers down from the ceiling. The sarcophagi are simple granite without inscriptions, and contain the remains of two of Neferet's aides. Should the false sarcophagus in 3-127 be opened, the lids of these lesser sarcophagi will be thrown open and their inhabitants will emerge. If adventurers do not disturb the false sarcophagus and first inspect these tombs, they will find them sealed; the lids can be cracked easily, and PCs will hear the hiss of escaping vapors. The inhabitants then rise and attack.

Inhabitants:
1. **2 shadows**: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 20, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.

Treasure:
One sarcophagus has 3,400 ancient silver pennies (see Arden Vul items); the other has 238 ancient gold solidi and 5,072 ancient copper bits (see Arden Vul items).

3-127C: Lesser Tomb

This chamber is decorated in the same scheme as 3-127B, but contains only a single granite sarcophagus. The sarcophagus is sealed if the false tomb in 3-127 has not been disturbed. The conditions under which the inhabitant rises to attack intruders are the same as those for 3-127B.

Inhabitants:
1. **1 mummy**: SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 42; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses:

+1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis; turned as a vampire so long as Neferet is alive.

Treasure:
6 pieces of jade jewelry (100-600 gp per piece), **boots of levitation**, and scrolls with the following magic user spells: **magic aura**, **shatter**, **lightning bolt**, and **stone shape**.

3-128: Battle Scene

Groups of goblins (3-130) and Set guardsmen (3-125) fought each other here in this former robing and spy room. The bodies of 3 guardsmen and 5 goblins lie on the floor, amid a welter of broken weapons, spent arrows, and dropped equipment. A set of wooden shelves running along the west wall is old and rotten; it still holds a few canopic jars with partly pickled body parts (6 alabaster jars worth 60 gp total), a **dagger +3**, **packet of dust of sneezing and choking**, and a **scroll of find traps**. The walls feature faded, but still clear, images of an endless procession of humans bearing offerings of a various and diverse nature to an ibis-headed figure.

Secret Door (east): This door is easy (1 in 4) to find; it opens by pushing the base of the door inward.

Inhabitants:
1. **3 ghouls** (the guardsmen: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
2. **5 zombies** (the goblins): SZ M; AL N; AC 8; MV 60'; HD 2; HP 14, 13, 10, 9, 7; #AT 1; Dmg 1-8. Special: always strike last.

Treasure:
6 canopic jars (10 gp each), **dust of sneezing and choking**, a **dagger +3**, and a **scroll of find traps**.

3-129: Audience Hall

Originally an audience hall for the high priests of Thoth, this semi-circular hall boasts a raised platform at its western end. A large, high-backed chair made of ivory and wood sits in the middle of the platform; the wooden back and ivory arms have been carved in elaborate geometric forms. At some point the audience hall was turned into a tomb, for three stone sarcophagi lie in a neat row in front of the platform.

Sarcophagus 1: This lidless object features bas-reliefs on its side which show a dragon ridden by a man in elaborate armor. The dragon is scorching humans, eating lizards, and buffeting bipedal salamanders. An inscription on a short side reads in Mithric '*The Imperator and his Consort defeat all enemies.*' The sarcophagus is truly ancient, and would be worth 2,000 gp to an Archontean collector. It has been moved and reused several times, and is currently empty save for dust and a dried-up wineskin.

Sarcophagus 2: This object has no decorations, and no lid. It is roughly shaped and inelegant. Hiding inside is a confused and very hungry giant centipede (which cannot escape from the fear elemental in 3-124). It leaps out of hiding to strike the first person to come near.

Sarcophagus 3: This sarcophagus is made of red basalt, with an intact brass lid that has been affixed to the base by heavy iron nails. Each red basalt side features a painted black eye. The brass lid has an imprint of a humanoid with open screaming mouth and clutched hands. One could easily conclude that this is the image of some-one or -thing trapped inside the sarcophagus. One would be correct. Inside is a very hungry wight. The sarcophagus is magical: it is a **sarcophagus of entombment** (see new magic items). A clay tablet within the sarcophagus is broken into 3 pieces, but can easily be reassembled; it reads: "*Heraclos was found guilty and sentenced to eternal punishment without release.*" Heraclos still wears a platinum ring and a gold torc.

Secret Door (west): The door is easy to find (1 in 4); it opens by pulling the base of the door upward.

Treasure:
Ivory and wooden chair (100 gp, but bulky), platinum ring (250 gp), gold ring inset with lapis (300 gp)

Inhabitants:
1. **1 giant centipede**: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2; #AT 1; Dmg n.a. Special attacks: poison (+4 to save).
2. **1 wight**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

3-130: Lost Goblins

An adventurous band of twenty goblins made a foray into this level from their main halls below, but they found themselves overmatched and trapped by various enemies. Of the original twenty, only a sub-chief, a witch doctor, and ten warriors still remain. They have taken refuge in this chamber, where they hide from the Set guardsmen and the beastmen. Their food supplies are running out and they are getting nervous. They are happy to negotiate if not immediately attacked, especially if they're promised protection from the Set guardsmen and/or assistance in returning home.

The chamber is nondescript, and its original function is hard to discern. The door to the west opens to a hallway that becomes impassable after 20' due to collapsed walls and ceiling.

Although putatively sent forth to perform general exploration, the band had been secretly tasked by King Weskenim (SL4-22) with finding the lost scepter of the goblins (see area 8-69 and new magic items). Rescuing the survivors and helping them to return to SL4 ensures a favorable hearing from King Weskenim.

GM Note: the goblins' route took them from 5-41 to 5-1, up the stairs to 3-12, south to 3-69 and into 3-123, and finally west into 3-124, where the fear elemental and the Set patrol (3-125) drove them to 3-130.

Inhabitants:
1. **10 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6.
2. **Harab**, **goblin sub-chief** (as a hobgoblin): SZ S; AL LE; AC 5; MV 60'; HD 1+1; HP 8; #AT 1; Dmg 2-7 (military pick). Possessions: military pick.
3. **Larakim**, **the 5th/4th-level goblin witch doctor**: SZ S; AC 6; MV 60'; HD as a 3 HD monster; HP 21; #AT 1; Dmg 1-6 (spear). Spells



(lined out spells have already been cast): ~~**cure light wounds**~~, ~~**resist fear**~~, **protection from evil**; **augury**, ~~**chant**~~, **resist fire**; **dispel magic**; ~~**dancing lights**~~, **shield**, **ventriloquism**; ~~**invisibility**~~, **scare**.

Treasure:
3-18 sp per goblin.

3-131: Simonet the Sun-Scarred Knight

This was the high priest's residence in antiquity, and it still bears traces of its former glory. An azure ceiling flecked with golden stars is still largely intact, as is the enormous fresco of Thoth covering the east wall. Most of the furnishings - a settee, a four-poster bed, two tables, a desk and so forth - are in badly deteriorated shape. Reclining on the settee in his gothic armor (see new technological items) is Sir Simonet, a wounded member of the group known as the Sun-Scarred Knights (see new monsters). Sir Simonet was exploring the rooms west of the Great Hall when he was momentarily stunned by the fear elemental and then beset by the elemental (to the tune of 8 points of lost CON), the goblins, and the Set cultists. Surprised by these foes, he has retreated to this chamber to recover his strength and meditate about his next move. Simonet is uninterested in mundane wealth, of which there is still much in the high priest's room. He is interested in magical and historical lore, however, particularly concerning the modern cult of Priscus Pulcher. He is willing to parlay with non-aggressive visitors. If treated disrespectfully or threatened, he defends himself vigorously with his sun lance (see new technological items) and **solar ring** (see new magic items).

A stone chest rests against the south wall and is still intact. It is trapped with **explosive runes**. If opened successfully it will reveal an ibis-skin pouch with 350 ancient silver pennies (see Arden Vul items; a platinum and jade necklace worth 275 gp; two heavy silver goblets (25 gp each); and three leather scroll cases with scrolls within each: (1) **invisibility to undead**, **hold person**, **locate object**; (2) **cure serious wounds**, **neutralize poison**, **insect plague**; (3) **cloudburst**, **raise dead**, **resurrection**. If the **explosive runes** are set off, saves should be rolled for each item in the chest.

After he is first encountered, Simonet only remains here for another day. Subsequent visits to this chamber will find it empty of inhabitants, or perhaps (25%) occupied by a party of goblins or beastmen hoping that Simonet abandoned some object of value.

Kind GMs might grant a 20% chance that Simonet takes an interest in some specific aspect of the PCs' story and/or plans. If such occurs, Simonet might reappear at moments both opportune and inopportune.

Trap: **Explosive runes** on the stone chest.

Playing Simonet: Simonet is an inveterate collector of lore, particularly about the modern cult of Priscus Pulcher (whose explorers he has glimpsed and parlayed with in his travels through the Halls). He is completely unmoved by claims for assistance based on moral or ethical grounds, nor does he have any love or hatred for any of the factions of the Upper Halls. He cannot be enlisted, therefore, as an agent to help against any of these forces. Should the PCs be able to offer him lore about magic or the Priscians, he might offer information (but not physical assistance) about any of these groups.

Despite his neutrality, Simonet is not cold and humorless; he enjoys a good joke, and likes to make puns, albeit sometimes very obscure puns. He is fairly affable, even though he will be unmoved by claims to friendship or alignment obligations. He will doff his helm when parlaying, allowing PCs a glimpse of his face. About 6' tall, he is slim and wiry, with coal-black hair, a thin nose, and pupils bleached of all color. Laugh lines crinkle around his eyes, and he smiles easily, displaying prominent incisors. His cheeks are badly scarred, with raised welts in the shape of a circle with rays extending from it; the welts are old and have healed into whitened scars. He wears his circlet (silver with a large emerald on his brow) and body armor at all times.

Inhabitants:

1. **Sir Simonet**, **Sun-Scarred knight** (see new monsters), **10th-level male Archontean fighter**: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 66 (max 91); #AT 3/2; Dmg 7-13 (**broadsword +2**). Abilities: STR 18/70, INT 13, WIS 16, DEX 12, CON 8 (max16), CHA 12. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 16 ancient octagonal platinum coins (see Arden Vul items); **broad sword +2**; **cloak of wise negotiating** (see new magic items).

3-132: Antechamber

This former antechamber to the high priest's residence has been badly treated by the centuries. Wooden furniture has been smashed into sticks and thrown to the sides of the chamber. The original painted plaster has been ripped from the walls and piled in a mound. A path amid the litter leads from the secret door to 3-133 to the door of 3-130. Two goblin corpses lie mangled against the south wall; their bodies are badly burned and scorched.

Secret Door (north): This door was once expertly concealed by plaster, but is now easy to find (1 in 4).

3-133: Fountain

A burbling fountain may be found along the east wall of this humid room. Cool water flows from a 4'-tall bronze spigot carved to look like an upright cod. The basin around the fish is filled with the water. No apparent source of plumbing exists, as this is a **decanter of endless water**. Even if detached from its basin, the cod will continue to burble. Of course, without the corresponding **basin of evaporation** (see new magic items), things may get quite wet.

Secret Door (south): This door is difficult to detect (1 in 8).

Treasure:
Cod-shaped **decanter of endless water**, and a **basin of evaporation** (see new magic items).

3-134: Closet

The door to this closet hangs broken on its hinges. The closet is empty save for some graffiti in Goblin Runic which says "*We are trapped! Grugor went for help but did not return. I am hungry.*"

3-135: Grand Stair up to Sub-Level 3 (SL3-9)

An impressive circular stairway made of stone blocks rises 100' to Sub-Level 3 (SL3-9). The corridor to this chamber is choked with cobwebs, and a barricade with a goblin skull on it lies across the entrance to the Great Hall.

3-136: Looted Chamber

This former priest's chamber has been looted enthusiastically. The plaster on the walls has been stripped, and a variety of vulgar expressions in multiple languages has been scrawled across them. The furnishings have either been stolen or destroyed, and a large pile of organic matter rests against the south wall. Three beastman corpses lie in the center of the room, scorched severely. They rise as zombies 2 rounds after the room is entered.

Inhabitants:
1. 3 beastman zombies: SZ M; AL N; AC 8; MV 60'; HD 2; HP 13, 9; #AT 1; Dmg 1-8. Special: always strike last.

3-137: No Man's Land

The beastmen have made this room into an initial point of defense for their complex, which begins through the door to the east. The northern door opens, but the short passage beyond it leading to the Great Hall has collapsed and is full of rubble. The eastern door features a small aperture that can be opened and closed from the east side; it is locked and shows signs of careful maintenance. A **continual light** spell has been cast in the center of the ceiling.

The original decorations are long gone, and the floor is littered with stone rubble that rises to a height of several feet in the corners. Faint paths lead from each of the three doors to the center of the room, where a 4'-tall venting stalagmite protrudes from the floor. Resting precariously atop the top of the vent is a simple bronze platter (3' diameter) on which lie thirteen shiny platinum coins.

Trap 1 (sleep gas): The stalagmite dispenses, at a slow but steady rate, an odorless, colorless gas that puts anyone breathing it to sleep for 1-6 turns. The tray serves to build up pressure in the vent, such that anyone touching the tray, or removing even one platinum coin from the tray, causes the tray to topple off the vent and the gas to pump forth, filling the chamber in 2 rounds. If the vent is stopped up again, it will take two days for the gas to build up enough pressure to immediately fill the chamber again. If at least 50% of a group falls asleep, the beastmen at 3-137B will rush out and attempt to disable the remnants. Their goal is to capture and imprison the party for interrogation.

Trap 2 (3 noise traps along the paths): Any creature moving along the paths in the room is likely to trip one of the three noise traps concealed among the rubble (marked N on the map). Thieves have a +5% chance to locate each trap. Failure to do so will trigger a **magic mouth** on the wall which begins loudly to sing beastman marching songs in a bastardized version of Archontean: e.g., "Good Old Count Janisto/He took two hundred men/he marched them all around the halls/and he marched them home again," and similar stuff. The songs lasts for 1 turn, and serve to alert the beastmen in 3-137B.

Trap 3 (2 pits with punji sticks): At the points marked X on the map, the beastmen have constructed shallow, concealed pits (2' deep) loaded with punji stakes. The punji stakes are smeared with excrement. Thieves have a +5% chance of detecting the traps. Each set of punji stakes inflicts a mere 1-2 damage to those who fail a save vs. poison, but they also reduce movement by half for 24 hours (those wearing hard-soled boots suffer only for 12 hours). If the save is failed, the victim also has a 10% chance of contracting a blood disease (50% chance it is mild, 50% it is acute).

3-137A: Dead Goblins

Outside the door to 3-137 lie the bodies of three goblins slain by the beastmen and/or by their traps. The goblin bodies have been stripped of all belongings, and also bear unmistakable signs of having been butchered for choice 'meats'.

3-137B: Beastman Watch

Two beastmen from 3-142 are posted as watchmen behind this door. They have erected a crude, but effective, door bar across the east side of the door; a lift gates roll is required to force the door.

The beastmen peer through the aperture into 3-137 and watch to see if intruders blunder into their traps. If intruders are spotted, one beastman runs back to 3-142 to summon an additional 6 beastmen and a sergeant. The beastmen only open the door to 3-137 if 50% of a party has been incapacitated or if they possess overwhelming force.

Inhabitants:
1. **2 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.

Treasure:
3-18 sp per beastman.

3-138 to 3-162: Precincts of the Beastmen

In ancient times this was the heart of administrative and priestly activity for the cult of Thoth. It is now the home of a group of humanoids known known in the halls as 'beastmen' (see new

monsters). The beastmen prefer to call themselves either the Children of Deino or, more formally, the 4th Kentarchia of the 3rd Cohort of the Imperial Tagmata. All beastmen appear as hybrids of human and beast, whether the beast be dog, pig, goat, sheep, or rat. They are the product of centuries of breeding experiments overseen by Deino, a quasi-immortal sorceress (see 3-158).

Background: Some 250 years ago, the emperor sent a new archon, Adrienic (see 5-18), to Arden Vul with orders to re-establish imperial control over the complex. Adrienic brought with him the elite 3rd Cohort of the Imperial Tagma and the 2nd legion of scutarii (heavy infantry). When the imperial expedition foundered in the lower levels, the men of the 3rd Cohort sought to escape the Halls. One kentarchia (unit of 100) under the leadership of Gennadius found its way to this region, where they fell under the sway of Deino. Deino entranced most of the soldiers, although Gennadius and his faithful whippet (named Rex) managed to escape (see 6-50 for Rex, and 8-41 for Gennadius). She kept the most handsome and useful soldiers alive through sorcery and potions, and transformed the others into beasts. She 'grew' her flock by interbreeding the soldiers and their descendants with animals until the current self-sustaining mix of debased beast-men was reached.

Despite their bestial form (and aggressive natures), the Children of Deino are surprisingly well organized and disciplined. This is due to the old legionary training of the forefathers of the group, whose expertise and tactical sense has been passed down over the generations. The beastmen maintain a semblance of the old military structure of their forebears, although some titles have been garbled: the Children consider themselves a single tagma divided into konturbia ('companies' of 20-30 members), which are subdivided into banda (patrols of 10 each).

They are also well led, starting with Deino the witch, but also including Count Skleros (3-151) and his tough staff sergeants. Beastman military hierarchy is based on merit, even though individual Konturbia are named after a single sub-species of beastman. That means that each konturbs is actually comprised of a mixture of basic types.

The Children are highly organized, and react in a disciplined manner to any threat or assault. They have erected impressive barriers (3-123A) at the most obvious entry points to their domain, and post vigilant guards at each of these locations. Should intruders assault one of the entry points, the leaders will be swiftly informed, and appropriate measures will be taken to repel invaders. If possible, the beastmen attempt flanking maneuvers in force; that is, reinforcements in the form of at least one company will be sent to meet the intruders as they advance, while another company will be sent to come upon the intruder's flank. Skleros (3-151) will certainly summon the witch doctors (3-144), the varumani (3-162) if necessary (although they only respond 75% of the time), and, after some hesitation, Deino herself (3-158). If intruders seem too strong, Skleros orders a fighting retreat down one of the entrance paths so as to allow the rest of the Tagma to escape out one of the other entrances/exits.

Once assaulted, the Children will double their vigilance: no banda (patrols) will be absent from their barracks, and entrance points will be strengthened with the presence of a witch doctor and another patrol; given sufficient time, the beastmen will also rig magical and mechanical traps in the great hall (3-123).

3-138: Beastman Barracks: Porcine Konturbs (Pig Company)

The beastman troopers of Pig Company live in this chamber. Pig Company ranks second in seniority, and its members are proud and haughty. The konturbs is formed of 21 beastmen, organized into three banda (patrols) of 6 troopers and one sergeant per bandon. One bandon is all pig-men, while the other two are mixed. The sergeants are all pig-men.

Their chamber is spartan and very neat, with well-ordered bed-mounds surrounding a trestle table at which troopers can play dice, etc. The far wall boasts the tattered Pig Company banner on which is displayed a mailed fist; hanging from it are very small fragments of equipment, bone, and a few slips of parchment (battle mementos). Theft of the banner provokes immediate and vengeful retribution. Below the banner is a 10'x10' 'rooting ground' of mud and soil, ripe for wrestling and rooting. One bandon is always on guard at 3-123A; one bandon is always found here; and the third patrol will be found either here (33%), or elsewhere in the complex (3-161, 3-147, 3-156, or 3-158).

An arrow slit allows members of the bandon to support their allies at 3-123A by firing at attackers attempting to gain access to the domain of the beastmen. Two of the troopers present in the Pig Company barracks are always posted near the slit with their bows at the ready.

The company has a communal stone chest next to the wall in which may be found some dried rations, 2 **potions of healing**, a few extra helmets, etc. A stone water barrel sits next to the chest. A weapons rack on the other side of the door holds spears, shields, and swords. The company has also collected a dozen busts and other bits of statuary from the halls, which it has used to decorate its barracks.

One bust is actually a portrait bust of Priscus Pulcher (and is so marked on its base); it portrays a handsome young man, with close-cropped hair, a trim beard, and smiling eyes. Although the bust possesses empty sockets in the place of eyes, as do the Sortian faces, and although it also detects as magic (it carries a permanent **magic aura**), **Sortian eyes** placed in the sockets cause no effect other than some general fizzing and sputtering. **GM Note**: This is not a **Sortian portable sage** (for which see new magic items), but rather a malfunctioning **Sortian face** (see new magic items) salvaged from elsewhere in the halls.

Pig Company's prize possession, however, is the mummified head of Comentiolus, one of the original imperial soldiers and, according to Pig Company lore, the 'First Pig'. Comentiolus's head is often touched for luck, and is thus fairly shiny with wear. Given the right spell, PCs might learn something from Comentiolus's restless shade.

Inhabitants:

1. **6 or 12 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 9, 8, 7(x3), 6(x4), 5(x3); #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **1 or 2 beastman sergeants** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 16, 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.

Treasure:
2 **potions of healing** in the communal chest. Each of the beastmen has 2-12 sp, while each sergeant has 3-18 sp and 1-8 gp.

3-139: Supply Closet

This small room contains supplies: brooms, hammers and chisels, a wide selection of pieces of lumber pillaged from the halls, and some odds and ends (goblin equipment and weapons, coils of rope, etc.). There is a 20% chance that any bit of non-comestible, non-warlike bit of equipment can be found here.

3-140: Beastman Barracks: Canine Konturbs (Dog Company)

The beastman troopers of Dog Company live in this chamber. Dog Company is the most senior of the beastman units; its troopers are not only smarter and quicker than the others, but they also have the most battle experience. Despite its name, the company is the most thoroughly mixed of the konturbia: there is a healthy mix of dog-, pig-, sheep-, goat- and rat-men, all of whom are veterans. They expect, and receive, deference (as well as envy!) from the other companies. A total of 16 beastmen (4 dog-men, 4 pig-men, 3 goat-men, 3 rat-men, 2 sheep-men) are stationed here, organized into two six-beastman banda (patrols). In addition, 2 patrol sergeants (one dog-man, one goat-man) and 2 staff sergeants (one pig-man, one rat-man) live here.

The chamber is spartan and neat, with well-ordered bed-mounds surrounding a trestle table at which troopers can play dice, etc. On the east wall is displayed the tattered blue Dog Company banner featuring a mailed fist; hanging from it are very small fragments of equipment, bone, and a few slips of parchment (battle mementos). Theft of the banner provokes immediate and vengeful retribution.

One bandon is always on guard at 3-123A. The other patrol is present in the barracks 50% of the time; the rest of the time it will be found in either 3-156, 3-158, 3-161 or one of the harems (3-145 to 3-148). The Staff Sergeants will be present here 50% of the time. The company has a communal stone chest by the north wall in which may be found some dried rations, 6 **potions of healing**, a few extra helmets, etc. A stone water barrel sits next to the chest. A weapons rack next to the door holds spears, shields, and swords.

The company has looted a golden idol of Anubis (a human body with a canine head whose mouth is open, displaying sharp teeth), which it has mounted on a ledge on the south wall. Believing it to be an image of Rex (6-50), the whippet companion to the original imperial kentarchia, the company considers it to be its special mascot.

Inhabitants:
1. **0 or 6 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **0 or 1 beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.
3. **0-2 beastmen staff sergeants** (see new monsters): SZ S; AL LN; AC 4; MV 90'; HD 3+3; HP 23, 20; #AT 1; Dmg 2-7. Special attacks: tactics; +1 to damage from STR. Possessions: ring mail and shield; spear; short sword.

Treasure:
6 **potions of healing** in the communal chest. Each of the beastmen has 3-18 sp.. The idol weighs about 90 lb and is worth 5,000 gp.

3-141: Beastman Barracks: Ovine Konturbs (Sheep Company)

The beastman troopers of Sheep Company live in this chamber. Sheep Company is the most junior company, with the youngest and least tested troopers. Although well trained like all of the Children of Deino, the Ovine troopers tend to be simultaneously more nervous and more aggressive than their senior colleagues (weaker morale, but more likely to attack). A total of 21 beastmen are stationed here: three six-beastman patrols with 3 patrol sergeants. Of the troopers, 8 are sheep-men, 6 are goat-men, 3 are dog-men, 3 are pig-men and only one is a rat-man. The three sergeants are all goat-men.

The chamber is small and cramped, with rickety wooden bunkbeds arranged in rows across the floor (although the sergeants get single beds). The troop possesses no table. Their banner is significantly newer and less tattered than those of the other companies (the last banner was lost a decade ago in a disastrous expedition to the lower levels). It boasts no battle mementos. Even still, theft of the Sheep Company banner provokes immediate and vengeful retribution.

One bandon is always on guard at 3-123A. Another bandon is always present in the barracks. The third patrol will be found either in the barracks (25%), in the mess hall (25%), with its harem in 3-145 (25%) or training in 3-156 (25%). The company has a communal stone chest next to the door in which may be found some dried rations, a contraband jug of wine, a few extra helmets, etc. A stone water barrel sits next to the chest. A weapons rack next to the door holds spears, shields, and swords. Lacking better spoils, the company has decorated its chamber walls with surprisingly high quality painted images of giant beastmen spearing a variety of enemies, including goblins, humans, and, improbably, varumani (see new monsters).

Inhabitants:
1. **6 or 12 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 9, 8, 7(x3), 6(x4), 5(x3); #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **1 or 2 beastman sergeants** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 16, 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.

Treasure:
Each of the beastmen has 3-18 sp.

3-142: Beastman Barracks: Caprine Konturbs (Goat Company)

The beastman troopers of Goat Company live in this chamber. Goat Company ranks third in seniority. Its troopers are a mixed bag, as the company combines a fair proportion of misfits (i.e., those passed over for promotion) with an equal number of ambitious youngsters hoping to prove their worth and earn promotion to Dog Company. Although an effective unit by most standards, it is the most fractious of the konturbia that make up the Tagma. Given

its status, its troopers are equally likely to bully Sheep Company troopers and to cringe in the presence of the veterans of Dog and Pig companies. A total of 28 beastmen are stationed here: four six-beastmen patrols with four patrol sergeants. Currently the composition of the konturbs is 8 sheep-men, 7 rat-men, 5 pig-men, 5 dog-men, and 3 goat-men; of the sergeants, 1 is a sheep-man, 2 are pig-men, and one is a dog-man.

The chamber is cramped and crowded with rickety wooden bunkbeds. Although clean, it smells of too many beastmen living in close quarters. Given the cramped conditions, it is common (25%) to find troopers relaxing in the hallway outside their barracks. The west wall boasts the tattered Sheep Company banner featuring the usual mailed fist; hanging from it are only three battle mementos. Loss of the banner will inspire company morale and will provoke immediate and vengeful retribution.

Two troopers are always on guard at 3-137B, while a full bandon is always elsewhere in the complex (3-146, 3-156, 3-158 or 3-161). The remaining troopers are always present in barracks.

The company has a communal stone chest next to the door in which may be found some dried rations, 2 **potions of healing**, a few extra helmets, etc. A stone water barrel sits next to the chest. A weapons rack next to the door holds spears, shields, and swords.

The company has recently won some victories: three stuffed (but smelly) mantari hang from the ceiling, while a poorly-preserved halfling corpse has been impaled on a spear in the center of the room, allowing the troopers to push it into amusing poses.

Inhabitants:

1. **16 or 22 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 9(x3), 8(x4), 7(x4), 6(x7), 5(x4); #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **2 or 3 beastman sergeants** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 16, 15, 14; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.

Treasure:

Each of the beastmen has 3-18 sp, and the communal chest holds 2 **potions of healing**.

3-143: Inspection Point and Map

The arrow slits in the east and south walls are evident to anyone who traverses this snaking passage. Light seeps through the slits from the Fire Support Center (3-144), and, in case of alarm, the witch doctors will be ready to fire spells and missiles through the slit. Tagma Command (see 3-150) has been assembling tactical maps on pieces of hide (goblin, human) which have been stretched along the north and west walls of 3-143. These maps present a fairly complete picture of the easily accessible areas of Levels 3 and 4. Most hidden areas (those accessed only by secret doors) are not indicated. Numerous notes have been scrawled on the map in the beastman tongue. A large tapestry stolen from the cult of Set hangs on the west wall of the passage, concealing the door to 3-144. The tapestry is mostly non-representational (geometric forms), but does feature a depiction of a was stick in its center. The tapestry is very heavy (100 lb) and might bring 450 gp from the right buyer.

3-144: Beastman Fire Support Center (Witch Doctors)

The Tagma's three witch doctors and their one apprentice inhabit this strategic choke-point. Access to the chamber is through the concealed door at 3-143 and through a secret door to 3-145 (a 3'x3' panel which may be depressed slightly and then slid into the wall.

The chamber is sumptuously decorated, with many furs and cushions (up to 350 gp in value). Each witch doctor has a bed and a wooden chest. They share a small table with three chairs. Their apprentice sleeps under the table. A stone water barrel rests against the east wall. The chamber is usually (75%) brightly lit with a **continual light** rock. The witch doctors are close friends, and they love to pass the time insulting each other as they gamble.

Inhabitants:

1. **Thirk, 7th/4th-level beastman witch doctor** (see new monsters): SZ S; AL LN; AC 7; MV 90'; HD as 5+ HD monster; HP 31; #AT 1; Dmg: 1-4. Special attacks: tactics. Possessions: ring mail; dagger; 8 throwing daggers. Memorized spells: **cure light wounds**, **detect magic**, **resist fear**; **augury**, **chant**, **snake charm**; **cause blindness**, **dispel magic**; **divination**; **identify**, push, **shield**; **levitate**, **scare**. Thirk is a dog-man (+1 to surprise and initiative, +1 to all attack rolls, +10% morale).
2. **Ujax, 5th/4th-level beastman witch doctor** (see new monsters): SZ S; AL LN; AC 7; MV 90'; HD as 4+ HD monster; HP 25; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail; staff. Memorized spells: **cure light wounds**, **detect evil**, **light**; **augury**, **detect charm**, **speak with animals**; **remove curse**; **affect normal fires**, **shield**, **ventriloquism**; **Probus's thunderous alert** (see new spells), **detect invisibility**. Ujax is a sheep-man (+1 to hit when in formation, +2 saves vs fire and cold, -5% morale).
3. **Drood, 4th/3rd-level beastman witch doctor** (see new monsters): SZ S; AL LN; AC 7; MV 90'; HD as 3+ HD monster; HP 27; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail; club. Memorized spells: **cure light wounds**, **cause fear**, **remove fear; chant**, **speak with animals**; **dancing lights**, **shield**; **levitate**. Drood is a pig-man (+2 HP per HD, -1 damage per die from magic, +5% morale).
4. **Jixon, 2nd/2nd-level beastman apprentice witch doctor** (see new monsters): SZ S; AL LN; AC 7; MV 90'; HD as 2+ HD monster; HP 10; #AT: 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail; staff. Memorized spells: **cure light wounds**, **protection from evil**; **dancing lights**, **shield**. Jixon is a goat-man (33% berserk chance resulting in +2 attack and damage for 3 rounds, but -2 AC).

Treasure:

The witch doctors have 548 sp which they use for gambling. One chest holds 10 ancient octagonal platinum coins (see Arden Vul items), three scrolls with magic user spells (**sleep**, **magic mouth**, and **blink**), and a variety of clothing. The second chest holds 50 small garnets (70 gp each) and three scrolls of magic user spells (**mirror image**, **explosive runes**, **fear**) amid more mundane clothing and gear. The third holds a sapphire **Sortian eye** (see new magic items), a solid silver statuette of a troll-like being (a varumani, see new monsters) (400 gp), and a fragment of a volume entitled *Deeds of Ptarmis* (see Arden Vul books). This fragment provides a clue as to the location of Ptarmis's tomb (3-174).

3-145: Beastman Concubines

An arrow slit lets noise and light into this chamber from 3-144. The slit allows the witch doctors to fire spells and missiles at invaders; it also permits them some other, more voyeuristic, pleasures.

This open area is home to 10 beastman females and 5-10 beastman young. When they are not entertaining one of the Tagma's banda, the females will be engaged in sewing, sweeping/cleaning, repairing equipment, or other support tasks. If combat breaks out in 3-141, the females gather the young and make a fighting retreat to 3-158 or 3-159. The chamber is clean, with ten sleeping areas, several small tables, and a variety of mundane items stored in a set of wicker baskets affixed to the south wall (needles, thread, wool, skins, hammers, etc.).

Inhabitants:

1. **10 female beastmen**, **as troopers** (see new monsters): SZ S; AL LN; AC 10; MV 90'; HD 1+1; HP: 7, 7, 6(x4), 5, 5, 4, 4; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: clubs.
2. **5-10 beastman young** (see new monsters): noncombatants (AC 10, HP 2).

3-146: Beastman Concubines

This large room is home to 15 beastman females and 6-12 beastman young. Otherwise it is identical to 3-145.

Inhabitants:

1. **15 female beastmen**, **as troopers** (see new monsters): SZ S; AL LN; AC 10; MV 90'; HD 1+1; HP: 7, 7, 6(x7), 5(x4), 4, 4; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: clubs.
2. **6-12 beastman young** (see new monsters): noncombatants (AC 10, HP 2).

3-147: Beastman Concubines

This area is home to the 15 senior beastman females as well as 5-10 beastman young. Furnishings and tactics are similar to what is described at 3-145.

Inhabitants:

1. **15 female beastmen**, **as troopers** (see new monsters): SZ S; AL LN; AC 10; MV 90'; HD 1+1; HP: 7, 7, 6(x7), 5(x4), 4, 4; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: clubs.
2. **6-12 beastman young** (see new monsters): noncombatants (AC 10, HP 2).

3-148: Detention Center

This large room doubles as a detention center and a torture/interrogation site, and is divided in two by animal-skin curtains. The torturer does his work to the west. The eastern half features eight sets of manacles set into the north and east walls, a small round table, and two chairs. Currently the beastmen have only a few creatures in detention:

1. **Ysabel Ligareon**, **4th-level female Archontean cleric of Mitra**: SZ M; AL LG; AC 10; MV 120'; HD 4; HP 18 (max 26); #AT 1; Dmg by weapon. Abilities: STR 15; INT 15; WIS 17; DEX 10; CON 9; CHA 11. A representative of one of the powerful noble Five Families (see World of Archontos appendix), Ysabel's normally firm belief in her own invincibility is beginning to waver.
2. **Rolf**, **2nd-level male Wiskin ranger**: SZ M; AL CG; AC 10; MV 120'; HD 2; HP 11 (max 20); #AT 1; Dmg by weapon. Abilities: STR 16; INT 15; WIS 15; DEX 10; CON 15; CHA 12. A member of an adventuring party that entered the upper Halls, Rolf got separated from his crew and was swiftly overwhelmed. He has been tortured and is in bad shape. If desired, the GM could link him to any good-aligned party from the NPC appendix.
3. **Thomas**, **a Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 5 (max 17); #AT 1; Dmg by weapon. He is bound and gagged, and has no prepared spells or equipment.
4. **Bleth**, **a goblin sub-chief captured in battle** (as a hobgoblin): SZ S; AL LE; AC 5; MV 60'; HD 1+1; HP 8; #AT 1; Dmg by weapon.

Inhabitants:

1. **1 beastman torturer**, **as staff sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90'; HD 3+3; HP 23, 20; #AT 1; Dmg 2-7. Special attacks: tactics; +1 to damage from STR. Possessions: ring mail and shield; spear; short sword.
2. **2 beastmen assistant torturers**, **as troopers**: SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 7, 6; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.

3-149: Count Georgik

This savvy, old, one-legged pig-man is the master strategist of the tribe. Having fought enemies for several decades, he has a clear memory of the layout of the Halls, and of the strategies to be employed in traversing, defending, and assaulting them. The map at 3-143 is his idea. Despite his infirmity, Georgik hops around nimbly with his crutch, and will be found either in his chamber (20%), in Deino's Hall (30% - see 3-158), or at Tagma Command (50% - see 3-150). As he has aged, Georgik has become a workaholic. He is also the patron of young Trisko the Natty of the LRCP, who returns Georgik's favor with fierce loyalty. Georgik's voice frequently clashes with that of the younger Nikeos in council meetings.

Georgik's chamber is well appointed, with a comfortable set of looted cushions and furs, a trapped stone chest (poison needle trap; -5% to detect), a wooden desk piled high with notes about missions, enemies, and history, an armor rack with an elaborate suit of black chain mail chased in silver, a weapons rack with a standard spear and sword, and, mounted next to the south door, his rod of comital office.

Inhabitants:

1. **Georgik**, **beastman count** (see new monsters) (20%): SZ S; AL LN; AC 5 (due to leg); MV 60' (due to leg); HD 5+5; HP 40; #AT 1; Dmg 3-8. Special attacks: tactics, +2 to damage from STR. Possessions: chain mail; spear; short sword; **potions of explosive acid** and **Greek fire** (see new magic items); keys to his trapped stone chest and to the doors at 3-154, 3-156A, 3-163A, and 3-163B.

Treasure:

Black chain mail with silver chasing (150 gp), rod of office (actually a **wand of dispel fear**, with 10 charges left), and, in the trapped stone chest, 456 sp, 278 gp, a mummified goblin paw, a key to the stone chest (on the count at all times), and a **winged statuette** in the form of a silver lizard (see new magic items).

3-150: Tagma Command

This is the planning center for the Tagma. It contains four tables, a slew of parchment, and four camp beds. The four senior beastman staff sergeants live here and help plan strategy with the counts and Skleros. At any given moment, at least 3 of the 4 staff sergeants will be present; it is also possible for some of the counts to be present.

Inhabitants:

1. **3 or 4 beastmen staff sergeants** (see new monsters): SZ S; AL LN; AC 4; MV 90'; HD 3+3; HP 23, 20; #AT 1; Dmg 2-7. Special attacks: tactics; +1 to damage from STR. Possessions: ring mail and shield; spear; short sword; one has a **spear +1**.
2. **0-2 beastmen counts**: Nikeos (40%) and/or Georgik (50%). For stats see 3-152 and 3-149.
3. **Count Skleros** (45%): for stats see 3-151.

Treasure:

The staff sergeants possess 3-30 gp each. One has a **spear +1**. The parchment sheets can convey significant information about 1-4 major areas of the Halls: these include the goblin warrens (SL4), the troll thegn's court (7-1 and 7-72 to 7-77), the arena (6-56 to 6-95), or the great cavern (3-163 and 3-172). This information will be specific and relatively up-to-date.

3-151: Count Skleros, the Beastman Commander

Skleros is a middle-aged, slightly paunchy dog-man who has risen to command of the Tagma through a combination of a genial personality, canny politicking, military skill, and luck. Although he may appear as slightly dim, he is in fact a shrewd judge of personality, and is adept at manipulating beastmen and others to attain his goals. He is exceptionally good at 'managing' Deino. He gives Nikeos much public voice, while privately listening to the more cautious Georgik. In short, he is a very successful commander. He is present in his chamber 25% of the time; the rest of the time he will be found either in the Tagma Command (45% - see 3-150) or in Deino's Hall (30% - see 3-158).

Skleros's chamber is not significantly more luxurious than those of the counts. He has a fine set of furs for sleeping, an unused desk, a stone water barrel, and a pair of Thothian tapestries showing bird scenes (40 lb each).



Inhabitants:

Skleros, beastman count (see new monsters) (25%): SZ S; AL LN; AC 2; MV 90'; HD 5+5; HP 40; #AT 1; Dmg 5-10. Special attacks: tactics, +2 to damage from STR. Possessions: **chain mail +1**; **spear +2**; **cloak of the dwarves** (see new magic items); **ring of the stalker** (see new magic items); keys to the doors at 3-154, 3-156A, 3-163A, and 3-163B.

Treasure:

3 sables (100 gp each) and 2 tapestries (100 gp each). He keeps a cache of 150 ancient silver pennies (see Arden Vul items) in a leather pouch nailed to the back of the desk. On his person: **spear +2**, black **chain mail +1**, **cloak of the dwarves**, and a **ring of the stalker** (see new magic items for the last two).

3-152: Count Nikeos

An exceptionally canny goat-man, Nikeos is the youngest beastman to make count in many generations, and he did so on the strength of his aggression and ambition. Unlike his counterpart, Georgik, Nikeos is an imperialist, constantly urging Skleros to expand the territory of the Tagma and confront their enemies. Given this philosophy, Nikeos is well loved by the younger companies.

Nikeos is in his early 30s, still young and virile. His chamber is decorated in a sort of spartan-chic style: elegant furs, but not too many; a simple desk, but of valuable ebony; no distracting documents; two elaborate weapon/armor racks with a silver-chased chain mail shirt, a silver-hilted sword, and an ebony hafted spear. The count is in his chambers 30% of the time, in Tagma Command (3-150) 40% of the time, and in Deino's Hall (3-138) 30% of the time.

Inhabitants:

1. **Nikeos, beastman count** (see new monsters) (30%): SZ S; AL LN; AC 2; MV 90'; HD 5+5; HP 40; #AT 1; Dmg 4-9. Special attacks: tactics, +2 to damage from STR. Possessions: chain mail; **short sword +1**; and an **amulet of spell absorption (11 spell levels) (see new magic items).**
2. **1 beastman concubine** (50% chance if Nikeos is present): SZ S; AL LN; AC 10; MV 90'; HD 1+1; HP: 6; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: club; keys to the doors at 3-154, 3-156A, 3-163A, and 3-163B.

Treasure:

Silver-chased chain shirt (beastman sized), worth 300 gp; ebony desk (bulky, but 500 gp); silver-hilted **short sword +1**; ebony-hafted spear (50gp); an **amulet of spell absorption** (11 spell levels) (see new magic items); and 1,156 sp in a chest, along with a **potion of heroism** and a **potion of invisibility**.

3-153: Armory

This room serves as the forge and armory of the Tagma. The room is smoky and hot, and is lit with a dull glow from the forge. Against the western wall is a forge apparatus, which is worked by a sheep-man smith aided by three rat-man assistants. Along the south wall are various casks for cooling hot steel, bins with raw metal, and the tools of a smithy. The beds of the smith and his assistants lie against the eastern wall. The center of the room holds a range of weapon and armor racks: one may find 5-10 beastman-sized suits of chain mail, a dozen spears, a dozen beastman short swords, and various helmets, greaves and other equipment.

The beastmen have bored a chimney of sorts up into the rock; it debouches in a cave some 30' above this level (the GM could develop this area further). Despite the 'chimney', the area is still quite smoky.

Inhabitants:
1. **1 beastman smith**, **as a sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 4-7. Special attacks: tactics; +2 to damage due to STR. Possessions: ring mail and shield; spear; war hammer.
2. **3 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords.

Treasure:
The smith has a two 5-lb bars of gold hidden among the pig iron and steel scraps (250 gp each). Hidden in his bed is a pouch with 3 pp, 35 sp and a crystal ring (75 gp). The assistants carry 3-18 sp in a pouch.

3-154: Beastman Barracks: the Pedary Konturbs, a.k.a. the Long Range Cavern Patrol

This unassuming chamber is home to one of the elite units of the Tagma, the Long Range Cavern Patrol (LRCP). The LRCP consists of four seven-beastman banda (patrols), each of which comprises 6 troopers and a sergeant.

This chamber features nine bunk beds ranged against the north and south walls, four single beds along the west wall, a long trestle table, and a smaller table. Next to the door is a communal chest, a stone water barrel, and an equipment stand. The insignia of the LRCP (a fist holding a torch) is painted on the east wall. The door leading to the passage to 3-163A is locked and barred, and features a viewing slit. The LRCP has its own elaborate set of passwords that change on a daily basis.

As the sole function of the LRCP is the active exploration of the Halls and the acquisition of material and information usable by Tagma Command and Deino, only one of the patrols is likely to be in residence here at any given time. Above all else, the LRCP is tasked with procuring wood, iron/steel, fresh fruit and vegetables, and the specimens of cloud cap mushrooms that Deino (3-158) requires (see new flora). These missions take them, naturally, into the Great Cavern (3-163 and 3-172), where cloud caps can be found, but also into the ruins of the city of Arden Vul and sometimes into the valley below. It is the LRCP that makes use of the 'beastman entrance' to the Halls, located at 3-189.

Only the most intelligent, self-reliant, and hardy beastmen are selected for service in the LRCP. By temperament the LRCP attracts rat-men, but overall recruitment is by merit. Their commander (see below) is a rat-man, and the sergeants are mostly the same (3 rat-men and a goat-man). The troopers currently are made up of 8 rat-men, 2 pig-men, 5 dog-men, 3 sheep-men, and 8 goat-men. Members of the LRCP rightly see themselves as an elite and have little if anything to do with the regular konturbia; in turn, the Companies (even Dog Company) treat members of the LRCP with elaborate deference.

Count Trisko the Natty, a rat-man, commands the LRCP. Trisko is a canny explorer and diplomat, with the most experience of any of the beastmen leaders with conditions outside the Halls. Trisko has met and negotiated with Craastonistorex, for instance, and is legendary among his peers for a dangerous mission to the valley floor where he and one of his banda intimidated a tribe of local kobolds into delivering important prisoners into Trisko's hands (see map BV-4, for the kobold thicket). For all of these reasons, Trisko is the most willing to trade information and even maps with any peaceful visitors whom his patrols encounter. Trisko is especially anxious for the return of his missing bandon, that led by sergeant Histar (Histar and the troopers are currently dwelling in 3-221 as slaves of the greenhag of area 3-204).

Inhabitants:
1. **6 or 12 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 8, 7(x4), 6(x4), 5, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **1 or 2 beastman sergeants** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 16, 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.
3. **Trisko the Natty**, **beastman count** (see new monsters): SZ S; AL LN; AC 2; MV 90'; HD 5+5; HP 40; #AT 1; Dmg 5-10. Special attacks: tactics, +2 to damage from STR. Possessions: chain mail; **short sword +2**; **torc of domination**; gilded **helm of infravision** (see new magic items for the last two); keys to the doors in 3-154, 3-156A, 3-163A, and 3-163B.

Treasure:
In the equipment box: 4 **potions of healing**, a **potion of gaseous form**, a **potion of animal control**, a **potion of clairaudience**, a **potion of clairvoyance**, and a **potion of plant control**. In addition, a mixture of basic equipment is found within: 20 iron rations, 6 water flasks, 6 flints, 6 belt knives, 20 torches, etc.

In Trisko's desk: a pouch of 20 aquamarines (100 gp each), an iron box with 275 sp, a silk bag with a small diamond (1,150 gp), a **ring of protection +1**, 10 doses of cloud cap mushrooms (see new flora), and a quire of parchment with detailed notes on the features of 3-12 interesting locations on Levels 3 and 4 (GM's choice).

Each trooper of the LRCP has 2-12 gp and 1-6 pp.

On Trisko: chain mail; **short sword +2**; **torc of domination**; gilded **helm of infravision** (see new magic items for the last two); keys to the doors in 3-154, 3-156A, 3-163A, and 3-163B.

3-155: Storage and Supplies

Although in theory a storage room for the entire Tagma, this room is considered the territory of the LRCP; as a result, the other beastmen tend to avoid it. It is crammed with wooden and stone boxes and loose bits of gear and pillage. At least 25% of the boxes hold foodstuffs (dried mushrooms, cured monkeys, meat jerky of dubious origin, etc.). There are two forgotten casks of fine wine, stolen from the cult of Set: these weigh 50 lb each and are worth 250 gp each. Other boxes hold dungeoneering equipment: ropes, pitons, hooks, pulleys and grapples, poles, hammers, bits of stone and wood, etc. More interesting are the fruits of some of the LRCP expeditions: a marble bust of a forgotten priest of Thoth (75 gp); a 3'-diameter, lapis and silver symbol of Set (50 gp); a box which holds 35 ancient octagonal platinum coins (see Arden Vul items); a collection of 35 samples of dried red veil mushrooms and 20 samples of aqua vitae mushrooms (see new flora); a forgotten

leather pouch with one each of silver, gold and sapphire **Sortian eyes** (see new magic items) as well as a pale green **ioun stone**.

3-156: Sparring and Training Hall

This 20'-wide, 20'-tall arched corridor is supported by a single row of 4'-diameter columns. Wall sconces line the walls. The beastmen have repurposed it to serve as a training and sparring hall. Present are the chief trainer (a dog-man staff sergeant) and his three assistants. In periods of normalcy, it is usual for one to three banda (patrols) from the various companies to be present here and engaged either in sparring or in practicing unit tactics. Of course, if the complex has been assaulted, only the trainer and his assistants will be present, waiting for orders. The trainer keeps numerous old shields and dulled weapons in bins along the south wall. He and his assistants sleep in the southwest corner.

Inhabitants:

1. **1 beastman trainer**, **as a staff-sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90'; HD 3+3; HP 20; #AT 1; Dmg 4-9 (**mace +1**). Special attacks: tactics; +1 to damage from STR. Possessions: ring mail and shield; spear; short sword; **mace +1**.
2. **3 beastman assistants**, **as troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords.

Treasure:

The trainer possesses 2-12 gp and a **mace +1**. The assistants have 3-18 sp.

3-156A: Passage and Door to the Cavern

This narrow (5') passage is one of the primary routes by which the beastmen access the Great Cavern. The door leading to 3-163B is made of steel; it is locked and barred from the north side.

3-157: Treasury

Deino's treasure is extensive, comprising the contents of three large oak chests and various other items.

Chest #1: 18,259 sp.
Chest #2: 5,673 gp and 14,512 cp.
Chest #3: a bolt of fine damask silk (450 gp), a silver head of a handsome 'human' that is actually an **infernal effigy** (see new magic items), a **gauntlet of fire absorption** (see new magic items), **potions of healing** (x2), a **potion of flying**, and a **potion of stone giant strength**.

Near the chests are display stands that hold a human-sized suit of black **leather armor +2** and a **two-handed sword +2** (both are too large for beastmen to use). Scattered around the room are the following: a terra cotta tomb seal chased with lapis and silver (100 gp) taken from the tombs at 3-129 and featuring the second secret name of Thoth (Giver of Life – for names, see *Secreta Secretorum* in Arden Vul books.); a pair of fireplace pokers with solid-gold handles (50 gp each); an ivory and gold triptych studded with precious stones (575 gp) featuring the 8th, 9th and 10th of the Labors of Arden (see *The Twelve Labors of Arden*, in Arden Vul books); a platinum, ceremonial, Mycenean-style helmet (350 gp); a porcelain urn with a beautiful depiction of Larel One-Eye and the farmer's wife (100 gp; see *Tales of Larel One-Eye* in Arden Vul books); and three clerical scrolls (**protection from evil 10' radius**; **silence 15' radius**; and **detect magic**).

3-158: Deino's Hall

Soft yellow light, low pastoral sounds, the pleasing tones of a sung ballad, and enticing odors of roasting meat waft out of the open door to this imposing, 25'-tall hall. It is the lair of Deino, witch, enchantress, and 'mother' to the beastmen of the "Able Ones" (the 3rd cohort of the Imperial Tagmata). The upper register of the walls still bear evidence of the room's original function as a Thothian audience hall: images of ibises, baboons, magical symbols, and cylindrically-hatted priests form a frieze along the upper register of the room. **Smokeless torches** burn in sconces along the walls, giving off a too-soft and smokeless light; they do not burn out (see new magic items).

A 20'-wide by 15'-deep dais occupies the north wall, on which lies Deino's king-sized bed. The floor is covered with large, overlapping carpets of vibrant colors and dynamic patterns. Along the north, south, and east walls stand the stiff, mummified remains of 25 human beings, still dressed in archaic armor and festooned with colorful silk ribbons (remnants of the original 3rd Cohort of the Imperial Tagmata). A number of goats, pigs, sheep, dogs, and rats wander tamely through the chamber. In addition, 2-5 naked males of random species lounge idly in the chamber.

Against the western wall is a closed door leading to Skleros's chamber, as well as a series of five bronze **tripods of heating** (see new magic items) that bubble merrily without an apparent heat source. On the east wall is a wooden armoire, painted a cheerful blue color. A 10' trestle table with benches occupies the center of the chamber; it is set with pewter plates and settings and silver goblets. Bowls of fruit, plates of marinated meat, and bowls of pickled mushrooms temptingly fill the table.

Deino the Witch: Deino is ancient, quasi-immortal enchantress whose mastery of seduction and charms would be legendary were it more widely known. She appears as an attractive nut-brown woman with raven hair and coal-black eyes. She dresses in a loose tunic of pale yellow, secured with a belt of large pearls (1,500 gp). She wears a large opal ring at all times (see below).

Deino loves to seduce and charm attractive males of any humanoid species. Once under her thumb, she cavorts with them until she tires of them. At that point she turns them into animals, using her potions and ring to accomplish the transformation.

Deino warmly greets any group composed of at least one attractive male (CHA 14 or better), inviting such males (and their friends) to join the feast. She apologizes for her beastmen (if they have attacked the party), attributing any combat to their jealousy and protective nature. Genuinely interested in tales of her guests' adventures, she begs for news of adventure, clapping and 'ooh'-ing approvingly during any story telling. As the festivities continue, Deino plies the guests with her (drugged) food and drink and eventually offers to tell her own story, at which point she finally attempts to charm guests with her song; she sings delightfully, in a slightly haunting manner that compels attention (-1 to saves). Attractive males (CHA 14 or more) who are charmed are kept as playthings for 2-12 months; others are transformed into animals. Should guests prove hostile, or should a group include no desirable males, she summons all her forces (zombies, animals, and charmed men) to defend her.

Armoire: The armoire contains 10 sets of filmy silk garments, perfect for snuggling with Deino. It also contains some worn adventuring gear (clothing, belts, sacks - no armor or weapons) that used to belong to her current playthings. In the back of the armoire is a large, trapped silver box containing several scrolls; a set of six colored glass activation squares (see **Thothian teleportation rings** in new magic items) for use in 3-159; 19 doses of Rastite lotus powder (see new flora); and a vial of hot red liquid. The liquid is a sort of phylactery, containing Deino's life essence; should the vial be smashed, she will be unable to regenerate. The trap on the box is a poison needle (save vs poison or die; even if save is made, the poison causes 2-12 damage).

Tripods: The basin of each bronze **tripod of heating** (see new magic items) contains a different substance:

Tripod 1: Meat stew. A more savory form of the beastmen's cavern stew, Deino feeds this tasty fare to her playthings and any visiting beastmen.

Tripod 2: Syrupy golden mead, brewed from a variety of mushrooms and vital fluids garnered in the Halls, with one special ingredient, Rastite lotus powder (see new flora). When enchanted by Deino, this produces a delicious mead, albeit one with strong soporific qualities. It reduces saves in humans by 2 for an hour for each glass that is imbibed; strangely, it also acts to mask most powers of vampires, a property that Thegan White-Mane has used to subdue Isocorax (see 6-20).

Tripod 3: Transformation wine. This purplish liquor gives off a faint odor of granite, blackberries, and wild game. Its secret ingredient is cloud cap mushrooms (see new flora). Anyone drinking a mug of this will be transformed into an animal: 1=pig, 2=dog, 3=goat, 4=rat, 5=sheep, 6=unholy combination of three of the above. The transformation is permanent, but can be removed by **dispel magic**.

Tripod 4: 'Mother's milk'. This thick, viscous, yogurt-like substance smells of pine nuts. It tastes delicious, but is in fact deadly poison and will kill all those who don't save at -1. Deino uses this to end the lives of playthings and animals of which she has tired.

Tripod 5: Elixir of life. A thin, watery, whitish liquid that smells and tastes of mint and, strangely, of pepper. Deino extracts this from the bodies of the deceased and combines it with special ingredients to form the basis of both transformation wine and her own phylactery. When cloud caps are added, it becomes transformation wine. When Deino adds her own blood, it turns red and is used for her phylactery.

Secret Door (south): This door is normal to find and trapped with a poison needle trap (-5% to disarm). To open it, one must fold up a corner of the carpet and locate a small stud; pressing it causes a panel in the wall to unlock. The panel slides both ways, and is trapped (-5% to detect). Sliding the panel to the left causes a poison needle to stab the manipulator; sliding it to the right avoids the trap completely.

Notes on Playing Deino: Should PCs be admitted to the precincts of the 3rd Cohort for purposes of negotiation, they will be conducted to Deino's Hall, where she determines whether or not the PCs should be charmed, attacked, or invited to negotiate. Deino is interested in acquiring large quantities of cloud cap mushrooms (available in the Great Cavern, i.e., 3-163 and 3-172), and in locating the remains of Gennadius and Rex (Gennadius's remains are found at 8-41 and Rex's can be found at 6-50). She might also be interested in information about the cult of Set.

Although Deino is clearly the chief figure in this area, she leaves most tactical and daily decisions to her counts. Only larger matters of strategy and policy are brought to her attention.

The beastmen are fully aware of Deino's nature, and of the cruel fate reserved for most guests. Still, she is their 'mother', and they will defend her fiercely. About the best that PCs could hope for if they have previously befriended some of the senior beastmen is a warning of some sort, of either a direct ("Avoid Deino's hall completely!") or indirect nature ("I'd be careful about what I drank in Deino's hall …"). Of course, strangers or enemies receive no such warning. Those who attack Deino instantly become mortal enemies to the Tagma.

Finally, Deino enjoys a close relationship with Thegan White-Mane (6-20), operator of the Inn of the Lost. She relies on him to procure rare ingredients for her brews (especially Rastite lotus powder); in return, she supplies him with some of her syrupy golden mead, which allows him to continue to subdue Isocorax (see 6-20). Interrupting this trade would seriously weaken (if not endanger) both parties, and so both take pains to support and promote the interests of the other.

Inhabitants:

1. **Deino**, **semi-immortal female enchantress**: SZ M; AL LE; AC 2; MV 120'; HD 6; HP 38; #AT 2; Dmg 4-7/4-7 (**Deino's dagger**); MR: 33%. Special attacks: charm song (-1 to saves). Special defenses: regenerate 4 HP/rd; immune to charm, hold, polymorph. Possessions: **Deino's ring** (see new magic items); a **pearl necklace of invisibility** (see new magic items); and **Deino's dagger** (see new magic items). Deino can produce the following spell-like effects at will: **audible glamer**, **change self**, **detect illusion**, **detect invisibility**, **detect magic**, and **hypnotism**. In addition, she can create the following effects as a 7th-level illusionist three times per day each: **blur**, **dispel illusion**, **hypnotic pattern**, **invisibility**, **magic mouth**, **phantasmal force**, **improved phantasmal force**, **non-detection**, and **suggestion**. She can also cast magic-user or illusionist spells from scrolls (up to 5th-level spells).
2. **5 naked men** (2 Archontean, 2 Wiskin, 1 Thorcin): SZ M; AL N; AC 10; MV 120'; HD 1-6 HP; HP 5, 5, 3, 3, 2; #AT 1; Dmg 1-4 (dagger).
3. **25 zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 14(x3), 13 (x3), 12(x4), 11(x4), 10(x3), 9(x3), 8(x3); #AT 1; Dmg 1-8. Special: always strike last.
4. **The beastman counts** Georgik, Nikeos, or Skleros (30% chance for each). For stats, see 3-149, 3-151 and 3-152.
5. **Varumani advisors** (55%): see 3-162.

Treasure:
The cult of Thoth's memorial codex, stolen from 3-65, and containing, inter alia, a full version of the *Litany of Light* (for the codex, see Arden Vul books; for the *Litany of Light*, see the same, as well as areas 2-2 through 2-5); **Deino's ring**; **Deino's dagger**; **pearl necklace of invisibility** (see new magic items for the last three); three scrolls in the armoire, each with three MU spells (1: **pyrotechnics**, **tongues**, **polymorph self**; 2: **fumble**, **conjure elemental**, **passwall**; 3: **airy water**, **globe of invulnerability**,

power word stun); a set of six colored glass activation squares (see **Thothian teleportation rings** in new magic items); five **tripods of heating** (see new magic items); 19 doses of Rastite lotus powder (see new flora).

3-159: Commons

Despite the beastmen's best efforts (paint removal in this chamber is a classic punishment detail), this chamber retains its (magical) coat of bright yellow paint studded with pale-blue and white ibises. Even though Tagma Command has designated this chamber for off-duty relaxation, the beastmen consider the paint job to be ugly and, as a result, few use it. Even the furniture designated for this chamber has been 're-assigned.' Even the furniture designated for this chamber has been 're-assigned'.

In the northwest corner of the chamber lies a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: YE-BL-GR-WH-BK-RE (see new magic items for explanation).

The beastmen are ignorant of the purposes of the ring, largely because they possess none of the glass activation squares necessary to manipulate the ring. Deino, on the other hand, possesses a full set of the squares (in her armoire) and has memorized the addresses to the rings found in areas AV-29, 1-19, 2-42, and 3-33; she has not used the ring in decades, however.

3-160: Beastman Barracks: Veterans' Hall

Those beastmen who live so long that they are no longer able to serve in the Konturbia typically follow one of three paths: 1) if they are wise enough, they are promoted to a leadership position; 2) if they still feel virile enough, they journey to the Arena (Level 6) where they eventually die a glorious death; 3) if they are neither too wise nor too bold, they end up here, allegedly as guardians of the door to the north (leading to 3-57A). In truth they mostly sit around swapping lies and drinking cold water. There are eight sleeping pallets here, and a weapons rack with some ancient spears and chipped swords.

Activation of the trap in area 3-57 alerts the venerable beastmen, who summon a patrol from one of the other companies (arriving within 1 turn).

Inhabitants:

1. **8 venerable beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6, 6, 5(x3), 4(x3); #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows. Special: they are -2 to hit and -2 to damage due to decrepitude.

Treasure:
Each venerable beastman has 3-18 sp.

3-161: Beastman Mess Hall

The mess hall buzzes with activity in normal times as patrols cycle through the hall for meals. A serving table stands against the east wall, a table stacked with plates and mugs stands in the southeast corner, and two very long trestle tables with benches occupy the center of the hall.

Inhabitants:

1. **14-28 beastmen** (in times of peace) (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 9, 9, 8(x6), 7(x8), 6(x8), 5(x4); #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **Varumani advisors** (25%): for stats, see 3-162.

3-161A: Kitchens

The kitchen features a large open fireplace, as well as some ceramic ovens, and a maze of preparation tables. A huge cauldron simmers over the firepit, filled with the staple of beastman diet: cavern stew (a noxious mix of mushrooms, monkey meat, other meat [when available], lichen, moss and so forth). The head cook and her six assistants toil here 18 hours a day in noisy, hot conditions. The cook prefers to use wood for the fire, but must frequently rely on the dried stems of giant mushrooms. A 'chimney' of sorts directs smoke efficiently to an upper cave. Many pots, pans, ladles, spoons, and knives are present and in heavy use. A series of stone water barrels holds hot, warm, and cold water for washing (no soap is used, though!). The kitchen staff loves to sing martial marches as they work.

Inhabitants:

1. **1 beastman cook**, **as a trooper**: (see new monsters): SZ S; AL LN; AC 7; MV 90'; HD 1+1; HP: 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail; cleaver.
2. **6 beastmen assistants**, **as troopers** (see new monsters): SZ S; AL LN; AC 7; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail; cleavers.

Treasure:
The cook wears a silver chain around her neck at all times (25 gp).

3-162: Varumani Advisors

Two emissaries from the troll thegn (see 7-30) have been sent to advise (and observe) the Children of Deino. If no alert has been sounded, the varumani (see new monsters) will be found in one of three places: here (20%), the mess hall at 3-161 (25%), or Deino's Hall (3-158; 55%). They have been assigned two young beastmen as runners and messengers, and they take great delight in joking about eating their young aides. Their chamber features two huge piles of fur, a water barrel, a table on which are found some fist-sized dice, a sausage, two tankards, a small barrel of beer, and a locked wooden chest.

The emissaries are lazy and not particularly interested in protecting Count Skleros and the beastmen. If summoned to help in repelling intruders, there is a 25% chance that they ignore the summons. If they suspect the beastmen are going to be defeated, they will retreat to 3-159 and use their colored glass activation

squares to teleport to area 6-64 (the only address they have memorized is the one to that location).

Inhabitants:

1. **Clug and Verv**, **2 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks.
2. **2 beastman young** (see new monsters): noncombatants (AC 10, HP 2).

Treasure:

The locked chest contains 576 sp, 626 gp, and two troll thegn's passports (see Arden Vul items). The chest also contains a silver rod suitable for use in opening doors at 5-6E, a set of six colored glass activation squares (see **Thothian teleportation rings** in new magic items), and a pair of solid gold goblets stolen from the beastmen (125 gp each).

3-163: Great Cavern, Northern Portion

This iconic location is renowned through the upper levels of Arden Vul. It features luxuriant mushroom groves, a prolific (and nutritious!) troop of albino monkeys, numerous species of lizard and cave insect, and several noteworthy physical features, including a river, some falls, a lake, and a 50' cliff. The northern section (3-163) connects to the precincts of the beastmen (3-137 to 3-162), as well as to the river caves and other complexes. The southern half (3-172) holds several ancient tombs and artifacts, and eventually leads to the exterior via a tunnel system. The ceiling averages 60-80' in height. The temperature of the cavern is warm and humid.

Kerbog Khan (see SL12-25) regularly sends his dragonfly and explorer automatons to the great cavern to observe the denizens and gather specimens. Explorers have a 5% cumulative chance per hour spent in the cavern to encounter an automaton of Kerbog Khan (see new monsters). If so indicated, roll 1d6: 1-2 dragonfly automaton; 3-4: poison dragonfly automaton; 5: basic explorer automaton; 6: bipedal explorer automaton. There is a 33% chance that the Khan is inhabiting the automaton. Once initially encountered, there is a 75% chance that the automaton will reappear after a significant encounter (provided the PCs did not destroy it!), as the Khan will be interested in how the newcomers have fared. In subsequent encounters, there is a 75% chance that the Khan is inhabiting the automaton.

Light: The cavern is not completely dark, for among the colossal fungal growths are some species that emit dim orange phosphorescence. Still, the areas by the cliff (3-163C) and lake, as well as the tops of the rock formations (3-174, 3-178, and 3-179), are pretty dark. Anyone emerging from 3-154, 3-156, or 3-227 will see a low orange glow emerging from a stand of enormous mushrooms (10' to 15' tall).

Sound: Unlike many dungeon chambers, the Great Cavern is not quiet. There is a hum of insect activity, as well as the occasional moaning of breezes, plops of liquid from mushroom caps, and an occasional thrashing sound (prey being snatched). The sound of the falls (3-164B) is loud once one has descended the cliff.

Note: The cavern floor along the river below the falls (3-164B) is some 25' above the level of the river.

Inhabitants

1. **1 basic dragonfly automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire.
2. **1 poison dragonfly automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire.
3. **1 basic exploration automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 2; MV 150'; HD 4; HP 29; #AT 2; Dmg 1-4/1-4; MR 40%. Special defenses: immune to cold and fire.
4. **1 bipedal exploration automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire.



3-163A: Observation Cage

The priests of Thoth constructed an observation cage out of steel in this location. The cage is 15' high and afforded the priests an observation and collection zone. The priests smoothed the north wall and installed a small steel door; the door is locked and oiled. The cage door is also locked (+10% to pick).

The beastmen of the Long Range Cavern Patrol have stacked several boxes of provisions near to the door on the north wall. The boxes contain dried rations, filled water skins, six flasks of oil, and a dozen torches. There is also a pail of a noxious smelling, greyish paste (made of mushrooms and other cave detritus). The beastmen smear this on a torch and use its smell to repel giant centipedes as they rappel down the cliff face at 3-163C.

3-163B: Feeding Station

A locked steel door separates area 3-156A from a stone bridge extending out into the great cavern. The bridge is narrow (5' wide), and rises 15' above the cavern floor; it ends in a 5'x10' platform from which the priests used to feed the monkeys and other small animals. A rickety-looking but serviceable ladder is propped against the platform. The cavern floor near the platform is filled with a variety of giant mushrooms, and is filled with chattering noise of monkeys and the buzzing of dragonflies.

3-163C: Cliff

Running across the northern edge of the Great Cavern is tall cliff that drops 50' to the level of the lake (3-164). The cliff face is sheer, but rocky and relatively easy to climb (+15% to climb rolls). The paths through the fungal forest lead right to its edge, and it is just possible that an inattentive (or running) PC might walk or run off the edge (taking 5-30 HP damage in the process).

Small caves and holes in the cliff face serve as homes to the albino monkeys, to various small insects, and to numerous giant centipedes. Anyone climbing the cliff is vulnerable to attack by 3-4 giant centipedes (50% chance for an attack). Use of ropes makes the descent easier, and allows a straight 33% chance to avoid centipedes. Those making use of the foul paste found at 3-163A find their descent (or ascent) untroubled by centipedes. GM Note: clever PCs might also employ Lankios's paste (1-6) or a comparable recipe to serve the same purpose.

Close examination of the cliff edge nearest to points 3-163A and 3-163B reveals iron stakes driven into the stone (indicated on the map by an 'x'); the LRCP uses these to attach ropes when they ascend and descend the cliffs.

Inhabitants:

1. **18 giant centipedes**, **in groups of 3-4**: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x9), 1(x9); #AT 1; Dmg n.a. Special attacks: poison (+4 to save).

3-163D: Fungal Forest

All of the open areas, both above and below the cliff, are filled with specimens of colossal mushrooms that grow 10' to 15' in height. All of the colossal species listed in the new flora appendix may be found here, including orange lamps, white ribs, blue trumpets, eye-openers, cloud caps, and white bulbs. Paths through the forest are marked with dashes; these allow relatively normal movement. Where no paths exist, the forest is densely packed; movement is possible through it, but at half the normal rate. When in the forest, direction is quite difficult to maintain; one must roll 6d4+2 under WIS (or possess tracking skills) to maintain the proper direction. Note: there is a 5'-wide space between the cavern walls and the side of the fungal forest, so it is possible to circumnavigate the cavern by hugging the cave walls. The mushrooms grow right up to the cliff edge and the water's edge, so it might be possible for a careless PC to walk into the lake.

Searching the Fungal Forest:

Nothing of interest will be found on the path. For each turn spent blundering around in the forest, however, it is possible (1 in 6 chance) that the PCs might come across something interesting:

D20	Result	GM Notes
1-2	A head from an ancient statue: heqeti (20%), Thothian (50%), or Set (30%)	Nothing special
3-4	Corpse. Roll d10: 1-2: adventurer, 3-6: beastman, 7-8: goblin, 9: varumani 10: GM's choice	The corpse might have usable armor (25%), a normal weapon (25%), a bag of coins worth 10-100 gp (50%), and/or a minor magic item (5%)
5-6	Skeletons: skeletons rise from the muck and attack. Attacks are at -1 for all combatants, and only one person can engage another at a time (without hacking down some mushrooms)	3-6 skeletons: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 7, 6, 6, 5, 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage
7	An oblong bit of bronze (8"x3" with an image of a leering trollish face engraved on it.	One of the troll thegn's passports (see Arden Vul items)
8-10	A holy symbol: 1-4: Thoth; 5-8: Set; 9-11: other; 12: Rimmaq-Isfet	Each is worth 10-60 gp
11	A shrunken head of a monkey dangling on a string. The head chatters incessantly in Mithric about the basest of physical needs and/or about its immediate environment.	A **shrunken head** (see new magical items). If the GM wishes, the head knows how to get to one hidden tomb (e.g., 3-39, 3-66, 3-197, 5-36 or 5-57)
12	A gold cylindrical seal matrix, 8" long and 5" in diameter	The matrix is used to print archonal images on parchment; it is worth 450 gp
13-14	A gold medallion depicting a woman decapitating a frost giant	The medallion depicts the Fifth Labor of Arden (see SL13-10E); it is worth 100 gp

15-16	A 6”-tall terra cotta figurine of a man wearing an eye patch and a patchwork cloak, holding a huge sack and wielding a tiny, narrow dagger.	A representation of the folk hero, Larel One-Eye (see 3-46)
17	A 1”-diameter disk of a hard gray substance, with the words “From the Beacon” scrawled on it in Mithric.	A (depleted) rudishva lesser power supply (see new technological items). The inscription is a hint as to the origins of the rudishva tech.
18	A pottery shard with the words “the first name is ‘Font of Magic’” written in Archontean	This is the first of the Seven Secret Names of Thoth (see either *Secreta Secretorum* or *Thoth in All His Forms*, both in Arden Vul books)
19	A parchment folio with the *Lay of Marius Invictus* (see Arden Vul books) written on it in a beautiful Mithric script	See Arden Vul books
20	A folded-up piece of parchment with the following note in Mithric: “*Neferet, High Priestess of the Lord of Light, to Uriel Basileon, archon of the city of Arden Vul. Deliver the iron circlet of Ghanor from the governor’s palace to me for safe-keeping, or lose the support of the priesthood of Thoth in your struggle against the Sortians.*”	A clue about how the **iron circlet of Ghanor** (see new magic items) left the possession of Uriel Basileon (AV-29) and ended up with Neferet, high priestess of Thoth (now in 3-127)

Searching for Mushrooms:
Those looking for a particular mushroom species (see new flora) should roll on the following table:

D20	Species Found	Description
1-8	White Ribs	15’ tall, 4’ caps, good for eating
9-10	White Bulbs	11’ tall, 2’ bulbs, poisonous
11-13	Blue Trumpets	14’ tall, 2’-diameter blue cup-shaped caps, 75% cap filled with water, good to eat
14-16	Orange Lamps	10’ tall, 3’-diameter orange caps, emit phosphorescence
17-18	Eye Openers	9’ tall, 5’-diameter brown caps, psychedelic effects
19	Cloud Caps	9’ tall, with white and blue 2’ caps; good to eat, cures 1-3 HP; used by Deino (3-158)
20	A new variety of the GM’s creation	

3-164: Lake

The Seamly Run (3-230) forms a small lake here before the falls at 3-164B. The lake is about 130’ by 100’ at its largest extent, and its banks drop off quickly to an average depth of about 40’. A small island (3-164A) lies in its center. The water is clear, but dark due to lack of light. Its temperature is cold, about 55 degrees Fahrenheit, and a current runs through it towards the falls at 3-164B. Those not suspecting the current will need to paddle, row, or swim hard to reach the jetty at 3-164C (or any part of the beach). As part of the Great Cavern, the ceiling over the lake is high - some 40-60’ above the surface of the water.

Two giant crabs make their home in the lake. The crabs are hungry and are likely (50%) to attack anything moving across the lake. They are, however, intimidated by light, and can be driven away for 1-6 rounds if bright light (torch, **light** spell, etc.) is shined directly in their eyes. The beastmen bring chum for the crabs when they cross the lake. If the crabs attack the PCs while they are in a boat, there is a 15% capsize chance. This chance can be reduced to 5% if at least one PC focuses only on keeping the boat afloat.

Inhabitants:
1. 2 giant crabs: SZ L; AL N; AC 3; MV 90’; HD 3; HP 24, 22; #AT 2; Dmg 2-8/2-8. Special attacks: surprise on 1-4.

Treasure:
Halfway between the two docks, at a depth of 40’, is a solid gold statuette of a dwarf clad in mail with an axe; it is worth 5,000 gp.

3-164A: Sandy Island

Rising 5’ above the surface of the lake, this small island is the peak of a rock formation rising from the floor of the cave below. Over the centuries it has acquired a thin coating of sand on top of the rock (about 2” deep). Several skeletons and a few piles of rusting metal are visible on the island. One or both of the giant crabs may be resting on or near the island 50% of the time, ready to scuttle forth to attack any who land on their favored resting ground. Those who linger on the island will inexorably attract the crabs’ attention: the first crab arrives in 5 rounds, and the second 3 rounds after that. The crabs can be deterred for only 1-4 rounds by bright light at this location.

Inhabitants:
1. **2 giant crabs** (50%) (see 3-164).

Treasure:
The skeletons are bare. The piles of metal include a badly damaged suit of splint mail (it provides AC 6 instead of the usual AC 4), a **magic shield +2**, and several useless piles of rusted armor. Digging in the sand for 2-4 turns will produce a pair (white and green) of glass activation squares (see **Thothian teleportation rings** in new magic items), a deep blue spinel worth 750 gp, four aquamarines worth 100 gp each, and a black pearl worth 500 gp.

3-164B: Falls

At this point the Seamly Run drops some 25’ over a natural granite dam, producing quite a bit of noise and spray. Unsuspecting swimmers or boaters may be swept over the falls by the current if they come within 30’ of the Falls.

3-164C: Northern Dock

Here a stone jetty extends into the dark lake. Hammered into the sand-and-stone 'beach' near the jetty are two torch-holders, with fresh but un-lit torches in them. Tethered to the jetty are two old and weather-beaten skiffs, complete with two oars per boat. Each skiff seats five medium creatures.

3-164D: Side Cave

The ceiling of this side cave is 10' above the surface of the lake. A 4'-radius hole in the ceiling of the side-cave leads up to 3-171.

Treasure:
On the floor of the lake at this point, below 20' of water, is a wooden chest containing 9,971 ancient silver pennies (see Arden Vul items), a map ruined by water, a **potion of waterbreathing** (see new magic items), and a **ring of swimming**.

3-164E: Southern Dock and Rowboat

Identical to 3-164C, including jetty and torch-holders, but with only one skiff.

3-165: Rocky Island

A rocky island rises out of the Seamly Run (3-230) here. The island is uneven, rising to a level of about 20' above the river (and thus about equal to the height of the cavern floor to the north). In the center of the island is a badly worn and almost shapeless statue, worn almost smooth by moisture and time. The head of the statue has been knocked off and lies at its feet; the features of the statue are vaguely reptilian. The statue is visible from the base of the cliff opposite the river. A pair of phase salamanders (see new monsters) lairs on the island.

Inhabitants:
1. **2 phase salamanders** (see new monsters): SZ M; AL N; AC 3 (or 6); MV 90', 120' swimming; HD 5; HP 32, 23; #AT 1; Dmg 2-8. Special attacks: phase (+4 to hit). Special: AC 6 if unable to phase.

Treasure:
Next to the statue head is a small stash left by previous adventurers: a leather sack with a coil of rope, 10 steel spikes, four torches, 2 **smokeless torches** (see new magic items), a mallet, 2 flasks of oil, and a 6"-tall, ebony **statuette of feline friendship** (see new magic items).

3-166: Elevated Tunnel and Cave

The 5'-diameter mouth of a cave gapes over the Seamly Run (3-230) here. The opening is 25' above the Seamly Run and about even to the cavern floor across the river; as such it is difficult to detect unless light is used to inspect the far wall. Inside the opening are some roughly hewn - and wet - steps leading up to a cavern. There is a 10% chance per turn spent near the river at this location that a stirge can be spotted emerging from the cavern mouth.

The cavern is uneven and filled with stalagmites and stalactites. A trickle of water runs down the center of the walls, down the stairs, and drips over the edge of the cave opening and into the river. Any light source reveals a beautiful array of colors and glittering bits of mica. Close investigation of the stalagmites further reveals that one of the smaller ones has coalesced over a sack containing 52 gp; the sack must be chipped out of the stalagmite (possibly bringing company from 3-171).

Treasure:
52 gp in a sack.

3-167: Sloping Cave

The northern end of this cave rises sharply to a point more than 15' higher than the cave mouth. The floor is treacherous and uneven, with flowstone and other mineral formations. A sheen of water glistens when light is deployed.

Close observation reveals some roughly carved steps leading north (and upwards) beneath the flowstone.

Secret Door (east): The door is located behind a stone pillar, at a place where the cave is only 5' high. The door is an obviously worked piece of stone and is thus easy to detect (1 in 4). It has no secret catch, but must simply be pushed open with a successful open doors check.

3-168: Antechamber

This tiny room may at first appear as nothing more than a storage chamber, but it is in fact the antechamber to the tomb of Ythak Furl, a minor sorcerer from antiquity. The antechamber contains 6 large (5'-tall) urns and a pile of rotted wood (if investigated, the wood can be recognized as having once been a ladder). The walls were originally painted, but moisture has caused the paint to run and the walls now are covered with large, disquieting smears of moist color.

Urn 1: Hundreds of valueless cave pearls (2"-diameter white calcite formations).
Urn 2: A disgustingly thick soup of rotted vegetal matter (mushrooms): -2 penalty to saves for 1 day if ingested.
Urn 3: What appears to be an urn full of lamp oil. In truth, the lamp oil's depth is only a handful of inches, underneath which is contaminated water. Enough lamp oil can be gleaned to fill 5 flasks.
Urn 4 (covered): Extremely fine black sand.
Urn 5 (covered): 24 smooth wooden sticks ranging from 18" to 50" in length. One of the 36"-long sticks is in fact a femur of a large creature (troll), which has been carved into a flute. This enchanted item is a **troll flute** (see new magic items). Should Gislu the goblin (see 4-2) be present when the tomb is looted, Gislu will mistakenly declare the troll flute to be the long lost **scepter of the goblins** (see new magic items; the scepter is actually at 8-69) and will claim it as his share of the loot.
Urn 6: An inch of water on top of solid gold (once liquid, now hardened). The gold is worth 17,500 gp, but the urn weighs close to 400 lb.

Secret Door (east): A thin panel ½" thick, 3' tall, and 5' wide may be found at the top of the east wall of the antechamber; it is normal to locate. Blunt force will easily shatter the panel, allowing awkward egress to the inner tomb (recall that PCs will have to boost themselves 7' up to climb through the broken panel).

3-168A: Tomb of Ythak Furl

Ythak Furl, an eccentric sorcerer from the glory days of Arden Vul, commanded his tomb be built in this obscure location. Feeling death approaching, he retired to this chamber with his four trusted servants, whom he slew before taking his own life. The inexpertly worked, 20'-tall chamber has developed cracks that have oozed and dripped calcite-rich water over the centuries. The result is a forest of soda straws up to 5' in length and an uneven floor filled with various mineral formations. The vibrant paint of the frescoes has run, forming long streaks of color on the walls. Two stone statues depicting archaic spearmen stand against the west wall. Ythak Furl's sarcophagus rests along the east wall. The corpses of his four servants are neatly stacked by the south wall. Two more large urns stand in the center of the chamber. The first urn contains pure water, and the second once contained the finest hops, but they are now ruined by moisture.

The animated stone spearmen (see new monsters) and zombified corpses rise to confront any intruders who enter the chamber. Combat will inevitably result in the shattering of numerous stone soda straws; all should save vs. spells every other round (with a -2 penalty) to keep footing.

Sarcophagus: Ythak Furl's sarcophagus is a relatively modest, 6'x3'x3' stone affair, with an inexpert, vaguely cartoonish, carved image of a man with a strange headdress, too-large eyes, and long-but-wispy mustaches. Inside are the moldy but inert remains of Ythak Furl as well as some treasure.

Inhabitants:

1. **4 zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 13, 11, 10, 7; #AT 1; Dmg 1-8. Special: always strike last.
1. **2 Archontean animated constructs - spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 37, 34; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.

Treasure:

Inside the sarcophagus: 3,814 ancient silver pennies (see Arden Vul items), an ebony **wand of magic missiles** (the command word - 'shoot' - is engraved on the side in Mithric; 20 charges remain), a **torc of authority** (see new magic items), a gilt helmet with eye holes and ear flaps worth 150 gp but usable as a helmet, and three potions (of **poison**, **extra healing**, and **fire resistance**).



3-169: Pool

Much of this room is filled with a 15'-deep, mineral-rich pool of clear water. The walls are wet, and hundreds of soda straws hang from the ceiling. The entrance to the cave is layered flowstone. The water is potable, but tastes slightly off. At the bottom of the pool is ancient, limed-over skeleton. It is hard to detect, due to mineral formation. The corpse bears a **Sortian baculus** (no further enchantments; see new magic items), a pouch of 55 gp (fused together by mineral action), and a plugged steel tube containing several pieces of parchment. One piece reads, in formal, ceremonial Mithric: "*To operate the floating sage, one must slowly and clearly declaim the first principle of epistemology.*" Alongside this calligraphy are scrawled the words, also in Mithric "*Dubito, ergo cogito, ergo sum*" (I doubt, therefore I think, therefore I am). This is the command word for the **Sortian portable sage** (see new magic items) located in area 3-33.

3-170: Last Stand

This relatively plain cave holds the skeletal remains of 6 adventurers and 6 stirges. All twelve sets of remains rise to confront those who stay more than 3 rounds in the cave.

Inhabitants:

1. **6 skeletons**: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 7, 6, 5, 5, 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.
2. **6 skeletal stirges**: SZ S; AL N; AC 7; MV 120' flying (Class B); HD 1+1; #AT 1; Dmg 2-5. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.

Treasure:

A suit of badly rusted chain armor; another suit of enchanted **banded mail +1**; 66 gp, 79 sp, 35 cp, and a large moonstone (60 gp); two **potions of healing**; a **potion of growth**; a bone scroll case (25 gp) with a scroll with two cleric spells (**resist fire** and **find traps**); and a treasure map.

3-171: Stirge Lair

This cave might be as beautiful as 3-166 if it weren't for centuries of stirge dung which covers the stalagmites and mica formations. The ferocious reek of the dung becomes evident only a few steps into the cave. Those who fail a save vs. poison suffer a -2 penalty to combat rolls due to the smell. Combat here is likely to draw the attention of the skeletons in 3-170, who will arrive in 2-4 rounds.

In the southern tip of the cave is a 4'-radius hole in the floor that descends 10' to the lake (c.f. 3-164D).

Inhabitants:

1. **12 stirges**: SZ S; AL N; AC 8; MV 30', 180' flying (Class B); HD 1+1; HP 8, 7, 7, 6(x3), 5(x3), 4, 4, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures.

3-172: Great Cavern, Southern Portion

The ceiling of this enormous cavern averages 60-80' in height. The temperature of the cavern is cool, and somewhat moist (given the lake and river). Several large rock formations (3-174, 3-178, and 3-179), as well as an ancient parvis and stone chair (3-175 and 3-176), rise above the fungal forest.

Kerbog Khan (see SL12-25) regularly sends his dragonfly and explorer automatons to the great cavern to observe the denizens and gather specimens. Explorers have a 5% cumulative chance per hour spent in the cavern to encounter an automaton of Kerbog Khan (see new monsters). If so indicated, roll d6: 1-2 dragonfly automaton; 3-4: poison dragonfly automaton; 5: basic explorer automaton; 6: bipedal explorer automaton. There is a 33% chance that the Khan is inhabiting the automaton. Once initially encountered, there is a 75% chance that the automaton will reappear after a significant encounter (provided the PCs did not destroy it!), as the Khan will be interested in how the newcomers have fared. In subsequent encounters, there is a 75% chance that the Khan is inhabiting the automaton.

Light: The cavern is not completely dark, for among the colossal fungal growths are some species that emit a low orange phosphorescence. Still, the areas of the parvis (3-175 to 3-176) and lake (3-164), as well as the tops of the rock formations (3-174, 3-178, 3-179), are pretty dark. Anyone emerging from 3-180, 3-184, or 3-193 will see a low orange glow emerging from a stand of enormous mushrooms (10' to 15' tall), above which loom shapeless formations of rock.

Sound: Unlike many dungeon chambers, the Great Cavern is not completely quiet. It is filled with a hum of insect activity, as well as occasional moaning of breezes, plops of liquid from mushroom caps, and an occasional thrashing sound (prey being snatched).

Inhabitants:

1. **1 basic dragonfly automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire.
2. **1 poison dragonfly automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire.
3. **1 basic exploration automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 2; MV 150'; HD 4; HP 29; #AT 2; Dmg 1-4/1-4; MR 40%. Special defenses: immune to cold and fire.
4. **1 bipedal exploration automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire.

3-172A: Rockfall Trap

At this point where the eastern caves enter the Great Cavern the beastmen have set a trap, activated by a trip wire only 2" off the ground. If detected it is easily avoided and removed. If the trap is sprung, a pile of rocks held in a net above the entrance comes crashing down, inflicting 3-18 HP damage to anyone standing within five feet of the entrance. The beastmen will reset the trap in 1-4 days.

3-172B: Fungal Forest

Most of the cavern is filled with groves of colossal mushrooms that grow 10' to 15' in height. All of the colossal species listed in the new flora appendix may be found here, including orange lamps, white ribs, blue trumpets, eye-openers, cloud caps, and white bulbs. Paths through the forest are marked with dashes; these allow relatively normal movement. Where no paths exist, the forest is densely packed; movement is possible through it, but at half the normal rate. When in the forest, direction is quite difficult to maintain; one must roll 6d4+2 under WIS (or possess tracking skills) to maintain the proper direction. Note: there is a 5'-wide space between the cavern walls and the side of the fungal forest, so it is possible to circumnavigate the cavern by hugging the cave walls. The mushrooms grow right up to the cliff edge and the water's edge, so it might be possible for a careless PC to walk into the lake.

Areas 3-175 and 3-176 are elevated, so PCs taking the path from 3-172A to 3-164C, for instance, will encounter a 20'-tall stone edifice as they approach the latter.

Searching the Fungal Forest:
Nothing of interest may be found on the path. For each turn spent blundering about in the forest, however, it is possible that the PCs might come across something interesting (1 in 6 chance):

D20	Result	GM Notes
1-2	A head from an ancient statue: heqeti (20%), Thothian (50%), or Set (30%)	Nothing special
3-4	Corpse. Roll d10: 1-2: adventurer, 3-6: beastman, 7-8: goblin, 9: varumani 10: GM's choice	The corpse might have usable armor (25%), a normal weapon (25%), a bag of coins worth 10-100 gp (50%), and/or a minor magic item (5%)
5-6	Skeletons: skeletons rise from the muck and attack. Attacks are at -1 for all combatants, and only one person can engage another at a time (without hacking down some mushrooms)	3-6 skeletons: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 7, 6, 6, 5, 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage
7	An oblong bit of bronze (8"x3" with an image of a leering trollish face engraved on it.	One of the troll thegn's passports (see Arden Vul items)
8-10	A holy symbol: 1-4: Thoth; 5-8: Set; 9-11: other; 12: Rimmaq-Isfet	Each is worth 10-60 gp
11	Skull with a note written in Elvish stuffed inside: *Row swiftly, my love, so as to avoid the lake's guardians. Fire will keep them at bay, but only for a short while.*	Refers to the giant crabs in 3-164

12	A gold cylindrical seal matrix, 8" long and 5" in diameter	The matrix is used to print archonal images on parchment; it is worth 50 gp
13-14	A gold medallion depicting a woman impaling a huge troll	The medallion depicts the Second Labor of Arden (see *Twelve Labors of Arden* in Arden Vul books): it is worth 100 gp.
15-16	Grave stela, badly eroded: it reads, in Mithric, "*Soltis, servant of Thoth, who helped erect the House of Ptarmis atop the outcropping.*" Digging will not produce a corpse, as this marker has been removed from its original location.	A clue about the location of Ptarmis's tomb (3-174)
17	**A Sortian eye**: silver (80%), gold (15%), or sapphire (5%)	See new magic items
18	A parchment scrap with the words "the sixth name is 'Guardian of the Silver Veil" (written in Mithric)	This is the sixth of the Seven Secret Names of Thoth (see *Secreta Secretorum*, in Arden Vul books)
19	A piece of leather with the following note burned into it in Archontean script: *Use the feather of Maat to avoid unwanted interruptions from the waking dead.*	Refers to the feathers of Maat in 3-19 and the catacombs of 3-22
20	A fragment of a parchment letter in Mithric, of which the following is all that remains: *… and Lord Marius has caused great distress in the court by refusing to live in the archon's palace. He prefers the barracks, and the company of soldiers. Worse, he eschews the offerings of the finest merchants of Archontos, preferring a worn gladius and battered legionary gear. It is most unbecoming, but he has the ear of the Basileus! If only ….*	Could help those attempting to make the choice of Marius (see 6-154)

Searching for Mushrooms:
Those looking for a particular mushroom species (see new flora) should roll on the following table:

D20	Species Found	Description
1-8	White Ribs	15' tall, 4' caps, good for eating
9-10	White Bulbs	11' tall, 2' bulbs, poisonous
11-13	Blue Trumpets	14' tall, 2'-diameter blue cup-shaped caps, 75% cap filled with water, good to eat
14-16	Orange Lamps	10' tall, 3'-diameter orange caps, emit phosphorescence
17-18	Eye Openers	9' tall, 5'-diameter brown caps, psychedelic effects
19	Cloud Caps	9' tall, with white and blue 2' caps; good to eat, cures 1-3 HP; used by Deino (3-158)
20	A new variety of the GM's creation	

The southern fungal forest is home to a spore group of fungal foresters (see new monsters) who support and revere Trocadero, the mad wizard (see 3-176). They have no central lair, but may be encountered as random encounters, and/or in specific locations (e.g. 3-176) under certain well-defined circumstances. There are a total of 33 fungal foresters; any losses should be subtracted from that total.

Inhabitants:
1. **14 spotted fungal foresters** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 30, 30, 29, 29, 28, 28, 27, 27, 26, 26, 25(x4); #AT 1; Dmg 2-12.
2. **3 red fungal foresters** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 2; HP 15, 14, 12; #AT 1; Dmg 2-12. Special attacks: explode for 3-18 HP damage.
3. **7 blue fungal foresters** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 40, 38, 36, 36, 34, 32, 30; #AT 1; Dmg 2-12. Special attacks: spore cloud (stun).
4. **7 yellow fungal foresters** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 41, 39, 38, 37, 36, 35, 33; #AT 1; Dmg 2-12. Special defenses: spore cloud (missile/spell defense).
5. **2 black fungal foresters** (see new monsters): SZ L; AL N; AC 4; MV 30' on rock, 90' in fungal forests; HD 8; HP 61, 59; #AT 1; Dmg 4-16. Special attacks: spore clouds (stunning, and missile/spell defense).

3-173: Stirge Cave

Some 40' up the cavern wall is the opening to a small cave, where a colony of stirges has its lair. As the stirges continuously forage in the Great Cavern, only 1-4 are likely to be encountered here at any given time. Their cave lair is only about 4' tall, and is a disgusting mass of feathers, dirt, and excrement.

Inhabitants:
1. **1-4 stirges**: SZ S; AL N; AC 8; MV 30', 180' flying (Class B); HD 1+1; HP 6, 5, 4, 3; #AT 1; Dmg 1-3. Special attacks: drain blood; attack as 4 HD creatures.

Treasure:
Buried in the muck is a **gold Sortian eye** (see new magic items), and a **necklace of adaptation**.

3-174: House of Ptarmis

On top of a rock outcropping some 50' above the floor of the great cavern sits the resting place of Ptarmis, priest of Thoth, discoverer of this cavern, and cultivator of underground flora. Given the light radius thrown by most torches, it may be difficult for spelunkers to notice the existence of this mausoleum. Indeed, the structure on top of the outcropping cannot be seen unless 1) adventurers state they are looking up; 2) they are flying; 3) they have a way of casting light with a radius of more than 40'; or 4) they possess infravision.

Ptarmis's mausoleum lies on the flattened top of this outcropping, and is itself a structure some 20' tall. The ceiling of the cavern is here about 10' above the roof of the mausoleum. No ladder or indentations exist to aid climbing the outcropping.

Mausoleum: The mausoleum takes the form of a Greek-style temple some 25' long and 15' wide. A portico of slim columns supports the pediment; the lintel features elaborate neo-classical Archontean bas-reliefs showing a bald priest in robes, carrying an ankh and accompanied by an ibis, moving through a variety of fungal species. Close inspection reveals the bodies of large amphibians (heqeti, see new monsters) lying beneath the fungi. The interior of the mausoleum is open to the air through the pillars, and contains a large sarcophagus surrounded by 8 large urns containing plant and fungal matter. Four skeletons stripped of flesh and usable equipment lie on the pavement; scratched in the dust next to one of the skeletons is the word 'Beware' in Archontean.

Urns: The 8 urns are about 4' in diameter and 4' tall; moving them requires a successful open doors check. They are filled with an earthy and pungent soil. Four feature 3'-tall brown pitcher-shaped central flowers (assassin vines – see new monsters); the other four contain 3'-diameter brown globes of fungal matter (brown deadly puff ball mushrooms – see new monsters). Should the lid of the sarcophagus be opened, these plants spring to life and attack the desecrators.

Sarcophagus: The sarcophagus is undecorated, save for an inscription in large Mithric letters on its lid: *Here rests Ptarmis/ loyal servant of Thoth/ seeker of hidden ways/ who destroyed the loathsome ones/ raised his children from spores/ and opened this cavern/ Those who disturb his sleep/ Will be returned to the mulch/ from whence they came*. A successful open doors check is required to pry open the lid. Inside, Ptarmis's mummy case is nestled in four inches of dirt. The mummy case is elaborate, with a solid gold head decorated with lapis, sapphires, and black onyx. If sold intact, it easily realizes 10,000 gp. If broken up into its constituent gems and minerals, it is worth only 2,000 gp. Of course the case is not empty, as it contains a fungal mummy that used to be Ptarmis (see new monsters). Once the lid of the sarcophagus has been pushed off, Ptarmis pushes open his case and rises to confront the intruders.

GM Note: Ptarmis's fear aura poses a significant tactical challenge, as it might drive some intruders to run off the edge of the rock outcrop. Despite the height, those falling in such a manner only suffer 4-24 damage thanks to the great mushrooms around the outcropping, which slightly soften the fall.

Inhabitants:
1. **4 assassin vines** (see new monsters): SZ S (effective); AL N; AC 8 (main plant), 4 (tendrils); HD 2 (main plant); HP 14, 13, 11, 10 (main plants), 5 (tendrils); #AT 24; Dmg special. Special attacks: drag; strangulation; digestion.
2. **4 brown deadly puff ball mushrooms** (see new monsters): SZ S; AL N; AC 10; MV 0'; HD 3 HP; HP 3, 3, 3, 3; #AT 1; Dmg special. Special attacks: spore cloud (stunning for 4-7 rounds).
3. **Ptarmis, the fungal mummy** (see new monsters): SZ M; AL LE; AC 1; MV 60'; HD 8; #AT 2; Dmg 1-10/1-10. Special attacks: cause fear in 10' radius; spores cause madness. Special defenses: +1 or better weapons to hit; fungal flesh absorbs 2 HP dmg from each hit. Special: always act last in combat.

Treasure:
Ptarmis's mummy case is worth 10,000 gp entire, or 2,000 in pieces. Inside the mummy case are three 500 gp gems, 1,079 ancient silver pennies (see Arden Vul items), a pair of keys to the hematite doors at 3-177, a pair (black and red) glass activation squares (see **Thothian teleportation rings** in new magic items), a jar with 3 doses of **stone salve** (see new magic items), and an **amulet versus undead** (7th level). Buried in the dirt of one of the urns is an intelligent magical short sword named **Plantsbane** (see new magic items).

3-175: Elevated Parvis

The paved area (parvis) here rises about 20' above the rest of the cavern. Anyone on the parvis thus commands a fairly good view over some parts of the fungal forest. The parvis is made of old, cracked, chipped, and dirty white marble pavers identical to the parvis in 3-177. Black hematite doors lead to 3-177 (see that location for details). In short, speaking any of the seven secret names of Thoth (see Secreta Secretorum, in Arden Vul books) produces keyholes, but without the keys egress is impossible (see 3-177 for location of keys).

The parvis features four pairs of stone pillars that rise some 30' into the air; they do not reach the ceiling of the cavern (unlike their counterparts in 3-177).

Note: The parvis is one of the destinations for the one-way teleporter found in UP-11. Those teleported here find themselves standing on the pavement looking north at the gargantuan chair at 3-176.

3-176: Pavilion and Gargantuan Chair

The parvis leads to an imposing pavilion at its northern end. The pavilion is a further 10' above the parvis (and thus 30' above the cavern floor) and is reached by three wide steps from the parvis. The sides and rear of the pavilion feature 20 slim (2'-wide) black marble pillars that rise 20' in the air (but which do not support a superstructure). In the center of the pavilion is a gargantuan seat, some 10' wide by 10' deep by 10' high, carved completely out of single block of red jasper. To the left and right of the chair are two more 20'-tall, black marble columns. The floor of the pavilion is the same cracked white marble of the parvis, save for the impressive mosaics laid out directly in front of the chair. A human dressed in dirty brown robes sits uneasily in the chair (should Trocadero have been encountered as a Random Encounter and slain, the seat will be empty).

Living Mosaics (see new magic items): Ptarmis of Thoth (3-174) installed three living mosaics on the pavilion in front of the Great Chair when he discovered this cavern. The mosaics depict three separate areas of the Halls of Arden Vul:

Mosaic #1: it shows a section of the Long Stair near EX-11. There is a 25% chance that the mosaic currently depicts some group on the Stair. Roll on the random encounter charts at the start of the EX chapter to determine what the mosaic depicts. If a beastman patrol is indicated, then there is a 75% chance that the image shows the beastmen proceeding to enter the Halls at 3-189 (EX-11).

Mosaic #2: it shows a section of the Great Cavern at 3-163A. If the PCs have been there before, it is recognizable. If not, it depicts a section of cave with some bars near it. There is only a 15% chance of a creature moving through the scene.

Mosaic #3: this mosaic shows area 3-2. The scene shows a large ibis-headed figure. There is a 33% chance of a creature moving through the scene: if so, it will be 1-3: halflings, 4-5: adventurers, 6: cloaked figures (Set cultists).

Mad Wizard: Trocadero is a middle-aged human magic user (45 years old) who has been driven insane by the amulet that he found and elected to use. As a result he believes himself the reincarnation of Ptarmis and the natural custodian of the fungal forest. Trocadero spends his time walking through the forest (50%) or sitting on 'his' seat (50%). He is quite mad, but is not necessarily aggressive. He refers to himself in the third person as Lord Ptarmis, and gestures grandly at his dominion. He listens to petitions so long as the petitioners are polite and offer him respect and deference. Only if the PCs insist on searching the pavilion, or if they show signs of having killed any fungal foresters, or if they insult "Lord Ptarmis" to his face, will Trocadero attack. His first action is to ring a nonmagical silver bell. The bell alerts his allies, the fungal foresters, to his need, and they begin arriving (one per round) after 3 rounds. He then uses his spells to maximum effect, alternating between defense and offense. A favorite strategy is to cast **fly**, **shield**, and then **fireball**.

Treasure:
Trocadero wears the **amulet of Ptarmis** (see new magical items) and a **ring of protection from normal missiles** (see new magic items), and wields a **wand of magic missiles** (20 charges). He discovered a loose marble paver on the pavilion and stashed some considerable treasure there: his spell book, two **potions of plant control**, **two potions of extra healing**, 650 gp, an alabaster figurine of a cat (100 gp), a gaudy gold and sapphire ring (300 gp), and a large amethyst (400 gp). His stash also includes the *Diary of Trocadero of Newmarket* (see Arden Vul Books).

Trocadero's Spell Book: **Charm person**, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **read magic**, **shield**, **sleep**, **unseen servant**; **ESP**, **forget**, **invisibility**, **magic mouth**, **mirror image**, **pyrotechnics**, **stinking cloud**, **web**; **explosive runes**, **fireball**, **fly**, **tiny hut**.

Inhabitants:
1. **Trocadero of Newmarket**, **6th-level male Archontean magic user**: SZ M; AL NE; AC 8; MV 120'; HD 6; HP 19; #AT 1; Dmg: 1-4 (dagger). Abilities: STR 8, INT 17, WIS 11, DEX 16, CON 12, CHA 13. Possessions: dagger; a silver bell (25 gp); a **wand of magic missiles** (20 charges); a **ring of protection from normal missiles** (see new magic items); a **scroll of mirror image**; and the **amulet of Ptarmis** (see new magic items). Spells memorized: **charm person**, **enlarge**, **shield**, **sleep**; **invisibility**, **web**; **fireball**, **fly**.
2. **6 fungal foresters** (see new monsters). The foresters begin arriving three rounds after Trocadero rings his silver bell, and appear once per round in the following order:

Rnd	Type of Forester
1	**Spotted fungal forester** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 22; #AT 1; Dmg 2-12
2	**Spotted fungal forester** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 23; #AT 1; Dmg 2-12
3	**Blue fungal forester** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 34; #AT 1; Dmg 2-12. Special attacks: spore cloud (stun)
4	**Yellow fungal forester** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 35; #AT 1; Dmg 2-12. Special defenses: spore cloud (missile/spell defense)
5	**Red fungal forester** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 2; HP 12; #AT 1; Dmg 2-12. Special attacks: explode for 3-18 HP damage
6	**Black fungal forester** (see new monsters): SZ L; AL N; AC 4; MV 30' on rock, 90' in fungal forests; HD 8; HP 59; #AT 1; Dmg 4-16. Special attacks: spore clouds (stunning, and missile/spell defense)

3-177: Cave of the Hematite Doors

This large cave has been partially worked and improved. The floor for 35' in front of the doors has been smoothed and laid with large (5'x5') pavers of white marble. Six slim (4' diameter) natural stone pillars extend up to the ceiling (although an observer will notice that they turn into unshaped rock over their top 10' of height). The western wall has also been finished, and was plastered at one time; now, however, only a few shreds of plaster hang on the wall. The east wall is unfinished rock.

The north wall boasts a masonry wall of fitted stone surrounding two enormous (15') black doors. The masonry wall includes two of the stone pillars (i.e. the masonry has been fitted to two pillars); the wall was originally plastered, but, like the west wall, is now entirely bare.

The Hematite Doors: The doors are made of black hematite and are inscribed with arcane symbols that glow with a gentle, pulsating purple light. The symbols include an ankh on each door, as well as a feather on the western door and an ibis on the eastern door. An inscription runs across the top of both doors, reading (in Mithric): "Speak One of the Seven to Enter the Domain of Ptarmis." The doors do not feature any obvious keyholes or locks, but are quite immovable. Anyone who passes successfully through the doors is rewarded with a **bless** spell, with a duration of 1 day.

Opening the Doors: PCs may naturally assume that these black doors are the (in)famous Obsidian Gates. They are not, although they are themselves quite potent. Speaking aloud one of the seven secret names of Thoth (for which see *Secreta Secretorum* in Arden Vul books) causes a keyhole to appear in each valve. Each requires a large (1') bronze key to open. Without the keys, the doors will be almost impossible to open; a **knock** spell causes the keyholes to appear, but will not open the door. The only alternative to locating the keys is to traverse the eastern tunnels (3-180 through 3-184). Keys may be found at areas 2-23, 3-174, 4-2, 4-158, 5-17, and 5-39.

Arcane Sigils on the Doors: Tracing any of the sigils inscribed on the door produces a magical effect, although if the tracer is carrying a holy symbol of Set he/she will instead be blasted for 2-8 HP of electrical energy and the sigil's effect will be wasted. Tracing either ankh produces a blessing (+1 to hit and +1 to damage for 4-6 hours); tracing the feather provides a +4 bonus to AC against undead for 4-6 hours; and tracing the ibis grants the user the equivalent of **comprehend languages** for 4-6 hours. Once a sigil is traced, the sigil ceases to glow for 1-4 days, at which point it will again glows and can impart its powers.

3-178: Accursed Pillar

The accursed pillar of Rimmaq-Isfet stands atop a rock formation, some 40' above the floor of the great cavern. As with 3-174, it might be difficult or unlikely for unsuspecting cavern crawlers to notice this pillar unless they state they are examining the ceiling carefully. This pillar is one of the most ancient icons of the complex, carved millennia ago during the height of heqeti (see new monsters) dominance over the Halls. Rising 15' above the formation and 8' in diameter, the pillar is carved in a spiral fashion with scenes showing the triumph of the heqeti followers of Rimmaq-Isfet. Given its antiquity, many of these carvings are now little more than faceless lumps. Still, careful perusal of the column reveals some information, albeit at a potentially stiff price. The entire column radiates an obvious and brooding evil, and exudes a chill in a 5' radius around it. Touching the column results in a keqemander demon being gated in to confront the intruders (see new monsters). Simply examining the pillar causes dizziness, and possibly **confusion** (save vs. spells to avoid). Those who keep their eyes on the pillar may learn one of the following bits of information:

D10	Result
1-2	A colossal salamander fills the top of the pillar. It has multiple legs, and an enormous mouth filled with teeth and circled with a 'beard' of feelers/ tentacles. Three lidless eyes span its massive brow.
3-4	Hopping salamander-headed bipeds wreak destruction on lizards
5-6	Humans in chains are driven into the maw of a giant amphibian
7-8	The boundary separating the spiraling narratives is in fact a tongue
9-10	The heqeti and their slaves seem to be moving towards a ziggurat in a cave.

It takes an hour of scrutiny to learn all of this information. Anyone who successfully gleans even one piece of information from the column has a flat 50% chance of recognizing the origin of Kauket artifacts and structures found elsewhere in Halls (e.g. pukel-manders, **tears of Kauket**, etc.), and a flat 33% chance of intuiting a relationship between Rimmaq-Isfet and Kauket (see new monsters for both). Such an ability does not allow one to intuit specific uses or functions of such objects, but does allow one to state with authority something along the lines of "That [whatever] is part of the demonic amphibian cult. I saw something similar on that blasted pillar!" Forewarned is forearmed, after all.

GM Note: A similar pillar may be found at 9-135.

Inhabitants:

1. **1 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 8; HP 55; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.

3-179: Mysterious Hole, with Access to 5-141

The rock formation rises another 20' in height from the accursed pillar (3-178). At its pinnacle it is some 60' above the cavern floor, and only 10' away from the ceiling. At this point is a 5'-diameter hole in the rock that extends downward some 80' before opening into a small cavern. This cavern (unmapped) is about 20' wide and 8' to 15' high, and snakes over uneven rocky floors some 80' towards the north. It is cool and dry, and is a suitable place for resting. In the extreme north corner of the unmapped cavern is another 5'-diameter hole that extends down another 170' to Level 5-141. A midnight rose plant grows next to the hole (see new flora).

The unmapped cave contains a cache of food, including 4 lb of dried fruit of an unusual nature (but edible), 1 lb of dried (but now leathery) meat, and 2 flasks made of a strange, orange-colored material (plastic). Discarded next to the cache are two 1" discs of a strange orange substance (rudishva lesser power supplies, each with 3 charges remaining - see new technological items). Carved on the wall near the cache is some strange text (in Varumani Semi-glyphik) which if translated state: "*Betrayed by the kaliyani, the varumani flee. Our Lords help us not. They are thrown down. Let us follow the thegn.*"

GM Note: The holes that connect 3-179 to 5-141 were delved by the varumani as they sought escape from the collapse of the rudishva hegemony over the halls. The note points to the culpability of the kaliyani, the third rudishva servitor race, in this disaster. Alerting the current troll thegn (7-30) to the content and location of the inscription adds a +20% reaction bonus to any initial meeting with the thegn, and also produces a reward of 250 gp.

Treasure:
Two rudishva lesser power supplies with 3 charges each (see new technological items), and two rudishva plastic flasks (10 gp each to a collector).

3-180: Damp Caverns

The walls of these three caves are slick with moisture, and the temperature in them is about 10 degrees warmer than the surrounding caves. The floor of the caves is muddy sand and gravel. The beastmen have placed a warning sign at location (A); it takes the form of a broken spear haft with a decomposing baboon head impaled on it. A column of magical fire crackling merrily at location (B) has attracted 3 fire mephits, who frolic at location (C). The mephits smoke sticks made of dried and pressed eye-opener mushrooms (see new flora). They are dressed in strange costumes: heavy purple velvet smoking jackets, orange top hats, and ankle boots with 3" heels.

Inhabitants:

1. **3 fire mephits**: SZ M; AL NE; AC 5; MV 120', 240' flying (Class B); HD 3+1; HP 23, 22, 20; #AT 2; Dmg 2-4/2-4. Special attacks: flame shroud around body; breath weapon 3/day; heat metal 1/day; magic missile (2 missiles) 1/day; gate (25% chance, once per hour).

Treasure:

If slain, each fire mephit's heart will coalesce into a fire opal worth 100 gp; mephit skin may also be sold to wizards for magical research. They have a silver case (25 gp) containing 12 of the eye-opener 'cigarettes'; these cigarettes function just as the fresh variety (see new flora).

3-181: Hidden Side Cave

The entrance to this side cave is a 3'-diameter hole located 5' above the floor of the tunnel. It is easily found by those proceeding slowly or cautiously, but might be overlooked by those moving swiftly or lazily. The tunnel is small and narrow at first, but opens up to 5' wide by 8' tall before emerging in a 10' by 10' cave. Inside the cave is the body of an elven magic user, long dead and decomposed. All that remains of her is a wooden staff capped with iron and a leather pouch with a 50 gp beryl and a 100 gp aquamarine.

A colony of four feral house cats led by the former familiar of the wizard make their nest here. The cats prowl in 3-172 for insects and other small prey, and hide in this cave to escape larger predators. It might be possible to adopt one or more of them.

Inhabitants:

1. **4 wild cats**: SZ S; AL N; AC 5; MV 180'; HD 1; HP 6, 4, 3, 2; #AT 3; Dmg 1-2/1-2/1-2. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

3-182: Empty Cave

This cave contains obvious signs of animal traffic leading towards 3-183.

3-183: Rock Reptile Lair

This cave is the lair of 3 rock reptiles that enjoy hunting in the Great Cavern (3-172). Their lair proper is in the western protrusion. The beastmen know of the rock reptiles, and employ a testudo formation to move swiftly through this cave; they also offer fresh meat as an offering to allow them to pass. There is a 50% chance that 1 or more of the rock reptiles will be present; if any, roll a d10: 1-4=1 rock reptile, 5-8=2 rock reptiles, 9-10= 3 rock reptiles.

Inhabitants:

1. **1-3 rock reptiles**: SZ M (8'); AL N; AC 3; MV 60'; HD 5+8 HP; HP 42, 40, 38; #AT 1; Dmg 9-12. Special attacks: surprise on 3 in 6. Special defenses: chameleon powers.

Treasure:

Two 10-lb silver ingots (500 sp each), a misshapen stone head of a snake-creature (one of the bas-reliefs from 3-192F), a **potion of flying**, and one boot from a pair of **elven boots** (the other is at 1-18).

3-184: Cave-In

An enormous rock fall renders the passage here impassable. Just beyond the cave-in is a short tunnel that leads to 3-172, exiting some 25' above the floor of the Great Cavern.

3-185: Lost Goblins

The remnant of a goblin expeditionary party lurks in this cave. Only three goblins remain, under the command of the charismatic sub-chief, Bellringer (who is fluent in Archontean, moreover!), and they are nervous and excitable. They are quite willing to parlay, especially if the PCs offer them food and assistance. They have stashed the bodies of three of their dead companions down the narrow passageway

The Goblins' Story: Flushed with a minor gladiatorial victory at the Arena (6-68), a team of goblins under the leadership of Bellringer decided that they were fated to discover the whereabouts of Gribble, King Weskenim's missing brother (Gribble is currently in the prison of Set at 3-105). They left the Arena area (6-67), climbed to Level 4 (4-161), and located the stairs to Level 3 (via 4-159). Once in the Great Cavern (3-172), however, Bellringer and his men were ambushed by the beastmen of the Long Range Cavern Patrol (3-154) and almost annihilated. The remnants fled east, and managed to locate this cave, where they are planning their next move. They gladly trade information for food and assistance in returning to 4-159.

Inhabitants:

1. **2 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6.
2. **Bellringer**, **sub-chief** (as a hobgoblin): SZ S; AL LE; AC 5; MV 60'; HD 1+1; HP 8; #AT 1; Dmg 2-7 (military pick). Possessions: military pick, **chime of opening** (3 charges).

Treasure:

35 sp, 61 cp, and two dead giant centipedes (poison glands could be extracted).

3-186: Crossroads and a Giant Boulder

A giant boulder rests on the floor of this crossroads. The fact that the boulder is freestanding, and not attached to the ceiling, may not initially be apparent to the incautious: the ceiling here is 20-25' high, while the boulder is 22' wide and 15' high. Close inspection reveals chiseled footholds on the north face of the boulder that allow easy access to the top of the boulder. At the top may be found a flattened space, the cold ashes of a cooking fire, and several battered iron pots and cauldrons. A small patch of aqua vitae mushrooms (see new flora) has taken root in some dirt

and dust that has accumulated in a shallow depression on the rock. Currently there are 8 ripe mushrooms. Every 1-3 months a new crop of mushrooms will spring up here.

The campsite on the boulder is relatively safe; it provides a good view of all approaching tunnels, as well as of the hematite doors at 3-177 (which are clearly visible due to the magical light found there).

3-187: Empty Cave

This cave is little more than a widening of the tunnel. The corpses of two beastmen lie moldering in the small spur to the north. The bodies are badly decomposed and carry nothing of value. Occasionally (10%) a carcass creeper is found here.

Inhabitants:

1. **1 carcass creeper** (10% chance): SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 20; #AT 8; Dmg nil. Special attacks: paralysis.

3-188: Crossroads

Three tunnels converge at this point, and a fourth appears to lead to the north. The fourth passage leads to a small cave whose far wall has been smoothed flat and then carved. The carved stone is a **Sortian face** (see new magic items) that is activated by placing **Sortian eyes** (see new magic items) in the empty eye sockets. Only a few combinations of eyes are unique to an individual face; the rest are standard (as detailed in the new magic items appendix).

Gold-Gold: Teleportation
All within 5' are teleported to area 6-48

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *All those with the spark must be trained, regardless of their origin. The empire will be better for it. Once you have found a suitable recruit, visit the sanctum so that training may commence. Recall that proper vision comes only with yellow or blue eyes. I, Priscus the Hekate, have spoken! Oh, and if exigency requires it, you may seek our outpost along the wall of the chasm, near where the falls crash to the floor. Do not alert the Theosophs to your passage!*

GM Note: This message is a hint as to the original, egalitarian message of the Sortians, and especially Priscus Pulcher. The outpost is to be found at areas 9-58 to 9-64.

Note: This cave is also the destination for a **Sortian face** found at area 6-48.

3-189 (aka EX-11): Secret Door to Exterior

This secret door deposits travelers outside the Halls and onto the upper reaches of the Long Stair at a point 1,150' from the valley floor or 350' below the plateau. The door is made of stone, and is easy to discern from the inside (1 in 3). The door is the primary route used by the beastmen of the Long Range Cavern Patrol (3-154) to access the ruined city of Arden Vul (AV) and the valley of the Swift River.

Trackers will easily notice signs of traffic here, particularly of small feet (the beastmen). Much graffiti is scrawled on the walls near the secret door.

D20	Graffiti	GM Notes
1-3	A random name, e.g., Jimmy Sharp-Eyes, Gaius Christopher, Azgallatu, Ceras, etc.	The GM should use names of NPCs known to (or rivals of) the PCs. Language: varies by ethnicity of author
4	Beware the Lake. Foul things live there!	A reference to 3-164 and the giant crabs dwelling therein. Language: Dwarvish runes
5	Door impenetrable. Move instead to pyramid. Forge of Zhorak to find!	A reference to the legendary dwarven smith Zhorak, whose forge (8-100) modern dwarves would dearly love to locate. Language: Dwarvish runes
6	Humans Go Home! (with a skull painted nearby)	Beastman propaganda (for beastmen, see 3-138 to 3-162). Language: large, simplistic Archontean script
7	To Gnath: walking animals be too mighty. Me take boys home. [Signed] Ragnar	A warning about the beastmen (3-138 to 3-162) from a Wiskin adventurer. Language: crude, agrammatical Archontean
8	'The Priscians have returned' [in Archontean with big block capitals] and 'Fool of a First Circle apprentice. Use discretion!'	A clue that the Priscians have occupied the old Sortian outpost (see 9-58 to 9-64). Language: Mithric
9	Foul sorcery in the big cave. The flying fire-dealer cannot be stopped.	An opaque reference to Trocadero of Newmarket (3-176) although PCs may think it refers to a dragon. Language: Archontean
10	Ptarmis found this cavern and built this door. May Thoth reward him.	An ancient reminder of the role of Ptarmis (now a fungal mummy at 3-174) in developing the Great Cavern (3-163 and 3-172). Language: Mithric
11	Nerub Null is a big fat idiot. May he choke on his silver eyes!	A reference to one of the leaders of the modern Priscian cult (9-64) and to the **Sortian eyes** (see new magic items). Language: Thorcin
12	Hareth: bear right through the caves and meet us by the lake.	An adventuring note, with the important clue about how to reach the Great Cavern (3-172) and lake (3-164). Language: Thorcin
13	[a recently-painted, but crude, image of a black boar with an ibis in its mouth]	Iconography of the cult of Set (the boar) and that of Thoth (the ibis). A hint that Set is active again (see 3-90 and Level 4)

14	Don't trust the beastmen. Their 'mother' is a witch!	Partly true, as Deino (3-158) is a dangerous sorcerer. But the beastmen (3-138 to 3-162) are lawful and generally keep their word. Language: Archontean
15	Those yellow-spotted blue mushrooms pack a dangerous punch! But with them we found a hidden door!	A reference to the eye-opener variety of giant mushrooms (see new flora). Language: Archontean
16	Watch out for the walking mushrooms. Some of them explode!	A reference to the red variety of fungal forester (see new monsters), which might be encountered in the great cavern (3-163 and 3-172). Language: Wiskin
17	There's a route to the lower caverns high up on the west wall of the big cavern.	A useful hint about the route to Levels 4 and 6 via the ledge at 3-193. Language: Archontean
18	We have it on good information that there are three major unplundered tombs accessible from the big cavern. One is under the waters of the lake.	A reference to areas such as 3-168A, 3-174, 3-192, and 3-197. The rumor about a tomb under the lake is false. Language: Archontean
19	To reach the temple of Thoth, head north through the Great Hall and turn left through the tombs. Look for the statue.	An accurate, if general, description of the route to 3-71, via 3-123 and 3-15. Language: Elvish
20	The LRCP Owns These Caves!	Propaganda from the Long Range Cavern Patrol (3-154). Language: Archontean

3-190: Storage Cave

The beastmen use this dry cave to store supplies for their patrols. A coffin-sized stone container sits in the southwestern corner; it has an ancient wooden lid on which the faint imprint of the insignia of the 3rd Cohort of the Imperial Tagmata (a mailed fist) is still visible. The lid is held shut with a padlock trapped with contact poison (save vs. poison or die; if save is made, still take 1-12 damage). Despite this protection, the lid could easily be easily removed by chopping off the hinges of the chest. Inside the stone container are 10 javelins, 10 torches, six gourd canteens filled with water, dried food sufficient for 5 persons for a week, three glass flasks of oil, and a leather pouch with 5 dried specimens of red veil mushrooms (see new flora).

Inhabitants:

A beastman patrol may be present (25%). There is also a 25% chance that a carcass creeper has been attracted by the smell of prey. If the two are present at the same time, they will be in combat (and that combat will be noisy and evident to those approaching from the south).

1. **6 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **1 beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.
3. **1 carcass creeper**: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 21; #AT 8; Dmg nil. Special attacks: paralysis.

3-191: Empty Cave?

First impressions suggest an empty natural cave. But the western wall is, in fact, illusory (marked by dotted lines). Klisko Lightfingers, a human illusionist, was badly burned in the battle that took place in 3-192, and has retreated here in shock to recuperate. Most of his possessions, including ¾ of his spell book, were destroyed in the conflagration. With what spells that remain to him, he threw up a **hallucinatory terrain** spell to make the room appear smaller than it is; retreating into the illusion, he applied a medicinal paste to his burned face and scalp and fell asleep on his bedroll. If discovered and awakened, Klisko is cautious, and backs away, mumbling vague threats and warnings about fire. If cured, he pretends to join his rescuers but betrays them as soon as possible.

Careful examination of the floor of the cave might suggest that it has been used recently and a ranger might (+5% to base chance) notice tracks leading towards the illusory wall.

Klisko freely relates what happened in 3-192, (including the existence of the **fire trap**) hoping thereby to ingratiate himself with his rescuers. He and his team knew one of the secret names of Thoth (#4: Light of Comprehension, see *Secreta Secretorum* in Arden Vul books for all Thoth's secret names) and suspected the location of the tomb of Lycandus (3-197). He might barter this information for assistance in exiting the Halls.

Inhabitants:

1. **Klisko Lightfingers**, **5th-level male Archontean illusionist**: SZ M; AL NE; MV 120'; AC 5; HD 5; HP 4 (Max 14); #AT 1; Dmg 1-4 (throwing daggers). Abilities: STR 10, INT 17, WIS 14, DEX 17, CON 11, CHA 13. Possessions: backpack; 1 day's rations; empty water skin; 6 throwing daggers; **bracers of defense** (AC 8); a pouch with 45 gp; a bag of silver shavings (110 gp); and his badly burned spell book. Memorized spells: the only spell he has left is **light**.

Treasure:

Bracers of defense (AC 8), a pouch with 45 gp, a bag of silver shavings (110 gp), and his badly burned spell book. The only spells still left in the spell book are: **detect invisibility**, **phantasmal force**, and **hypnotic pattern**.

3-192: Hall of Unease

This elaborately carved and decorated chamber predates the arrival of the Archonteans to this site, even though it has been substantially modified and redecorated on numerous occasions over the centuries. Originally (and until only recently) it was accessed through a set of stone doors opening into 3-172; this entrance is now buried under several tons of rubble from a cave-in caused by the adventuring party lying (mostly) dead in the chamber. A secondary access route was gnawed or delved by

unknown hands some centuries past; it leads by a twisty path to the tunnels near 3-188 and 3-191.

The chamber contains an ancient, timeworn statue, six decapitated bas-relief figures, and five sarcophagi of more recent (but still centuries-old) vintage. The walls originally featured low bas-reliefs of figures struggling in coiling, writhing masses; with erosion and desecration it is hard to make out the nature of the figures, but they seem vaguely reptilian. In a few places it seems as if large snakes or lizards are devouring multitudes of smaller figures. Studying the walls for more than a couple of rounds (say, while searching for secret doors) provokes a sense of unease (-1 to saves vs fear for 1-4 hours).

In addition to the sculptural features, the Hall has also been the site of a destructive battle in the very recent past: fully nine adventurers lie dead throughout the room. Six of the corpses are badly scorched, as if from tremendous heat; the most badly burned body lies directly in front of the statue. The three other corpses are less badly scorched, probably because their owners were crouching behind the sarcophagi in the center of the chamber when they died. The corpses belong to two adventuring parties that got into an argument in this chamber; in the midst of their struggle, the thief of one party manipulated the statue, thereby provoking the fireball that annihilated the parties and caused the cave-in over the exit to 3-172.

Statue: The statue has been badly eroded by time, and its features are hard to discern. It is bipedal and human-sized, although its head looks strangely large and nonhuman, particularly in its nose. Two highly faceted amber gems serve as over-sized eyes for statue. Should anyone touch the gems, a roaring noise will fill the hall for 3 rounds before one of the following effects occurs:

D6	Effect
1-2	Two bolts of electricity strike one of the PCs, inflicting 2-8 HP each
3-4	A cloud of poison gas emerges from the ceiling. Everyone in the hall must save vs poison: if save is made, take 1-10 HP damage; if it is failed, but within 5 of the target number, take 2-16 HP damage and suffer blindness for 1-4 turns; if failed by 5 or more, take 3-24 HP damage and suffer blindness for 1-4 days
5-6	**Fireball** at level 9 (i.e., 9-54 damage)

It is possible to provoke multiple effects, or multiple iterations of a single effect, by continued manipulation of the statue.

Sarcophagi: The three in the center of the chamber are ancient, dating to the earliest period of the Archontean Empire. The lids of all three were smashed long ago, and the remains dispersed. They are 4' tall, 6' long, and 3' wide. One could easily hide within any of them. The outside of each is carved in a simplistic style, employing rude scenes of dragons devastating an idealized countryside. The two sarcophagi that rest against the northeast and southeast walls are more recent, dating to the attempted recolonization of the Halls some 250 years ago. Both have plain sides and an elaborate, well-carved gisant of an imperial legionary on their top. The northeastern sarcophagus has been smashed open, and its contents dispersed, while the southeastern one is still intact. It takes a successful open doors check and the use of a prybar (or equivalent) to lift the lid. Inside is a skeleton of an Archontean legionary, still accoutered in tarnished mail and conical helm, with a serrated sword. The skeleton clambers out of the sarcophagus and attacks.

Bas-Relief Figures: Along the eastern ell of the chamber are six 2' daises on which stood bas-relief figures of animal-like humanoids. The heads of 5 of the 6 have been brutally struck off. The sixth is intact, and represents a bipedal figure with bulbous eyes, slit nose, and an oversized mouth (it looks vaguely salamander-like; it is, in fact, a heqeti, see new monsters). The bas-reliefs are ancient, and extremely worn.

Inhabitants:

1. **1 skeleton**: SZ M; AL N; AC 7; MV 120'; HD 1; HP 7; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.

Treasure:

The intact sarcophagus: 6 ancient octagonal platinum coins (see Arden Vul items), a bone scroll case with three magic user spells (**spider climb**, **continual light**, and **gust of wind**), and a jade necklace worth 275 gp.

On the dead adventurers: a total of 143 sp, 71 gp, 219 cp; a **hammer +1**; a **dagger +2**; a **potion of fire resistance**; a **potion of climbing**; usable long swords (x3), mace, daggers (x6); a lump of melted silver (56 gp), formerly a statuette; and various charred bits of equipment at the GM's will.

3-193: Set's Landing

Twenty-five feet up on the west wall of the great cavern is a small landing leading west to a 5'-wide passageway. The landing has a low balustrade of simple stone columns to which is attached a long rope ladder. The rope ladder is coiled on the landing but easily reaches the cavern floor when uncoiled. Three Set guardsmen with bows are lounging on the landing, watching activity in the cavern. The landing provides the only sure way to access Level 4 (via 3-212) from the southern part of Level 3, and the priests of Set are increasingly anxious to control it. If combat breaks out here, there is a 50% chance that the guardsmen in 3-195 hear and arrive to aid their comrades in 3-5 rounds.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

3-194: Storage Chamber

This small chamber is unpainted and rather drab. Twelve large sacks line the north and south walls. These sacks contain varying amounts of dried mushrooms of different sorts harvested from the Fungal Forest of the Great Cavern. The sacks are not worth much in absolute terms, but would be valuable as food and pharmacological resources to any of the intelligent communities in the Halls. They would be recognized as stolen from Set if the PCs tried to sell the sacks in the Forum of Set. At the bottom of one sack is a silver plaque engraved with a sheep's head; it is worth 50 gp as a symbol of the 2nd legion (Sheep's Head Rangers), which foundered in Arden Vul 250 years ago).

3-195: Cozy Chamber

The narrow corridor from 3-194 ends up in this large chamber featuring a high ceiling painted with stars in the shape of the manta constellation. By the east wall is a fireplace that crackles with burning mushroom stalks. Several simple wooden benches, one battered easy chair, and two barrels of water complete the chamber. Stephania, the high priestess of Set (4-51), has furnished the room in a relatively luxurious manner as a sort of 'reward' to her minions for taking up this distant and dangerous posting. Four leather easy chairs (50 gp each), a silk settee (55 gp), a plush green carpet (25 gp), a set of brass candelabra and eating utensils (35 gp total), a keg of brandy (25 gp), and two barrels of water are arranged in front of the fireplace. Still, the guardsmen posted here remain unconvinced. In fact, they are jumpy and alert, and have a 20% chance of fleeing to the north if they hear loud and/or ominous sounds emanating from the east.

Inhabitants:

1. **3 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **1 Set sergeant** (see new monsters), **as a 5th-level Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 5; HP 35; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; spear; light crossbow with 20 bolts.
3. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set. Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

3-196: Empty (?) Cave

This 35'-tall, river-carved cavern appears to be empty save for some dripping stalactites and a thin layer of sand. The cave is quite damp and moist.

The passage to Lycandus's tomb (3-197) is 25' up on the south wall and is concealed by an illusion. The illusion is powerful, and cannot be dispelled save by a 15th-level magic user (or better); it will be revealed by those who attempt to touch it, for the subject's hands will go right through the wall. Those who make their way past the illusion into the south-leading tunnel will find an enormous complex knot carved on the tunnel wall (the knot is a symbol of the Sortians - see World of Archontos appendix). The door to 3-197 is worked stone without any evident keyhole. **GM Note**: Successfully manipulating the pillars at 3-209 allows PCs to see through this illusion.

An invisible stalker waits here, still hoping to fulfill its Sortian master's last wishes. It attacks intruders but won't pursue outside the cave.

Inhabitants:

1. **1 invisible stalker**: SZ L; AL N; AC 3; MV 120'; HD 8; HP 56; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility.

3-197: Tomb of Lycandus

Both doors to the chamber are stone, and feature modified **Sortian faces** (see new magic items) carved onto the surface of the door. These carvings each depict a close-cropped, bearded male face of late middle age, complete with age lines, crow's feet, blemishes, and empty sockets where the eyes should be. The faces may be activated by placing appropriate **Sortian eyes** (see new magic items) into the empty eye sockets. Instead of the usual array of effects associated with **Sortian faces**, these face have only one function: to unlock their respective doors. Those inserting two silver, two gold, or a silver and a gold **Sortian eye** into the sockets hear a bar on the inside of door slide to one side, allowing access to the tomb. Without Sortian eyes, the doors cannot be opened.

The tomb proper is a glittering rococo display of gold, silver, and precious gems. The walls are plaster, with gilt images of nondescript humans doing ordinary activities; the humans' eyes are made of sapphires. The ceiling has an elaborate fresco of winged beings cavorting in the clouds. An enormous sarcophagus carved from a solid block of porphyry lies in the center of the room; it is some 18' long, by 9' wide. The sarcophagus, too, is incised with arcane symbols filled with silver. Stone tables on the west and south walls are laden with piles of gold coins, silver coins, and gold and silver serving pieces. Stepping foot into the chamber will provoke a **magic mouth** to bellow forth, in Mithric, *Lycandus, Prince of Princes, Master of the Eyes, lies here in eternal glory amid his rightful possessions. Let him be, lest you incur the wrath of Priscus Pulcher, who protects his friends even unto death.*

All of these riches are illusory. Indeed, the ancient Sortians eschewed gaudy display and hierarchy, and the illusion is an obvious incongruity to any who are familiar with the history of the Sortians. Still, the illusion is powerful and difficult to disbelieve (-3 to saves). Those who believe the illusion will be free to scoop up as much wealth as they can carry: 15,000 ancient gold solidi, 20,000 ancient silver pennies (see Arden Vul items for the coins), 10-20 pieces of silver plate, 100 small sapphires from the walls, etc. After 24 hours this wealth will turn out to be bronze coins, iron serving ware, and glass 'gems', worth a total of 50 gp. Opening the sarcophagus will also prove easy, although the greedy may be disappointed to find that it contains only a skeleton.

For those who disbelieve the illusion, the chamber takes on a different aspect. A dusty stone chamber, it is almost completely empty save for the two stone tables and a bas-relief covering the south wall. The bas-relief displays the image of a huge and sinuous dragon resting its head on the shoulder of a handsome, bearded young man dressed in Archontean garb. The 'table' on the west wall is in fact the tomb of Lycandus. It bears the following inscription, in Mithric: *A Companion of Priscus and Fellow of the Sortian League, Lycandus the Explorer lies here. His delving brought him fame, while his mastery of the Canticle brought him wisdom. Eschewing riches, Lycandus commanded this simple resting place for his earthly bones.*

The sarcophagus has a false lid, which may be pried open by making a successful open doors check; it will reveal a skeleton lying in the dust of rotten clothing, with a silver necklace with an elaborate platinum pendant in the shape of a knot of platinum wires (400 gp). A secret compartment in the south end of the sarcophagus is trapped with **explosive runes**. If opened, the compartment reveals a second skeleton, with a platinum torc (1,750 gp) with the inscription 'Sortian' on it in Mithric (see World of Archontos appendix). The skeleton carries a gold ring inset with a white pearl; it is a **ring of spider climbing** (see new magic items), and is activated by speaking "Lycandus" in Mithric. By the

skeleton's side is an intelligent enchanted sword, with a fine troll-skin handle named **Scorcher** (see new magic items).

The 'table' on the south wall is illusory. The sarcophagus in the center of the room is indeed a sarcophagus, but it is plain, ugly, and undecorated. It does contain a skeleton that, if Lycandus's true tomb is opened, will climb out of its resting place, speak a **curse**, and proceed to follow the PCs (but will not attack). The curse is whispered softly in Mithric at one victim, and causes the victim's STR to drop to 3 for twelve turns. The skeleton will follow the party for as long as it is able; once the initial twelve turns are up, it can and will re-curse the same victim as soon as it comes within 30'. To make matters worse, the skeleton can regenerate. If dismembered, the pieces will slowly reassemble in 6-24 turns; if the bones are ground to powder, it takes 6-24 days for the skeleton to regenerate. The curse also allows the skeleton to teleport to the victim's location once every three days; this power can be used if the skeleton and victim are separated by more than 100 yards. Only **dispel magic** performed by a powerful magic user (9th-level or better) causes the skeleton to collapse into a pile of bones.

Trap: **Explosive runes**, set on the door to the hidden compartment in Lycandus's tomb. The runes are concealed in a small, easy-to-notice Mithric inscription found on the south end of the sarcophagus: they read *Beware! Lycandus is watching*. Magic users have a 10% chance per level to notice the runes; thieves have a 5% chance per level to do the same. The runes explode for 6d4+6 damage when the phrase is read. The door to the compartment is hard to locate, and its catch (a pencil-thick circle of stone just under the lid of the sarcophagus) even harder to find and release.

Treasure:
Illusory 'wealth': 15,000 ancient gold solidi, 20,000 ancient silver pennies (see Arden Vul items for the coins), 10-20 pieces of silver plate, and 100 small sapphires from the walls. After 24 hours this wealth reverts to base metal worth a total of 50 gp. False tomb: 400 gp necklace. Lycandus's tomb: platinum torc worth 1,750 gp; **ring of spider climb**; **Scorcher** (see new magic items).

3-198: Dry Alcove

The damp river caves and tunnels lead past a dry alcove at this point. The alcove is about 10' above the floor of the cave and is occupied by two lizardmen. They are badly lost, having somehow navigated a route from Sub-Level 4 to Level 4-159, and thence to 3-212A. They will be willing to do almost anything in return for directions home.

An odd symbol (four interlocked circles with a square's four corners meeting at the centers of the circles) is inscribed on the southwestern wall in dull brown paint. The symbol acts as a **symbol of protection from scrying and dampness**: any who scramble into the alcove will be effectively invisible to those who pass by in the corridor (and to indirect forms of scrying), and will be dry to boot!

Inhabitants:
1. **2 bedraggled lizardmen** (10% chance): SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 13, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

3-199: Mushrooms

The fungal foresters of 3-202 have placed a colony of shriekers here. The cave is damp and humid, with stalactites and stalagmites; between the rock formations are many 3'- to 10'-tall mushrooms, amid which are 3 shriekers (bright blue caps). The shriekers will alert the inhabitants of 3-202 unless they are dealt with before they begin to emit noise.

Inhabitants:
1. **3 shriekers**: SZ L; AL N; AC 7; MV 10'; HD 3; HP 20, 17, 13; #AT 0; Dmg nil. Special attacks: noise.

3-200: Colossal Crystals

The entrance to this cavern is 10' above the floor of the lake. The cave is extremely humid and hot, due to geothermal heat vents (~120F, and close to 100% humidity). As a result of these conditions, it is filled with massive beams of selenite gypsum which crisscross the chamber like pick-up sticks. Some of the beams are 3' in diameter and over 25' long. The giant crystals are easily broken with iron tools, but are so soft that they can be scratched by thumbnails. This makes them unsuitable for jewelry. Due to the crystalline forms, the cave is extremely difficult to traverse.

A pair of selenite guardians, whose crystalline speech is unintelligible without magic, confronts those who clamber about among the crystal formations. The guardians politely demand the departure of the intruders from their 'garden'; if ignored (or not understood), the guardians attack. Due to the difficult terrain and hot and humid environment, PCs will suffer -2 to all combat rolls while in the cave.

Inhabitants:
1. **2 selenite guardians** (see new monsters): SZ M; AL N; AC 2; MV 30' on dirt, 60' on selenite; HD 6; HP 41, 37, 36; #AT 2; Dmg 2-8/2-8. Special defenses: regenerate 2 HP/round near selenite; immune to fire and water; take only 1 HP from edged weapons.

Treasure:
Each of the bodies of the selenite guardians (if slain) will produce selenite crystals worth 6-600 gp.



3-201: Humid Mushroom Cave

This large cave is extremely humid and warm (although not as hot as 3-200), and smells strongly of minerals. The cave is filled with medium-sized giant mushrooms (3'-7' tall).

The tunnel to the northwest leads down a flight of roughly hewn stairs and to a slightly wider area lit by a faint blue light. The light is emitted by a wizard's **staff of blue light** that is stuck into the sand (see new magic items). Although useful, there is no way to stop the emission of the blue light (30' radius), short of covering the staff entirely.

3-202: Fungal Foresters

This cave is warm and moist, although not to the extent of 3-200 or 3-201. Its layer of river silt has made it a natural place for mushrooms, and there is a large colony of giant mushrooms here. Due to the cave's relative isolation, a small colony of 12 fungal foresters makes its home here. The foresters placed the shriekers in 3-199, and move to investigate if the shriekers begin to shriek.

Secret Door (west): The secret door to the lair of the hag (3-204) is unknown to the fungal foresters. It is difficult to detect, and opens from this side by pressing a small button on the floor.

Inhabitants:

1. **4 spotted fungal foresters** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 27, 25, 22, 21; #AT 1; Dmg 2-12.
2. **2 blue fungal foresters** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 36, 34; #AT 1; Dmg 2-12. Special attacks: spore cloud (stun).
3. **2 yellow fungal foresters** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 36, 35; #AT 1; Dmg 2-12. Special defenses: spore cloud (missile/spell defense).
4. **1 red fungal forester** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 2; HP 13; #AT 1; Dmg 2-12. Special attacks: explode for 3-18 HP damage.
5. **1 black fungal forester** (see new monsters): SZ L; AL N; AC 4; MV 30' on rock, 90' in fungal forests; HD 8; HP 51; #AT 1; Dmg 4-16. Special attacks: spore clouds (stunning, and missile/spell defense).

Treasure:

The black forester carries a fibrous pouch in which he stores 4-9 spores for exotic mushroom species (choose from new flora appendix). A pair of dead adventurers in the eastern protrusion still bear some valuables: a long sword, some rusty chain mail, a **shield +1**, a set of gold-embellished silverware of high craft (26 pieces, worth 340 gp), and a few folios of parchment entitled *Description of the Inn of the Lost* (see Arden Vul books).

3-203: Sandy Cave

The western portion of this cave features a black sand beach formed by occasional run-off from the Seamly Run. The cave rises a bit in height towards the east. The northern knob has a pool of clear water some 15' deep and connected to the Seamly Run by a small tunnel. The eastern portion is humid and warm.

3-204: Lair of the Hag

The underwater tunnel from 3-205 leads upwards to a dry beach and the lair of Androsia, the greenhag. The cave is lit by smoky torches, and contains a large pile of rags, a huge cauldron bubbling with a foul brew, and a large stone chest. A taut sheet of blood-soaked canvas is stretched between four iron stakes; on the sheet is tied, spread-eagle, a prisoner (50% beastman, 25% human adventurer, 25% goblin) who has been tortured to death. The lair of the hag varies in height, from 5' near the water tunnel, to 15' at the eastern end.

Androsia is 25% likely to be in her lair; otherwise she is found on the beach at 3-206 (50%), in the cave of bones at 3-222 (15%) or walking invisibly elsewhere in the complex (10%).

The hag has attracted an entourage of lesser creatures whom she has dominated (and whom she occasionally devours when other food is scarce). In addition to 6 famished-looking beastmen who serve Androsia in her lair, these creatures include the scrags in 3-205, more beastmen in 3-221, and the ogres in 3-223.

Inhabitants:

1. **Androsia the greenhag**: SZ M; AL NE; AC -2; MV 120', 120' swimming; HD 9; HP 60; #AT 2; Dmg 13-14/13-14; MR 35%. Special attacks: +3 to hit and +6 to damage from great STR; surprise on 5 in 6. Special defenses: only surprised on 1 in 20. Special, each 1/rd at 9th-level of ability: audible glamer, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing, weakness. Androsia is unique in also being able to employ charm monster 3x/day.
2. **6 enslaved beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.

Treasure:

The eyes of Nertet-Indra, the statue found at 3-206, have been mounted on the wall in a vague image of a face. These eyes are almond shaped and made of blue glass, with a black iris painted on them. They detect vaguely as magical.

Scattered idly around the lair are 3,106 ancient silver pennies (see Arden Vul items), 483 ancient gold solidi (see Arden Vul items), 350 sp and 139 gp. Five ancient octagonal platinum coins (see Arden Vul items) have been ground into the floor near the cauldron. An amethyst and a peridot may be found in the bottom of the cauldron (75 gp and 210 gp respectively). Two **potions of extra healing** are stashed in one of the southern protuberances. Finally, a **bag of holding** (150 cubic feet variety) has been thrown carelessly to one side; inside it is a **scarab of protection** and 10 aquamarines worth 100 gp each.

3-205: Pool

The Seamly Run opens into a fairly wide pool at this point. The pool ranges from 5' to 25' deep, with a 10'-wide, 5'-deep ledge abutting the beach (3-206). A tunnel leading to the hag's lair may be found 15' below the water line on the south side of the pool.

The pool is the home of 3 scrags (marine trolls) who have been dominated by Androsia the hag (3-204). The scrags usually lurk in the center of the pool, hoping that prey will float by. The exception is if Androsia is present at 3-206 (a 50% chance); if this is the case, they will be lying in wait along the shallow shelf. At Androsia's sign, they leap out and attack the designated prey.

Inhabitants:

1. **3 scrawny scrags**: SZ M; AL C(E); AC 3; MV 30', 150' swimming; HD 5+5; HP 33, 29, 25; #AT 3; Dmg 2-4/2-5/3-12. Special defenses: regenerate 3 HP/rd while in fresh water.

Treasure:
At the bottom of the pool is the 3'-tall middle section of the statue of Nertet-Indra (3-206). It shows her upper torso, with arms folded across her chest. A beautiful copper, pearl, and coral necklace (550 gp) is draped around the torso's neck.

3-206: Beach and Plinth

A black sand beach stretches along the north bank of this utterly dark cavern. Some ways up the beach is a 5'-square plinth for a statue; all that remains of the statue is a 3' section representing the feet and lower legs of a bipedal figure. An iron rod, somewhat bent, extends another 7' from the center of the plinth. Other pieces of the statue could be remounted on the rod. The top portion is found in 3-223; the second portion is found at 3-205; the bottom portion is found in 3-221; and the statue's eyes are to be found in the hag's lair (3-204).

There is a 50% chance that Androsia, the greenhag from 3-204, is present on the beach. If their mistress is present, the scrags from 3-205 will be close to the beach, ready to support her. If she is encountered on the beach, the hag attempts to use her magic to pretend frailty and confusion (i.e., she is a crazy but harmless old hermit) and asks visitors to help her retrieve her staff from the pool. If they comply, the scrags rise to the attack and she shows her true colors.

Statue: If the pieces of the statue are reassembled, they will form a statue of Nertet-Indra, high priestess of Thoth. Completed, Nertet-Indra stands 10' tall, with arms folded across her chest holding ankhs. She wears a tall cylindrical hat. Only once her eyes are restored will the magic still present in the statue become manifest. In essence, she is a **head of Thoth** (see new magic items) mounted on a full statue; unlike others, she only activates when fully assembled.

As a Head of Thoth, Nertet-Indra retains her personality. She eagerly questions those in her range of vision, and in turn answers questions about the history of the cult of Thoth. She is interested to know who reigns in the halls (especially Levels 2 and 3), what has become of the priests, what god the PCs worship, what their intentions are, and what they might do to restore the cult of Thoth. She attributes the slow demise of the city to the insidious influence of Set, and offers advice on how to stamp out Set and his followers. Only too aware of the power of Set during her own day, she is able to give clear information about the Set temple and neighboring precincts. She can provide a good general layout of Levels 1-3. If treated well, Nertet-Indra will be willing to incant a **Blessing of Thoth** three times per day; each blessing cures 3-18 damage and also cures all poisons.

Treasure:
In addition to Nertet-Indra, the **head of Thoth** (see new magic items), digging in the sand will produce something interesting once every 3-12 turns. Only 3 such finds may be produced. If something is indicated, it may be determined by rolling on the following table:

D10	Find
1	1-3 black pearls, worth 100-1,000 gp each
2	a piece of jewelry worth 50-300 gp
3	a leather pouch with 255 gp worth mixed coins
4	a gold holy symbol of either Set or Thoth (50 gp)
5	a rusted ordinary weapon
6	an ivory scroll case (35 gp), 50% chance to contain a scroll of 2-5 spells
7	a random piece of equipment, 25% chance spoiled
8	a minor magic item (GM's choice)
9	a magical potion (GM's choice)
10	a magical weapon (GM's choice)

3-207: Misty Cave

This large cave is filled with a thick white mist that is evident from every entryway. Those passing through the mist without taking efforts to prevent breathing it must make a saving throw vs poison or be confused for 1-6 turns. A confused character must roll on the following chart:

D10	Effect
1-2	Attack nearest
3-4	Sit in catatonic state
5-8	Walk at full movement for duration, rolling for direction each turn
9-10	Walk at full movement, discarding one piece of equipment per turn

3-208: Mud Pool

This low-lying cavern contains a 10'-wide by 18'-long pool of light-brown mud. The mud radiates heat, and detects as magic. If the mud is disturbed in any way, three mud people (see new monsters) pull themselves out of the mud and attack (1 per round for three rounds). The mud people pursue enemies within the river caves.

Inhabitants:
1. **3 mud people** (see new monsters): SZ M; AL N; AC 4; MV 90'; HD 3; HP 22, 18, 15; #AT 2; Dmg 1-8/1-8. Special attacks: hurl mud blobs; drown foes in mud. Special defenses: regenerate 2 HP/rd while touching mud; half damage from edged weapons, and from fire and electricity.

Treasure:
At the bottom of the pool of mud is a silver necklace decorated with dangling azurite, worth 450 gp, and a bone scroll casing containing a **scroll of protection from magic**.

3-209: Pillared Caves

Both lobes of this cavern contain an onyx column atop a stone pedestal. Each pedestal has an obvious front, on which is carved a question mark. The columns are composed of five 2'-thick sections mounted on top of each other on an iron rod stuck into the pedestal. Each section has five faces, each of which features a distinct carvings: a winged horse (pegasus), a ram, an iguana, a snake and a cat. Each section can be rotated, so as to produce a different combination of faces on each column. If the sections are rotated to produce the right combination, a magical effect will be produced. There are 3,125 combinations per column, and 9,765,625 combinations if both columns are considered together.

The correct combination is to turn the faces, from top to bottom, toward the question mark in this order Pegasus-Ram-Iguana-Snake-Cat [i.e. PRISC, short for Priscus]. If the faces of one column are rotated to produce this combination, a voice will

rumble (in Mithric) "*Priscus Pulcher offers his friends the gift of Perception*", and a **detect illusion** spell will be cast on all within 10' (duration 2-12 hours). If both faces are rotated to produce this combination, not only will the detect illusion effect be cast, but in addition the columns will bestow a bonus of +2 to the next 5 rolls of each PC within 10 feet. These effects can only be produced once per week. **GM Note**: the purpose of this puzzle was to provide the enlightened assistance in penetrating the illusionary wall in 3-196.

3-210: Lichen Cave

This large cave is relatively flat, with no stalactites or stalagmites; it is infested with a colony of benign light-green lichen that gives off a soft glow. It is edible and nutritious, but not very appetizing.

3-211: Crossroads

This set of tunnels is damp and warm. The passage to the west has collapsed. The passage to the east is quite narrow at its opening from 3-211 (only 2' wide). The passage to the south becomes a worked corridor after a short distance, before ending in a locked door to 3-195.

3-212: Half-Finished Cave

This area contains another section of never-completed Thothian construction. The room has been squared and smoothed, and four 3'-deep and 2'-diameter holes have been excavated. Neither the intended purpose of the holes nor that of the room itself is clear. Signs of traffic are evident leading between the west and south doors. Both doors are locked, and well oiled.

3-212A: Stairs Down to Level 4 (4-159)

This narrow stair leads downward to Level 4 (area 4-159).

3-213: Black Light Zombies

This cavern slopes downward to the west and is noticeably colder than the surrounding chambers. Standing idle amid a strange black light, an ancient Thothian labor force waits for orders to continue excavations in 3-212. The crew - composed of 12 zombies - attacks anyone not wearing the ceremonial robes of Thoth, but will not leave the chamber. The zombies are armed with picks, hammers, and other stone-shaping implements.

A 3'-tall rock-crystal lamp (a **black light of useful necromancy** – see new magic items) stands in the middle of the room, emitting strange black light. So long as the black light is present, the zombies will regenerate 2 hp per round. The lamp can be destroyed by inflicting 5 hp damage on it; if destroyed, the black light will cease.

Inhabitants:

1. **12 zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 14, 14 12(x3), 11(x3), 10, 10, 9, 9; #AT 1; Dmg 1-8. Special: always strike last; regenerate while in the black light.

Treasure:

A **black light of useful necromancy** (see new magic items).

3-214: Rope Trick

A rope dangles from mid-air in the middle of this non-descript cave. It is a **rope trick** rope. Pulling the rope causes three adventurers to tumble out of the extra-dimensional space. The adventurers will be surprised and ill-disposed to those who disturb them (-15% on reaction roll).

GM Note: Roscoe and his friends fell into trouble in the Forum of Set when they inadvertently insulted the Master of the Guild of Service and couldn't pay the necessary fine. Although they lost two members of the party, the remainder got lucky and managed to flee down the Long Stair (4-19) to 4-163, then east to 4-159 and finally to this cave. They have good knowledge about Level 4, particularly the direct route from 4-190 through 4-120 and on to the Forum, and, of course, their escape route. Their former comrade, Azgallatu, was taken by the Set cult and is now imprisoned in 3-105.

Inhabitants:

1. **Roscoe**, **3rd-level male Thorcin fighter**: SZ M; AL LN; AC 5; MV 60'; HD 3; HP 27; #AT 1; Dmg 1-6 (short bow and arrows), 2-7 (short sword, short bow and **+1 arrows**). Abilities: STR 17, INT 9, WIS 12, DEX 10, CON 16, CHA 11. Possessions: scale mail and shield; spear; short sword; short bow with 15 normal arrows and 5 **+1 arrows**; a purse with 35 sp and 120 gp; and a troll thegn's passport (see Arden Vul items).
2. **Trillip**, **3rd-level female Wiskin magic user**: SZ M; AL LN; AC 7; MV 120'; HD 3; HP 9; #AT 1; Dmg 1-6 (staff), 1-3 (darts). Abilities: STR 10, INT 16, WIS 9, DEX 16, CON 14, CHA 11. Possessions: staff; 10 darts; **ring of protection +1**; **potion of flying**; a purse with three 100 gp pearls, 25 sp, and 150 gp. Spells memorized: **magic missile**, **sleep**; ~~**rope trick**~~. Spell book: **comprehend languages**, **detect magic**, **erase**, **magic missile**, **magic aura**, **read magic**, **shield**, **sleep**; **continual light**, **knock**, **rope trick**; **slow**.
3. **Iris**, **5th-level female Thorcin thief**: SZ M; AL NE; AC 4; MV 120'; HD 3; HP 15; #AT 1; Dmg 2-9 (long sword), 3-6 (sling); Abilities: STR 16, INT 9, WIS 13, DEX 18, CON 15, CHA 6. Thief skills: PP 60%, OL 57%, F/RT 45%, MS 50%, HS 41%, HN 20%, CW 90%, RL 25%. Possessions: leather armor; long sword; sling with 20 bullets; a **potion of climbing**; a purse with 35 sp, 15 ancient silver pennies (see Arden Vul items), 75 gp, 5 octagonal platinum coins, a platinum key to the Obsidian Gates (5-6D), and a copper rudishva identity plaque (see new technological items).

3-215: Skeletal Corpses

This partly finished cave contains a crude stone door on the south wall. The floor is still rough stone, as are the walls in most of the northern portion of the chamber. In the center a solid gold statuette some 3' tall sits on top of a greasy crocodile-hide mat. Around the statuette, and partly lying on the mat, are four badly decomposed skeletal corpses - three adventurers and a cave skink. The icon depicts a cat sitting on its hind legs, and is solid gold with small jet gems for eyes and nose; it is a **statuette of Bastet** (see new magic items). The statuette radiates powerful magic.

The corpses are mostly decomposed, but close examination of the face of one corpse will reveal that it has been raked, as if by sharp claws. The human corpses are of adventurers who stole the statuette and brought it here to examine. This was a fatal error, since when they touched their prize it inflicted serious - and poisonous - scratches on their faces and bodies. The cave skink had the misfortune to brush against the statuette, incurring a similar effect. The adventurers have no equipment, as the hag and her minions stole all of it.

Treasure:

Statuette of Bastet (see new magic items).

3-216: Penned Pudding

The entrance to this lobed cavern is blocked by a buzzing force field of magical energy. Ancient engineers of the cult of Thoth erected the force field in order to pen up a particularly large black pudding for future use and/or study. The permanent **wall of force** is beginning to fray, and collapses if struck with significant force (such as an open doors check, or a mace blow). If the field is removed, the pudding will flow swiftly along the ceiling, hoping to drop down on an advancing party. The cavern is natural and unremarkable, except being noticeably free of dust and dirt.

Inhabitants:

1. 1 black pudding: SZ M; AL N; AC 6; MV 60'; HD 10; HP 50; #AT 1; Dmg 3-24. Special attacks: dissolve wood and metal. Special defenses: divide into parts when struck; immune to cold.

3-217: The Seamly Run

In this section of Level 3, the Seamly Run wends its way through a narrow (5'-wide) but deep (10'-deep) channel. The current is swift, and those who fall into the Run will be borne quickly to the beach at 3-206, taking 1-6 HP buffeting damage along the way.

3-218: River Cave

Twenty voracious, carnivorous cave skinks live in this moist cave (although only 5-10 are present at any given time). They are able to run along walls and like to 'fish' in the Seamly Run. As they have learned to be afraid of the scrags from 3-206, they are likely to flee to the river if noise emerges from the direction of 3-219 or 3-220. Within 5 rounds, however, hunger will conquer their fear, and they will return in search of nourishment. The cave features a shallow puddle along the south wall that is occasionally refreshed by seepage from the Seamly Run. The entire cave is damp and humid.

Inhabitants:

1. **5-10 cave skinks** (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 2; HP 15, 14, 13, 13, 12(x3), 11, 11, 10; #AT 1; Dmg 1-6. Special attacks: toxic mucus.

3-219: Warning Sign

This river cave marks the western edge of the territory of Androsia, the Hag. A femur thrust into a hole in the uneven floor marks the boundary; on top of the femur is a beastman skull. A variety of small animal bones (salamanders, mostly) litters the cave.

3-220: Unfinished Hall

The priests of Thoth began to work this chamber, but abandoned the effort before completion. As a result sections of smooth, rectilinear wall adjoin rough, natural cavern walls. A pair of wooden wheelbarrows stands in the mouth of the east-leading corridor; they contain some dusty mining tools (hammers, picks, pitons, etc.). The rest of the hall is dusty, with clear footprints in the dust (scrag prints) leading towards 3-219. The remains of two adventurers lie against the southwestern wall.

Treasure:

On the corpses: a **short sword +2**, a sapphire **Sortian eye** (see new magic items); a purse with 57 sp and 43 gp; a parchment with the cryptic phrase "red-black-yellow-black-green-white" (the 'address' to the **Thothian teleportation ring** at SL6-28 - see new magic items); and a map of the eastern precincts of Thoth (areas 3-43 to 3-51, including areas 3-50, 3-50A and 3-50B).

3-220A: Blocked Corridor

The corridor to the east is blocked with rubble. An old, brittle skeleton clad in orange Thothian robes lies on the floor of the unfinished corridor that leads to the north.

3-221: Gaunt Beastmen

A charmed patrol of beastmen from the Long Range Cavern Patrol (3-154) dwells here. Charmed by the greenhag (3-204), these beastmen have lost their discipline and are slowly starving to death. Only Histar, their sergeant, retains a dim sense of his former life and purpose. The cave is moist and dank, and is covered with a strange blue mold, which the beastmen have taken to eating. They have a campfire, but little fuel for it. There is a 15% chance that the beastmen are out of their cave and present in 3-222.

Should the hag be killed before the beastmen are encountered, it is 75% likely that the beastmen will have fled back to the Tagma. Trisko the Natty of the LRCP is eager for news of his missing patrol (see 3-154) for details.

Inhabitants:

1. **7 enslaved beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **Histar**, **enslaved beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.

Treasure:

The only 'treasure' to be found here are the upper thighs and lower torso of the statue of Nertet-Indra from 3-206.

3-222: Cave of Bones

This large cave has a 15' ceiling and is covered with a 2'-deep carpet of bones. The bones are of varied size and origin; some are quite ancient, while others are quite fresh. Androsia the hag (3-204) and her entourage have deposited centuries worth of bodies in this cave. Movement in the cave is slow and noisy. A quasi-palpable aura of dread and/or evil may be detected here.

Inhabitants:

Androsia the greenhag is present here 15% of the time, gnawing on some bones. If that is the case, the ogres from 3-223 and the beastmen from 3-221 are present with her (if these minions are slain here, they cannot be encountered in their lairs).

Treasure: If light is used to inspect the walls, the PCs may notice (3 in 6) a heavy gold necklace with a large ruby pendant hanging from a rock projection on the north wall. Valued as a piece of jewelry, this object is worth 1,750 gp. The ruby is actually a **hag's eye** (see new magic items) that allows Androsia to see whatever takes place in the cave of bones.

3-223: Emaciated Ogres

A small group of ogres, charmed by Androsia the greenhag (3-204), inhabits this extended cavern. Explorers have a 2 in 6 chance of detecting the odor of smoked meat once they have entered 10' into the cave; the odor is automatically noticeable after 30'. The ogres have rigged a deadfall trap in the first portion of their cave

(marked by an X); when it is triggered, they rush ravenously from the eastern cave to smite intruders. There is a 15% chance that the ogres are present in 3-222.

The ogres' actual lair lies to the east, where a feeble fire burns in the center of a pile of bones. They are currently curing a halfling corpse, which is suspended from a hook in the ceiling directly over the fire. They have a sack in which they keep their pitiful treasure. Lying among the carnage is the stone head from the statue of Nertet-Indra at 3-206. The head is of a human female wearing a tall cylindrical hat. Her eyes are almond, but hollow.

If, somehow, the hag is killed before the ogres are encountered, the ogres will likely (70%) have fled, taking with them their sack (but leaving the stone head and the leather boots).

Trap (Deadfall): In the first knobby protrusion to the west (marked by an X) is a small fall of rocks. From the rocks protrude a pair of legs encased in a pair of fine maroon leather boots. Even examining the boots has a 50% chance of causing the trap to activate; actively disturbing the boots raises the chance to 80%. If activated, a pile of rocks rolls down the slope, causing 2-12 HP damage and potentially pinning the nosy investigator(s).

Inhabitants:
1. **6 emaciated ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 27, 25, 22, 19, 18, 15; #AT 1; Dmg 1-10, or by weapon.

Treasure:
Fine maroon leather boots (25 gp); the stone head from the statue of Nertet-Indra at 3-206; and, in the ogres' sack, 451 cp, four 100 gp aquamarines, 2 pieces of valueless colored glass, and an iron necklace (10 cp).

3-224: Antechamber to the Hag's Domain

This cave is noticeably cooler than the caves to the east. A quasi-palpable aura of evil may be detected here, just as in 3-222. A 6' iron rod has been thrust into the middle of the cave floor; the body of an ogre is impaled upon it. Despite the decomposition of the body, it is clear that the ogre was badly malnourished before it died. Androsia the hag (3-204) placed this corpse here as a warning to both to her slaves and to intruders.

3-225: Dead Cube

A dead gelatinous cube is slowly deliquescing on the floor of this flat cave. A pack of giant rats is feasting on the tasty remains.

Inhabitants:
1. **15 giant rats**: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x4), 3(x4), 2(x4), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease.

Treasure:
63 cp, plus a single bracer from a pair of **bracers of haste** (see new magic items). The bracer is inoperable without its companion, which Killik the goblin wears at area 5-46.

3-226: Empty Cave

This cave contains numerous stalagmites. If searched, a partially-encased gold ring (50 gp) can be extracted from one of the stalagmite after 1-3 turns of chipping at the rock.

3-227: Lizard Nest

This cave is connected to the Great Cavern (3-163) by a fairly wide but short tunnel. The entrance to the tunnel is partly concealed by giant mushrooms. A group of 5 subterranean lizards make their lair in this small cave, in a nest built of sticks, dung, and dirt. Only one lizard is present at any one time, although noisy combat here will draw two more from 3-229 in 3 rounds.

Inhabitants:
1. **1-3 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 40, 39; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

Treasure:
In the lizard nest: 2 subterranean lizard eggs, plus a solid gold egg (200 gp).

3-228: Wounded Fungal Foresters

Four wounded fungal foresters (see new monsters), defeated by the subter-ranean lizards in 3-229, have retreated to this chamber to rest and recuperate.

Inhabitants:
1. **3 wounded spotted fungal foresters** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 14, 13, 9; #AT 1; Dmg 2-12.
2. **1 wounded blue fungal forester** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 19; #AT 1; Dmg 2-12. Special attacks: spore cloud (stun).

3-229: Feeding Frenzy

Two subterranean lizards are feeding on the bodies of two fungal foresters in this non-descript cave. If encountered first in 3-227, the lizards are not present here.

Inhabitants:
1. **2 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 37, 35; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

3-230: The Seamly Run

The Seamly Run is a swift-flowing river that runs through this level. It is filled with cold, clear water. The current between 3-205 and 3-164 is quite strong.

3-231: Swift Current and River Exit

Here the river exits the great cavern through a 7'-diameter tunnel. The pull of the current entering the tunnel is quite strong, and swimmers anywhere near the tunnel mouth will need to roll 3d8 under DEX or STR to avoid being swept into the tunnel. The fate of those who fail this roll is unfortunate, as the river's exit from level 3 is a relatively narrow crack in the granite; persons stuck in the tunnel will drown in 1-3 rounds unless they can be rescued. The Seamly Run is impassable after this point, as it enters a series of small, vertical shafts before eventually joining a vast dark sea in the Underearth.

Treasure:
A **staff of the frog** (see new magic items) is wedged into the crack where the Seamly Run exits Level 3.



LEVEL 4: THE FORUM OF SET

This level occupies an important place in the politics and social intercourse of the intelligent denizens of Arden Vul, an importance that perhaps exceeds the absolute power and number of its inhabitants. Nearly the entire level was originally the seat of the great Archontean temple devoted to Set, the cult of whom ranked only slightly behind that of Thoth in wealth and prestige. In antiquity a stair carved into the cliff face (EX-13) led up to a grand entrance, and then through a series of halls and stairways that rose inexorably to the Forum (4-2) and Temple (3-90) of Set. At the present, the old halls are badly damaged and, despite the resurgence of a modern cult of Set in the old Forum area, the cult is greatly reduced and its power circumscribed. The level now features two or three main areas. The area south of the Red Bridge (4-120A) is still unclaimed by Set, although they have marked a path through the caves and ruined halls to the Forum; it is also the site the Hall of Worthies (4-164), a monument that is still remembered in Archontos. This region is full of monsters, ancient secrets, and danger. The area north of the Red Bridge and south of the cavern at 4-66 serves as the home of the modern cult of Set; it includes the three mysteries of Set (4-23, 4-48, and 4-111), the Forum (4-2), and the Guild of Service (areas 4-6 to 4-20). Its two ancient necropolises are also found here (4-138 and 4-139), although they are currently occupied by powerful undead. To the north of this region, past the cave at 4-66, are another set of mostly wild caverns and caves.

The Forum (4-2) is well known to the intelligent factions of the Halls, and has come to rival the troll thegn's court (7-75) as a place for the exchange of goods and information. Although not as widely known outside the Halls, the priests of Set retain important contacts in surrounding towns, and these contacts are able to encourage selected evil-aligned traders to visit the Forum of Set. Seasoned visitors to the Forum are quick to advise newcomers to tread carefully in Set's halls, since the cult's power is palpable and their motives inscrutable. Woe betide those who incur the displeasure of Stephania and her minions!

General Construction Notes

Heqeti areas: 4-51A, 4-51B, 4-74, 4-151A, 4-152
Rudishva areas: 4-156, 4-157, 4-158
Archontean areas: 4-1 to 4-51, 4-52 to 4-62, 4-101 to 4-111, 4-118 to 4-120, 4-122 to 4-150, 4-159 to 4-164, 4-167 to 4-171, 4-177, 4-180, 4-181, 4-183, 4-185, 4-187
Unusual area: 4-154 and 4-155. This chamber was delved by an unknown people.

Iconic Areas

The Forum of Set (4-2)
The Red Bridge (4-120A)

Important NPCs

Theodor Trefill, Guild of Service auctioneer (4-3)
Yon Resedior, guildmaster in Guild of Service (4-8A)
Anna Ligareon, guildmaster in Guild of Service (4-8B)
Jisko Grey-Eyes, guildmaster in Guild of Service (4-8C)
Gunnar, leader of the Guild of Service (doppelganger in 4-10, actual Gunnar in 4-64)
Belisarius the Overseer, second-in-command of the cult of Set (4-47)
Stephania, high priestess of Set (4-51)
Marius Junienos, second priest of the cult of Set (4-56)
Lacedaion, third priest of the cult of Set (4-57)
Theophrastus, leader of escaped slaves (4-100)
Gillen and company, brigands (4-180)

Significant Regions of Level 4

1. Precincts of Set (4-1 to 4-64, 4-101 to 4-106, 4-119 to 4-120, 4-122 to 4-136, 4-144, 4-149

The modern Set cult controls most of the areas north of the Red Bridge (4-120A) and south of the Rushing River (see cavern 4-66). This area was carved in antiquity and only recently (about 90 years ago) reoccupied by a modern cult of Set. The area includes some important areas, including the Red Bridge (4-120A) over the chasm of Set (4-121) and the Forum of Set (4-2); other significant, but less well-known, areas include the First and Second Mysteries of Set (4-23 and 4-48), the Halls of the Guild of Service (4-4 to 4-20) and several sets of extremely long stairs, whose reputation as the avenues of evil is widespread in the Halls (i.e., 4-1, 4-19, 4-105).

Because the worship of Set has faded in the Archontean Empire (with Heschius Ban and Deballaton fulfilling his pantheonic functions), the cult is secretive and pursues its own agendas. That said, a small but steady trickle of commerce between the cult and the outside exists (via 4-190). The cult of Set is comprised of two distinct units, the priesthood, and the Guild of Service. While technically the priesthood, under High Priestess Stephania (4-51), rules the entire group, in practice the chief slaver, Gunnar, and the rest of the Guild operate quasi-independently. Stephania and her command staff, including the second priest (4-56), the third priest (4-57), the bibliothecarius (4-54), and the overseer (4-47), are responsible for operating the mysteries (although the third is shuttered at the moment), presiding over liturgical ceremonies in the Temple (3-90), ensuring the flow of trade to the Forum, and setting policy for the entire cult. Gunnar, the Chief Slaver (4-10), is advised by a trio of guildmasters (4-8A through 4-8C); they operate a regular slave market in the Forum and a powerful slaving ring that scours the halls for slaves. The slave market attracts buyers from within the halls, including the troll thegn (7-30) and the Lord of the Arena (6-85), and from without, including evil-aligned merchants and nobles from Newmarket and environs (e.g., Tikun Thane, at SL3-2). The cult is ruthless, but lawful; should visitors appear strong and demonstrate a clear reason for visiting the public areas of the cult (especially the Forum), those visitors will not be hindered, and may even be offered advice. Set guardsmen are thus only *potentially* dangerous in this region. The Guild of Service, however, considers any travelers on the Long Stair (4-19) to be fair game, that is, as likely sources of slaves; such travelers

must appear exceptionally strong to avoid being assaulted, robbed, and sold as slaves in the Forum.

Factions: This area is firmly controlled by the cult of Set.

Construction: Worked areas are Archontean, with 10' ceilings and iron-bound doors.

Environment: The area is cool and dry

2. Northern Caves (4-66 to 4-100)

In antiquity the areas north of the Rushing River were rather safe hunting grounds for the cult of Set. Today they are wild, and the Set guardsmen are largely afraid to venture to this region. Several types of monsters make this area their home, including a pack of fierce subterranean lizards, a small owlbear tribe, and others. Most notably a group of escaped slaves – fugitives from the Forum (4-2) – inhabit a cave above a small lake (4-100).

Factions: No faction controls this area. The Set cult periodically sends patrols into these 'wild caves', but their efforts at exploration are as yet tepid. Likewise, the escaped slaves do some hunting in the area. Neither can be said to dominate the region.

Construction: Most of the region is composed of natural caves

Environment: The area is substantially more humid than the areas to the south

3. Behir Caves (4-107 to 4-118)

Originally this area was a central part of the ancient cult of Set, as it contained the site at which the high priests performed the Third Mystery of their god (4-111). But in the absence of cultists, a behir took up residence here and the area is now part of its territory. Indeed, High Priestess Stephania's immediate predecessor, Keladorus of Arcturos, was slain by the behir when he attempted to restore Set's control of the region. Stephania has ordered the area to be boarded up until a solution can be arranged.

Factions: No faction controls this area, as the behir runs free here.

Construction: Worked areas are Archontean, with 10' ceilings and iron-bound doors. Due to the antiquity of the doors, there is a 33% chance for any door to be stuck.

Environment: The area is substantially more humid than areas to the east, and is typically warmer.

4. Necropolis (4-137 to 4-143, 4-145 to 4-148)

Built in antiquity by the then-politically powerful cult of Set, these areas are impressive examples of ancient masonry, art, and magic. Two enormous crypts (4-138 and 4-139) form the core of this area, with surrounding antechambers and a few hidden tombs. The main crypts held the corpses of those powerful and wealthy Archonteans who preferred to give themselves to Lord Set. During the long absence of the cult, however, the area came to be dominated by the greater mummy, Meskenit (4-139C). Meskenit's control of the other undead in the area is so strong that, as with the area of the Third Mystery (4-111), the modern Set cult has had to delay efforts to reoccupy the necropolis. Those who defeated Meskenit would win much favor from High Priestess Stephania (4-51).

Factions: No faction controls this area. It is the domain of Meskenit the greater mummy (see new monsters).

Construction: The area is Archontean, with 10' ceilings and solid stone doors.

Environment: The area is cold and dry.

5. Well-traveled Southern Tunnels (4-150 to 4-167, 4-170 to 4-190)

The southern third of Level 4 has suffered badly over the centuries from minor earthquakes and cave-ins. The old worked areas, which included a large entry complex on the cliff side as well as some important administrative centers for the Archontean hegemons, either lie in ruins or are, in many cases, obliterated. A network of natural tunnels delved by monsters and expanded by the Set cult now wends its way through the ruins, sometimes taking advantage of vestiges of the old construction, and other times delving completely new tunnels. Some of the tunnels are relatively well-traveled by the Set cult and/or the lizardmen (who emerge from Sub-Level 5 to the exterior via 4-165). These tunnels, caves, and corridors are thus marginally safer than the surroundings, at least when it comes to wild monsters; the sentient travelers may well pose their own threats, of course. Other areas (4-150 to 4-158, 4-171, 4-173 to 4-177, 4-180 to 4-188) are less well-traveled; these are the truly lost or forgotten areas, unknown to the modern factions and ripe with secrets, treasures, and dangers.

Factions: No faction controls these areas.

Construction: Worked areas are Archontean in origin, with 10' ceilings and iron-bound doors.

Environment: The area is relatively dry and cool.

Access and Egress

To Exterior: cave at 4-190, leading to cliff face at EX-15
To Surface: stairs at 4-122A, leading up to AV-39
To Surface: teleportation via blue pillar at 4-167, leading to AV-29
To Level 3: stairs at 4-1, leading up to 3-110
To Level 3: tunnel at 4-88, leading up to 3-115
To Level 3: tunnel at 4-157, leading to escape tunnel at 3-105D
To Level 3: stairs at 4-159, leading up to 3-212A
To Level 3: teleportation via blue pillar at 4-167, leading to 3-123
To Level 5: river and whirlpool at 4-65, leading down to 5-103
To Level 5: tunnel at 4-87, leading down to 5-33
To Level 5: tunnel at 4-117, leading down to 5-117
To Level 6: corridor at 4-161, leading down to 6-67
To Level 6: teleportation via blue pillar at 4-167, leading to 6-48
To Level 7: tunnel at 4-90, leading down to 7-118
To Level 7: teleportation via blue pillar at 4-167, leading to 7-1
To Level 9: teleport via **pukel-manders** (see new magic items) at 4-74 and 4-151A, leading to 9-40
To Level 10: heqeti teleport well at 4-74, leading to 10-24

To Sub-Level 4: teleportation via blue pillar at 4-167, leading to SL4-53
To Sub-Level 5: tunnel at 4-165, leading down to SL5-1
To Sub-Level 7: tunnel at 4-76, leading down to SL7-37
To Sub-Level 8: stairs at 4-162, leading down to SL8-19
To Sub-Level 9: stairs at 4-51B, leading down to SL9-75
To Sub-Level 12: tunnel at 4-175A, leading down to SL12-13
To Sub-Level 13: stairs at 4-168, leading down to SL13-09
To various areas: **Thothian teleportation rings** (see new magic items) at 4-122 and 4-171

To the Abyss: gate at 4-152

Teleport destinations on Level 4:
4-167: from one of the teleporters in 6-48

Random Encounters

Random encounters vary according to the district of the level in which the PCs are traveling.

1. Areas with no Random Encounters

4-36 to 4-39; 4-58 to 4-59; 4-62; 4-74; 4-144; 4-150 to 4-158; 4-171

2. Public Areas of the Precincts of Set: Areas 4-1, 4-2, 4-21 to 4-35, 4-101 to 4-106, 4-143, 4-149

Random encounters should be checked every 3 turns, with a 1 in 10 chance for an encounter. Tables for determining encounters in the Forum proper are found at area 4-2.

D20	Encounter
1-3	Resident of the Forum: roll 1d6: 1-3= merchant (see 4-2); 4-5= servant (GM's choice); 6= important Set official with entourage (GM's choice)
4-6	Outsider coming to the Forum: select by using table at area 4-2
5-10	A Set patrol composed of 4 Set guardsmen and a Set acolyte (see new monsters): 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
11-13	Party of NPC adventurers (select from NPC appendix)
14-15	Goblin emissaries from the court of King Weskenim (SL4-22), in gaudy finery and led by a sub-chief: 1. 7 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5, 4, 4, 3; #AT 1; Dmg 1-6 2. Kellim, a goblin sub-chief (as a hobgoblin): SZ S; AL LE; AC 5; MV 60'; HD 1+1; HP 8; #AT 1; Dmg 1-8 (long sword). Possessions: long sword
16-17	2 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 56; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks; three portions of varumani knock-out juice (see Arden Vul items). These are the emissaries from 4-101.
18	4 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 15, 13, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. They have come to negotiate with the Set cult about use of the basket at 4-190
19-20	4-13 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6(x3), 5(x3), 4(x3), 3(x3); #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves

3. Cultists' District: Areas 4-105 and 4-123 to 4-135

Random encounters should be checked every 3 turns and occur on a 1 in 10 chance. The cultists are generally more suspicious than the Forum-dwellers, and will have more questions of those poking about. Random encounters will be one of the following:

D10	Encounter
1-4	A Set patrol composed of 4 Set guardsmen and a Set acolyte (see new monsters): 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
5	Set patrol plus 4-13 Set cultists seeking someone else

6-9	4-13 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6(x3), 5(x3), 4(x3), 3(x3); #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves
10	Set patrol plus 4-13 Set cultists seeking PCs for an imagined offense

4. Private Areas of the Set Cult: Areas 4-3 to 4-20, 4-40 to 4-57, 4-60 to 4-61

These areas are heavily trafficked and random encounters will occur on a 4 in 6 chance per turn; the nature of the encounter will depend on which rooms are closest to the PCs when the encounter occurs. Visitors are not permitted in these areas without prior arrangement, so PCs found poking around will be politely escorted to the Forum. For any subsequent infraction the denizens are 33% likely to attempt apprehension.

5. Northern Caves: Areas 4-63 to 4-73, 4-75 to 4-100

These caves feature more typical random encounters (check every 3 turns with a 1 in 6 chance for an encounter).

D20	Encounter
1-2	A Set patrol composed of 4 Set guardsmen and a Set acolyte (see new monsters): 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
3-4	Hunting party of 4-8 escaped slaves from area 4-100, led by Hexameros: 1. Hexameros, 3rd-level male Archontean fighter: SZ M; AL LN; AC 5; MV 90'; HD 3; HP 25; #AT 1; Dmg 2-9. Abilities: STR 16, INT 12, WIS 10, DEX 9, CON 16, CHA 10. Possessions: stolen Set armor (see Arden Vul items); long sword 2. 4-8 escaped slaves-cum-hunters: SZ L; AL varies; AC 10; MV 120'; HD 1-1; HP 5, 4, 4, 4, 3, 3, 2, 2; #AT 1; Dmg 1-6 (club). Possessions: clubs
5-6	A dragonfly automaton of Kerbog Khan (see new monsters). There's a 20% chance it is one of the poison models. 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters) (80%): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire. 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters) (20%): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire
7-10	3-4 subterranean lizards: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 42, 37, 30; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20
11-12	1-2 adolescent owlbears: SZ L; AL N; AC 5; MV 120'; HD 4+2; HP 29, 25; #AT 3; Dmg 1-6/1-6/1-4. Special attacks: hug
13	1 female owlbear: SZ L; AL N; AC 5; MV 120'; HD 5+2; HP 37; #AT 3; Dmg 1-6/1-6/2-12. Special attacks: hug
14	2 carcass creeper: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 22, 18; #AT 8; Dmg nil. Special attacks: paralysis
15	6 lost fishmen from Sub-Level 7 (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison
16	Special. Roll d10: 1-3: An automaton of Kerbog Khan (see new monsters; roll on chart to determine type) 4-6: An exiled lesser varumani (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club; shield. 7: 1-2 xorn: SZ M; AL N; AC -2; MV 90'; HD 7+7; HP 55, 49; #AT 4; Dmg 1-3/1-3/1-3/6-24. Special attacks: surprise on 1-5. Special defenses: immune to fire and cold; half damage from electricity; travel through stone 8: 3 -6 giant frogs: SZ M; AL N; AC 7; MV 30', 90' swimming, 100' jumping; HD 2; HP 16, 15, 13, 12, 11, 9; #AT 1; Dmg 2-8. Special attacks: surprise on 1-4; tongue strikes at +4 to hit; swallow on natural 20 9-10: 6 small chasm cephalopods (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 14, 13, 12, 11, 10, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4

17-18	Party of NPC adventurers (select from NPC appendix)
19-20	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'

6. Behir Caves: Areas 4-107 to 4-118

The only creatures found behind the door at 4-106 are the behir, giant rats, and the python. It is best for the GM to decide where the behir and python are located and to ignore random encounters.

7. Necropolis: Areas 4-136 to 4-142 and 4-145 to 4-148

Random encounters are rare (1 in 12), and should be checked every hour. If an encounter occurs, it should be a mixed pack of 4-6 ghouls and 1-2 ghasts.

1. 4-6 ghouls: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
2. 1-2 ghasts: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 25, 23; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm.

8. Connecting Tunnels: Areas 4-159 to 4-162

This region is well trafficked due to the confluence of connecting tunnels. Encounters are checked every three turns and occur on a 1 in 4 chance.

D20	Encounter
1-2	A Set patrol composed of 4 Set guardsmen and a Set acolyte (see new monsters): 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
3-4	Party of NPC adventurers (select from NPC appendix)
5-6	10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6. This party is attempting to locate a route to the exterior.
7	2 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 22, 18; #AT 8; Dmg nil. Special attacks: paralysis.
8-9	2 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57, 56; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks. These lesser varumani are journeying to the Forum (4-2) in order to replace two of the emissaries in area 4-101.
10-11	Tredgeris the dapifer (6-75) with four soldiers on a mission for the Lord of the Arena (6-85). 1. Tredgeris, 7th-level male Archontean fighter: SZ M; AL LN; AC 0; MV 220'; HD 7; HP 59; #AT 3/2; Dmg 5-11 (**morning star +2**). Abilities: STR 16, INT 15, WIS 15, DEX 15, CON 12, CHA 9. Possessions: **chain mail +2**; **morning star +2**; dagger; **boots of speed**; **circlet of persuasion**; and a purse with 104 gp. 2. 4 male Thorcin arena guards, as 2nd-level fighters: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 15, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear). Possessions: scale mail; long swords; spears; purse with 33 sp and 9 gp each. In addition to their mail byrnies, and simple helmets, they wear a light green surcoat emblazoned with a black image of a six-sided die Roll d4 to determine their intentions: 1: on their way to the Forum of Set (4-2) to buy gladiators 2: hoping to ambush and capture sentient creatures for use in the Arena 3: tracking a specific monster (GM's choice); 4: carrying an important message to the cult of Set.
12-13	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
14	1 quasit: SZ S; AL CE; AC 2; MV 150'; HD 3; HP 18; #AT 3; Dmg 1-2/1-2/1-4; MR 25%. Special attacks: DEX drain; fear blast 1/day. Special defenses: regenerate 1 hp/rd; cold iron, or +1 or better weapons to hit; immune to cold, fire, lightning; save vs spells as 7 HD creature. Special: invisibility; polymorph to bat or giant centipede; detect good; detect magic
15	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
16	3 giant boring beetles: SZ L; AL N; AC 3; MV 60'; HD 5; HP 38, 33, 27; #AT 1; Dmg 5-20

17	1 black skeleton (see new monsters): SZ M; AL LE; AC 0; MV 120'; HD 6; HP 37; #AT 2; Dmg 1-6/1-6 (short swords). Special attacks: shriek causes fear or panic; STR loss on hit. Special defenses: half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, hold, cold, poison, and paralysis; turned as ghasts. Possessions: 1 normal short sword; 1 **sword of shadows** (see new magic items)
18	3-12 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x6), 1(x6); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)
19	An automaton of Kerbog Khan (see new monsters; roll on chart to determine type)
20	GM's choice

9. Southwest Caverns: Areas 4-173 to 4-177

Random encounters are checked every 3 turns and occur on a 1 in 8 chance.

D10	Encounter
1-6	4 small chasm cephalopods (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 14, 13, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4
7-8	9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
9	2 carcass creeper: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 22, 18; #AT 8; Dmg nil. Special attacks: paralysis
10	Party of NPC adventurers (select from NPC appendix)

10. Southern Caves: Areas 4-163 to 4-170, 4-172, 4-178 to 4-190

Random encounters should be checked every 3 turns and occur on a 1 in 6 chance

D20	Encounter
1-2	Visitors to the Forum: roll on tables at 4-2 to determine nature of visitors.
3-4	8 lizardmen in a hunting party: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields
5-6	3 giant boring beetles: SZ L; AL N; AC 3; MV 60'; HD 5; HP 33, 31, 23; #AT 1; Dmg 5-20
7-8	2 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 13; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
9-10	2 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 21, 17; #AT 8; Dmg nil. Special attacks: paralysis
11-12	9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
13	The NPC bandits known as Gillen and Co. (for stats, see 4-180). If encountered in this way and thus unable to effect an ambush, Gillen and his colleagues will negotiate and trade information first. They might try to direct the PCs via a circuitous route back to 4-180, and then rush ahead to position themselves for an ambush.
14-15	A Set patrol composed of 4 Set guardsmen and a Set acolyte (see new monsters): 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
16-17	6 guildsmen from the Guild of Service (see area 4-7): 1. 3 guildsmen, as 2nd-level male Archontean fighters: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 17, 16; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR 2. 3 guildsmen, as 2nd-level male Archontean thieves: SZ M; AL LE; AC 6; MV 120'; HD 2; HP 10, 9, 8; #AT 1; Dmg 1-4 (dagger) or 1-6 (short sword). Thief skills: PP 35%, OL 34%, F/RT 25%, MS 21%, HS 15%, HN 10%, CW 86%. Possessions: leather armor; daggers; short swords. Special: they have DEX 16 on average
18	1 basic exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 150'; HD 4; HP 29; #AT 2; Dmg 1-4/1-4; MR 40%. Special defenses: immune to cold and fire
19	1. 1-4 humans fleeing from the Forum (4-2) or the Guild of Service (4-7). There is a 66% chance these are unclassed, normal humans: SZ M; AL varies; AC 10; MV 120'; HD 1-6 hp; HP 4, 3, 3, 2; #AT 1; Dmg 1-4 (dagger) or 1-6 (staff). There is a 33% chance that the fugitives are classed; if so, use NPC appendix to select a suitable NPC
20	GM's choice

Level Key

4-1: Set's Way, or the Sighing Stair

Set's Way, a 20'-wide set of ancient, pitted stairs that is also known as the Sighing Stair, extends more than 100' from Level 3 (3-110) to the Forum of Set (4-2). Those who stop to listen will hear the very faint sound of sighing; if one listens for more than a round these sighs turn to groans, and then screams of anguish. The stairs are imbued with a strong sensation of dread for any good-aligned creatures; saves are at -1 for good characters while on the stairs.

4-1A: Busts

These niches contain lifelike marble busts of the previous high priests of Set. The heads were carved so as to accentuate realism (wrinkles, warts) rather than artistic flattery. One of the busts (to be determined randomly) sits on top of an ancient treasure map.

4-1B: Odd Busts

These two trapezoidal niches contain a cluttered collection of unusual busts that contrast with the formalism of the niches located further up Set's Way. Although all are made of stone and marble, the busts here vary in size and race. There are small humanoids (goblins), some vaguely reptilian heads, a strange horned head, a bat head, even the head of a frost giant. The giant's head is the only one of the lot that is not made of stone; rather, it is an **ever-alert head** (see new magic items) that has been nicknamed "Snowy" by the members of the cult of Set. Snowy's deep red eyes constantly scrutinize the stairs in front of it. If it spots unauthorized passers-by (i.e., those not wearing a symbol of Set), it begins shouting loud vulgarisms in a variety of tongues, including Mithric, Archontean, Giantish, Goblin, and the Secret Language of Set. The shouting is 33% likely to bring a patrol from 4-2. Snowy ceases shouting 1-3 rounds after intruders have disappeared from view. He (it?) can also see invisible objects and is, intriguingly, portable.

Treasure:
Ever-alert head (Snowy) (see new magic items).

4-2: The Forum of Set

The Forum is an iconic location in the Halls, well known to denizens as a site - albeit a dangerous one - for trade and negotiation.

A strong-looking party approaching from the south will be treated with respect and caution, and will easily be able to rest, trade, and barter with the inhabitants of the Forum. For those approaching with violence on their minds, however, the response will be quite different; the well-organized, lawful inhabitants of the Forum and its neighboring chambers will meet such invaders with overwhelming force so long as they are able.

Those approaching from the east, down the Sighing Stairs (4-1) are assumed to be hostile unless they're accompanied by appropriate authorities.

Those approaching from the northern caves (4-63 to 4-100) will be treated with intense suspicion and probably with hostility, although there is a chance that canny role-playing might convince the guards to escort them to the Forum proper.

General Features:
The Forum is an imposing place, floored in smooth black marble. Its walls are polished granite, rising 40' to an impressive barrel vault. Three 10'-diameter ovals delicately painted as eyes hang from the vaulting at equal intervals; on each of them has been cast a **continual light** spell.

The Forum is a noisy place, filled with the barks and groans of the slave market (4-3), the gurgle of the fountain (4-2E), the shrill cries of the peddlers hawking their wares (4-2D), the low murmur of conversation from the food stalls (4-2C), and the occasional deep bark of the guards watching from the Porch of Scrutiny (4-2F). Odors also fill the forum, from the stink of sweat and fear rising from the slave market, to the spicy aroma of the food stalls, to the sometimes-exotic smells of the goods for sale.

Laws of the Forum:
The Lord of the Forum (aka Stephania, high priestess of Set; see 4-51) has promulgated the following rules which govern trade and social interaction in the Forum. The entire set of Laws is inscribed on the marble walls at 4-21.

1. The Lord of the Forum is entitled to collect from any licensed trader a tariff worth 5% of the value of any sale made that trader.
2. The Lord of the Forum is entitled to collect from any non-licensed trader a tariff worth 10% of the value of any sale made by any such trader.
3. Violence is not permitted in the Forum, except by permission of the Lord of the Forum.
4. Spell Use is forbidden in the Forum except by license of the Lord of the Forum.
5. The Lord of the Forum guarantees the security of all persons and goods legally present in the Forum. Theft shall be punished by fines or enslavement.
6. The Lord of the Forum guarantees any contract made in the Forum, although the Lord does not guarantee the quality or veracity of any traded goods. Caveat emptor!
7. All weights and measures shall be enforced and guaranteed by the Lord of the Forum.
8. Those defaulting on a sworn contract shall face appropriate punishment: outlawry or enslavement.
9. The Lord of the Forum offers protection to any licensed trader to and from the Forum.
10. Any accusation of misconduct, including the breaking of any of the Laws of the Forum, should immediately be brought to the attention of a Forum Inspector (see 3. in Inhabitants below) so that an appropriate hearing may be scheduled.

Inhabitants:
Since it serves as the chief center of trade for denizens of the upper Halls and as an important (and arguably safer) alternative to the Troll Market (7-76), the Forum of Set is filled with activity. Many inhabitants are properly described in the relevant sub-sections of the forum, but it is worth noting here some of the regular and occasional inhabitants of the Forum:

A. Regular Inhabitants (present at all times):
1. Elite Guardsmen and the Duty Deacon: Two sections of elite guardsmen are present at all times in the Forum. Each section consists of 3 elite guardsmen and a sergeant. One section stands by the northern exit to Set's Way (4-1), ensuring that only approved persons enter the private areas; an advanced acolyte leads this group. The second section moves slowly through the Forum in

a regular pattern. Attached to this section is the Duty Deacon, a Set deacon deputed by High Priestess Stephania (4-51) to act as the reigning authority over the forum. The Duty Deacon and his guards will be summoned, for instance, if visitors refuse to pay their dues to the Forum Inspectors (see below). The Duty Deacon also holds one of the keys to the three locks on the door to the Vaults of Set (4-24).

1. **6 elite Set guardsmen** (see new monsters), **as 3rd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 3; HP 26, 26, 25, 25, 24, 24; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **2 Set sergeants** (see new monsters), **as a 5th-level Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 5; HP 42, 32 #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; spear; light crossbow with 20 bolts.
3. **1 advanced Set acolyte** (see new monsters): **as a 5th-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 5; HP 31; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); **potions of healing** and **singing birds**; and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**, **sanctuary**; **augury**, **chant**, **hold person**, **silence 15' radius**, **spiritual hammer**; **animate dead**.
4. The duty deacon, i.e., a **Set deacon** (see new monsters), **as a 6th-level Archontean cleric of Set**: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 38; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.

2. The Conquered Foes: At all times three pitiful slaves are shackled to the feet of the great cult statue of Set (4-2A). Each slave is naked save for an elaborate leather-and-metal helmet made to look like one of Set's traditional enemies: the hawk for Horus, the ibis for Thoth, and the *tyet* (knot of Isis) for Isis. The slaves are kept drugged, and the wisps of narcotic from 4-2A help to keep them that way. Still, they quite commonly writhe about and sometimes call out wordless pleas for help. Cultists passing through the forum kick them regularly. When one slave dies, another is quickly selected to take up the role.

3. Forum Inspectors: These three senior cultists wander slowly through the Forum enforcing the Laws of the Forum. They have the power to question any non-Set person/creature whom they suspect of having engaged in commerce without paying the proper tax. Habitués of the Forum know that it is wise to seek them out immediately after a purchase or sale in order to pay the requisite fee, for Set does not smile on efforts to avoid his due. The three daily inspectors are drawn from the following pool: Mariana (female), Sultana (f), Kolchos (male), Egerios (m), and Philia (f). Each inspector carries a **special was stick** (see new magic items) that may cast **detect lie** 3x per day. The inspectors each wear a leather belt pouch containing the fruits of their labors. Each pouch contains 100-400 gp in assorted coins as well as 1-8 small gems worth 10-100 gp each. If threatened, each has a whistle that she/he will blow with vigor, alerting the supervisors at 4-2F. One of the three (33% for each) carries a key to one of the locks on the door to the vaults of Set (4-24).

1. **3 Archontean forum inspectors**: SZ M; AL LE; AC 10; MV 120'; HD 1-6 HP; #AT 1; Dmg 1-4 (dagger). Possessions: **special was stick** (see new magic items) with **detect lie**; one of the three keys to the door at 4-24.

4. Cultists: There will always be 3-24 Set cultists present in the Forum in 1-4 distinct groups; the cultists mill about, admiring the sites, bartering for trinkets, waiting for access to the mysteries (4-23 and 4-48), and hoping to make the pilgrimage to the main temple (3-90). For each separate group of cultists the GM should make two rolls: one a standard reaction roll, and the other a roll on Table 3 below (ulterior motivations).

1. **3-24 Set cultists** (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7(x3), 6(x4), 5(x5), 4(x7), 3(x5); #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.

B. Occasional Visitors

As soon as the PCs enter the Forum, the GM should roll four (4) times on Table 1 to establish the identity of current non-cultist visitors. Once established, the GM should roll on Tables 2 and 3 for each group. If called for by Table 2, a roll on Table 4 and any sub-tables should follow.

Table 1: Visitors to the Forum

D20	Group
1-2	1. 1-3 true varumani (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60, 57, 53; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword. 2. 1-3 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59, 54, 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate
3-4	4-10 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 12, 11, 11, 10, 9; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields
5-6	Party of NPC adventurers (select from NPC appendix)

7-8	6-11 beastmen (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6(x4), 5(x3), 4; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows
9-11	7-18 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6(x3), 5(x5), 4(x4), 3(x4); #AT 1; Dmg 1-6.
12-16	Trading party of merchants and guards from outside Halls: 1. 2-4 Archontean merchants (50% male, 50% female): SZ M; AL CN; AC 6; MV 120'; HD 1-6 HP; HP 5, 4, 3, 3; #AT 1; Dmg 1-6 (short sword). Possessions: scale mail; short sword. 2. 6-12 guards, as 2nd-level male Thorcin fighters (3 guards per merchant);: SZ M; AL N; AC 5; MV 90'; HD 2; HP 16, 15, 14(x3), 13(x3), 12(x3), 10; #AT 1; Dmg: 3-8 (footman's mace), or 2-7 (spear) or 1-4 (light crossbow). Special: +1 damage due to STR. Possessions: chain mail; footman's mace; spear; light crossbow with 16 bolts.
17-18	A band of mercenaries: 1. Lella the Ripper, 4th-level female Thorcin fighter: SZ M; AL N; AC 2; MV 120'; HD 4; HP 28; #AT 1; Dmg 3-10 (**long sword +1**). Abilities: STR 16, INT 12, WIS 15, DEX 16, CON 11, CHA 13. Possessions: **chain mail +1** and shield; **long sword +1**; a purse with 321 sp and 153 gp. 2. 5 mercenaries, as 2nd-level Thorcin fighters (2 male, 3 female): SZ M; AL LN; AC 4; MV 90'; HD 2; HP 17, 16, 14, 14; #AT 1; Dmg 2-9 (long sword). Special attacks: +1 to damage from STR. Possessions: chain mail and shield; long swords; 79 sp and 22 gp each.
19-20	Special (roll on Table 1A)

Table 1A: Special Visitors

D20	Group
1	2 Arden Vul spriggans (see new monsters): SZ S or L; AL CN; AC 4 (5); MV 90' (150'); HD 5 (8+3); HP 34 (61), 31 (57); #AT 1 (2); Dmg 2-5 (knife) or (2-12/2-12); MR 25%. Thief skills: PP 75%, OL 78%, FRT 70%, MS 77%, HS 64%, HN 35%, CW 81%, RL 40%. Special attacks: confusion 1/day. Special defenses: immune to poison, charm, and mind-affecting spells; healed by magic missiles. Special: grow to giant size; affect normal fires, faerie fire, trip, detect magic, shatter.
2	NPC magic user and flunkies (select from NPC appendix)
3	Sir Calculor, the Sun-Scarred Knight (see new monsters), 10th-level male Archontean fighter: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 88; #AT 3/2; Dmg 7-13 (**broadsword +2**). Abilities: STR 18/65, INT 15, WIS 13, DEX 12, CON 16, CHA 11. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items), 125 ancient silver pennies (see Arden Vul items); **broad sword +2**.
4	1. Ipwet, a priestess of Bastet in disguise, as a 7th-level female Archontean cleric of Bastet. In human form: SZ M; AL CN; AC 6; MV 120'; HD 7; HP 49; #AT 1; Dmg 2-7 (**jo-stick +1**). Abilities: STR 11, INT 9, WIS 16, DEX 16, CON 11, CHA 16. Possessions: a black silk robe; an **earring of protection +2** (see new magic items); a **moon of Bastet** (see new magic items); and a polished black **jo-stick +1**. Prepared spells: **command**, **cure light wounds**, **fear**, **protection from evil**, **sanctuary**; **augury**, **chant**, **hold person**, **silence 15' radius**, **speak with animals**; **dispel magic**, **prayer**; **cure serious wounds**. In medium maubaste form (see new monsters): SZ M; AL CN; AC 4; MV 150'; HD 7; HP as above; #AT 3 or 5; Dmg 1-4/1-4/2-9, plus 1-4/1-4; MR 30%. 2. 2 acolytes of Bastet in disguise, as 4th-level female Thorcin clerics. In human form: SZ M; AL CN; AC 7; MV 120'; HD 4; HP 28, 25; #AT 1; Dmg 1-6 (jo-stick). Abilities: STR 11, INT 9, WIS 15, DEX 16, CON 11, CHA 16. Possessions: a black silk robe; an **earring of protection +1** (see new magic items); a **moon of Bastet** (see new magic items); and a polished black jo-stick. Prepared spells: **command**, **cure light wounds**, **fear**, **protection from evil**, **sanctuary**; **hold person**, **silence 15' radius**, **speak with animals**. In maubaste form (see new monsters): SZ S; AL CN; AC 3; MV 150'; HD 4; HP as above; #AT 3 or 5; Dmg 1-3/1-3/2-7, plus 1-3/1-3; MR 20%. 3. 2 feral domestic cats: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 3, 2; #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.
5	A Priscian exploring party: 1. Justinian, a Priscian war mage (see new monsters) and member of Quintus, as a 6th-level magic user: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: **Priscian chain mail** (see new magic items); a **Priscian gladius +2** (see new magic items); 345 sp; a key to 9-58; a **stone of alarm**; a **vial of Keogh's restorative ointment**; a **pearl of power** (level 3); and his spell book. Spells memorized: **charm person**, **detect magic**, **magic missile**, **shield**; **levitate**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues**. 2. 2 Priscian conversi (see new monsters), as 3rd-level fighters: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 1-4 (light crossbow). Possessions: **Priscian chain mail** (see new magic items), long swords, light crossbows. The conversi typically have STR 16.

6	Unusual race of GM's choice
7	Kerbog Khan (SL12-25), inhabiting a bipedal exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire
8	A party of tight-lipped dwarves: 1. Silica Schisthelm, 7th-level female dwarf fighter: SZ M; AL LN; AC 3; MV 90'; HD 7; HP 70; #AT 3/2; Dmg 5-8 (**war hammer +2**), 4-11 (**battle axe +2**), or 1-3 (**darts of sleeping**). Abilities: STR 17, INT 10, WIS 10, DEX 15, CON 16; CHA 13. Possessions: chain mail and shield; **war hammer +2**; 2 **darts of sleeping** (see new magic items); **battle axe +2**; **dwarven life-stone** (see new magic items). 2. 5 2nd-level dwarven fighters: SZ M; AL N; AC 5; MV 60'; HD 2; HP 15, 14, 13, 12, 12; #AT 1; Dmg 2-7 (spear), 3-6 (war hammer). Special: +1 to damage from STR. Possessions: scale mail and shield; war hammer; spear; **dwarven life-stone** (see new magic items).
9	Tikun Thane and minions: 1. Tikun Thane: for stats, see SL3-2 2. 3 disciplined (see new monsters): SZ M; AL N; AC 7; MV 120'; HD 4; HP 30, 27, 24; #AT 1; Dmg 1-8 (scimitar); MR 10%. Special defenses: immune to mind-affecting spells. 3. 4 large albino baboons (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
10-11	2 hill giants: SZ L; AL CE; AC 4; MV 120'; HD 8+1-2; HP 60, 53; #AT 1; Dmg 2-16. Special attacks: hurl rocks. Possessions: clubs; giant sacks.
12	A party of uncomfortable elves: 1. Jiltorin Trillissason, 5th-level male elf thief: SZ M; AL N; AC 2; MV 120'; HD 5; HP 24; #AT 1; Dmg 3-8 (**short sword +2**), 1-6 (short bow), 1-4 (**darts of sleeping**). Abilities: STR 12, INT 15, WIS 13, DEX 17, CON 13, CHA 15. Thief skills: PP 60%, OL 47%, F/RT 40%, MS 50%, HS 63%, HN 25%, CW 90%, RL 25%. Possessions: **leather armor +1**; **short sword +2**; **ring of protection +2**; short bow and 20 arrows; **brooch of confident action** (see new magic items), and 3 **darts of sleeping** (see new magic items). 2. 4 2nd-level female elf fighters: SZ M; AL N; AC 4; MV 120'; HD 2; HP 19, 18, 17, 17; #AT 1; Dmg 2-9 (long sword), 1-6 (long bow). Special: +1 damage due to STR. Possessions: elven chain and shield
13	1 type III demon (85% chance it is disguised as a human): SZ L; AL CE; AC -4; MV 90'; HD 10; HP 70; #AT 5; Dmg 2-12/2-12/1-3/1-3/2-5; MR 60%. Constant abilities: infravision. Special attacks: cause fear; darkness 10' radius. Special defenses: half damage from cold, electricity, fire, and gas. Special: teleportation; levitate; cause pyrotechnics; polymorph self; telekinesis; gate (30%).
14	A neverlasting (see new monsters), on a mission for a lich: SZ M; AL NE; AC 2; MV 120', 60' flying (Class C); HD 8+1; HP 51; #AT 3; Dmg 3-8/3-8/1-2, or 2-5/2-5/1-2. Possessions: **lesser short sword of sharpness**. Special attacks: entangling banner. Special defenses: +1 or better weapons to hit; immune to attacks by those with less than 3 HD; immune to charm, sleep, enfeeblement, polymorph, cold, insanity and death attacks; turned as vampires. Spells: comprehend languages, magic missile, shocking grasp, sleep; darkness 15' radius, mirror image, scare, web; dispel magic, hold person, slow; confusion, ice storm; feeblemind, stone shape.
15	1 ice devil (75% chance it is disguised as a human): SZ L; AL LE; AC -4; MV 60'; HD 11; HP 77; #AT 4; Dmg 1-4/1-4/2-8/3-12; MR 55%. Constant abilities: infravision; ultravision (60'); radiate fear 10' radius (save vs wands). Special attacks: cause fear; charm person; suggestion; ice storm (1/day). Special defenses: regenerate 1hp/round; silver, or +2 or better weapons to hit; immune to fire; takes half damage from cold and gas. Special: animate dead; fly; know alignment; phantasmal force; teleport without error; detect magic; detect invisible; polymorph self; 60% chance to gate in either two bone devils (70%) or another ice devil (30%).
16-17	Emissaries from Lord Burdock (see World of Archontos appendix): 1. Phocas, chamberlain to Lord Burdock, as a 5th-level male Archontean fighter: SZ M; AL LN; AC 3; MV 90'; HD 5; HP 43; #AT 1; Dmg 4-9 (**footman's mace +1**). Abilities: STR 17, INT 15, WIS 13, DEX 10, CON 11, CHA 15. Possessions: chain mail and **shield +1**; **footman's mace +1**; purse with 134 sp, 53 gp, and 10 violet garnets (500 gp each). 2. 6 Archontean men-at-arms (4 female, 2 male): SZ M; AL N; AC 5; MV 90'; HD 1; HP 7, 7, 6, 6, 5, 5; #AT 1; Dmg 1-6 (spear), 1-6 (short sword). Possessions: chain mail; spear; short sword.
18-19	Emissaries from the forbidden Thorcin evil cult of Ghareela the Destroyer: 1. Bede the Bloody, 5th-level male Thorcin cleric of Ghareela: SZ M; AL CE; AC 3; MV 90'; HD 5; HP 31; #AT 1; Dmg 4-9 (**footman's flail +2**). Abilities: STR 11, INT 8, WIS 16, DEX 9, CON 12, CHA 17. Possessions: banded mail and shield; **footman's flail +2**; backpack with 3 flasks of oil, two torches, a packet of iron rations, 50' of rope, and a silver holy symbol. Memorized spells: **bless**, **command**, **cure light wounds**, **light**, **protection from evil**; **chant**, **find traps**, **hold person**, **silence 15' radius** (x2); **feign death**. 2. 4 3rd-level female Thorcin fighters: SZ M; AL CE; AC 6; MV 60'; HD 3; HP 28, 27, 25, 24; #AT 1; Dmg 2-9 (battle axe) or 2-7 (spear). Possessions: scale mail; battle axe; spear. They have +1 to hit and damage from STR.

20	Jennistacoril, average-sized, old silver dragon in human form: SZ L (or M, in human form); AL LG; AC -1; MV 90', 240' flying (Class E), or 120' in human form; HD 10; HP 60; #AT 3; Dmg 1-6/1-6/5-30. Continual abilities: infravision; detect hidden or invisible (70'); talking (Archontean, Elvish, Thorcin). Special attacks: breath weapon (cold); fear aura (+3 to saves). Special: polymorph self (animal or human). Spells memorized: **charm person**, **shield**; **detect evil**, **invisibility**; **dispel magic**, **suggestion**; **ice storm**, **remove curse**. She carries a spell book for the sake of appearances: **charm person**, **comprehend languages**, **detect magic**, **friends**, **identify**, **read magic**, **shield**; **detect evil**, **ESP**, **invisibility**, **magic mouth**, **wizard lock**; **dispel magic**, **fly**, **haste**, **slow**, **suggestion**; **charm monster**, **ice storm**, **polymorph self**, **remove curse**.

Table 2: Primary Reason for Presence in Forum

D20	Motive	Modifier to Table 3
1-3	Buy goods (see Table 4)	0
4-6	Sell goods (see Table 4)	0
7-8	Buy slaves	0
9-10	Sell slaves	+1
11	Acquire or sell information	+3
12	Rescue friends missing in Halls	+1
13	Negotiate alliance with Set	+2
14	Ransom prisoner or slave	+1
15	Expedition to artifact	+2
16	Expedition to tomb	+1
17	Hire mercenaries	+3
18	Hire selves as mercenaries	+1
19	Meeting with third party (not Set)	+3
20	Hire guide(s)	+2

Table 3: Subsidiary or Ulterior Motives
Roll d20 and apply modifier from Table 2

D20	Subsidiary Motive
1-4	None
5	Assassination
6	Abduction of third party
7	Espionage against Set
8	Espionage against other
9	Theft, against Set
10	Theft, against other
11	Rescue slave(s)
12	Negotiate sale of special slave
13	Buy/sell important and/or secret artifact
14	Subvert cult of Set
15	Foment slave revolt
16	Plan major war, within or without Halls
17	Plunder important tomb, thanks to a rare treasure map
18	Locate and either slay (50%) or negotiate with (50%) one of the wizards living within Arden Vul
19	Track rival group into Halls, either for secret meeting (25%) or ambush (75%)
20	Roll twice on this table

Table 4: Goods for Sale

D100	Trade Goods	Quality/ Rarity
1-15	Cereals (food)	Average/low
16-25	Alcohol (wine, spirits)	Average/average
26-32	Mushroom food products	High/high
33-35	Green friend (see new flora)	High/average
36-40	Gems	High/low
41-43	Miscellaneous objects looted from Arden Vul (See Tables 4A and 4B)	High/average
44-50	Weapons, mundane	High/low
51-55	Armor, mundane	High/average
56-58	Spell scrolls	High/average
59-62	Potions	High/average
63-64	Treasure maps	Low/low
65-78	Meat, fresh or cured	Average/average
79-85	Mundane manufactured goods (e.g. rope, barrels, etc.)	Average/average
86-90	Metal ore	Average/average
91-97	Mundane metal items	Average/low
98-100	Special (see Table 4C)	

Table 4A: Looted Objects from Arden Vul

D20	Object(s) and Quantity	Value
1-3	Jewelry, 1-6	Roll on standard table
4-6	Stelae or inscriptions, 1-6	4-40 gp each
7-8	Pieces of statuary, 1-3	10-100 gp each
9-10	Scrolls, informational, 1-4	30-60 gp each
11-12	Religious items or strange bits of iconography, 1-4	1-20 gp each
13-15	Rare monster parts	10-100 gp each
16	Rudishva technology, 75% chance malfunctioning, 1-2	200-500 gp each
17-18	Re-roll twice	
19-20	Re-roll, but unbeknownst to the seller the object is magical	

Table 4B: Nature of Objects from the Halls
Roll 2d20, once for origin, and once for material

D20	Origin	Material
1-4	Archontean, Thoth	Stone, granite
5-6	Archontean, other	Iron

7-8	Archontean, Set (illegal!)	Stone, other
9-10	Varumani	Gem-stone, semi-precious
11	Sortian	Silver
12	Beastman	Copper
13	Goblin	Gold
14	Lizardman	Parchment
15	Dwarven or Elven	Gem-stone, precious
16	Extra-Planar or Infernal	Wood
17	Rudishva	Ivory
18	Heqeti	Bone
19-20	Current human cultures (i.e., imported into Halls)	Steel

Table 4C: Special Objects for Sale

D20	Object	Value, per item
1-2	Exotic poisons	100-600
3-5	Exotic mushrooms with powerful pharmacological properties	20-200
6-8	Exotic animal parts used in spells or research (e.g. spider silk, unicorn hair, troll liver, etc.)	100-400 or as appropriate
9-10	Miscellaneous, one-property magic items	Varies
11-12	Enchanted weapons	Varies
13-14	Blackmail information	100-400
15-16	Keys, allegedly to iconic sites (e.g. the Obsidian Gates)	10-100
17	Rudishva technology, 25% chance to still be operable	200-500
18	Personal objects stolen from powerful personage in Halls	Varies
19	Unusual or high-level spells	Varies
20	Piece to powerful artifact, rest must still be recovered	Varies

Some Examples of Possible Visitors to the Forum

These eight samples were the product of rolls on the preceding tables embellished with additional information:

A. Leila's Ladies of Misrule

A band of 5 female human mercenaries from Narsileon loudly looking for a solid job and good plunder. In fact they have been hired by the Collegium of Cinder (see World of Archontos appendix) to locate the archmage Kerbog Khan (SL12-25) and negotiate with him concerning the properties and value of a mysterious bone wand carried by Leila herself.

1. **Leila**, **6th-level female Thorcin fighter**: SZ M; AL LN; AC 2; MV 90'; HD 6; HP 59; #AT 1; Dmg 4-11 (**battle axe +2**). Abilities: STR 17; INT 13; WIS 10; DEX 10; CON 16; CHA 14. Possessions: **chain mail +2** and shield; **battle axe +2**; **helm of infravision** (see new magic items); **potion of frost cage** (see new magic items); **potion of healing**; a purse with 367 sp, 219 gp, and a coral necklace worth 1,750 gp; mysterious bone wand (a **wand of steam and vapor** with 76 charges).
2. **4 4th-level female Thorcin fighters**: SZ M; AL LN; AC 4; MV 90'; HD 4; HP 35, 33, 30,29; #AT 1; Dmg 2-9. Possessions: chain mail and shield; long sword; purse with 33 sp and 17 gp each. Special: each is +1 to hit and +1 to damage due to STR.

B. Gislu the Goblin Mystic and his 12 Followers

Gislu is an exile from the Goblin Warrens (Sub-Level 4) and is offering the services of his band as guides and mercenaries. He claims to know the layout of Levels 3 and 5 quite well. Gislu would also like to locate the tomb of Ythak Furl (3-168), which he 'knows' to be on Level 3. He is a bit reticent to explain his interest in this tomb beyond the fact that it is 'filled with riches'; if pressed, Gislu admits that the fabled **scepter of the goblins** (see new magic items) lies within. As no modern goblin, let alone Gislu himself, knows what the scepter looks like, he will have trouble identifying the scepter should the tomb be located and plundered. Eventually, Gislu will wrongly identify the **troll flute** (see new magic items) found in the tomb as the missing scepter. Gislu will demand the 'scepter' as his share, and he and his followers will fight for this object if necessary. Location of the scepter, whether the real scepter (currently in 8-69) or the misidentified one (3-168) leads to a major political struggle within the goblin court on Sub-Level 4 (see SL4-23 and SL4-22). Gislu's strong beliefs have been abetted by Sir Discord (8-116), who has his own reasons for locating the scepter.

1. **Gislu**, **goblin sub-chief** (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 8; #AT 1; Dmg 1-8 (long sword). Possessions: long sword.
2. **12 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6.

C. Kzaal, the Lizardman Prophet

Four lizardman warriors accompany the shaman. Kzaal wants to hire guides to take them to the Great Cavern (3-163 and 3-172), where a prophecy has told them they may find important knowledge about Rimmaq-Isfet (see 3-178). They are naive and have no ulterior motives.

1. **Kzaal**, **5th-level lizardman shaman**: SZ M; AL LE; AC 5; MV 60', 120'; HD as a 4+1 HD monster; HP 26; #AT 1 or 3; Dmg 3-8 (**staff +2**), or 1-2/1-1/1-8. Possessions: **staff +2**; **potion of diminution**, **potion of rainbow hues**. Spells memorized: **cause light wounds**, **light**, **cause fear**; **augury**, **chant**, **speak with animals**; **remove curse**.
2. **4 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

D. Sirsk of Archontos

Sirsk has arrived to sell a pair of valuable slaves, a goblin master miner from Archontos and a human stonemason. Sirsk is actually an agent for Keko the Lame, master of the Imperial Drome (spy service) in Narsileon (see World of Archontos appendix). He has arranged a secret meeting with the Stephania, the high priestess of Set (4-51) - and possibly another visitor (25% chance) - in order to plot a political and military move against Lord Burdock, the Archontean lord who rules the valley in which Arden Vul rests.

1. **Sirsk of Archontos**, **8th-level male Archontean bard** (7th-level fighter, 8th-level thief): SZ M; AL NE; AC 1; MV 90'; HD 15; HD 98; #AT 3/2; Dmg 3-10 (**long sword +1**, **luckblade**).

Abilities: STR 16, INT 12, WIS 15, DEX 16, CON 10, CHA 17. Thief skills: PP 65%, OL 62%, F/RT 55%, MS 62%, HS 49%, HN 25%, CW 96%, RL 40%. Bard abilities: Charm 40%, LL 25%. Spells: **entangle**, **invisibility to animals**, **pass without trace**; **barkskin**, **cure light wounds**, **obscurement**; **neutralize poison**, **stone shape**. Possessions: **chain mail +3**; **long sword +1**, **luckblade**; **instrument of the bards** (Dos lute); **boots of striding and springing**; **potion of extra healing**; purse with 79 sp, 37 gp, and 7 citrine gems (50 gp each).

2. **Oresniffer**, **an enslaved imperial goblin** (see World of Archontos appendix) master miner: SZ S; AL NG; AC 7; MV 60'; HD 1-1; HP 5; #AT 1; Dmg 1-6.
3. **Berrib**, **an enslaved male Archontean stone mason**: SZ M; AL N; AC 10; MV 120'; HD 1-6 HP; HP 4; #AT 1; Dmg by weapon.

E. Helios of Dog Patrol (3-140):

Helios is trying to trade some documents (written on goblin hide) that detail some very juicy social and political secrets of the troll thegn's court (stolen from the varumani emissaries to the beastmen resident in 3-162). The scrolls are valuable and could be used for blackmail on the lower levels, but are quite hot. As a result, Helios and company are nervous. They hope to buy significant quantities of fresh meat and grain with the money that they realize from the scrolls. Helios is acting without the knowledge of Deino, who would be quite annoyed at his presumption and willingness to risk the beastmen's relationship with the troll thegn.

1. **Helios**, **beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.
2. **6 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.

F. Tikun Thane (SL3-2), Wizard of Newmarket

The mage is accompanied by three of his disciplined and four of his quasi-trained albino baboons (see new monsters for both). He is seeking support for an expedition to loot Archontean tombs near the Obsidian Gates (5-6). His knowledge of Level 5 is poor, but his knowledge of Levels 2 and Level 3 is pretty good.

1. **Tikun-Thane**: for stats, see SL3-2
2. **3 disciplined** (see new monsters): SZ M; AL N; AC 7; MV 120'; HD 4; HP 30, 27, 24; #AT 1; Dmg 1-8 (scimitar); MR 10%. Special defenses: immune to mind-affecting spells.
3. **4 trained large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

G. Meral the Key-monger:

Meral is a seller of exotic wares, and is well known in the forum for his wide selection of keys whose specific uses he will describe in great detail. Meral is well-versed in Arden Vul lore, and is remarkably good at shaping his narrative (and the identity of his keys) based on subtle cues that he picks up from his buyers. He is actually an agent of a good-aligned deity or organization and is here to spy on the defenses, rituals, and powers of the cult of Set. A ranger with a taste for music and disguise, Meral might decide to enlist the PCs for his cause if he can be persuaded of their good intentions. For such friends, he also has a secret cache of keys for which the identities are ironclad; these include a brass key to the hematite gates (3-177), an iron key to SL8-1, and a gold disk-key to the lesser obsidian gates (SL4-34).

1. **Meral the key-monger**, **8th-level male Thorcin ranger**: SZ M; AL CG; AC 5; MV 120'; HD 8; HP 63; #AT 3/2; Dmg 5-11 (**broadsword +2**). Abilities: STR 17, INT 15, WIS 15, DEX 10, CON 16, CHA 10. Possessions: **leather armor +3**; **broadsword +2**; 439 sp, 119 gp, 4 citrine gems (50 gp each); a blue glass activation square (see **Thothian teleportation rings** in new magic items); **potion of invisibility**; **potion of invulnerability**; a silk pouch with 10-40 keys; trade goods (roll on tables above).
2. **3 bodyguards, as 3rd-level male Thorcin fighters**: SZ M; AL LN; AC 4; MV 90'; HD 3; HP 25, 24, 21; #AT 1; Dmg 2-7 (spear), 3-6 (war hammer). Possessions: chain mail and shield; spear; war hammers; purse with 22 sp and 9 gp each. Special: +1 to damage due to STR.

H. Ulana of Newmarket

An aggressive and ambitious young merchant who has just completed the sale of a sizable amount of grain to the cult of Set. Ulana thinks that she made a bad decision coming to Arden Vul, and is now afraid to leave the Forum with her profits (750 gp), mostly because her three farmer 'guardsmen' have proven themselves inadequate to the task. She is looking to hire security to get her back to Newmarket safely.

1. **Ulana of Newmarket**, **female Thorcin merchant**: SZ M; AL N; AC 9; MV 120'; HD 1-1; HP 5; #AT 1; Dmg 1-6 (staff). Possessions: staff; ring of protection +1.
2. **3** '**guards**', **male Archontean farmers-cum-men-at-arms**: SZ M; AL LN; AC 6; MV 60'; HD 1-1; HP 7, 7, 6; #AT 1; Dmg 1-6 (spear) or 1-4 (light crossbow). Possessions: scale mail; spear; light crossbow with 20 bolts.



4-2A: Set Triumphant

This 20'-tall cult statue set on a 20'-square platform looms over the bustle of the Forum. Set faces west, with his arms at his side and his left foot slightly advanced. He appears in the Set-animal form, albeit with an ankh rising between the square ears of his head. He is brightly painted, with brown skin, yellow and gold kilt, black head, purple headdress, and multicolored accents (belt, bracelets, necklace). His eyes are a piercing azure. The ankh is enchanted to serve as a locus for scrying by priests in the chapel (4-61); they are able to scrutinize affairs in the Forum through the ankh.

The Breath of Set: Puffs of odorless, near-invisible blue gas are released at regular intervals from the mouth of Set. Wafting lazily to the ground, the gas affects anyone who stands for more than a few rounds on the platform without holding his/her breath. The powerful narcotic effect of the gas induces mild hallucinations that cause victims to stand practically immobile as they contemplate their own godhood. Regulars to the Forum call the gas the 'breath of Set'. It is widely understood, moreover, that those rendered immobile by the gas are not subject to the normal Laws of the Forum: it is perfectly acceptable to steal a drugged person's effects or attempt to sell him/her into slavery. Detecting the gas is like detecting a secret door, unless PCs state explicitly that they are looking at the head of the statue, in which case the gas is automatically detected. Those aware of the gas can hold their breath and avoid its effects. If a PC should become drugged, he/she must make a saving throw versus poison every turn (at progressively more difficult checks: -1 per turn after the first) to break free of the narcotic. Unaffected friends can, of course, lead drugged PCs away from the statue, although the victims will still suffer a -2 penalty to all rolls for 2-12 turns.

The Conquered Foes: Three pathetic figures are kept chained to the feet of the statue at all times: these are slaves forced to wear masks depicting Set's chief enemies, Thoth, Isis, and Horus (see above, in the section on residents of the Forum). The slaves writhe periodically but are otherwise quiescent due to the breath of Set. They are commonly mocked and occasionally kicked by those with too much time on their hands or by those wishing to impress the priests of Set.

Inhabitants:

1. **3 drugged male human slaves**: SZ M; AL N; AC 10; MV 120'; HD 1-6 HP; HP 5, 3, 2; #AT 1; Dmg by weapon.

4-2B: Jackal Fountain

This fountain takes the form of a seated jackal some 5' tall. Water pours from its mouth and erect ears. A 3'-tall stone barrier borders the pool. Six copper dippers attached to chains rest on the lip of the barrier.

4-2C: Food Stalls

This corner of the Forum features a set of food vendors, two long trestle tables with benches, and four smaller tables with stools. One stall sells slices of spiced meat; the second sells a spicy "Forum stew"; and the third sells pounded and fried cakes of mushrooms mixed with spices and other vegetables. Depending on other factors, the third stall may occasionally have bread (25% chance); if so, that stall will be quite busy. All three stalls also sell cups of Jobim's lichen ale. Prices are high, but the stalls are popular. At most times 2-12 off duty Set guardsmen can be found here, gambling, eating and gossiping. In this setting the guardsmen are not particularly aggressive and, if PCs buy them some food or gamble with them for a while, they are happy to gossip about the halls.

Food For Sale	Price
Spiced meat, shaved (3 oz)	15 sp
Forum stew, with bowl (3 oz)	1 gp
Forum stew, buyer provides bowl	10 sp
Mushroom cake, 4 oz	10 sp
Bread, when available, 4-oz loaf	1 gp
Jobim's lichen ale, pint	1 sp
A three-foot strand of the green friend (see new flora)	3 gp

Inhabitants:

1. **3-12 Set guardsmen** (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 19, 18, 18, 17, 17, 16(x4), 15, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

4-2D: Merchant Stalls

Towards the western side of the Forum stands a double row of 10'x10' stalls in which licensed merchants offer their wares. Canvas curtains separate the stalls. Each has a wooden counter on which (some) wares are displayed, and a locked stone chest in the back (the chests are attached to the floor with iron clips and spikes). Since space is at a premium, only a sampling of wares is displayed; more valuable or excess goods are kept elsewhere, either in an individual trader's quarters (see areas 4-26 to 4-35) or, more typically, in a rented lockbox stored in the vaults of Set (4-24). To become a licensed trader one must pay a substantial licensing fee and generally impress the Lord of the Forum. If the GM wishes a livelier trading center, then the number of stalls could be expanded from 6 to 9.

Stall 1: Hazlitt's Fine Weapons

Proprietor: Hazlitt One-Eye

Personality: Gruff, fair, enjoys tales of combat. See also 4-26

Relations with Set: Neutral

Secret? Behind his eyepatch is actually a gemstone eye which can cast **true seeing** 3x/day.

Lockbox: 334 gp, 679 sp.

Might Buy: Antique weapons of quality, magic weapons. Will pay 75% of base value.

Goods for Sale: He has access to 0-3 examples of most common weapons at 125% the base price. There is a 25% chance he will have an uncommon weapon (150% base price). He keeps 15,000 gp worth of magic weapons (no single one worth more than 5,000 gp) in his lockbox (4-24) for important and respected customers; these he will sell at 150% of the base value.

Inhabitants:

1. **Hazlitt One-Eye**, **4th-level male Thorcin fighter**: SZ M; AL LN; AC 6; MV 120'; HD 4; HP 30; #AT 1; Dmg 2-7 (short sword).

Abilities: STR 16, INT 15, WIS 10, DEX 16, CON 9, CHA 10. Possessions: leather armor, short sword, key to lockbox in 4-24; gemstone eye that can cast **true seeing** 3x/day. His residence is 4-26.

Stall 2: Exotica

Proprietor: Galadnor Half-Elven

Personality: Haughty, acquisitive, treacherous, and calculating. Galadnor has a lust for knowledge of the past, which she hopes to translate into power in the present. Good intelligence about lost tombs, artifacts, and especially rudishva technology or lore, will interest her greatly. She is only impressed by visible power and experience. See also 4-31.

Relationship with Set: Poor. Her ambitions are distrusted, but her knowledge makes her a common source of information.

Secret? She hates the cult of Set, as it was a Set priest who raped her mother and conceived her. This fact is deeply secret. Only if she feels the cult is about to fall will she show her colors.

Lockbox: 399 gp, 567 sp, 153 cp.

Might Buy: Small-sized magic items (she will need to make any such sale conditional, until she has time to raise the money), rudishva technology, small movables dating from antiquity (statues, inscriptions, etc.)

Goods for Sale: Magic user scrolls (1-6 scrolls, with 1-6 spells per scroll of level 1-6 each), costing 350 gp per spell level; 1-4 specimens of exotic mushrooms; 0-2 vials of exotic poison; spider silk; all ordinary and many unusual spell components (25% chance for any unusual component); 1-4 curios from the Halls, including a control rod for the eggs at 4-85 (for which she asks 160 gp); and a red glass activation square (see **Thothian teleportation rings** in new magic items), for which she wants 75 gp. In her lockbox (see 4-24) are 1-3 magic rings; 0-3 miscellaneous magic items; and 2-12 curios from the Halls.

Inhabitants:

1. Galadnor Half-elven, 6th-level half-elf magic user: SZ M; AL LE; AC 5; MV 120'; HD 6; HP 18; #AT 1; Dmg 2-5 (**dagger +1**). Abilities: STR 9, INT 18, WIS 15, DEX 17, CON 10, CHA 12. Possessions: keys to the chest and her lockbox (4-24); throwing daggers; ring of three wishes; **dagger +1**; **cloak of displacement**; **potion of invisibility**. Spells memorized: **charm person**, **comprehend languages**, **detect magic**, **identify**; **forget**, **wizard lock**; **protection from normal missiles**, **suggestion**. Her chamber is at area 4-31.
2. **Dworm**, **3rd-level male Wiskin fighter**: SZ M; AL LN; MV 90'; AC 5; HD 3; HP 26; #AT 2-9 (**long sword +1**). Abilities: STR 15, INT 8, WIS 10, DEX 10, CON 15, CHA 10. Possessions: chain mail; **long sword +1**; purse with 71 sp, 19 gp. Galadnor is the only trader to employ private security.

Stall 3: Robben's Wholesale Goods

Proprietor: Robben the Fat

Personality: Sarcastic, impatient, sharp ears (50% chance to eavesdrop on conversations at the exotica stall and at Horace Trych's stall). See also 4-28.

Relationship with Set: Extremely close

Secret? Is basically a front for High Priestess Stephania (4-51) in order to keep the cult supplied with food, ore, etc. Robben will report suspicious customers to the Priest.

Lockbox: 471 gp, 3792 sp

Might Buy: Bulk quantities of grain, rice, mushrooms, ore, or smaller quantities of spice, sugar, tea, herbs.

Goods for Sale: Not much. Some dried meat (1 gp/lb), a few packets of dried rice (1 gp/lb), packages of sugar or flour sufficient for a week (3 gp), pails of paint (red, blue, white, black – 5 gp each). He has a lockbox in 4-24, but it contains little of value.

Inhabitants:

1. **Robben the Fat**, **male Thorcin merchant**: SZ M; AL NE; AC 10; MV 120'; HD 1-6 HP; HP 4; #AT 1; Dmg 1-3. Possessions: dagger; key to lockbox in 4-24. His chamber is at 4-28.

Stall 4: All Things Considered

Proprietor: Horace Trych

Personality: Unctuous, obsequious, curious. In keeping with the name of his store, Horace is eager to consider all sorts of strange items and information. He badgers newcomers for information. Regulars of the Forum refer to him as "Old Rat Face." See also 4-29.

Relationship with Set: Poor. One of the junior acolytes correctly suspects him of selling information to the wrong parties, but so far this has not amounted to anything

Secret? Horace hides his good alignment to the best of ability, and is aided by possession of a **ring of mind shielding** and an **amulet of protection from scrying**. It is extremely unlikely that Horace would reveal his cover to PCs.

Lockbox: 295 gp, 892 sp, 436 cp

Might Buy: Information about Halls or the cult of Set (5-100 gp); pieces of adventuring gear (50% of list price); mundane objects from the Halls (50% of base price); items associated with the Sortians (125% of base value)

Goods for Sale: A good selection of used adventuring gear, generally in a battered state (50% chance for any basic item, although no weapons, armor, magic), at 125% of list price. A choice selection of objects associated with the Sortians, including at least one of each type of **Sortian eye** (see new magic items), and several intriguing inscriptions (eyes are 200, 700, and 2,300 gp for silver, gold, and sapphire eyes respectively; inscriptions are negotiable). His lockbox (4-24) contains his best stuff.

Inhabitants:

1. **Horace Trych**, **5th-level male Archontean thief**: SZ M; AL CG; AC 5; MV 120'; HD 5; HP 29; #AT 1; Dmg 3-6 (**dagger +2**). Abilities: STR 11, INT 15, WIS 12, DEX 17, CON 11, CHA 15. Thief skills: PP 55%, OL 52%, F/RT 40%, MS 45%, HS 36%, HN 20%, CW 90%, RL 25%. Possessions: leather armor; **dagger +2**; key to lockbox in 4-24; a **potion of invisibility**. His chamber is area 4-29.

Stall 5: Fine Stones and Settings

Proprietor: Birgir

Personality: Friendly, inquisitive, smart. See also 4-32.

Relationship with Set: Neutral

Secret? Occasionally deepens his inventory through pickpocketing newcomers to the Forum.

Lockbox: 1,5211 gp, 356 sp, a selection of gems ranging from 5 gp to 500 gp in value

Might Buy: Gems, jewelry, gilt-work, at 90% value

Goods for Sale: Gems, antique jewelry, at 110% list price. He has 1-3 magical amulets, rings, or necklaces in his chambers that he will sell for 150% price. Birgir does not trust the cult of Set fully, and has declined to rent a lockbox; his excess wealth is hidden in his quarters (4-30).

Inhabitants:

1. **Birgir**, **3rd-level male Wiskin thief**: SZ M; AL LE; AC 5; MV 120'; HD 3; HP 13; #AT 1; Dmg 2-5 (**dagger +1**). Abilities: STR 11, INT 13, WIS 9, DEX 17, CON 9, CHA 15. Thief skills: PP 45%, OL 43%, F/RT 30%, MS 32%, HS 25%, HN 15%, CW 87%. Possessions: **dagger +1**; leather armor; key to lockbox under the bed in 4-32. His residence is area 4-32.
2. **Asbjorn**, **2nd-level male Wiskin thief and cousin of Birgir**: SZ M; AL LN; AC 5; MV 120'; HD 2; HP 9; #AT 1; Dmg 1-6 (short sword), 1-4 (dagger). Abilities: STR 10; INT 13; WIS 14; DEX 17; CON 9; CHA 9. Thief skills: PP 40%, OL 39%, F/RT 25%, MS 26%, HS 20%, HN 10%, CW 86%. Possessions: leather armor; dagger; short sword. He resides at 4-30.

Stall 6: Fine Liquors

Proprietor: Skellan Skindros

Personality: Snobby; would like to discuss and sell fine wines, but most of his sales come from lichen ale. Will warm to anyone who buys fine alcohol and engages in discussion of the same. See also 4-33.

Relationship with Set: Neutral

Secret? None

Lockbox: 148 gp, 796 sp, 562 cp

Might Buy: Potions, unusual liquors

Goods for Sale: Hak's mushroom ale (8 sp/quart), Jobim's lichen ale (4 sp/quart), imported Archontean wines (5-300 gp/bottle), imported rye whiskey (6 gp/shot), imported corn whiskey (3 gp/shot), imported brandy (200 gp/bottle). He also offers a small selection (2-5) of potions, at 150% list price. His lockbox (4-24) contains a few special items.

Inhabitants:

1. **Skellan Skindros**, **male Wiskin merchant**: SZ M; AL LN; AC 10; MV 120'; HD 1-1; HP 4; #AT 1; Dmg 1-4 (dagger). Possessions: dagger, key to lockbox in 4-24. His chamber is area 4-33.

4-2E: Smithy

The northwest corner of the Forum is filled with steam and the clatter of hammers on anvils. Two smiths and four assistants hurry about a central fire and two anvils, forging simple weapons, suits of Set armor (see Arden Vul items), and all manner of common iron implements. The smiths work solely for the cult of Set, and inquiries from outsiders will be met with polite refusal culminating in the terse comment "Talk to the Inspectors." The PCs would need to discuss their needs with the Forum Inspectors and explain how it would be in the interests of Set to devote time and resources to fulfill the PCs' request. The smiths are capable, but cannot create enchanted equipment.

Inhabitants:

1. **2 male Archontean smiths**, **as 2nd-level fighters**: SZ M; AL LN; AC 8; MV 90'; HD 2; HP 15, 13; #AT 1; Dmg 3-6 (hammer). Possessions: padded armor; war hammer.
2. **2 male and 2 female Archontean assistants**: SZ M; AL N; AC 10; MV 120'; HD 1-6 HP; HP 5, 4, 3, 2; #AT 1; Dmg 2-5 (hammer). Possessions: hammers.

4-2F: Porch of Scrutiny

Fifteen feet up the western wall of the Forum looms a balcony from which the priests of Set conduct oversight of events and actions in the Forum. The balcony has a 3'-tall balustrade of carved fantastic beasts. Half way along the balcony an iron pole is stuck into a hole in the floor; the pole is 5' high and ends in a gold and silver mask shaped like a Set animal. The mask is a **mask of revelation** (see new magic items). Anyone looking through the mask has the benefit of **true seeing** for a distance of 60' (to the statue of Set at 4-2A). The duty sergeant always carries an **olifant of command** (carved with warriors; see new magic items), with which he can bark orders at those who transgress the laws of the Forum.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts
2. **1 Set sergeant** (see new monsters), **as a 5th-level Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 5; HP 37; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; **olifant of command** (warriors, see new magic itesm) spear; light crossbow with 20 bolts.
3. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

Treasure:

Olifant of command (warriors); **mask of revelation** (see new magic items for both).

4-2G: Money Changer

The wooden stall of Helena of Archontos stands next to the corridor leading to the Vaults of Set (4-24). The stall is similar to those of the other traders, with canvas walls and a stone lockbox. Two elite guardsmen stand by the stall, and keep an eye on the corridor to the vaults. Helena is human, about 45, quite short, sharp, calculating, and intelligent. She has a keen eye for valuation, and is difficult to fool. Although she wears no distinguishing badges and does not trumpet the fact, she is a core member of the Set cult; indeed, she is their treasurer and a trusted advisor to High Priestess Stephania. Her main business in the Forum centers around the following practices:

Making Change: She exchanges large value coins for less valuable ones (generally gp for sp or cp), and vice versa. She performs this function for 1% of the sum involved. The guardsmen are her main clients for this practice.

Exchange Services: She has a thriving business exchanging antique monies (e.g. octagonal platinum pieces, ancient silver pennies (see Arden Vul items) for new currency; this she does at a cost of 5% of the value of the older coinage. She also exchanges coins for gems (and vice versa), taking a 15% profit per transaction.

Loansharking: More rarely, Helena loans money at 10-50% interest per month (the larger the sum loaned, the larger the rate). She requires collateral for any loan over 100 gp; collateral may take the form of valuable objects or magical items.

Banking: As the treasurer of Set, she is empowered to arrange deposit banking with those in good favor with the cult. She is not interested in small-scale deposits, and thus only accepts deposits valued at a minimum of 1,000 gp. The fee for such storage is 5% of the value of the deposit for 4 months guaranteed storage. If a third party does agree to a deposit, their goods are transferred to a locked iron box in a ceremony witnessed by Helena and all three Forum Inspectors. The iron box is then taken into the Vault of Set (4-24) for storage; the depositor retains the key. A formal contract detailing the terms of the transaction is drawn up and notarized by Helena and the Inspectors.

Inhabitants:

1. **Helena of Archontos**, **female Archontean merchant**: SZ M; AL LE; MV 120'; AC 8; HD 1-6 HP; HP 3; #AT 1; Dmg 1-4 (dagger). Possessions: dagger; **ring of protection +2**; a green jade ring set with an opal (250 gp); a heavy gold necklace (650 gp); the key to her stall's chest; the key to her chamber (4-27); two keys to lockboxes located within the Vaults; and the key to one of the three locks on the door to the Vaults of Set (4-24). Her chamber is located at 4-27.
2. **2 elite Set guardsmen** (see new monsters), **as 3rd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 3; HP 26, 26, 25, 25, 24, 24; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

Treasure:
As with the trade stalls, Helena's stall has a stone chest affixed to the floor with iron clips. Inside is a locked (poison trap) steel box containing 899 gp; two sacks holding, respectively, 572 sp, and 893 cp; and a soft velvet bag with a score of small gemstones worth 10-100 gp each. Most of her liquid wealth is stored in the Vaults of Set (4-24).

4-3: Slave Market

The Guild of Service is a dominant force in the cult of Set, mostly due to their control of a lucrative slave trade. The Guild is in many practical ways autonomous from the priestly hierarchy. Indeed, the Guild administers its sector to the east of the Forum (areas 4-3 to 4-14) as a quasi-private fiefdom.

The market is the public face of the Guild, and the location of a daily sale of human and other sentient merchandise. The daily sale begins at 10:00 A.M. sharp, and is well attended by evil visitors to the Forum.

The site of the market is a stone dais rising 5' above the Forum floor. Five iron posts have been set in the floor; each has two iron rings to which slave shackles can be attached. The passage to 4-4 is shrouded in shadows.

Theodor Trefill, a smooth-talking and utterly evil man, oversees the daily auction. Four guildsmen with whips and **uncommon was sticks** (see new magic items) accompany Theodor. Slaves are usually kept chained to each other, except in the case of expensive pleasure slaves.

The following table determines the nature of the daily sale. Costs are provided for individuals and for the entire set in the case that PCs wish to purchase and manumit these unfortunates:

D10	Type	Base Cost (individual/ all of group)
1-3	Unskilled laborers x8	20/150
4-6	Miners, masons, builders x6 (3 goblin, 3 human)	100/600
7	Pleasure slaves x4	150/600
8	Servants x6	50/250
9	Non-humans x6	50-200/n.a.
10	Special (classed) x4	500 per level/n.a.

Those bidding at the market represent a combination of officials from the cult of Set and visiting groups (see below). For pleasure slaves, non-humans, and 'special' slaves, the base cost is likely to be increased by 0-50% due to vigorous bidding.

List of Possible Purchasers

Buyer	Typical Needs
Emissary from the troll thegn (7-30)	Miners, masons, builders, servants, special
Pullo, a factotum of King Weskenim (SL4-22)	Goblins, servants, pleasure slaves, miners/masons/builders
Belisarius the overseer of Set (4-47)	Unskilled laborers, miners/ masons/builders, special
Stephania, high priestess of Set (4-51)	Special, nonhumans, pleasure slaves
A Set deacon	Servants
A band of Set guardsmen from one of the septs	Servants
Tikun Thane (SL3-2)	Strong human men of any type; pleasure slaves
Kerbog Khan (SL12-25), speaking through a bipedal exploration automaton (see new monsters)	Special
A group of 6 nervous outsiders from Newmarket or another nearby community	A specific person to be redeemed from slavery
An abolitionist from outside, looking to free as many slaves as possible	Any and all
Psalor-Ki (5-74)	Any and all (for slime zombies)
Tredgeris the Dapifer (6-75) with 3 guards	Servants or unskilled laborers (to train as guards or wranglers), or exotics for the Arena
Any of the special visitors to Slaver's Square (see 4-7)	Special

Manumission Note: Neither the Guild nor the cult of Set has any problems with owners freeing their slaves. To protect the

manumitted, owners may purchase writs of manumission from the Forum Inspectors for 5 gp per document. Freed slaves may have difficulty safely exiting the Halls without a suitable escort, however. Manumission documents are only practically useful in the environs of the Forum, as the Guild frequently re-enslaves those it can catch after their documents are 'lost'.

Inhabitants:
1. From 9:45 to 11:00, a **set of slaves**
2. **Theodor Trefill**, **7th-level male Archontean thief** (present only during auctions): SZ M; AL LE; AC 4; MV 120'; HD 7; HP 32; #AT 1; Dmg 3-6 (**dagger +2**). Abilities: STR 12, INT 13, WIS 9, DEX 18, CON 10, CHA 15. Thief skills: PP 70%, OL 67%, F/RT 55%, MS 65%, HS 53%, HN 25%, CW 94%, RL 35%. Possessions: **ring of protection +2**; **dagger +2**; gaudy gold necklace (375 gp). Theodor doesn't normally wear armor.
3. **4 guildsmen**, **as 2nd-level male Archontean thieves**: SZ M; AL LE; AC 6; MV 120'; HD 2; HP 11, 10, 9, 8; #AT 1; Dmg 1-4 (dagger) or 1-6 (short sword). Thief skills: PP 35%, OL 34%, F/RT 25%, MS 21%, HS 15%, HN 10%, CW 86%. Possessions: leather armor; daggers; short swords; **uncommon was sticks** (see new magic items). Special: they have DEX 16 on average.

4-4: Guard Post (x2)

Iron grillwork set vertically into the walls, floor, and ceiling blocks the passage near both of these locations. A 5'-square door allows passage through the grill, although it is kept locked at all times. The Guild maintains a watch of two guildsmen in each spot; they are armed with spears and Guild **uncommon was sticks** (see new magic items), and they carry the keys to the door in the grillwork. The guildsmen will ring a small gong dangling from the guard nook if they detect trouble. They have two benches, and a barrel full of torches.

Inhabitants:
1. **4 guildsmen**, **as 2nd-level male Archontean thieves**: SZ M; AL LE; AC 6; MV 120'; HD 2; HP 11, 10, 9, 8; #AT 1; Dmg 1-4 (dagger) or 1-6 (short sword). Thief skills: PP 35%, OL 34%, F/RT 25%, MS 21%, HS 15%, HN 10%, CW 86%. Possessions: leather armor; daggers; short swords; **uncommon was sticks** (see new magic items), keys to the square doors. Special: they have DEX 16 on average.

4-5: Slaves Ready for Sale

Whichever group of slaves is due to be auctioned on a given day (see table at 4-3) will be present here until 9:45 AM. A new group will be present by 2:00 PM (roll again on table at 4-3). The chamber is dimly lit with a pair of torches. It smells badly of sweat and of fear. Two large iron rings are set in the west wall. In the morning, there is a 50% chance that auctioneer Trefill is present, inspecting the slaves. At all times when slaves are present, there will be 2 guildsmen present to watch the merchandise. Etched into the wall four times are variations on the phrase "Help Us" (twice in Archontean, once in Thorcin and once in Elvish).

Inhabitants:
1. Except from 9:45-2:00, a **set of slaves** (see 4-3).
2. **Theodor Trefill**, 50% (see statistics at 4-3)
3. **2 guildsmen**, **as 2nd-level male Archontean thieves**: SZ M; AL LE; AC 6; MV 120'; HD 2; HP 10, 8; #AT 1; Dmg 1-4 (dagger) or 1-6 (short sword). Thief skills: PP 35%, OL 34%, F/RT 25%, MS 21%, HS 15%, HN 10%, CW 86%. Possessions: leather armor; daggers; short swords; **uncommon was sticks** (see new magic items). Special: they have DEX 16 on average.

4-6: Guards

Six wooden bunkbeds line the walls of this barracks chamber. Next to the bunkbeds are a dozen small iron chests. In working hours, the room is empty. In periods of 'night', either half or all of the beds are occupied. The walls of the chamber are undecorated, save for some small and unimportant bits of graffiti (obscene pictures, love sonnets, small sums). The iron chests are locked, but contain very little of value: primarily clothes, small personal objects, and a handful of coins each (3-18 sp and 3-18 cp each).

Inhabitants:
1. Either 3 or 6 guildsmen (only at 'night'): for stats, see 4-4.

4-7: Slavers' Square

This is the economic hub of the Guild of Service. The square is brightly lit with a **continual light** spell, and is crowded with activity. Towards the western side of the square is an ancient well; it is 5' in diameter, descends 100' to a cistern, and features a 4'-tall brick lip around the well as well as an iron apparatus and wooden bucket for raising water.

Five horizontal bars are set into the walls of the southeast corner, and five vertical iron bars are set into the floor next to the walls. These bars are used by the Guild to discipline and train slaves. At any given time, there is a 75% chance that 4-8 slaves will be bound to the bars, and three unfriendly guildsmen will be working them over with prods, whips, and **uncommon was sticks** (see new magic items).

At all times the following groups and individuals will be present in the square:

1. **4-8 slaves bound to training posts** (75% chance): roll d6 to determine what type: 1-3: unskilled; 4-5: skilled; 6: valuable. For each type, use stats found at areas 4-11, 4-12, and 4-13.
2. **2 guildsmen**, **as 2nd-level male Archontean thieves** (75% chance; only if slaves are present): SZ M; AL LE; AC 6; MV 120'; HD 2; HP 10, 9, 8; #AT 1; Dmg 1-4 (dagger) or 1-6 (short sword). Thief skills: PP 35%, OL 34%, F/RT 25%, MS 21%, HS 15%, HN 10%, CW 86%. Possessions: leather armor; daggers; short swords; **uncommon was sticks** (see new magic items). Special: they have DEX 16 on average.
2. **4 guildsmen**, **as 2nd-level male Archontean fighters** (100% chance): SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 17, 16; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.
4. **2-5 guild sergeants**, **as 4th-level male Archontean thieves** (50% chance): SZ M; AL LE; AC 5; MV 120'; HD 4; HP 20, 19, 18, 16, 15; #AT 1; Dmg 1-4 (dagger), 1-6 (club). Thief skills: PP 50%, OL 47%, F/RT 35%, MS 38%, HS 30%, HN 15%, CW 88%. Possessions: leather armor; daggers; clubs. Special: they have DEX 17 on average.
5. **1-3 groups of special visitors** (see table below) (50% chance)
6. A group of **11-20 new slaves** being sorted by a Guildmaster into one of the holding pits (4-11, 4-12 or 4-13) (50% chance).

Special Visitors to Slavers' Square

D10	Visiting Group
1	1-2 true varumani (see new monsters) from 6-101, discussing needs of the troll thegn (7-30): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60, 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.
2	1. Tredgeris the dapifer, sent by the lord of the Arena (6-85) to locate exotic flesh: see 6-75 for stats. 2. 4 male Thorcin arena guards, as 2nd-level fighters: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 15, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear). Possessions: scale mail; long swords; spears; purse with 33 sp and 9 gp each.
3	Oswyn, a representative of Wuffa, thegn of a local Thorcin estate, trying to sell the captured heiress of a rival estate into slavery. 1. Oswyn, 4th-level male Thorcin fighter: SZ M; AL LE; AC 2; MV 90'; HD 4; HP 40; #AT 1; Dmg 4-11 (battle axe) or 1-4 (light crossbow). Abilities: STR 18/57, INT 13, WIS 11, DEX 8, CON 17, CHA 15. Possessions: **splint mail +1** and shield; battle axe; light crossbow (with 15 bolts); 93 sp, 247 gp. 2. 3 2nd-level male Thorcin fighters: SZ M; AL N; AC 5; MV 90'; HD 2; HP 16, 13, 12; #AT 1; Dmg: 3-8 (footman's mace), or 2-7 (spear) or 1-4 (light crossbow). Special: +1 damage due to STR. Possessions: chain mail; footman's mace; spear; light crossbow with 16 bolts. 3. Bledwyn, 1st-level female Thorcin ranger, and heiress: SZ M; AL CG; MV 120'; HD 1; HP 12; #AT 1; Dmg by weapon. Bledwyn is bound and has no possession.
4	An efreeti lord named Nizamudden, disguised through **polymorph self** as a Khumus (see World of Archontos appendix) diplomat. He is buying slaves for his palace in the City of Brass. He is also keeping an ear open for news about the **ewer of Fadil the Clear** (see new magic items and area SL15-16), since he would love to acquire it before the marids do. 1. Nizamudden, efreet: SZ L; AL N(LE); AC 2; MV 90', 240' flying (Class B); HD 10; HP 67; #AT 1; Dmg 3-24. Special attacks: produce flame, cause pyrotechnics; enlarge. Special defenses: become invisible; assume gaseous form; polymorph self. Special: grant three wishes; create illusion; detect magic; create wall of fire; immune to normal fire; -1 HP/die from magical fire.
5	Evil adventuring party with close ties to the Guild, either delivering an important item or receiving an important contract (select from NPC appendix)
6	High Priestess Stephania speaking with one of the Guildmasters: for stats, see 4-51.
7	A party of 3-5 dwarves from Kazildor (see World of Archontos appendix) negotiating for specialist labor
8	A group of 3-5 emissaries from deep in the Underearth: GM's choice as to race and stats.
9	Glebeus Brestillion, a thin-lipped representative of his mid-level Archontean clan, with 6 guards, searching for a lost kinsman presumed sold into slavery. 1. Glebeus Brestillion, male Archontean aristocrat: SZ M; AL NG; AC 5; MV 120'; HD 1-6 HP; HP 4; #AT 1; Dmg 1-6 (short sword). Possessions: chain mail; short sword; purse with 211 sp and 75 pp. 2. 6 bodyguards, as 2nd-level Archontean fighters: SZ M; AL LN; AC 4; MV 90'; HD 2; HP 17, 15, 14, 14, 13, 12; #AT 1; Dmg 2-7 (spear), 2-9 (battle axe). Special: +1 to damage from STR. Possessions: chain mail and shield; spear; battle axe
10	Heltor the ranger and four imperial goblins, representing the Free Goblins of Narsileon, looking for a revered relative sold into slavery by agents of the Drome. Heltor is a friend and mouthpiece, but the real authority lies with Rikso Stemwinder, a wealthy imperial goblin representative of the Silent Factor (see World of Archontos appendix). 1. Heltor, 6th-level male Thorcin ranger: SZ M; AL CG; AC 4; MV 120'; HD 6; HP 55; #AT 1; Dmg 3-9 (bastard sword), 2-7 (**long bow +1**). Abilities: STR 16, INT 13, WIS 14, DEX 10, CON 16, CHA 11. Possessions: **chain mail +1**; bastard sword; **long bow +1** (20 arrows); **amulet of protection from normal missiles** (see new magic items); 31 sp; 23 gp. 2. Rikso Stemwinder, imperial goblin (see World of Archontos appendix) and associate of the Silent Factor: SZ S; AL LN; AC 10; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-4 (dagger). Possessions: dagger; writ of authority from the Silent Factor; chest carrying 455 sp and 400 gp. 3. 3 imperial goblins (see World of Archontos appendix): SZ S; AL LN; AC 10; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-4 (dagger). Possessions: dagger.



4-8A: Guildmaster Resedior

The day-to-day affairs of the Guild of Service are managed by a triumvirate of Guildmasters who have risen through the ranks through service, cunning, and ruthlessness. Yon Resedior resides in 4-8A. His chamber is spartan, as befits his austere, severe personality. The room is decorated with tasteful geometric friezes running along the tops of the walls, which have been whitewashed. A curtain in the northeast corner lends some privacy to his simple bed. A scroll cabinet and desk rests against the western wall. Against the south wall is a stone chest, locked with a poison needle trap. His mute body servant, Njall, occupies this room at all times and will defend his master and his possessions with his life.

Inhabitants:

1. **Yon Resedior** (33%), **8th-level male Archontean magic user**: SZ M; AL LE; AC 5; MV 120'; HD 8; HP 26; #AT 1; Dmg 1-4 (**dagger of venom**). Abilities: STR 9, INT 17, WIS 14, DEX 17, CON 10, CHA 15. Possessions: guildmaster's gold ring (200 gp); throwing daggers; **ring of protection +2**; **dagger of venom**; **scroll of shield**; key to his chest. Spells memorized: **charm person**, **feather fall**, **magic missile**, **spider climb**; **detect good**, **ESP**, **invisibility**; **haste**, **hold person**, **suggestion**; **dimension door**, **polymorph other**.
2. **Njall**, **4th-level male Wiskin fighter**: SZ M; AL NE; AC 4; MV 90'; HD 4; HP 35; #AT 1; Dmg 3-10 (**battle axe +1**). Abilities: STR 17, INT 8, WIS 10, DEX 15, CON 16, CHA 10. Possessions: chain mail; **battle axe +1**.

Treasure:

In the scroll case: a scroll of three spells (**sleep**, **stinking cloud**, **web**), a scroll of two spells (**read magic**, **write**), a scroll of one spell (**slow**), a map of areas 4-1 to 4-66 (without 4-36 to 4-39 and 4-51A or 4-51B), a map of areas 4-105 to 4-156 (without secret areas, 4-151A, 4-152, and 4-153), a copy of the *Lay of Marius Invictus* (see Arden Vul books), a treasure map to the tomb of Sethu (5-57), and a report that muses about the identity of Isocorax (6-8) and the nature of Thegan White-Mane (6-8) without quite making the right conclusion about the two (see 6-19 and 6-20).

Inside the chest are three bolts of valuable silk (50 gp each); a clay urn packed with sawdust, hidden inside of which are 15 small but fine emeralds (500 gp each); and three vials of poison.

On his desk: spell book, fine inks and writing materials (worth 300 gp).

Yom Resedior's Spell Book:

charm person, **comprehend languages**, **detect magic**, **erase**, **feather fall**, **floating disk**, **hold portal**, **identify**, **light**, **magic missile**, **protection from good**, **read magic**, **shield**, **sleep**, **spider climb**; **continual light**, **detect good**, **ESP**, **Frigg's caustic kisses** (see new spells), **invisibility**, **knock**, **locate object**, **stinking cloud**, **web**, **wizard's cache** (see new spells); **clairaudience**, **clairvoyance**, **dispel magic**, **haste**, **hold person**, **lightning bolt**, **protection from good 10' radius**, **slow**, **suggestion**; **charm monster**, **dimension door**, **fumble**, **polymorph other**, **remove curse**; **magic jar**.

4-8B: Guildmistress Anna Ligareon

Anna was born a Ligareon, which makes her a member of one of the Five Families that rule the Archontean Empire (see World of Archontos appendix). She maintains some secret connections with select members of her kindred in the Empire, but is not actively involved in the dance of the Five Families. Of course, those who recognize her ring might be able to use this information for their own purposes. Anna enjoys luxury, and her chamber is decorated lavishly. The walls are painted a bright yellow, on top of which are painted a variety of floral and pastoral motifs. Well-tanned, soft rugs made of animal skin cover the floor. She has a large four-poster bed, a desk and chair, a rack of wines, and a wardrobe. In the center of the room is a large **tripod of heating** (see new magic items).

Despite the pleasant surroundings, Anna is a hard and cruel woman, who shows no remorse about her trade and enjoys the act of disciplining slaves, particularly new 'specials'. She has a low, emotionless voice that makes her seem even sterner than she in fact is. She is present in her chamber 33% of the time. She is accompanied at all times by her amazon bodyguard, Bobila. She hates Marius Junienos with a fiery passion (see 4-56).

Inhabitants:

1. **Anna Ligareon** (33%), **7th-level female Archontean illusionist**: SZ M; AL LE; AC 5; MV 120'; HD 7; HP 22; #AT 1; Dmg 4-9 (**staff of striking**). Abilities: STR 10, INT 17, WIS 15, DEX 11, CON 9, CHA 16. Possessions: guildmaster's gold ring (200 gp); Ligareon signet ring; **bracers of defense** (AC 5); **staff of striking**; **potion of fly**; **oil of etherealness**. Spells memorized: **audible glamer**, **color spray**, **hypnotism**, **phantasmal force**; **detect magic**, **hypnotic pattern**, **invisibility**; **non-detection**, **suggestion**.
2. **Bobila** (33%), **4th-level female Archontean fighter**: SZ M; AL NE; AC 5; MV 90'; HD 4; HP 37; #AT 1; Dmg 3-10 (**long sword +1**). Abilities: STR 16, INT 8, WIS 11, DEX 12, CON 16, CHA 9. Possessions: chain mail; **long sword +1**.

Treasure:

Tripod of heating (see new magic items).

The wardrobe contains a **cloak of elvenkind** amid other silk attire (total 75 gp). Inside the wardrobe is a small chest containing 543 gp, 235 sp, and 4 aquamarines worth 100 gp each.

The wine rack holds 17 bottles of wine, including one jeroboam of a famous vintage worth 350 gp and one well-used bottle that holds 8 doses of a nasty ingestible poison.

Sewn into the foot of the mattress is a small pouch with 5 alexandrines worth 500 gp each.

The desk contains Anna's spell book, a scroll of two spells (**detect illusion**, **detect invisibility**), another spell of two scrolls (**improved phantasmal force**, **dispel illusion**), a **scroll of confusion**, 4 distinct documents containing secret and blackmail-worthy information about members of the cult of Set, and, affixed to the underside of a drawer, an incriminating account of High Priestess Stephania's personal failings.

Anna's spell book contains the following spells: **audible glamer**, **color spray**, **darkness**, **detect illusion**, **detect invisibility**, **Frigg's fraud** (see new spells), **hypnotism**, **light**, **phantasmal force**, **wall of fog**; **blindness**, **blur**, **brain full of small spiders** (see new spells), **detect magic**, **hypnotic pattern**, **improved phantasmal force**, **invisibility**; **continual light**, **continual darkness**, **dispel illusion**, **invisibility 10' radius**, **non-detection**, **suggestion**; **brain full of large spiders** (see new spells), **confusion**, **emotion**, **phantasmal killer**.

4-8C: Guildmaster Jisko Grey-Eyes

The third guildmaster, Jisko Grey-Eyes, represents the pleasant, seductive face of evil. He is always reasoned and reasonable, if nevertheless completely willing to order knives in the back. Jisko favors neutral tunics, and appears as a normal, middle-aged, balding man. He is arguably the most powerful of the three guildmasters, since his apparent calmness makes him the spokesman of the Guild. He favors a neutral grey wall color, and a non-descript set of furniture, including a camp bed, spartan desk and chair, two wooden chests, and a set of wooden stocks. Jisko is present 33% of the time. He has two mute bodyguards, Theo and Cleo. One of the two bodyguards is present at all times. Jisko has a concealed compartment (3' diameter) set into the western wall. It is hard to find, and opens by pressing the entire circle inward, after which the door will pop open. Jisko suspects something is wrong with Gunnar (4-10), but isn't sure what it is. GM: Gunnar has been replaced by a doppelganger (see area 4-10).

Inhabitants:

1. **Jisko Grey-Eyes** (33%), **7th-level male Thorcin fighter**: SZ M; AL LE; AC 3; MV 240'; HD 7; HP 69; #AT 3/2; Dmg 4-11 (**long sword +2**, **+3 vs good**). Abilities: STR 16, INT 12, WIS 14, DEX 13, CON 16, CHA 14. Possessions: guildmaster's gold ring (200 gp); **bracers of AC 5**; a **ring of feather fall**; **boots of speed**; and a **long sword +2**, **+3 vs good**.
2. **Cleo** (50%), **mute 3rd-level male Archontean assassin**: SZ M; AL LE; AC 5; MV 120'; HD 3; HP 12; #AT 1; Dmg 2-5 (dagger). Abilities: STR 16, INT 15, WIS 9, DEX 15, CON 10, CHA 9. Thief skills: PP 30%, OL 25%, F/RT 20%, MS 15%, HS 10%, HN 10%, CW 85%. Possessions: **leather armor +1**; shield; 2 daggers. Special attacks: poison; his daggers are coated with "Mortality" poison (see 3-5), which has an onset of 2-8 rounds and inflicts 20 HP damage or half if a save is made.
3. **Theo** (50%), **mute 3rd-level human assassin** SZ M; AL LE; AC 5; MV 120'; HD 3; HP 13; #AT 1; Dmg 2-7 (short sword). Abilities: STR 16, INT 16, WIS 9, DEX 15, CON 11, CHA 9. Thief skills: PP 30%, OL 25%, F/RT 20%, MS 15%, HS 10%, HN 10%, CW 85%. Possessions: **leather armor +1**; shield; short sword; **dust of blinding**.

Treasure:

The desk contains 2 mostly finished songs that Jisko has written, a manuscript of the *Litany of Light* (see Arden Vul books), a map of Level 3 south of 3-69 (excluding areas behind secret doors), and a packet of **dust of sneezing and choking**. One chest contains 359 gp, 568 sp, 1,673 cp and a set of four copper candelabra (5 gp each). The other holds 4 bolts of silk and 2 of linen cloth, each worth 250 gp. Inside the secret compartment are 5 potions, including **extra healing** (x2), **diminution**, **heroism**, and **fire resistance**; a packet of 16 octagonal platinum coins; and three large pink pearls (200 gp each).

4-8D: Theodor Trefill, Auctioneer

Although his chamber is smaller than those of the true guildmasters, the fact that Theodor merits a room of his own is a sign of his importance to the Guild of Service. Theodor enjoys luxury. His chamber is painted a soothing cream color; the south wall features an enormous fresco of Theodor's face (8' tall by 5' wide). His furnishings include a low bed set with silk sheets and costly polar bear fleece coverings (450 gp); a large (3'-tall by 5'-wide) mirror in a silver frame (125 gp); two heavy silver candelabras (45 gp each); a **tripod of heating** (see new magic items); a wardrobe filled with silk clothes (295 gp for the lot); a rack holding Theodor's leather **armor +2**; 2 leather easy chairs, and a locked wooden chest.

Chest: 1,194 sp, 679 gp, and 113 pp; a pouch with 7 dark green alexandrite gems (100 gp each) and 8 aquamarines (100 gp each); and a set of large (8"-tall), solid gold Archontean chessmen (1,800 gp for the set).

Hidden Compartment: The lid of the chest conceals a narrow compartment protected by a poison needle (save vs poison at -1 or die). The compartment contains three parchment quires listing all sales of slaves for the last 10 years, with name of slave, buyer, and seller (if appropriate). Also in the compartment is a folded sheet of parchment on which Theodor has expressed his belief that something is 'off' with Gunnar. **GM**: this is a clue that Gunnar has been replaced by a doppelganger (see area 4-10).

Inhabitants:

1. Theodor Trefill: for stats see 4-3. If no auction is under way, he is either here (50%) or in area 4-5 (50%)

Treasure:

See above.

4-9: Store Room and Back Door

This small room is packed with crates and sacks of supplies brought from the outside. Behind a stack of crates carrying dried food and wood is a door leading to a mostly-secret escape route to 4-64 and 4-78.

4-10: Chief Slaver and Guard

The current leader of the Guild of Service is a skinny Wiskin human named Gunnar. Gunnar is in fact a doppelganger; the subterfuge has not yet been detected by the other Set leaders, even though a few - Jisko, Theodor, and Stephania - suspect that something is 'off' with Gunnar. 'Gunnar' speaks with a Wiskin accent, affects loose clothing, and has increasingly absented himself from daily business, closeting himself in his chambers with his inner circle. Gunnar's main chamber is formally decorated in artistic themes representing the cult of Set, with an enormous boar, several scorpions, and a large image of the Set animal. He has comfortable imported rugs, a comfortable hammock, several stuffed leather chairs, and a sideboard. He is 75% likely to be present along with four of his advisors, who bunk in the small room next to his chamber. 'Gunnar' is getting nervous about his deception, and is likely to flee within 3-18 days; before doing so he will attack Jisko and the other Guildmasters and attempt to abscond with as much of their wealth as he can carry.

Inhabitants:

1. '**Gunnar**', **allegedly a 9th-level human thief**, **actually a doppelganger** (AC 3, due to his ring; MV 90'; HD 4; HP 30, #AT 1; Dmg 1-12; surprise on 1-4; ESP ability; save as 10th-level fighters; immune to charm and sleep). 'Gunnar' has the following possessions: **ring of protection +2**; **necklace of fireballs**; **potion of fire resistance**; 2 **potions of rock melting** (see new

magic items); and the magic spear, **Blackthorn** (see new magic items).
2. **4 doppelgangers, posing Gunnar's Wiskin fighter bodyguards**: SZ M; AL N; AC 5; MV 90'; HD 4; HP 25, 24, 23, 22; #AT 1; Dmg 1-12 or 1-8 (long sword) Special attacks: surprise 4 in 6. Special defenses: immune to charm and sleep; saves as a 10th-level fighter. Special: ESP. Possessions: chain mail; long swords.

Treasure:
The sideboard contains three bottles of fine wine and, attached to the underside of the top, a bag with 65 pearls worth 80 gp each.

4-11: Slave Pit: The Workers

This is the first of the three official slave pits operated by the Guild of Service, containing those judged by the guild to be simple laborers. The Guild accesses the pit through the locked iron door at the end of the diagonal passageway. A slit in the door, openable only from the south side, allows inspection of the pit before the door is opened. A 10'x10' stone ledge extends into the pit itself. On the ledge are two torch holders, a portable gong, and a winch and bucket, used for lowering food and raising slaves for the auction. Two guildsmen armed with halberds stand on the ledge at all times.

The walls of the chamber slope inward on all sides, descending 25' down to the 25'x35' rectangular floor. The walls are slick with moisture that imposes penalties to climbing. On the floor is a 10'x10'x10' stone cistern (directly in front of the ledge). This is normally ¾ full of stagnant but potable water. Once a week the guards will slosh new water into the cistern from the ledge. A small, 2'-diameter hole extends 10' below the floor on its northern edge; the hole acts as a latrine (the latrine reeks with an overpowering, nauseating stench). The pit is otherwise bare of furnishings, as the low-value laboring slaves are allowed to fend for themselves in a survival-of-the-fittest setting.

There are always 15-40 wretched specimens of suffering sprawled in various stages of decrepitude in the pit. As long as the Guild is in operation, 25% of these will be sold off in a given week, to be replaced by 75%-150% of that number of new slaves. The Guild does not actively select the slaves for this task, but rather simply announces a number, and those in the pit struggle to gain a seat in the basket. This Darwinian selection process means that 50% of those in the Pit are perpetually weak and malnourished, and are unlikely to ever be sold; it is the strong, recent arrivals who tend to make it to the block in the Forum.

On the last day of the month four of the weakest slaves are culled from the pit and taken to the Shrine of Set-Sobek (3-91). Their limbs are placed into the mouth of the statue there and the aquamarines gained added to the Vaults of Set (4-24).

Due to the terrible suffering here and the relative lack of attention paid to the inhabitants of the pit, the entire place reeks of sweat, fear, feces, and death. New arrivals dream of escape, and there are some bone clubs and shivs hidden among the shuffling bodies, but the chances for success are remote.

Inhabitants:
1. **2 guildsmen, as 2nd-level male Archontean fighters**: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 16; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.
2. **10-30 unskilled human slaves** (half male, half female): SZ M; AL varies; AC 10; MV 120'; HD 1-6 HP; HP 6, 5(x7), 4(x7), 3(x7), 2(x7), 1; #AT 1; Dmg by weapon.
3. **2-5 unskilled beastman slaves**: SZ S; AL LN; AC 10; MV 90'; HD 1+1; HP: 7, 6, 6, 5, 4; #AT 1; Dmg 1-6.
4. **3-5 unskilled goblin slaves**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 4, 3, 3, 2; #AT 1; Dmg 1-6.

4-12: Slave Pit: The Skilled

The second slave pit is largely identical to 4-11. That is, a ledge extends into the pit, whose walls slope inwards and downward to flat floor. The floor has a similar water cistern and latrine, but also boasts several bits of cloth used as tents and dividers for the inhabitants. Due to the better conditions and food, this Pit smells less foul and presents less of a hopeless outlook than does 4-11. The lazy guards often leave the door to the corridor propped open.

The Guild selects those with particular mining, stone working, and crafting skills for placement in this pit. As a result there are usually 13-26 skilled slaves awaiting sale in the Forum. They are 80% human and 20% other intelligent race (predominantly goblin). Each week 6 of these slaves are sold, and 5-9 new slaves are added to the pit. The Guild carefully selects those it sells for healthiness and skill, and, as a result, all skilled slaves are fed well.

To determine the skill of any one of these slaves, roll d20:

D20	Skill
1	Armorer
2-3	Bowyer/fletcher
4-6	Hunter
7	Jeweler
8-9	Leather worker
10	Limner/painter
11-12	Mason
13-14	Carpenter
15-18	Miner
19	Tailor/weaver
20	Woodworker

There is a 10% chance per week that the current crop of skilled slaves has an escape plan in the works, involving rope, tent-canvas, and a quick dash for freedom through the doorway.

Inhabitants:
1. **2 guildsmen, as 2nd-level male Archontean fighters**: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 16; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.
2. **10-20 skilled human slaves**: SZ M; AL varies; AC 10; MV 120'; HD 1-6 HP; HP 6, 6, 5(x4), 4(x4), 3(x4), 2(x4), 1, 1; #AT 1; Dmg by weapon.
3. **3-6 skilled goblin slaves**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 4, 3, 3, 2, 2; #AT 1; Dmg 1-6.

4-13: Slave Pit: The Valuable

Although boasting broadly similar features, the third pit is a bit more luxurious than the first two. Two ledges extend over the 25'-deep pit, each with a basket and winch. The walls of the chamber

are painted in bright geometric patterns, and slope inwards and downward to a flat floor. A 10'x10' stone cistern stands under the northern ledge, filled with much more salubrious water. A 2'-diameter latrine hole is on the western side of the floor, and extends down 10'. The inmates have a decent supply of blankets, two spoons, and a pair of wooden buckets.

The Guild consigns those it considers valuable to this pit; to determine why they are considered valuable, roll d8 on the table below. Each week there is a 33% chance that 2-8 new inmates will be added to the pit, up to a maximum population of 30. At any time there are 10-19 valuable slaves in the pit. They are well treated by the Guild, with extra food and better conditions.

d8	Reason for Value
1-2	Great beauty and/or physical attractiveness
3	Relative of a powerful figure
4-5	Expert skill (roll on table in area 4-12, but the slave has exceptional ability in this skill)
6	Magic user or illusionist
7	Fighter, ranger or paladin
8	Thief or assassin

Despite favorable treatment, the classed characters are always plotting escape. They have accumulated two small knives, a chisel, and approximately 10' of hand-made rope. One of the current valuable slaves has concealed the fact that she is a cleric of Odin and is preparing her spells to aid her fellows in escape.

The north door, at the end of the diagonal hallway, is iron and locked. The south door is reinforced wood and is also locked. No guards are posted in front of it.

Inhabitants:
1. On north ledge, **2 guildsmen**, **as 2nd-level male Archontean fighters**: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 15; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.
2. **6-12 non-classed**, **valuable human slaves**: SZ M; AL varies; AC 10; MV 120'; HD 1-6 HP; HP 6, 6, 5, 5, 4, 4, 3, 3, 2, 2, 1, 1; #AT 1; Dmg by weapon.
3. **3-6 classed, valuable human or demi-human slaves**: determine using NPC appendix.
4. **Bergthora**, **3rd-level female Wiskin cleric of Odin**: SZ M; AL NG; AC 10; MV 120'; HD 3; HP 10 (max 18); #AT 1; Dmg by weapon. Abilities: STR 16, INT 14, WIS 17, DEX 10, CON 12, CHA 11. Spells: **command**, **create water**, **resist cold**, **sanctuary**; **hold person**(x2), **silence 15' radius**.

Treasure:
Hidden among the blankets is a **shawl of warmth** (see new magic items), which the inmates share among the most needy of their number.

4-14: Chamber of Discipline

This octagonal room is home to the main torture chamber of the Guild of Service. It is brightly lit with a **continual light** spell, and features pale blue paint on the walls and ceiling. The chamber possesses two adjustable wooden tables with leather restraints, and a shallow water pool with a sloped side (the latter for water torture). A **tripod of heating** (see new magic items) stands near the south wall, and two sets of manacles hang from the ceiling. A rack of unpleasant instruments hangs on the northeast wall.

There is a 50% chance that a torture session is under way. If this is the case, the Chief Torturer, Ukamah Gol, is leading it, along with his two assistants. If no session is underway, the two assistants are present, lounging or sleeping. If a torture session is happening and the party is obviously hostile, Ukamah Gol rushes to the doorway to 4-14A and shouts "Klimopercet! I require you!" If Ukamah is allowed to do this, the demon Klimopercet manifests and joins the fray (see 4-14A). The assistants do not know about the demon, but still do not enter 4-14A for any reason.

Inhabitants:
1. **Ukamah Gol** (50%), **7th-level male Khumus illusionist**: SZ M; AL CE; AC 8; MV 120'; HD 7; HP 22; #AT 1; Dmg 1-4 (dagger). Abilities: STR 9, INT 16, WIS 11, DEX 16, CON 11, CHA 7. Special: infravision (120'); **know alignment** (1/day); **detect lie** (1/day); **detect magic** (1/day). Possessions: dagger; **ring of invisibility**; pouch with 5 **stones of striking** (see new magic items); and a fist-sized piece of ivory carved as a human nose (the nose has been imbued with 2 charges of **prismatic spray**). Spells memorized: **change self**, **detect invisibility**, **light**, **wall of fog**; **brain full of small spiders** (see new spells), **deafness**, **improved phantasmal force**; **fear**, **paralyzation**. Note: Ukamah Gol's four special abilities are granted to him by the demon Klimopercet.
2. **2 assistant torturers**, **2nd-level male Thorcin fighters**: SZ M; AL CE; AC 8; MV 120'; HD 2; HP 14, 13; #AT 1; Dmg 2-5 (dagger). Possessions: dagger; leather armor. Special: +1 to damage from STR.

Treasure:
The instruments of torture are valuable (250 gp), but only to evil organizations. T**ripod of heating** (see new magic items).

4-14A: Torturer's Chamber

Ukamah Gol, the Chief Torturer of the Guild of Service, makes his home here. The narrow chamber holds Ukamah's bed, a stool, a chest of clothing, an odd manikin, and countless handmade wooden, bone, and leather shelves of small size. The shelves are jam-packed with candles of all shapes and sizes; their flickering light lends the room a creepy aura.

The east wall (above the bed) is covered with scrawled writing of various sizes and scripts, and in a variety of languages and inks. If studied by one expert in magical writing, it will emerge that each bit of writing says the same thing, regardless of language and size: "Klimopercet Requires Blood." Anyone who does decode this fact should save against spells or be momentarily stunned (1-2 rounds) with the blasphemous nature of the writing and its implications. The area around the bed stinks of the sweet smell of decay and blood, and inspection of the floor under the bed reveals signs of copious amounts of spilled blood.

Ukamah Gol is, in fact, bound to a particularly nasty demon in a weird sort of reciprocal way. The demon, Klimopercet, is bound to this chamber; it requires near daily quantities of fresh blood to keep it from devouring Ukamah Gol. The candles, which detect vaguely of magic, are the visible portions of a charm designed to give protection to the torturer while he sleeps. The two have come

to an uneasy agreement, with Ukamah Gol providing Klimopercet with blood, and Klimopercet providing Ukamah Gol with enhanced senses and attributes (and agreeing not to devour him). The strain of this relationship has begun to tell on the torturer, who has begun to practice his trade regardless of its necessity.

If anyone other than Ukamah Gol enters the chamber, the candles will gutter and flicker, and will start to extinguish themselves. This process takes a total of 3-12 rounds. Once the last candle has been extinguished, Klimopercet manifests in the chamber, hungry for blood. The demon's appearance can be prevented by one of two means: 1) actively lighting, and relighting, the candles as they go dark; or 2) formally calling on Klimopercet to abjure this chamber. In the case of the former, it will be kept away so long as some candles remain lit. In the case of the latter, the demon will be banished for 1-3 days. Of course casual or sloppy use of the demon's name will cause him to appear, anxious to drain some prey.

Ukamah Gol has a surprising amount of wealth carefully concealed in an **invisible** chest placed on an **invisible** shelf above the western door.

If a hostile party encounters Ukamah Gol in his chamber, he swiftly invokes his demonic ally. Klimopercet can be distracted by significant (2 pints, or 5 hp) amounts of fresh blood. Although Klimopercet understands Archontean, it can only communicate on this plane through a series of long keening tones that rise or fall after 5 seconds of stability (e.g., "Eeeeeeee-ah"). Ukamah Gol doesn't really understand this language, but knows how to placate the demon anyway.

Inhabitants:
1. Ukamah Gol (50%): for stats, see area 4-14.
2. **Klimopercet**, **a blood-seeking demon** (see new monsters): SZ M; AL CE; AC 0; MV 60'; HD 9; HP 61; #AT 3; Dmg 2-8/2-8/2-8; MR: 25%. Special attacks: drain blood; stun; darkness 2/day. Special defenses: standard demonic defenses; toxic slime. Although Klimopercet could normally make use of gate to bring allies to his aid, the particular terms of his binding prevent him from using that effect so long as he is in 4-14 or 4-14A.



Treasure:
The mundane effects (including clothing) in the room are ratty and unimpressive. The **invisible** chest holds 10 platinum bars (10 lb each, 2,500 gp each), 4 lb of valuable spices (200 gp/lb), 4 golden teeth (10 gp each), a **potion of extra healing**, a **potion of growth**, a scroll with five illusionist spells (**phantasmal force**, **deafness**, **rope trick**, **massmorph**, **tempus fugit**), and Ukamah Gol's spell book.

Ukamah Gol's Spell Book: **Audible glamer**, **change self**, **chromatic orb**, **color spray**, **darkness**, **detect invisibility**, **light**, **phantasmal force**, **phantom armor**, **wall of fog**; **blur**, **brain full of small spiders** (see new spells), **deafness**, **detect magic**, **improved phantasmal force**, **invisibility**, **mirror image**, **misdirection**; **continual light**, **dispel illusion**, **fear**, **paralyzation**; **confusion**, **massmorph**; **shadow door**.

4-15: Guard Post

A detachment of 3 guildsmen waits in this niche, on permanent call in case of trouble in any of the three slave pits. They have several benches, a rickety table with some playing cards, and a good stock of torches. The guards are lazy and arrogant.

Inhabitants:
1. 3 guildsmen, as 2nd-level male Archontean fighters: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 17, 16; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.

Treasure:
15 torches, a deck of playing cards, and, in the boot of one of the guildsmen, a golden fork worth 5 gp.

4-16: Preparation

This small chamber is where slaves destined for the auction block in 4-2 are prepared. Mainly this means washing, primping, and dressing them. To facilitate this purpose, the floor of the room slopes gently to a drain set in its center. Wall-mounted basins are found on the north and south walls; the fountainhead of each of these basins is a rearing cobra, to which is attached a flexible, hide tube. Using these tubes, the slavers can drench the filthy slaves taken from the pits.

At any moment there is a 25% chance that a group of 8 slaves are being prepared here. The preparation will involve four administrators from the guild and will be overseen by four bored (but well-armed) guildsmen.

Inhabitants:
1. **8 slaves** (25% chance): if indicated, roll d6: 1-3: unskilled slaves; 4-5: skilled; 6: valuable. Consult areas 4-11, 4-12, or 4-13 for the appropriate stats.
2. **4 male Archontean administrators of the Guild of Service** (25%): SZ M; AL LE; AC 10; MV 120'; HD 1-6 HP; HP 5, 3, 2, 2; #AT 1; Dmg 1-4 (dagger).
3. **4 guildsmen**, **as 2nd-level male Archontean fighters** (25% chance): SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 17, 16; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.

4-17: Plaza of the Guild

This impressive square hall provides access between the Forum, the precincts of the Guild, and the Long Stair (4-19). The roof of the plaza is 50' above the floor, is sheathed in marble squares, and culminates in a roundel at the center of the arched roof. The north wall features several impressive stone carvings: two are colossi of humans with the head of a Set animal, albeit ones who are turned to the center of the wall, and are wielding whips; these figures are 40' tall and carved in half-round. Between the two menacing Set animal figures is a smaller (20'-tall) image of a naked human crouching down, with arms over his head for protection from the whips. These statues are painted brightly. The eyes of the humanoid Set animals glitter when light is produced, and are in fact 500 gp pieces of amber (total of 4). Prying them out will incur a dreadful curse from Set himself (GM's choice).

The plaza is lit with torches, and also shares some of the light from the Forum.

At all times the plaza is guarded by four well-armed guildsmen. One of them holds the key to the locked door in area 4-150.

Inhabitants:

1. **4 guildsmen**, **as 2nd-level male Archontean fighters**: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 17, 16, 15; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.

4-18: Pit of the Damned

This is the infamous fourth slave pit operated by the Guild of Service. In essence it is the pit into which the Guild tosses those who have become too weak to merit being sold and/or those who have proven too troublesome or difficult. The locked iron door leads to a twisting stone staircase that descends about 40' before opening into a dark landing. Rising from the pit, which lies 40' below the landing, is a foul reek of excrement and decay. The pit contains 5-30 emaciated, starving, and cannibalistic wretches. When a slave has been deemed worthless, the guardsmen will carefully unlock the door, proceed down the stairs, and toss the individual into the pit. Most of these unfortunates came from the Pit of the Laborers, but at any given time 25% will also be adventurers (in a relatively more healthy state). An ancient stone cistern in the southwest corner contains a few inches of rancid water; the strongest inhabitants defend this resource ferociously. Moisture from the walls will add 1" of liquid to the cistern every week. The floor of the pit is covered with a 3'-deep layer of bones, picked clean by the starving inmates.

Inhabitants:

5-30 poor souls of all races and types.

Treasure:

A scattering of 23 sp and, strangely enough, a large and beautiful beryl (500 gp).

4-19: The Long Stair

The Long Stair is well known to all denizens of the Halls as a symbol of slavery and misery. Providing direct access to the precincts of the Guild of Service, the stairs traverse almost 400' in length and descend an equal distance. They are carved out of the bare rock, and are pitted and worn by the tread of countless feet.

Every 30' along the stairs is a carven face, twice human size, with realistic eyes, nose, and mouth. Each face is twisted into a rictus of agony or desperation, and each one is different. If one puts one's ear close to the mouth of any face, the sound of desperate wailing and ululation can be heard. In one of the nostrils (10% cumulative chance per face inspected until found) is stuffed a folded-up piece of parchment; the parchment contains a set of written instructions to a 'great treasure' within the halls [GM's choice, but perhaps directions from the tomb of Marius (6-154) to the tomb of Lucius Cornelius scriptor (6-130 to 6-135)]. Also on the parchment are some cryptic notes: "Ekezalion," "R3L2R7L2" and "Fear=Death." These notes are gibberish, unless the GM wishes to assign them meaning.

Secret Door (west, leading to 4-101A): The door is normal to detect, and opens by pushing a stone panel inwards.

4-20: Guild Members' Recreation

This chamber is given over to the recreational perversions of the members of the Guild of Service. A wooden bar stands close to the east wall, where No-Thumbs serves tankards of Jobim's lichen ale (1 sp/pint). Ten round wooden tables with benches and chairs fill most of the center of the room. The east wall features a huge hearth, which is usually lit by a **continual light** spell (as fuel is hard to come by). The south wall is cloaked by a set of curtains, divided into 8'x8' romance cubicles. Unfortunate slaves provide 'hospitality' to guild members in these squalid and relatively public cubicles. A number of off-duty guildsmen are always present, dicing, drinking, gambling, and generally relaxing. The walls are covered in cheap whitewash and feature layers of graffiti, most of it pornographic and repulsive.

Inhabitants:

1. **1-3 male** and **5-7 female Thorcin hospitality slaves**: use stats for skilled slaves (see area 4-12). These slaves are handsome/pretty, and should be considered to have CHA 14-17.
2. **3-8 guildsmen**, **as 2nd-level male Archontean fighters**: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 17(x3), 16(x3), 15; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.
3. **2-7 guildsmen**, **as 2nd-level male Archontean thieves**: SZ M; AL LE; AC 6; MV 120'; HD 2; HP 10, 10, 9, 9, 8, 8, 7; #AT 1; Dmg 1-4 (dagger) or 1-6 (short sword). Thief skills: PP 35%, OL 34%, F/RT 25%, MS 21%, HS 15%, HN 10%, CW 86%. Possessions: leather armor; daggers; short swords. Special: they have DEX 16 on average.
3. **No-Thumbs**, **4th-level male Thorcin fighter and bartender**: SZ M; AL NE; AC 10; MV 120'; HD 4; HP 27; #AT 1; Dmg 1-5 (club). Abilities: STR 15, INT 13, WIS 11, DEX 7, CON 11, CHA 9. Because he has no thumbs, the bartender is -2 to hit, and -1 to damage.

4-21: Inspection Point

A heavily armed squad of Set guardsmen stands guard in the corridor just north of the Darkness of Set (4-22); their job is to inspect all those seeking entrance to the Forum. If the **magic mouth** at 4-22 is triggered, the squad will be ready with spears and nets to greet all comers. Those displaying a personalized travel pass can proceed immediately, as can those known personally to

the sergeant of the guard. All others must submit to an inspection and toll collection (10 gp per person). All persons must state their names, professions, and reasons for seeking entrance to the Forum. Evasiveness or arrogance causes Sgt. Arethas to empty every pack and sack, while taking note of everything of value. Those who are confident but humble can get away with a quick iteration of their personal possessions and of any trade goods they are carrying.

The patrol members are dressed in red Set armor (see Arden Vul items) and each wears a set of magical **eyes of Set** (see new magic items). The **eyes of Set** appear as huge goggles set with strange, greenish, crystalline lenses; the effect renders the wearers somewhat intimidating.

The squad has two benches and a locked wooden chest, along with a barrel of water.

Inhabitants:

1. **Arethas**, **a Set sergeant** (see new monsters), **as a 5th-level Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 5; HP36; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; **potion of healing**, spear; light crossbow with 20 bolts.
2. **6 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 17, 16, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

Treasure:
Eyes of Set x7 (see new magic items), **potion of healing.**

4-22: The Darkness of Set

At the top of the Stair of Commerce (4-105) is an area of magical darkness, known to all as the Darkness of Set. The area of darkness covers the entire 20'x20' area of the turn in the stairway, and can be seen from 75' away due to the brightness of the rest of the stairs. Hidden within the darkness is a cult statue of Set; many visitors pass it without ever knowing of its existence. A 5'-square brass plaque is inset on the east wall just before the area of darkness. The magical darkness can only be dispelled by a **dispel magic** cast at the 12th-level or higher.

Approaching the Darkness: If anyone has approached within 10' of the Darkness, a permanent magic mouth placed on the statue of Set declaims the following, in stentorian tones, "*Set accepts the reverence of the humble. Approach as a supplicant, and be spared! Approach with hostility and be scourged!*" The voice speaks in Mithric, and almost always serves to alert the guards at 4-21.

The Plaque with the Laws of the Forum: The large brass plaque contains formal text in a clear, Mithric majuscule. It contains a preamble and then the full text of the Laws of the Forum (for which, see 4-2). The preamble reads: *Visitors to the Forum shall advance five paces, turn to the right, and advance another five paces before submitting to inspection. Hostile actions will be met with a swift and severe response. Death, loss, or servitude is the just fate of all who trifle with Lord Set or neglect to adhere to his most reasonable laws.*

Statue of Set: Within the Darkness is an 8'-tall cult statue of Set in his Set animal form. Due to the perpetual darkness surrounding him, it is entirely possible that the statue will be missed in the dark. If identified, and somehow illuminated, it is revealed as a richly gilded and painted statue in classic pose, with citrine eyes (300 gp each), onyx ears (75 gp each), and ivory teeth (25 gp each, total of 20). Attempts to despoil the statue are met by a second permanent **magic mouth**, which shouts in Archontean "*To me! Vandals! Thieves! To me!*" as well as by electric shocks worth 1-4 damage per round (it takes 1 round to pry out one valuable item). The cries of the second **magic mouth** draw immediate support from the guards at 4-21, who, due to their **eyes of Set** (see new magic items), can see into the darkness.

4-23: First Mystery of Set: the Black Boar

This hall houses the first of the three Mysteries of Set, that of the Black Boar. This mystery recreates one of the legendary stories of Set. When the other gods began to cavil at his forceful deeds and to levy restrictions on his actions, Set recognized that he needed a way to operate outside of their prying gaze. Changing into one of his favorite forms, a colossal black boar, Set leaped forth and swallowed the sun, thus preventing the others from seeing his form or his deeds and, incidentally, plunging the world into chaos. Only after the other gods agreed to cease interfering with his affairs did the Set boar belch forth the sun.

As the first mystery, it is open to all. For this reason the mystery of the Black Boar is one of the most commonly visited chambers within the precincts of Set. Indeed, newcomers to the Forum will frequently be urged to visit the mystery.

Frequency: The mystery occurs every hour on the hour. Those wishing to witness the mystery begin gathering 15 minutes before the hour under the overhang of the Porch of Scrutiny (4-2F). Two lazy guardsmen with polearms stand in front of the door to 4-23, preventing entry until the appropriate moment.

The Mystery of the Black Boar: At the stroke of the hour, the guardsmen open the door to 4-23 and the believers and the curious crowd into the chamber of the mystery. The guards then shut the doors, and the celebrants are left standing in the darkness contemplating a dull globe of yellow light that bobs above their heads. At five minutes past the hour a disembodied voice, nasal and reedy, proclaims slowly in Archontean, "*The Sun God lorded over the lands, confident in his power and his distance from earth.*" At that very moment the globe of light begins to glow with greater intensity until, three minutes later, a new voice proclaims in deep, charismatic tones "*But Lord Set disdains arrogance without strength. And so he assumed his favored form and Lo!* [a rumble of drums and a crash of cymbals], *Lord Set devoured the Sun God!*" Immediately bright light fills the rest of the chamber. First-time visitors usually gasp to see a huge black boar standing on an 8'-tall platform in front of them. Immediately the boar lunges forward and upward as its huge jaws grab the orb of light and devour it. The boar then lurches backward amid terrible sounds of rending, groaning and grinding. The stentorian voice ends the ritual in these words "*And thus Lord Set triumphs over the arrogant and the foolish!*"

After the five-minute ceremony, visitors are permitted to mill about in the hall of the mystery for another ten minutes before being ushered back to the Forum.

Description of the Hall: The hall is 25' tall and sheathed on all surfaces by panels of black marble. The boar (see below) sits on an 8'-tall rectangular slab of granite.

Two 10'x10' niches fenced in with iron bars are carved out of the western wall of the chamber. Each niche is a pen for an enormous wild boar. The boars slaver, grunt, and foam for the entire time that visitors are present. Should a group of visitors prove hostile or unduly disrespectful, a Set acolyte will drop out of the boar construct and attempt to release the boars. The boars attack anyone and everyone in sight or scent range. Amid the dirty straw of one of the pens is a torn piece of parchment with a fragment of a treasure map.

At the east end of the hall, on either side of the entrance tunnel, are two semi-circular balconies positioned 15' above the floor. Narrow tunnels lead from the balconies to area 4-2F. Two Set guardsmen, armed with crossbows and wearing **eyes of Set** (see new magic items), stand on each ledge during each iteration of the mystery; should combat break out, one of the four will rush to alert the Forum while the other three fire bolts at the malefactors.

The Boar: The boar is 8' long by 5' wide by 8' tall, and is cleverly constructed of wood, wire, and plaster. It is painted a matte black, but has numerous bits of colored glass and fragments of bone embedded in its surface. Operation of the boar is partly magical and partly mechanical. Due to the enchantments (e.g., the permanent **magic mouths**), the entire thing detects as magic. Two Set acolytes are responsible for operating the boar during performance of the mystery; they do this from a cramped chamber within the boar itself. Inside, the acolytes push and pull levers, activate smoke and magical effects, and generally ensure a dramatic, if slightly cheesy, display. The tusks of the boar are ivory and very large (245 gp each).

Secret Door (west): This door is difficult to detect (1 in 8) and thus remains unknown to the cult of Set. It opens by rapping five times in rapid succession on the door itself.

Inhabitants:

1. **2 Set acolytes** (see new monsters), **as 3rd-level Archontean clerics of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19, 17; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.
2. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
3. **2 enormous wild boars**: SZ M; AL N; AC 7; MV 150'; HD 4+3; HP 29, 27; #AT 1; Dmg 3-12. Special attacks: fights for 2-5 rounds after 0 HP reached, or until -7 HP is reached.

Treasure:
Scrap of a treasure map; two ivory tusks (245 gp each); **eyes of Set** x4 (see new magic items).

4-23A: Portcullis

A floor-to-ceiling iron portcullis blocks the passage here, although a 3'x8' door is embedded in the framework. The door is locked, and keys are held only by select priests.

4-24: Vaults of Set

The door to the vaults is iron, with three locks. Different persons hold the keys to the locks: Helena of Archontos (4-2G), the current Duty Deacon (4-2), and the trio of Forum Inspectors (4-2). Without the keys, each lock is hard to pick (-10% each).

The 15'-tall vault is lined with lead from floor to ceiling. Stacks of crates, sacks, kegs, and iron lock-boxes fill the chamber. A few large art objects are also stored here. On the east wall, next to the door, stands a 'statue' of a boar-headed human in a kilt, with spear and club. It is an Archontean animated construct – bipedal boar (see new monsters), and it will attack any who do not display one of the three keys used to open the door to the vault. Due to the lead lining, teleportation and scrying do not work in the vault.

The vault is filled with wealth in the form of coins and goods. One source of this treasure is the liquid wealth that the cult uses to pay its guardsmen, reward informers and those bringing information, and purchase bulk supplies from within or without the Halls. The other source is wealth stored in the vaults by traders and by third-party depositors.

Crates: About 30 wooden crates averaging 3'x4'x2' are stacked in the central area of the vault. The crates typically hold bulk items like apples, salted pork, dried meat, raw spices, dried mushrooms, charcoal and other carbon sources, iron ingots, and so forth. About ¾ of these crates have already been purchased by the cult of Set for its own uses.

Sacks: Coming in 5-, 10-, or 20-lb varieties, the approximately 50 sacks hold fresh vegetables, fruits, flour, cornmeal, and salt. Most of these have already been purchased by the cult of Set from merchants.

Kegs: Around a huge, 120-gallon barrel of ale are stacked ten standard (30-gallon) barrels of beer, ale, and mead (100 gp each), as well as twelve 5-gallon casks of brandy (100 gp each). All of these liquors have been purchased by the cult of Set.

Art Pieces: About a dozen pieces of large potentially valuable objects are stored at the west end of the vault. See the table on the next page for contents.

Lock-boxes: 30 iron lockboxes are filed on a set of open shelves along the north wall. Twenty of the boxes are 3' long, 2' wide, and 1' tall; ten more are 6' long, 3' wide and 2' tall. The traders and others who need to store substantial wealth rent these lockboxes from Helena of Archontos (4-2G). Currently ten of the smaller and two of the larger boxes are in use; the others have their keys in the locks. See the table on the next page for contents.

Art Pieces Stored in the Vaults of Set

Owner	Description	Value	Notes
Set cult	A 5'x9' red and green geometric carpet woven of silk	235 gp	Weighs 20 lb
Set cult	A pair of large tapestries depicting the third mystery (4-111)	350 gp each	They weigh 40 lb each
Set cult	Six tarnished silver candelabra, each 5' tall	155 gp each	Bulky
Set cult	Marble statue of a Wiskin warrior	450 gp	The warrior wields a two handed-sword over his head. His face is a rictus of battle frenzy
Horace Trych (4-2D)	A portable altar made of ebony and ivory, 4'x3'x3'.	375 gp	The altar is not devoted to a specific deity
Galadnor Half-Elven (4-2G)	A set of carved oaken furniture: a sideboard, a scroll case and a low oval table	300 gp per piece	
Gunnar (4-10)	A suit of imperial field plate armor (See Arden Vul items)	5,000 gp	
Yoburra the true varumani (4-101)	A 4'-tall granite statue of a snake squeezing a human to death	275 gp	He plans to present it to Varboka, the troll thegn (7-30)
Leila of Narsileon (4-2)	A 3'-tall statue depicting a **pukel-mander** (see new magic items). The statue is carved out of rosewood	345 gp	Chiseled into the base of the statue are these words in Elvish: "Beware these crouching monsters. They may be found in hidden caves along the chasm" [GM: a hint to areas 2-49, 6-107, etc.]
Tikun Thane (SL3-2)	A life-sized statue of Tikun Thane himself, carved out of marble. The workmanship is mediocre	175 gp	Tikun Thane is not pleased with the work, which is why it is stored here.
Kerbog Khan (SL12-25)	A cherry-wood dining table, with removable legs and a hawk inlaid into the center in lapis	525 gp	The piece is bulky and large (a 5'-diameter oval). The hawk is a symbol of Horus
Edric Who Drinks Water (see Level 8, random encounter tables)	A 6'x3' piece of high-tensile plasteel. On the rougher side is sketched a map showing the route from 6-5 to 6-154	45 gp	The item is a piece of the Beacon; the map is accurate, but does not reveal the cave-in between 6-157 and 6-154

Lock Boxes in the Vaults of Set

Owner	SZ	Contents	Notes
Helena (4-2G)	S	6,702 cp, 10 obsidian gems (10 gp each), 10 star rose quartz gems (50 gp each), 10 chrysoberyls (100 gp each), 2 star sapphires (1,000 gp) and a black sapphire (5,000 gp)	
Helena (4-2G)	S	3,491 sp and 4,033 gp	
Galadnor Half-Elven (4-2D)	S	1,456 sp and 2,982 gp; Curios: 1) an orange Thothian ceremonial headdress; 2) a loose folio from a copy of the *Litany of Light* (see Arden Vul books); 3) a pair of glass activation squares - blue and yellow (see **Thothian teleportation rings** in new magic items); 4) a mummified hand of Juba, the goblin slave-king; 5) a stone tablet inscribed with this phrase in Mithric: "To find the holy objects, seek the resting place of the scriptor;" 6) a rudishva lesser power supply (see new technological items); 7) a brown rudishva identity plaque (see new technological items); 8) a copper necklace set with heqeti teeth (35 gp); 9) a packet of blue haze lichen (see new flora). Magic items: **silver Sorlian eye** (see new magic items), **necklace of adaptation**; **stone of controlling earth elementals**; and a **periapt of wound closure**	The folio is useless without more information, but reveals the existence of this text. Juba the goblin-king is a legendary figure; his paw would bring up to 500 gp from King Weskenim (SL4-22). The tablet hints at the location of artifacts of Marius in the tomb of Lucius the Scriptor (6-130 to 6-135)

Horace Trych (4-2D)	S	The dagger of Marius (1,500 gp; although its authenticity is questionable); a pouch of black **efreeti sand** (see new magic items) from the City of Brass (350 gp as a curio - Horace doesn't know it's magical); a solid copper statuette of a dragon, with the name Isadora inscribed on the bottom (250 gp); **Sortian eyes** (see new magic items): 2 silver, 3 gold, and 2 sapphire; a **Sortian baculus** (see new magic items, not for sale), and a rare vellum *Codex Priscii* with information about the history of the Sortians (not for sale).	The dagger is a fake, but hard to demonstrate as such; the statuette is a hint as to the identity of Priscus Pulcher's companion, Isadora (see SL11-19)
Robben the Fat (4-2D)	S	234 sp, 79 gp, and a gilded sheaf of wheat (133 gp)	
Skellan Skindros (4-2D)	S	533 gp; 234 sp; three bottles of 100-year old Emperor's Choice brandy (400 gp each); a flask of grain alcohol; and **potions of animal control**, **flying**, and **plant control**.	
Tikun Thane (SL3-2)	S	3,114 gp; three collars and skull plates for the Disciplined (see new monsters); two scrolls, each containing the same three spells, namely **the thane's betrayal**, **the thane's collar**, and **the thane's vengeful veil** (see new spells for all three)	
Thoros the Black	S	4,613 ancient silver pennies (see Arden Vul items), plus a deep blue spinel (475 gp) and 4 aquamarines (100 gp each).	Thoros is an adventurer (F5); his lease on this box is up in 3-18 days. He can be placed wherever the GM likes
Kallion the White (8-15)	S	1,763 gp; a silver pendant necklace hung with citrines (1,150 gp); a **scroll of passwall**; a **wand of detect magic** (13 charges)	Kallion is an adventurer who died recently in the Nether Reaches (8-15). His lease is up in 3-12 days.
??	S	A 5-lb platinum bar (1,250 gp); an explanation of how to access the tomb of Marius through the ceiling of 6-145; a text that accurately details the racial features of the rudishva, varumani, kaliyani and varuda (see new monsters for each); a **cursed scroll**; a pouch with 95 gp worth of powdered silver dust	The owner of this box is unknown, and has not been heard from in over a year. Due to an accounting glitch, Helena has not yet confiscated its contents.
Hazlitt One-Eye (4-2D)	L	5,672 gp; **long sword +1**, **+2 vs. magic-using and enchanted creatures**; **broadsword +3**, **frost brand**; 12 **arrows +2**; **mace +2**	
Knut the Lucky (See Level 8, random encounter tables)	L	**Spear +3**; a **shield -2 missile attractor**; a carpet depicting a male human magic user riding a gold dragon (1,050 gp); and a cloak dweomered to appear magic but without any special powers	Knut paid up for 3 years of rent on his box, but has not been seen in 8 months. He is lost in the Nether Reaches; see random encounter charts for Level 8.

Wealth of Set: Three enormous stone chests (5'x5'x5') with complex, poison-trapped locks sit against the east wall. These chests contain the liquid wealth that the Set cult (mostly) uses to purchase goods. Keys to the chests are held by Stephania (4-51), Helena of Archontos (4-2G), Gunnar (4-10), and Belisarius (4-47).

Chest #1: 36,712 cp stacked in neat columns; a bolt of purple silk embroidered with elephants (225 gp)

Chest #2: 11,578 sp; 3,456 ancient silver pennies (see Arden Vul items); 6,789 gp

Chest #3: 726 aquamarines worth 100 gp each; two 5-lb cones of sugar (66 gp each); four 10-lb ingots of platinum (2,500 gp each)

Inhabitants:

1. **1 Archontean animated construct** – bipedal boar (see new monsters): SZ L; AL N; AC 2; MV 60'; HD 6; HP 39; #AT 2; Dmg 2-8/2-8; MR 25%. Special defenses: immune to elemental magic, poison, and immune to mind-affecting spells; +1 or better weapons to hit.

4-25: Traders' Square and Well

This arched chamber is 20' tall and brightly lit with **continual light**. It contains numerous stone benches and a 100'-deep well filled with slightly musty but potable water. Any of the inhabitants of 4-26 through 4-35 might be encountered here. Spy holes are cleverly concealed in the stonework of the north wall; the holes allow those in 4-36 to observe all activities in this area.

4-26: Hazlitt One-Eye (see 4-2D)

This large chamber contains a large feather bed, an extra-large iron lock-box, an armoire, a chamber pot, a leather stuffed chair, and a wooden desk and chair. To the basic set-up Hazlitt has added a fine oriental-style carpet (140 gp), a shelf holding two primitive telescopes (100 gp each), and a bust of himself in marble (20 gp).

Hazlittt keeps his best items in his large lockbox at 4-24.

Several spy holes are cleverly concealed in the stonework of the north wall; the holes allow those in 4-36 to observe all activities in this area.

Inhabitants:
1. **Hazlitt One-Eye**: for stats, see 4-2D.

4-27: Helena of Archontos

This chamber has the same basic furnishings as Hazlitt's (4-26). To these Helena has added a pair of comfortable leather armchairs, a wooden screen painted with scenes of the tales of Larel One-Eye (see 3-46 and *Tales of Larel One-Eye* in Arden Vul books), and a tapestry showing the 5th labor of Arden (see SL13-10E). Helena has a humidor filled with mildly narcotic 'tobacco'. Her desk has a locked drawer, in which are found accounts for the cult of Set for the past month; these might be worth up to 500 gp to the imperial spymaster in Narsileon. The top of the desk boasts a jade inkwell (55 gp), an ivory blotter (60 gp), and a sheaf of fine parchment (2 gp). A battered urn made of copper (or so it seems) and filled with six carved walking sticks sits by the door; the urn is actually tarnished gold (155 gp) and has a scene from the 3rd labor of Arden embossed on one side (see SL13-10C). Hidden inside the urn is a pouch filled with gold dust (245 gp).

Several spy holes are cleverly concealed in the stonework of the north wall; the holes allow those in 4-36 to observe all activities in this area.

Inhabitants:
1. **Helena of Archontos**: for stats, see 4-2G.

4-28: Robben the Fat (see 4-2D)

This small chamber contains a normal bed, an armoire, a writing table, and a basic chair. To this basic set-up Robben has added a humidor and a pile of hides and skins on which he 'entertains' his female visitors.

Robben keeps a stash of gold coins (55 gp) buried in his mattress. The rest of the room is filthy and cluttered with bits of food and loose clothing.

Inhabitants:
1. **Robben the Fat**: for stats, see 4-2D.
2. **1 female Thorcin pleasure slave** (50% chance): SZ M; AL N; AC 10; MV 120'; HD 1-6 HP; HP 2; #AT 1; Dmg by weapon.

4-29: Horace Trych (see 4-2D)

The basic furnishings are identical to those found in 4-28. Horace has attached a banner featuring the Great Boar of Set to the wall above his bed (as part of his cover). He also has a beautiful polar-bear fleece (450 gp) for a rug, and a marble bust of Licinus Bonus Apsus, one of the ancient claustral priors of the cult of Thoth. Horace knows the bust is magic, but has not yet figured out what it does.

The desk contains a (fake) diary that Horace maintains scrupulously. The diary reflects Horace's belief in how a stereotypically evil person might write and think; that is, it is full of derisory accounts of weaklings and the need to exert power over all kinds of other persons. It also articulates a philosophy of lawful obedience to power, no matter what that power chooses to do.

Horace's true views may be detected in a lead casket imbued with permanent **invisibility** and affixed to the ceiling above the foot of Horace's bed.

Inhabitants:
1. **Horace Trych**: for stats, see area 4-2D.

Treasure:
While most of Horace's wealth is stored at 4-24, the bust of Licinus is a **head of Thoth** (see new magic items). In the casket are 25 pp, an **amulet of life protection**, and a gold holy symbol of Mitra (50 gp). The diary may appear valuable and incriminating, but will be quickly exposed as phony by anyone of LE alignment who spends more than a day reading it.

4-30: Servants' Dormitory

In the old days, traders were often accompanied by numerous servants, and this 20'x30' room was designated for their use. It is plain stone, outfitted with eight rickety wooden bunk beds, several sets of wooden pegs set into the walls, and two large wooden chests (lacking locks). Two battered pitchers stand on an equally battered wooden table near the door - one of the pitchers smells strongly of urine. Currently only one bed is occupied, by Asbjorn, servant of Birgir (4-2D). Asbjorn is Birgir's cousin and resents being treated as a servant. He possesses two sets of nice clothing, and has a pouch of filched gemstones hidden under his mattress (2-12 stones worth 10-100 each). Due to his discontent and loneliness, Asbjorn is willing to listen to offers from those who cultivate his friendship.

Inhabitants:
1. **Asbjorn**: for stats, see 4-2D.

4-31: Galadnor Half-Elven (see 4-2D)

The basic furnishings are the same as those found in 4-28. Galadnor has added a bronze **tripod of heating** (see new magic items) for light and heat, as well as three large wall tapestries depicting pastoral scenes. The floor boasts woven reed mats dyed a pleasant purple color.

Underneath the bed is a small, locked wooden chest, with a poison needle trap. In the chest is Galadnor's spell book; a pouch with 149 gp; a lump of raw jade (110 gp), a fist-sized lump of raw



arcanum carefully wrapped in felt (see new magic items), and scrolls of **power word stun**, **irresistible dance**, and **planar punishment** (see new spells). Affixed to the underside of the desk is a small pouch with incriminating documents that reveal Marius Junienos's (4-56) addiction to a psychotropic drug (worth 250 gp to High Priestess Stephania at 4-51). The magic items she has available for sale are found in her lockbox at 4-24.

Inhabitants:
1. **Galadnor Half-Elven**: for stats see 4-2D.

Treasure:
In addition to items listed above, the chamber holds Galadnor's spell book.

Galadnor's Spell Book: **Alarm**, **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **ventriloquism**, **write**; **detect good**, **forget**, **knock**, **locate object**, **mirror image**, **strength**, **wizard lock**; **clairvoyance**, **phantasmal force**, **protection from normal missiles**, **slow**, **suggestion**, **tiny hut**, **tongues**.

4-32: Birgir the Gem-Trader (see 4-2D)

The room features the same basic furnishings as 4-28. To them Birgir has added a hammock and a large potted palm tree from which hang bits of string, colored glass, and a pair of metal gauntlets.

Since Birgir does not trust the security of the Vault of Set, he has his own lockbox (2'x1'x1') hidden under his bed. It contains brightly colored, loose clothing, a jeweler's loupe and other tools, a fine mancala set with moonstones for stones (225 gp); 5 aquamarines (100 gp each), and fifteen azurite gems (10 gp each). Birgir keeps his big stones buried in the palm-tree pot: two 500 gp peridots, one 1,500 gp fire-yellow topaz, and six 250 gp corals of unusual size. Hidden in the dirt are five rot grubs; while 'gardening', Birgir uses gauntlets to avoid the grubs.

Inhabitants:
1. **5 rot grubs**: SZ S; AC 9; MV 10'; HD 1 HP; HP 1, 1, 1, 1, 1; #AT 0; Dmg nil. Special attacks: burrow into flesh, and kill in 1-3 turns.
2. **Birgir**: for stats, see area 4-2D.

4-33: Skellan Skindros (see 4-2D)

The chamber boasts the same basic furnishings as 4-28. Skellan has a simple alchemical apparatus set up on the desk, as well as a wooden wine-rack with space for 24 bottles.

In addition to 24 bottles of foul home-brewed wine (1 gp each), Skellan keeps six bottles of fine brandy (50 gp each) and four bottles of superior wine (75 gp) in his room. He stores ingredients for mixing potions and poisons in the drawer of his desk, along with 3 powerful poisons and **potions of hill giant strength**, **levitation**, and **sweet water**.

Inhabitants:
1. **Skellan Skindros**: for stats, see 4-2D.

4-34: Currently Uninhabited Chamber

Same basic furnishings as 4-28.

4-35: Currently Uninhabited Chamber

Same basic furnishings as 4-28.

4-36: Forgotten Spy Tunnels

These narrow corridors provided the ancient spymasters of Set with a means of spying on the trader's square area. Spy-holes provide clear viewing of activities in 4-25, 4-26 and 4-27. Since they have not been used in centuries, the tunnels are cold, dark, and extremely dusty (2"-thick layer of dust). Access to the tunnels and to the spymasters' lair (4-37 to 4-39) is provided by secret doors leading to 4-23 and to the corridor connecting 4-61 to 4-48.

Secret Door (north): The door is small (4'x2.5') and easy to locate from this side (1 in 4 chance). It opens by knocking four times in rapid succession on the door.

Secret Door (east): The door is normally sized and easy to locate from this side (1 in 4 chance). It opens by knocking five times on the door itself.

4-37: Forgotten Chamber

This former planning chamber was the seat of the original Set cult's considerable spy networks during the glory days of Arden Vul. Two wooden frames occupy the western wall; each has a number of parchment maps pinned to them. A wooden table some 10' square occupies the center of the room, around which are several benches. A cabinet against the south wall has four shelves. The east wall has a number of wooden pegs set into it, on one of which is a battered cloak. Several candelabra rest on the table, along with 1-8 more maps, plus 1-4 writs and a few blank sheets of parchment.

The maps are of great potential value. The GM should decide in advance which areas they represent, but each should contain good information on a set of about 20 rooms from one of Levels 1-5. Certain areas should be off limits (e.g., the midnight road), but the rest should be fair game as a reward to a party that manages to locate this hoard.

The shelves of the cabinet are filled with a variety of useful things for a spymaster: small boxes containing wooden counters of different colors and shapes; a supply of parchment, quills, and ink (the latter is dry); 100 carnelians of low quality (10 gp each); several sticks of sealing wax plus some fragments of sticks; a variety of stolen signet rings (worth 10-100 gp each), etc.

4-38: Long Dead Spymaster

Here lived the spymaster for the old cult of Set. When the end of the city was nigh, the last master, Constantius Silvius, chose to seal his secrets away and commit suicide rather than allow generations of intelligence to be pillaged by forces unknown. Constantius's chambers are relatively spartan. A large and somewhat unsettling portrait of the spy-lord stares from the south wall. This portrait depicts a gaunt man in white-face with red cheek-spots; he has a pronounced Roman nose, several warts on his forehead, and piercing eyes suggestive of cold intelligence. The room is furnished with a now-crumbling four-poster bed, an easy chair, a writing desk, a scroll case, a water barrel (now dry), a chest of faded but still usable Set ceremonial robes, and a small table with a dining service in platinum (800 gp).

Sitting in the chair of the writing desk is a desiccated corpse that still grips one of the platinum goblets; this is Constantius, who drank hemlock and died as the city fell into chaos. His last testament lies before him, but it is strangely personal and emotional, with numerous underlined words and strangely capitalized letters (as if it were a 19th-century romantic novel). The information is breathless, describing Constantius's lament over the decline and fall of Arden Vul, over the futility of his life, and over his regrets at tasks left unaccomplished. One might find the testament strangely incongruous with the portrait of the hard-edged man of secrets who stares down from the wall. Indeed, the testament contains nothing useful because it is, in fact, written in simple code: the underlining indicates a space in the message (i.e., it should not be read), while the capitalized letters, if removed and unscrambled, reveal a message. A kind GM might allow a PC to roll 4d8 under INT to detect the secret. It reads (in the secret tongue of the priests of Set): "*To my successor: Seek the documents in the room opposite. They are revealed by invoking the Black Boar. Speak Thrice Five.*"

Treasure:
There are 3-12 scrolls with incriminating (but out-of-date) information about imperial officials and families. These have a historical value to an imperial collector, and they could serve as a means of planting a seed for a quest involving current political factions.
The platinum dining service (3 goblets, ewer, plate, silverware, serving bowl) is worth 800 gp, although one of the goblets (the one in Constantius's hands) is still coated with poison.
Finally, Constantius's robes could be sold to the current Set cult as historical or religious treasures for 100 gp.

4-39: Lesser Conference Room

This chamber is quite similar in its furnishings to 4-37, save for the absence of specific maps and documents. An invisible chest is hidden under the middle of the conference table. Two corpses – the murdered servants of Constantius – are slumped in the room. One of them has risen as a wraith, which attacks fearlessly unless intruders invoke the black boar in some way. Speaking the words 'black boar' in any context not merely causes the wraith to retreat, it also reveals the chest beneath the table (although one must still look beneath the table to see it).

The chest is made of a strange smooth grey metal (plasteel), with a clear panel on its front. It is a rudishva relic and can only be opened by speaking the number 5 three times in a row ('thrice five'). Note that the speaker must say the words in Rudishva or Mithric. If opened, the chest contains twelve 10-lb bars of pure platinum worth 2,500 gp each plus a set of extremely sensitive documents involving the imperial family. Although these are over one thousand years old, they still possess volatile political value (at the GM's wish: they might reveal that the imperial family is descended from bastards, or that they worship demons, or something like that).

Secret Door (west): The door on the west wall is normal to find and opens by pushing the corner of one of the map frames. It leads to a tiny chamber with a series of rough-carved, cutback stairs; the stairs lead down 60' before emptying into a short tunnel to the Shrine of the Snake (4-51A). Dwarves will have no trouble noting that the secret door is of recent construction (see text at 4-51A).

Inhabitants:
1. **1 wraith**: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 37; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
12 10-lb platinum bars (2,500 gp each). Documents of extreme political sensitivity.

4-40: Guard Barracks: Alpha Sept

This barracks is the home of the elite company of Set guardsmen. Forty guardsmen in total reside here, although only some are present at any given time.

Alpha Sept uses the black boar as its chief symbol, and this image is painted in vivid red and black paint on the wooden door leading to their barracks.

The barracks chamber is 20' tall and is painted in bright yellow paint. The center and east end are filled with a maze of eighteen wooden triple bunk beds (offering sleeping space for up to 54 persons). Forty simple wooden lockers have been pushed under the bunkbeds, each containing typical personal items and 2-12 sp worth of small valuables.

The western end of the room is relatively open, and contains several weapons and armor racks, a large barrel of water, and a long trestle table with benches, numerous bronze cups, and several containers of water, mushroom ale, and lichen ale. The triangular war-pennon of the sept hangs on the western wall. The sept's war chest is found under the table, and contains 2,931 sp and 12,641 cp to be used in emergencies by members of the sept.

At any given time eight guardsmen are present in the barracks. Sergeant Theodora, the sept leader, is present 50% of the time.

The sept keeps as a pet a large billy goat, which they have named Sparky. Sparky has the run of the barracks, and is quite aggressive. The lowest ranking member of the sept has the unenviable task of cleaning up after Sparky.

Inhabitants:
1. **8 elite Set guardsmen** (see new monsters), **as 3rd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 3; HP 26, 26, 25(x3), 24(x3); #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **Sergeant Theodora** (50% chance), **the Set sergeant** (see new monsters), **as a 5th-level female Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 5; HP 40; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; spear; light crossbow with 20 bolts.
3. **Sparky**, **goat**: SZ M; AL N; AC 7, MV 150'; HD 1+2; HP 7; #AT 1; Dmg 1-3. Special attacks: charge.

4-41: Storeroom and Cook

This small chamber is filled with shelves containing cookware, spices, root vegetables, dried fruit, and nuts. It also holds the cot and personal effects of Gresta, the ancient cook. Gresta is usually found in 4-42, and is only here 25% of the time.

Inhabitants:
1. **Gresta**, **female human noncombatant** (25%): AC 10, HP 2.

Treasure:
Gresta wears a badly corroded bracelet that appears to be iron, but is in fact platinum washed with iron (125 gp).

4-42: Kitchen

The main kitchen of the Set compound is a busy place, with guardsmen and acolytes constantly circulating through for a quick meal. A hearth in the southwest corner has several enchanted stones of various degrees of heat over which the cook (Gresta) prepares her meals. These are usually in the form of nourishing, but bland, cavern stew, although sometimes she roasts meat or prepares a special dessert. The rest of the room contains a preparation table and then six trestle tables with benches. Two huge barrels of water line the western wall. Gresta's helper, the goblin Rocko, sleeps under the prep table. Rocko knows about the escaped slaves to the north (4-100) and has contemplated joining them.

Inhabitants:
1. **Gresta**, **female human noncombatant** (75%): AC 10, HP 2.
2. **Rocko**, **goblin sous-chef**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-6.
3. **1-2 Set acolytes** (see new monsters), **as 3rd-level Archontean clerics of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19, 18; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.
4. **0-1 Set deacons** (see new monsters), **as a 6th-level Archontean cleric of Set**: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 39; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of knit bones** (see new spells); and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.
5. **3-8 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 17, 16, 16, 15, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

4-43: Inner Plaza and Set Triumphant

This large room features a pretty, 20'-tall vaulted ceiling painted sky blue; a **continual light** spell in its center provides light.

Statue: In the center of the chamber is another cult statue of Set, this time in human form. The statue is black basalt. It is brightly painted, with purple robes, a white face, green eyes, black eyelids, and flaming red hair. The statue is 15' tall and faces the Long Stair (4-19); Set's pose is of the confident ruler, cradling an ankh and a rod of authority in his elbows.

This plaza is a favored gathering place for the lesser acolytes of the cult. There are always 4-7 acolytes in several knots, whispering, pointing at other groups, and gossiping among themselves. There is a flat 20% chance that a more important personage is also present, whether it is the overseer (4-47), the master of the Guild of Service (4-10), or a member of the upper priesthood (4-51, 4-56, or 4-57).

Inhabitants:
1. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.
2. **Important personage** (20%). See above.

4-44: Guard Barracks: Beta Sept

This barracks is the home of the second company of Set guardsmen. In total forty guardsmen reside here, although only a few are usually present at any given time.

Beta Sept uses as its insignia an image of a stylized head with bone white face and red hair; this rather vivid image is painted on the east wall opposite the entrance to the barracks.

The barracks chamber is 20' tall, and its entrance is covered with a leather curtain. The north and central portions of the room are filled with eighteen wooden triple bunk beds (offering sleeping space for up to 54 persons). Forty simple wooden lockers have been pushed under the bunk beds, each containing typical personal items and 2-12 sp worth of small valuables.

The south end of the room is relatively open, and contains several weapons and armor racks, a large barrel of water, and a long trestle table with benches, numerous bronze cups, and several containers of water, mushroom ale, and lichen ale. The circular war-pennon of the sept hangs on the south wall. The Sept's war chest is found under the table, and contains 1,799 sp and 8,941 cp to be used in emergencies by members of the Sept.

At any given time eight guardsmen are present in the barracks. Sergeant Justinus, the sept leader, is present 50% of the time.

Inhabitants:
1. **Sergeant Justinus** (50%), **the Set sergeant** (see new monsters), **as a 5th-level Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 5; HP 41; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; spear; light crossbow with 20 bolts.
2. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 17, 16, 16, 15, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

4-45: Inspection Point

A pair of guardsmen occupies this area at all times, watching the iron bars that block access to the northern caves. The iron gate has a man-sized door, which is locked; keys are given to patrol leaders venturing out, and one is kept by the corporal in charge of this inspection point. The guardsmen are usually bored, and don't keep good light- or noise-discipline. That said, they are not likely to admit unauthorized visitors to the compound without first summoning a more important figure, such as the Overseer (4-47). The guardsmen have a bench and small table on which they play endless hands of cards. They also have a gong mounted to the wall that they will ring furiously if threatened. On the north wall sits the partner to the **magic mouth** from 4-84; if intruders are spotted there, the guards here will be alerted, and a patrol from 4-46 sent out to investigate.

Inhabitants:

1. **2 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

4-46: Guard Barracks: Gamma Sept

Home to the third company of Set guardsmen, this barracks has room for forty, although only a few are usually present.

Gamma Sept calls itself the Company of the Desert Storm, and as a result its image is a tornado. The tornado symbol is worked into a set of hanging beads that blocks the entrance to the barracks, and is painted in black on the yellow walls of the barracks proper.

The barracks chamber is 20' tall and is painted in bright yellow paint. The center and north end contain eighteen wooden triple bunk beds (offering sleeping space for up to 54 persons). Forty simple wooden lockers have been pushed under the wooden bunk beds, each containing typical personal items and 2-12 sp worth of small valuables.

The south end of the room is relatively open, and contains several weapons and armor racks, a large barrel of water, and a long trestle table with benches, numerous bronze cups, and several containers of water, mushroom ale, and lichen ale. The rectangular war-pennon of the sept hangs on the south wall. The sept's war chest is found under the table, and contains 1,331 sp and 9,834 cp to be used in emergencies by members of the sept.

At any given time eight guardsmen are present in the barracks. Sergeant Heraclion, the sept leader, is present 50% of the time.

Inhabitants:

1. **8 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 16, 16, 15, 15, 14, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **Sergeant Heraclion**, **the Set sergeant** (see new monsters), **as a 5th-level Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 5; HP 38; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 2-5 (**light crossbow +1**). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; spear; **light crossbow +1** with 20 bolts.

4-47: Overseer

Belisarius the Overseer, the second most powerful figure in the cult of Set, lives and works in this large room. The overseer is the ranking 'secular' figure of the cult, and is in charge of all guardsmen, military expeditions, security, patrols, and so forth. For all that, Belisarius is a devout, even fanatical, follower of Set, and an adept politician. He is also a misogynist and dislikes High Priestess Stephania intensely. As a result he is constantly plotting her demise, and hopes to replace her with the third priest, Lacedaion. Stephania is aware of these machinations and has taken precautions; she has not acted against Belisarius yet solely because he is so good at what he does. Despite his prejudices, Belisarius would never act to undermine the cult as a whole; only if he were convinced of the motives of outsiders would he consider employing them against Stephania.

The chamber is divided into a public and private area; the latter is to the east, and is shielded by some painted wooden screens. The public area has a large tactical table on which lie (incomplete) maps of the northern and southern caves of Level 4 as well as one ancient map detailing portions of the lower levels (GM's choice). Also in the public area are several writing desks and chairs containing roster lists, personnel reports, logistical reports, and so forth. Two aides-de-camp (from the Alpha Sept) are always present here. At the north wall, next to the door to the caves, stands a large cabinet in which may be found a sizable number of curios looted from the halls as well as 12 bound codices (on theological, military, and motivational subjects). The private area contains a simple bed, an armoire, another writing desk, a weapon and armor rack, a practice dummy, two cots for the aides, a set of four easy chairs around a coffee table, and a cabinet containing 22 bottles of excellent brandy. In addition to his administrative skills, Belisarius is a formidable warrior.

The north door leads to a narrow tunnel that provides Belisarius with private access to the cavern at 4-66 via a one-way door. He doesn't use this door very often, and the corridor is thus thick with dust.

There is a 50% chance that Belisarius is present in his quarters. The rest of the time he is elsewhere in the complex, typically in 4-2, 4-3, 4-7, 4-43, 4-51, 4-53, or 4-61. He has a 25% chance to be in 4-48 whenever the second mystery is performed

Secret Door (east): This door is normal to find and locked, and leads to a set of secret interrogation chambers. Only the overseer and his aides-de-camp know of the existence of the door and the interrogation chambers. The key to the door is hidden in Belisarius's liquor cabinet.

Inhabitants:

1. **Belisarius the Overseer**, **7th-level male Archontean fighter**: SZ M; AL LE; AC 2; MV 120'; HD 7; HP 70; #AT 3/2; Dmg 3-8 (**javelin +2**) or 4-11 (**long sword +2**). Abilities: STR 17, INT 13, WIS 16, DEX 11, CON 16, CHA 15. Possessions: **chain mail +3**; **returning javelin +2** (see new magic items), **long sword +2**; **potion of extra healing** (x2); **potion of fly**; and a key-ring with keys to SL8-1 and 4-106.
2. **2 aides-de-camp**, **3rd-level female Archontean fighters**: SZ M; AL NE; AC 5; MV 120'; HD 3; HP 25, 22; #AT 1; Dmg 1-8 (mace), 1-6 (spear) or 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); spear; mace, and light crossbow.

4-48: Second Mystery of Set: Sandstorms and Scorpions

The second great mystery of the Set cult is performed here once per day. Only the important cultists are permitted to witness the summoning and taming of the desert storms, and as a result the doors to the chamber of the mysteries are always kept locked. The massive spherical chamber has a radius of 30', with the doors and stone bridges entering the sphere at its median. The lower half of the sphere is filled with sand. The upper half is brightly painted in blue, with a large yellow sun in the center (focus for a **continual light** spell). Slender bridges (7' wide) lead from doors in the north, south, and east sides of the sphere; these bridges are about 5' above the surface of the sand and meet in the center of the room in a 10'-radius circular platform (itself a pillar descending to the floor). To the west is another platform and door leading to the chapel (4-61); it is from here that Stephania performs the daily mystery.

The Mystery:
Celebrants enter through one of the doors and congregate on the central platform. At precisely noon, Stephania (or another upper-circle priest) appears on the western platform accompanied by a drugged slave (or naughty acolyte). She shouts the ritual words in the secret tongue of the priests of Set: "*Set is spawned from the desert sands, hardy and severe. Let our hearts seek the discipline of the desert as we achieve his ends!*" Applause is expected. Stephania continues: "*When angered, Set looses his fury like the desert storm! Let those who cannot endure, perish!*" She then kicks the slave onto the sands below, and, as the giant scorpions emerge to feast, she uses her **rod of wind control** (see new magic items) to produce a small (but impressive) sandstorm. The entire chamber (save for Stephania's platform) is racked with howling wind and blowing sand for 2 full minutes. During this performance, it is not uncommon for Set cultists on the main platform to settle old scores by pushing rivals into the maelstrom. After two minutes, Stephania shouts in Archontean, in an enhanced voice that echoes through the winds, "*For those who pursue his will, Lord Set eases their way, just as he tames the desert storms!*" At this moment, the winds cease and the chamber returns to normal. Celebrants are likely to witness the giant scorpions emerging to finish off the sacrifice and anyone else who has fallen to the sands.

Inhabitants:
At all times:
1. **3 giant scorpions**: SZ M; AL N; AC 3; MV 150'; HD 5+5; HP 42, 39, 35; #AT 3; Dmg 1-10/1-10/1-4. Special attacks: poison.

During the mystery:
1. Stephania: see 4-51
2. A human slave, noncombatant (AC 10, HP 3)
3. **1-11 Set cultists** (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 5(x3), 4(x3), 3(x3); #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.
4. **Belisarius** (25% chance, as he loves this mystery); see 4-47.

Treasure:
1. Buried in the sand at the bottom of the sphere is a locked strongbox with strongbox with 7,000 ancient gold solidi (see Arden Vul items); an extra key to 4-106; a scroll with the cleric spells **the long death** and **warding chain of glyphs** (see new spells for both); and a 1'-tall silver ankh-key (see Arden Vul items). It would require much digging (and luck) to find this box. Stephania and the modern cult of Set are ignorant of the strongbox's existence.
2. Each of the scorpions wears a long necklace of gold (2,000 gp each).

4-49: Deacons' Quarters

These eleven 10'x10' rooms are quarters for the deacons of the cult of Set. Each contains a bed, a waste bucket, a writing desk, and a chest for clothes. Each deacon has 10-100 sp somewhere in his/her chamber, as well as a potion or clerical scroll (25% for each). Most of the time the deacons are busy elsewhere within or without the complex, so there's only a 10% chance to encounter one of them at home.

Inhabitants:
1. **1 Set deacon** (see new monsters), **as a 6th-level Archontean cleric of Set** (10% chance): SZ M; AL LE; AC 3; MV 90'; HD 6; HP 42; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a scroll of **holy name** (see new spells); and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **holy name** (see new spells), **know alignment**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.

4-50: Dormitory of the Acolytes

This chaotic room is crammed with triple bunk beds in which the acolytes of the cult sleep. There are twenty such bunk beds (room for 60), as well as 45 unlocked wooden chests stowed under the lowest bunks. The place smells strongly due to the sardine-like nature of the living conditions. At any given moment 5 acolytes are present and asleep.

Inhabitants:
1. **5 Set acolytes** (see new monsters), **as 3rd-level Archontean clerics of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 22, 20, 19, 18, 17; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

Treasure:
Each chest has a 50% chance for 3-18 sp worth of small coins.

4-51: High Priestess Stephania

Stephania, the high priestess and Set pontifex (see new monsters), lives and works in this chamber. She is a petite, round woman with flaming red-hair (a fact which helped her rise to power). Naturally sallow, she only appears in public in elaborate make-up: she chalks her face white and accentuates her black eyes and brows. Stephania is a powerful cleric and a formidable adversary; indeed, her rise to

the top of the Set hierarchy attests to her skill as a politician and a ruthless opponent.

The southern third of the room is set off by a pair of painted wooden screens, behind which is her living area. The northern two-thirds are set up for business.

In the public area she has a sitting area with four wooden chairs around a coffee table; on this table are two silver ewers filled with wine (one always poisoned, a fact well known to her confidants and enemies) and a set of delicate crystal wine glasses. A writing desk and a scroll cabinet occupy the western wall. A portion of **living mosaic** (see new magic items) is inset into the north wall to the left of the door: this shows the forum area (4-2). Her **rod of wind control** (see new magic items) usually rests on the writing table. A rack to the right of the door holds her red **Set armor +2** (see Arden Vul items) and her **mace +3**.

The private area contains a sumptuous feather bed, an armoire filled with robes, a set of sealed jars of water (she fears poison), a dressing table with makeup, a stuffed leather chair, a beautiful red and gold carpet, and a solid brass bust of a horned entity resting on a slender side table. There is a secret compartment in the armoire in which she keeps 10 perfect pearls (100 gp each), written testimony (from a now-dead source) about Belisarius's machinations, and substantial dirt on the Guild of Service. A set of heavy gold drapes hides the secret door to 4-51A; that door is locked at all times (-15% to pick). The secret door to 4-52 is hidden behind a tapestry depicting an enormous Set animal.

At all times Stephania wears **Batzas**, one of the three **rings of Set** (see new magic items), her **boots of the ogre** (see new magic items), her **pontifex's was stick** (see new magic items), and her **necklace of missiles**. She also holds a key ring with keys to most door locks in the compound, including the sole key to 4-51A, one of the few keys to SL8-1 (aka EX-16), and one of the two keys to 4-106. She has a 33% chance to be present in her room; otherwise, she may be found conducting a ritual in 4-61 (25%) or moving about the Set complex. Once per day she presides over the second mystery (4-48). Whenever she is outside her chamber, she wears her **Set armor +2** (see Arden Vul items) and carries her **mace +3**.

Stephania will not deign to notice low-level PCs, although evil characters or those who have helped other members of the Cult of Set might be brought to her attention. Her favor could be won by performing evil tasks for her. One such task involves defeating the demon in area 4-58 (a feat which would not be inherently evil in and of itself, of course, although it would be an action which furthers the interests of an evil god).



Secret Door (east): This secret door is hidden behind a tapestry depicting a massive Set animal. It is small (4' tall) and is activated by pushing down on a small floor tile while simultaneously pushing the door panel inward.

Secret Door (south): This door is both concealed (by drapes) and secret (normal to find). It is locked (-15% to pick), and Stephania holds the only key.

Inhabitants:

1. **Stephania** (33%), **Set pontifex** (see new monsters), **as a 10th-level female Archontean cleric of Set**: SZ M; AL LE; AC 0; MV 120', or 90' with **Set armor +2**; HD 9+2; HP 66; #AT 1; Dmg 6-11 (**mace +3**), 3-6 (**staff of withering**); MR 15%. Abilities: STR 17 (including +1 from her boots), INT 15, WIS 18, DEX 14, CON 11, CHA 16. She is +1 to hit and +1 to damage due to her strength. Possessions: **footman's mace +3**; **Set armor +2** (see Arden Vul items); **rod of wind control** (see new magic items); **staff of withering** (15 charges); **pontifex's was stick** (see new magic items); a **ring of Set** named **Batzas** (see new magic items); a **necklace of missiles** (one 7-dice, two 5-dice, and four 3-dice missiles); **boots of the ogre** (see new magic items); **potions of truthfulness** and **deafening light** (see new magic items for both); **scrolls of hallow**, **sun's gift**, and **warding chain of glyphs** (see new spells for all three); a platinum holy symbol of Set (250 gp); and a keyring with keys to most door locks within the precincts of Set, including the sole key to 4-51A, the keys to 3-110, one of the few keys to SL8-1 (aka EX-16), and one of the two keys to 4-106. She has typically prayed for these spells: **bless**, **command**, **cure light wounds** (x2), **detect good**, **detect magic**; **chant**, **hold person**, **know alignment**, **silence 15' radius**, **augury**, **speak with animals**; **dispel magic**, **glyph of warding**, **curse**, **prayer**; **cause serious wounds** (x2), **protection from good 10' radius**, **detect lie**; **commune**, **flame strike**. In certain circumstances, she may have prayed for **quest** and **raise dead** in her 5th-level slots.

Treasure:

Public area: silver ewers (35 gp each, one poisoned); 6 delicate crystal wine glasses (20 gp each); red **Set Armor +2** (see Arden Vul items); **mace +3**; **rod of wind control** (see new magic items). The latter three items are only present if Stephania is also here; if she is elsewhere in the complex, these items will be on her person.

Private area: red and gold carpet (100 gp); make-up (15 gp); the solid brass devil's head is an **infernal effigy** (see new magic items), keyed to a styx devil named Trasbellix. The devil's name is written on a slip of parchment pinned to the bottom of the rug.

Wardrobe: 10 pearls (100 gp each); written testimony from a certain Yellup that describes the hatred of Belisarius (4-47) towards Stephania and the overseer's secret efforts to persuade Lacedaion (4-57) to undermine Stephania's rule; another report from an unnamed source that describes the daily activities of Gunnar, the chief of the Guild of Service (4-10) over the past month. The report on Gunnar is interesting, as the first week of entries show him energetically visiting every

corner of the Guild's area, consulting with guildmasters, and generally acting frequently in public. The last three weeks, however, contain the same entry: "Stayed in his chamber and consulted with his advisors". This note is a clue about how Gunnar has been replaced by a doppelganger (see 4-10).

4-51A: Shrine to the Snake

A long set of narrow stairs from the high priestess's room leads to this unusual fane. Unlike the rest of the level, this room is clad in blue marble flecked with white; more significantly, all corners are rounded, ensuring a complete lack of 90-degree angles. Lit sconces line the walls, providing good – if smoky – light. Against the north wall is a 2' dais on which sits an enormous snake's head. The mouth of the snake is open, revealing fangs. Its eyes are 3' in diameter and composed of 128 faceted chrysoprase gems (50 gp each). In the southwest corner is an encampment, with two hammocks hung from rings in the walls, a tripod and pot over a fire-ring, and three 4'-tall dried mushrooms with hollowed caps and stems (containers). A team of kaliyani sorcerers and their servants occupies the shrine. Unless intruders are accompanied by Stephania, the kaliyani attack on sight. If combat goes badly for them, they beat a fighting retreat through the northern secret door.

GM Note: Stephania was shocked fifteen years ago when a kaliyani digging party broke through the wall of 4-51. Linking the snake-like kaliyani to one of Set's favorite incarnations (the snake) was an easy way to establish an alliance. The kaliyani were quick to recognize the potential value of such an alliance. Over the past decade, then, the stairs linking 4-51 and 4-51A have been completed, and the shrine in 4-51A constructed. The kaliyani have not told Stephania that they also completed a second set of stairs, with secret door, leading to area 4-39. As yet, no priest or priestess has visited the kaliyani compound, but the high priestess does take regular consultation with her allies about affairs on the lower levels. Knowledge of this strange alliance is limited to High Priestess Stephania, Alexandros the Bibliothecarius (4-54), and Belisarius the Overseer (4-47). Marius Junienos, Lacedaion of Archontos, and the Guildmasters of Service are merely aware that the high priestess has a private shrine.

Secret Door (north): This door is located within the giant snake head, and is opened by pulling on one of the snake's fangs.

Secret Door (southwest): This door is unknown to all (except the kaliyani). It is hard to locate (1 in 8) and is opened by pushing a slab of marble inward and then sliding it to the west.

Inhabitants:

1. **Plesstra**, **7th-level kaliyani sorcerer** (see new monsters), SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 7; HP 41; #AT 3; Dmg 2-5/2-5/6-24 (dagger/dagger/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 220. Attack modes psionic blast, mind thrust, psychic crush. Defense modes: mind blank, thought shield, intellect fortress. Disciplines: cellular adjustment, domination, detect magic; mind barring. Spells: **comprehend languages**, **charm person**, **hypnotism**; **darkness 15' radius**, **invisibility**, **mirror image**; **dispel magic**. Possessions: **bracers of defense** (AC 5); kaliyani blasting rod, with 6 charges (see new technological items); two serrated daggers; 5 lb of **arcanum** (see new magic items); 14 small chrysoprase gems (60 gp each).
2. **Nassiv**, **5th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 32; #AT 2; Dmg 4-6/2-5 (**dagger +2**/dagger) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 200. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person**, **dancing lights**, **hypnotic pattern**. Possessions: **potion of invisibility**; **potion of fire breath**; one **dagger +2** and a second normal dagger; 6 javelins; a silver ring with an ouroboros on it (275 gp), two gold torcs (150 gp each); 4 vials of kaliyani refreshening liquid (see Arden Vul items).
3. **6 1st-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 4; HP 29, 27, 26, 25, 24, 24; #AT 2 or 1; Dmg 1-4/1-4 or 3-8/3-8 (scimitars) and 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; six javelins; minor jewelry worth 33 gp. These individuals have no psionic ability.

Treasure:
256 chrysoprase gems (50 gp each).

4-51B: Stairs Down to the Kaliyani Pits (SL9-75)

The secret door in the snake head leads to an oval tunnel with many steps. It leads down some 650' to the Kaliyani Pits on Sub-Level 9 (SL9-75).

4-52: Treasury

Only the three high priests of the cult know of this secret treasury. It contains three large open stone boxes filled with 15,000 gp, 1,000 pp, and 50 gems of various types worth 100 gp each); 6 pieces of elaborate ritual ware (100 gp per piece); a **helm of underwater action**; a set of enchanted **imperial field plate +1** (see Arden Vul items); an **oathbow** (see new magic items); and a small locked and trapped (poison gas) iron box containing a complete **deck of many things** and a **complete deck of the magi** (see new magic items).

4-53: Square of the High Priest

The walls of this octagonal space are painted a cheerful yellow, while the rib-vaulted ceiling is sky-blue. A globe on which has been cast **continual light** hangs from the center of the vaulting. The deacons use this space as the nerve center of the cult of Set. Its northern half contains five desks and chairs, as well as a larger worktable with benches. Officials of the cult use this space to devise and carry out their political plots. The southern half is open, and merely contains a huge set of blood-red drapes that cloak the entrance to the chapel (4-61).

Inhabitants:

1. **8 bureaucrats, as Set cultists** (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.

4-54: Bibliothecarius

Alexandros the bibliothecarius (librarian) makes his quarters here. His chamber is spartan, with a rumpled bed, a chest filled with clothing, and an escritoire with chair. He often brings interesting items from the library (4-55) to study or copy in his chamber. There is a 25% chance that an interesting volume might be present here.

Alexandros is the typical doddering scholar; he lacks all interest in politics, a fact that has allowed him to maintain his position into his 80s. He is genuinely interested in the history of Arden Vul and could be a useful source of information if cultivated (and if Stephania allowed it; she might allow consultation with him in return for a favor or two). He has, for example, important insight into the causes of the destruction of the city and of the role of both the Sortians and Theosophs in fomenting that debacle. He also has pieced together some fragments of information that suggest the existence of a hidden Sortian (now, 'Priscian') complex under Arden Vul (i.e., 9-58 to 9-64). Alexandros does not care for valuables, and, as a result, has nothing of value. He is only present in his chamber 33% of the time; otherwise he is found in the library (4-55).

Inhabitants:

1. **Alexandros**, **male Archontean human scholar** (33%): SZ M; AL LE; AC 10; MV 90'; HD 1-1; HP 6; #AT 1; Dmg 1-2 (metal stylus).

4-55: Library

The current leaders of the cult of Set have made a serious effort to reconstruct the formerly extensive library of Set. Although never as impressive as that of the priests of Thoth, the original library used to contain some important and rare texts. The current collection, however, is much less extensive and interesting. Still, under the care of Alexandros, it is starting to be reassembled.

The vestibule to the library has several benches and pegs (for cloaks). The eastern third of the room is given over to reading desks and tables, while the western two-thirds contain wooden shelves holding the collection. Alexandros has his own desk in the center of the stacks; he is present 66% of the time.

The collection contains 158 items in a variety of formats: large illuminated codices, small portable octavos, sets of scrolls in parchment or papyrus, even a few sets of bronze plaques held in silk-lined boxes. It is up to the GM to decide what is present in the library, although a few suggestions follow. Most of the volumes are recent and fairly bland, being the sort of thing that one can still buy at higher-end booksellers in any of the large cities of the Empire: memoirs of imperial officials; official histories of the empire; general treatises on magic, theology, estate management, or monster ecology; medical treatises; recipes for potions and poisons; and so forth. Only about 20% of the volumes are truly unique and worthy of interest. Some of these include the hagiographical *The Lives of the Noble Founders*, *Arden and Vul*; *the Deeds of Marius Tricotor*, by Lucius Cornelius Scriptor; a condensed one-volume version of the *Tales of Larel One-Eye* (c.f. 3-46); a badly corrupted version of *Clarius's On the Wars of the Old Ones with the Trolls*, with (mis-)information on the rudishva; a quire of notes prepared by Alexandros himself entitled *On the Location of Priscus Pulcher* (see Arden Vul books); Justinian the Wise's ancient *A True History of Isadora*, companion of Priscus Pulcher (with much disinformation); the *Song of Jacinth the Rose*; Sardonyx Peridot's *Sorcerous Properties of Gems*; the *Value of Mud*, by Herodian the Blessed; the Priscian *A Canticle of Arcane Knowledge*; Ysgred the Mad's infamous *Thirty Uses for Arcanum*; *Thorcin Poisons and their Cures*; *the Deeds of the Azure Knights*; and Ixion of Narsileon's equally infamous *The Nine Hells*: *a Catalogue with descriptions and summoning notes* (see Arden Vul books for all). The library also holds three arcane spell books holding most of the level 1-2 magic user spells as well as **nighteyes of Bastet**, **Pelagion's bridge of sighs**, **Pelagion's rock sympathy** (see new spells for both), and 1-6 other new spells of mixed level (roll 1d8 for level; select from new spells). Finally, it also holds a scroll bearing the addresses to three of the **Thothian teleportation rings** (see new magic items): GR-RE-YE-BL-BK-WH (AV-27), WH-YE-BL-GR-RE-BK (2-19), and RE-BK-BL-GR-YE-WH (8-17).

4-56: Second Priest's Chamber

This is the chamber of Marius Junienos, the second priest of the cult (and a Set Pontifex – see new monsters). Marius's chamber is elegantly, if not sumptuously, furnished.

Painted screens set off a private area to the south; it contains a four-poster bed, an easy chair and table, an armoire, and a cabinet with his collection of signet rings (taken from victims in his schemes). Over the bed hangs a magnificent tapestry showing the imperial capital of Archontos in great detail (500 gp).

Marius's working area is to the north, and contains two writing desks, a scroll cabinet, a weapon/armor stand, and an uncomfortable set of wooden chairs around a small coffee table. Along the walls are shelves holding marble busts, mostly of members of Marius's family, but also of some former priests of Set.

Marius is the second-in-command of the cult of Set. Coming from the Junienos clan, that is, from one of the Five Families that rules the Empire (see World of Archontos appendix), Marius is also an aristocrat of the highest rank. His kinsmen have let it be known that Marius died in a fire, although a few (and the Imperial Drome) know the truth, namely that Marius is thoroughly evil and that he cares more for the restoration of the cult of Set than for kin or empire. Although unscrupulous, Marius is completely loyal to Stephania, whose abilities and iron will he admires.

Marius is a thin, ascetic-looking man of middle age, with a long nose and receding hairline. He wears a red robe blazoned with a black boar, red **bracers of defense** (AC 3), and a red cloth headdress shaped like a Set animal. His bearing is immediately noticeable as aristocratic, and he shows little patience with the slow or the insipid. Marius's great skill lies in subtle political machinations, and he has numerous schemes in various stages of completion, both within the Halls and without. Marius's private wealth has helped prop up the cult, and Stephania consequently values him enormously. Marius loathes Anna Ligareon (4-8) and shows it by ignoring her completely. Marius has a drug habit of which no one save Galadnor Half-Elven (see 4-31) is aware; his addiction is strong, but has not yet affected his abilities.

Inhabitants:

1. **Marius Junienos** (50%), **Set pontifex** (see new monsters), **as a 9th-level male Archontean magic user**: SZ M; AL LE; AC -1; MV 120'; HD 9; HP 29; #AT 1; Dmg 4-9 (**staff of striking**) or 3-6 (**dagger +2**); MR 15%. Abilities: STR 9; INT 18; WIS 15; DEX 16; CON 10; CHA 12. Possessions: robe, headdress, red **bracers of defense** (AC 3), **staff of striking** (23 charges), a

dagger +2; a **ring of three wishes** (one remaining), a **ring of Set** named **Fronto the Wise** (see new magic items); **potions of extra healing**, **fly**, and **gaseous form**; a platinum holy symbol of Set (250 gp); and a key-ring with keys to SL8-1 and 4-106. Memorized spells: **comprehend languages**, **charm person**, **magic missile**, **shield**; **continual light**, **detect good**, **mirror image**, **ESP**; **dispel magic**, **fly**, **suggestion**; **fear**, **polymorph other**; **feeblemind**.

Treasure:

Private area: tapestry (500 gp); signet rings (32 in number each worth 10-1,000 gp); a locked and trapped (poison needle) box inside the armoire containing 5,033 pp; and his spell book, **invisible**, attached to the underside of the bed.

Public Area: Public area: solid gold coffee service (300 gp); valuable documents (GM's choice); 11 marble busts (100 gp each, but heavy!); **Set armor +2** (see Arden Vul items); **short sword +1**; ceremonial spear made of ebony (100 gp). The weapons and armor are unused and for display only. One of the busts has been enchanted such that if anyone says 'speak' to it, it will recite four off-color jokes in quick succession (the bust is worth 100 gp).

Marius's Spell Book: **All 1st-level spells**; **audible glamer**, **continual light**, **detect good**, **darkness 15' radius**, **detect invisibility**, **ESP**, **forget**, **Frigg's elephant ears** (see new spells), **Frigg's jelly legs** (see new spells), **invisibility**, **knock**, **levitate**, **locate object**, **magic mouth**, **mirror image**, **ray of enfeeblement**, **rope trick**, **stinking cloud**, **strength**, **web**; **blink**, **clairaudience**, **clairvoyance**, **dispel magic**, **fireball**, **fly**, **garrulous mouth** (see new spells), **gust of wind**, **haste**, **hold person**, **invisibility 10' radius**, **lightning bolt**, **monster summoning I**, **Pelagion's rock sympathy** (see new spells), **phantasmal force**, **slow**, **suggestion**, **water breathing**; **confusion**, **extension I**, **fear**, **ice storm**, **massmorph**, **minor globe of invulnerability**, **polymorph other**, **remove curse**, **wall of fire**; **conjure elemental**, **contact other plane**, **feeblemind**, **mage's faithful hound**, **teleport**.

4-57: Third Priest's Chamber

The chamber of Lacedaion of Archontos, the third priest of the cult of Set (and a Set pontifex – see new monsters), is set up like that of Marius, with a private area set off by painted screens to the south and a public area to the north.

The private area has a plain bed, an armoire, an easy chair, a table, and a set of manacles and whips. The south wall contains an enormous fresco painted on a wooden frame - it shows the black boar of Set consuming the sun.

The public area has a writing desk, a scroll cabinet, a low table with three chairs, and an armor/weapon stand. Three tapestries showing scenes of ritual sacrifice and the domination of the weak line the walls.

Lacedaion of Archontos is brilliant but insecure, and harbors some resentment about Marius's aristocratic status. As a result, Belisarius the Overseer has been trying to persuade Lacedaion that Stephania has been slighting him. Although aware of Belisarius's antipathy for the high priestess, Lacedaion's vanity and resentment have pushed him a bit further along the path of treason than his intellect would normally allow. Lacedaion is a short, dark man with a stylish goatee, piercing eyes, and a scar running along his left cheek. He wears flashy and extravagant red velvet robes at almost all times, eschewing his formal **Set armor +2** (see Arden Vul items) unless he is preparing for a fight.

Inhabitants:

1. **Lacedaion** (50%), **Set pontifex** (see new monsters), **as a 9th-level male Archontean cleric of Set**: SZ M; AL LE; AC 2 (without armor) or 0 (with **Set armor +2**); MV 120', or 90' with **Set armor +2**; HD 9; HP: 60; #AT 1; Dmg 4-9 (**mace +2**); MR 15%. Abilities: STR 12; INT 17; WIS 17; DEX 14; CON 12; CHA 15. Possessions: red velvet robes with **bracers of defense** (AC 5), or **Set armor +2** (see Arden Vul items); **footman's mace +2**; **ring of protection +2**; **wand of negation** (12 charges); a **ring of Set** named **Sittas** (see new magic items); an **amulet of proof against detection or location**; a **potion of extra healing**; a platinum holy symbol of Set (250 gp); and a key-ring with keys to SL8-1 and 4-106. Spells prayed for: **bless**, **command**, **cause light wounds**, **cure light wounds**, **light**, **sanctuary**; **chant**, **detect charm**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **blindness**, **dispel magic**, **glyph of warding**; **cure serious wounds**, **protection from good 10' radius**; **insect plague**.

Treasure:

1. Private Area: in a locked and trapped (**glyph of warding**) box in the armoire: a set of four large keys, a **periapt of proof against poison**, four 500gp diamonds, and 273 loose gp.
2. Public Area: pristine **Set armor +2** (see Arden Vul items), **spear +1**, **long sword +1.**

4-58: Blocked Passage and Dangerous Room

Several bits of broken column block the hallway outside this room. Glued to one of the fragments is a large note in Archontean: "*No access per order of High Priestess Stephania.*" The door is locked; successfully listening at it reveals this whisper, in Archontean: "*Help me. I am so lonely. I will be your friend.*" Listeners must save versus spells (per a **suggestion** spell) or believe the voice and thus try to open the door. In fact, the chamber within contains a succubus that is still posing problems for Stephania and her team. The door has a powerful **protection against evil** spell cast on it: the spell is refreshed every week via an elaborate ceremony.

This former administrative chamber hosts a dozen desks and tables, as well as a row of scroll and map cabinets. It is currently home to a succubus calling herself Maris, who was accidentally summoned by Herbert, a (former) deacon of Set. The succubus is bound to the chamber and to the body of the unfortunate deacon. Efforts to defeat her have only increased her strength by adding several wights to her forces. Maris delights in impersonating the dead Herbert via her shape change ability. She slew the last group of deacons whom Stephania sent to handle this situation and turned them into wights.

Although she has enjoyed the game of torment with the priesthood of Set, Maris is deeply annoyed at her imprisonment (the chamber being secured against teleportation and ethereal travel truly surprised her). She is eager to escape in order to wreak chaos in the area of the Forum. The wights are mindless, but so long as they are within sight of Maris, they obey her commands.

Secret Door (north): The secret door to 4-59 is normal to find and locked. High Priestess Stephania holds the sole key (4-51).

Inhabitants:

1. **Maris the succubus**, posing as Herbert the deacon: SZ M; AL CE; AC 0; MV 120', 180' flying (Class C); HD 6; HP 40; #AT 2; Dmg 1-3/1-3; MR 70%. Constant abilities: infravision. Special attacks: energy drain; charm person; suggestion. Special defenses: +1 or better weapons to hit; half damage from cold, electricity, fire, and gas. Special: cause darkness 5'; become ethereal; ESP; clairaudience; shape change; gate (40% chance).
2. 3 wights: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:

On 'Herbert', aka Maris: **sword +2**, **chaos blade** (see new magic items)

In the chamber: A scattering of 18 gp can be collected after two turns of searching. Scattered among the tedious administrative documents (lists of supplies, payments, etc.) are a **scroll of cone of cold**, a **scroll of knit bones** (see new spells), and a charter sealed by Stephania (4-51) that promises a bounty of 200 gp per varumani head to a certain Kallion the White (see 8-15). This document could be used to convince the troll thegn (7-30) to aid in a protracted campaign against Set.

Pinned to an overturned desk is a haiku recited by a guardsman who had received a vision from Set. The haiku refers to the tomb of Theskelon (4-142), and reads: *Unguents piled on high*, *Bones wrapped and entombed*, *There Theskelon rests*. The deacons who recorded the haiku did not recognize the potential significance of the poem's content before they were driven from the chamber.

4-59: Shadowy Trouble

A pack of shadows occupy this unfinished chamber. The chamber was only partially excavated before disaster struck Arden Vul; the shadows are the remains of slaves entombed here when the priests of Set fled. On the east wall was painted a rough, but clear painting of Set in his Set animal form; it was debased by the dying slaves, who scrawled (in a variety of tongues) over the image the following sorts of things: "Murderer!", "Lord of Deceit", and so forth.

The south wall of the chamber was formerly brightly painted, but now shows only smears of blood and other foul fluids

The floor is paved except for a 3' belt of unfinished stone along the west wall. Lying on the pavement are the long-rotted, desiccated, and sometimes gnawed remains of the entombed. Amid the bones of one is a short written testimonial (in Goblin Runic) describing the last days of the slaves.

The river flows to the east through an extremely swift and narrow tunnel only 4' in diameter. Someone could attempt to flee in that direction, but would take 6-60 HP damage in the narrow tunnel before emerging at 4-68.

Secret Door (south): The secret door to 4-58 is easy to detect (1 in 4) due to the marks of repeated blows that cover it. It's locked, and the sole key is held by High Priestess Stephania (4-51).

Treasure:

A **war hammer +1** with a broken handle that requires 100 gp worth of work by a high-quality smith before it can be used.

Inhabitants:

1. **14 shadows**: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 23, 22, 21, 20(x3), 19(x3), 18, 18, 17, 16; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.

4-60: Elite Guards

Eight elite temple guards under the personal command of Stephania reside here. The guardsmen and their sergeant sleep in bunk beds and possess a trestle table, bench, water barrel, a row of pegs for cloaks and equipment, several armor racks, a shared chest, and a dartboard. They are fanatical. A large mural shows the Long Stair (4-19) and a company of Set Guardsmen escorting a variety of prisoners: inspection will reveal that the faces of the prisoners are individualized, including one that looks very much like Belisarius the Overseer (4-47). These reflect the true enemies of this sept of guardsmen, past and present. If the party has had contact with the cult, the GM might decide that one of the PCs' faces appears on the mural. Most of the time only four guardsmen are present here.

Inhabitants:

1. **4 elite Set guardsmen** (see new monsters), **as 3rd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 3; HP 26, 25, 25, 24; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **Sergeant Triforius** (50%), **the Set sergeant** (see new monsters), **as a 5th-level Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 5; HP 43; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; spear; light crossbow with 20 bolts and 3 **bolts of fire** (see new magic items).

Treasure:

One of the men has an ivory olifant (75 gp); each has a stash of 10-100 sp.

4-61: Chapel of Set

This is the private chapel to Set used by the senior priests and deacons of the cult. A barrel-vaulted, brick-lined ceiling rises 25' above the floor; the walls are covered by heavy red drapes. The western transept, which is hidden behind the drapery, boasts a huge portrait of Stephania (4-51) in oils as well as two chairs and a table, on which sits a **scrying ball** (see new magic items) that is keyed to the Forum of Set (4-2). The east transept, which is also hidden by drapery, holds a guard chamber, where four of the elite temple guards from 4-60 wait. At the south end of the chapel is an obsidian altar stained with blood, on which rest an ancient obsidian knife, a copper bowl and a copper goblet. A hidden compartment in the altar (trapped with poison gas) contains the **boar's helm**, a lesser artifact of Set (see new magic items). The current cult is ignorant of the presence of the helm. Despite the relative simplicity of the décor, the chapel exudes a strong aura of evil; saving throws of evil creatures are at +2 here, while those of good characters are at -2. Set is also more likely to hear invocations to him in this chamber and to send a lesser devil to aid his supplicants. There is a 25%

chance that a ritual is taking place in the chapel; if so indicated, it involves High Priestess Stephania and two Set deacons.

Secret Door (in eastern corridor, leading to 4-36): This door is 4'x2.5' in size, and difficult to locate (1 in 8). It opens to those who knock four times in rapid succession on the door. The current Set cult is ignorant of this door.

Inhabitants:

1. **4 elite Set guardsmen** (see new monsters), **as 3rd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 3; HP 26, 25, 25, 24; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **1-2 Set deacons** (see new monsters), **as 6th-level Archontean clerics of Set** (25% chance): SZ M; AL LE; AC 3; MV 90'; HD 6; HP 39, 36; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.
3. **High Priestess Stephania** (25%); for stats, see 4-51.

Treasure:
The cult objects on the altar are worth 250 gp; the **scrying ball**; and the **Boar's Helm** (for the last two, see new magic items).

4-62: Sorcerous Ally

The magic user Pelagion the Grey lives in this hidden chamber. Pelagion is studying the **arcanum** (see new magic items) deposit in area 4-63, allegedly to provide Belisarius (4-47) with an edge against Stephania (4-51), but in reality to further his own arcane interests. Pelagion's chamber is outfitted with a simple cot, a **tripod of heating** (see new magic items), two **wizard locked** chests, a barrel of wine, two boxes of dried foodstuffs, and an adequately-equipped laboratory which Belisarius found to be intact when he discovered this chamber. Pelagion is young (35), but exposure to **arcanum** has caused unusually deep age-lines on his face and a premature change in hair color (to snowy white). He hops around with manic energy on one leg (the other is withered) and loves nothing more than to expound on the many benefits of **arcanum**. He has two hellhounds for company and protection.



If approached from the north (i.e., the caves), Pelagion appears cautious but eager to trade knowledge about **arcanum**. If approached from the south without Belisarius, Pelagion is hostile.

Note: Pelagion is fairly obsessed with **arcanum**, and has been living here for a year studying the substance. He recognizes the potential dangers of extended exposure to **arcanum** (exposure that has turned his hair white and aged his appearance), and has taken to breaking off chunks of the stuff for study in the relative safety of 4-62. He has been quite successful, as he has developed a formula for a potion that temporarily enhances INT (**clarity**) and two new spells. The latter are recorded in his spell book, but the former he has refused to record in writing for fear that its secret will be stolen. In addition to these physical scars of his time with **arcanum**, Pelagion has become increasingly eccentric, talking to himself in bizarre languages both real and fantastic, licking rock in an (unsuccessful) effort to determine its taste and properties, and generally acting in an unstable way.

Inhabitants:

1. **Pelagion the Grey**, **6th-level male Archontean magic user**: SZ M; AL LE; AC 7; MV 120'; HD 6; HP 19; #AT 1; Dmg 2-5 (**dagger +1**). Abilities: STR 11, INT 17, WIS 13, DEX 17, CON 10, CHA 12. Possessions: **dagger +1**; **wand of frost** (33 charges); **ring of spell turning**; **potion of gaseous form**; **potions of clarity**(x3) (see new magic items). Spells memorized: **sleep**, **shield**, **magic missile**, **charm person**; **mirror image**, **invisibility**; **monster summoning I**, **slow**.
2. **2 hell hounds**: SZ M; AL LE; AC 4; MV 120'; HD 5; HP 35, 31; #AT 1; Dmg 1-10. Special attacks: breathe fire; surprise on 1-4 in 6. Special defenses: surprised only on 1 in 6. Special: 50% to spot hidden or invisible.

Treasure:
Laboratory: The laboratory itself should be considered a treasure, at least for those parties who are able to defeat or bargain with Pelagion for its use; it is worth 5,000 gp.
On Pelagion or in the room: The mage has a few coins (57 gp); **tripod of heating**, **dagger +1**, **wand of frost** (33 charges), **ring of spell turning**, **potion of gaseous form**, and three **potions of clarity** (see new magic items), the formula for which he invented in a stroke of **arcanum**-fueled inspiration.
Chest #1: Pelagion's spell book, five blank scrolls, and a **scroll of Pelagion's bridge of sighs** (see new spells). It also holds the spell book of Visby, a mage caught spying for the Drome (see World of Archontos appendix) in the Forum (4-2) who was subsequently traded to the lizardmen of Sub-Level 5. Visby is currently languishing at SL5-34.
Chest #2: A full stock of alchemical ingredients and material components (1,000 gp for the lot), 8 doses of **arcanum jelly** (see new magic items), plus a pair (black and yellow) of glass activation squares (see **Thothian teleportation rings** in new magic items).

Pelagion's Spell Book: **Affect normal fires**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **floating disk**, **identify**, **magic missile**, **read magic**, **shield**, **sleep**, **unseen servant**, **write**; **darkness 15' radius**; **detect invisibility**, **ESP**, **invisibility**, **knock**, **mirror image**, **Pelagion's bridge of sighs** (see new spells), **pyrotechnics**, **wizard lock**; **clairaudience**, **clairvoyance**, **dispel magic**, **gust of wind**, **monster summoning I**, **Pelagion's rock sympathy** (see new spells), **slow**

Visby's Spell Book: **Burning hands**, **charm person**, **detect magic**, **feather fall**, **floating disk**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **sleep**; **audible glamer**, **detect evil**, **ESP**, **forget**, **invisibility**, **mirror image**, **ray of enfeeblement**, **web**; **clairaudience**, **clairvoyance**, **dispel magic**, **phantasmal force**, **suggestion**, **tongues**.

4-63: Arcanum Cave

This rocky cave is home to a large deposit of **arcanum** (see new magic items). Indeed, the center of the cave is completely formed of crystalline growths of this magical substance, causing the entire area to glow with a sickly orange light. This stuff is being studied by Pelagion the Grey (4-62), who uses a wooden stool that stands in the center of the formation; a mallet and several fragments lie to one side.

As with other natural pockets of **arcanum**, the cave exerts certain compulsions on magic users and illusionists.

4-64: Hidden Prison

Accessible from the secret door in area 4-9, this is the secret prison used by the Guildmasters of the Guild of Service for their most important political prisoners. The cave floor has been smoothed and sanded. Eight sets of steel restraints have been driven into the walls. A wooden bench and table, with a set of wooden cups and a copper ewer sit in the center of the room. At the moment the prison is occupied by three persons: the real Gunnar, Guildmaster of the Guild of Service, who was imprisoned here when the doppelgangers took his place (see 4-10); Kaledon, a deacon of Set, seized by the real Gunnar several months ago for interrogation; and Callista, a good-aligned fighter apprehended by the Guild after it discovered she had been sent by the Imperial Drome (see World of Archontos appendix) to investigate the cult.

If rescued, Gunnar quickly becomes imperious, demanding his return to the main cult centers and offering a minimal reward but immunity from prosecution. Kaledon, however, is obsequious, offering to serve his rescuers (but planning to betray them in order to recover his favor in the cult). Callista will accompany good-aligned parties.

Inhabitants:

1. **Gunnar**, **Master of the Guild of Service, 10th-level male Wiskin thief**: SZ M; AL LE; AC 7; MV 120'; HD 10; HP 18 (max 48); #AT 1; Dmg by weapon. Abilities: STR 17, INT 14, WIS 12, DEX 17, CON 14, CHA 13. Thief skills: PP 85%, OL 77%, F/RT 65%, MS 83%, HS 68%, HN 30%, CW 99%, RL 50%. Possessions: none.
2. **Kaledon**, **a Set deacon** (see new monsters), **as a 6th-level Archontean cleric of Set**: SZ M; AL LE; AC 10; MV 120'; HD 6; HP 8 (max 37); #AT 1; Dmg by weapon. Abilities: STR 12, INT 12, WIS 17, DEX 9, CON 10, CHA 14. Kaledon has no possessions, nor has he been able to pray for spells.
3. **Callista**, **4th-level female Archontean fighter**: SZ M; AL CG; AC 10; MV 120'; HD 4; HP 12 (max 41); #AT 1; Dmg by weapon. Abilities: STR 17, INT 10, WIS 11, DEX 13, CON 17, CHA 15.

4-65: Sink Hole and Whirlpool

The river ends in a huge sink hole and whirlpool. Those swept into the whirlpool will surely drown unless protected by magic, for the sink hole descends over 100' through rocky passages to area 5-103.

A ledge 15' up on the south side overlooks the maelstrom and leads to the secret prison at 4-64.

4-66: Lizard Cavern and Cliff

This large cavern marks the northern boundary of the effective area controlled by the cult of Set (although in the old days they dominated the caverns beyond). Key features are a river running down the middle of the cavern, a stone bridge across the river, a 40'-tall cliff on the south side of the river, and a steep ramp connecting the top of the cliff to the cave floor. On the north side of the river may be found some small patches of giant and regular mushrooms, as well as large patches of lichen on the walls. Numerous small lizards (1'-2' long) and pale, white cave flitters (like dragonflies) make their home in the crannies that line the walls of the cave. At the western end of the cavern is a 40' waterfall, as well as another 40'-tall cliff. A patrol of Set guardsmen armed with missile weapons lurks at the top of the southern cliff. If engaged by strong forces, the acolyte blows an olifant to summon assistance from 4-45 and 4-46.

Stone Bridge: This slender span gracefully arches over the river. It is 6' wide and rises 10' above the river. Sconces at each end hold burning torches.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

4-67: Rushing River

The river is formed from two smaller streams that join at the western edge of the cavern (4-66). Throughout the cavern the river is 10' deep and boasts a strong current. Anyone falling in has a good chance of being pulled to his/her death at 4-65.

4-68: Cavern with Hole

This large cavern is properly a side-cavern of 4-66, and is marked by a branch of the subterranean river flowing through it. The air is cool and moist, and numerous colonies of mold and lichen grow here. Large numbers of cave crickets inhabit the cavern. A 10'-diameter hole in the cave floor drops 15' down into the ceiling

of the tunnel running between 4-72 and 4-90. This hole provides fine access to the subterranean lizards (4-72) that like to hunt crickets here.

Inhabitants:
1. **2 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 42, 38; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

4-69: Fallen Statue

This 25'-tall cavern has a sandy floor from the center of which protrudes the stump of a broken statue; only about 4' of legs (twined in a robe) are visible. Some shapeless lumps of stone nearby are probably the rest of the statue. Should the inquisitive dig into the sand to find the statue's base, they will discover a circular pavement some 12' in diameter into which has been set a beautiful mosaic of pastoral subterranean scenes: lizards, mushrooms, bats, sarcophagi, altars, etc. The base of the statue reads (in Mithric): "*Chibalba, lord of the Deeps, watches over these caves. Summon him if thy need is great.*" Chibalba, guardian of the underworld, was also in antiquity associated with subterranean life and protection. Should anyone standing on the mosaic either 1) state Chibalba's name three times in a row, or 2) declaim "*I summon thee, Chibalba!*", an avatar of this deity will arrive to lend temporary aid and protection to the invokers. The aid imparted by the avatar depends on the needs of those making the invocation:

Situation	Aid Offered
In combat	Avatar fights for duration of one combat: AC 0, HD 8, HP 58, #AT 1, damage 1-10
Badly wounded	**Cure critical wounds** x2
Lightly wounded	**Cure serious wounds** x2
Uninjured	**Detect traps**, **infravision**, and **locate place** (see new spells), all of which last for 10 turns

The GM should use his/her best judgment in determining which situation is most appropriate.

Speaking in the Mithric language, the avatar describes in a solemn, deep voice what aid it will impart. This advice takes one round to describe, after which the avatar does not communicate in any way.

Summoning the avatar is only possible once per month. Should a cleric of Chibalba invoke the deity, all four types of aid will be proffered to the cleric and his friends (with the combat avatar serving the cleric for one whole day, or until it is destroyed, whichever comes first).

Note: Two other identical (and more intact) statues of Chibalba appear at 8-66 and 9-87.

4-70: Warning Sign

A human wearing only a filthy loincloth has been crucified upside down on the north wall of this tee-intersection. His eyes have been plucked out, and his flesh is badly gnawed. On the wall next to him is scrawled in blood and in Archontean, "The fate of runaways!" There is a 33% chance that one of the subterranean lizards (4-72) is here feeding on the corpse.

Inhabitants:
1. **1 subterranean lizard** (33% chance): SZ L; AL N; AC 5; MV 120'; HD 6; HP 39; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

4-71: Subterranean Lizards

Two of the large subterranean lizards are presently foraging in this otherwise nondescript cave.

Inhabitants:
1. **2 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 38, 36; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

4-72: Lair of the Subterranean Lizards

This area is the primary lair of the pack of subterranean lizards that forages in the local cave system. Along the east wall is a hollow into which drips limey, but potable, water. The floor is sandy and features four knobs ranging from 3' to 6' in height. Around the knobs are a total of 15 small individual nests. That said, no more than six subterranean lizards will be present in the cave at any one time. At least one of the lizards who is present will be on the ceiling when PCs arrive, and the others will use the knobs as points from which to leap at unsuspecting PCs.

One of the nests has a clutch of 5 eggs in it; these might be valuable to the right buyer, provided they are intact (and alive) when sold.

Inhabitants:
1. **3-6 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 43, 41, 39, 37, 35; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

Treasure:
5 subterranean lizards eggs (100 gp each).

4-73: Devoured Corpses

The remains of three partially devoured corpses lie in this crossroads. One is a Set guardsman, whose armor lies broken and useless next to him; his pouch, which contains a 20 gp moss agate and 26 sp, is obscured by his broken helmet. The other two are adventurers, a half-elf ranger and a human magic user; among their effects are some valuables. All weapons are gone. There is a 50% chance for 1-2 subterranean lizards to be present.

Inhabitants:
1. **1-2 subterranean lizards** (50% chance): SZ L; AL N; AC 5; MV 120'; HD 6; HP 41, 36; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

Treasure:
A moss agate (20 gp), 26 sp; 10 **arrows +2**; pouch of gold dust (25 gp); bone scroll case with three spells, **blink**, **water breathing**, and **Basil's torch treatment** (see new spells).

4-74: Heqeti Outpost

The heqeti have recently restored this ancient watch post. The rough walls of the chamber are coated in glistening slime and are

starting to exhibit the pebbled texture familiar to heqeti areas of the Halls. To the southeast is one of the great **pukel-manders** (see new magic items), while the northwest contains a heqeti teleport well. The narrow western tunnel leads to the river, although it opens 15' above the river itself. Four heqeti hoppers are stationed here, collecting intelligence about this section of the Halls.

Heqeti Teleport Well: The well takes the form of a 7'-diameter circle of stone rising 3' above the floor. It appears to contain nothing but inky blackness; objects tossed into it make no sound. One employs the well by jumping into it, only to emerge some seconds later at area 10-24.

Secret Door (north): This heqeti-formed secret door is normal to find, and opens with the simple application of brute strength (a successful open doors roll).

Inhabitants:
1. **4 heqeti hoppers** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 28, 26, 24, 22; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

4-74A: Dead End Cave?
A set of rough-carved stairs leads up from area 4-73 to this small cave. Aside from a slightly oily film glistening on the cave walls, the cave contains only a pair of ancient skeletons manacled together at wrist and feet. The (human) skeletons carry no gear and are inanimate.

Secret Door (south): The door is hard to find (1 in 8), and can only be opened by pulling it open (into 4-74A) by brute force (i.e., by a successful open doors check).

4-75: Escaped Slaves
Several former slaves have escaped from the cult of Set and taken up temporary residence in this large cave. Having heard rumors of a successful escape some years before (c.f. area 4-100), these escapees have headed north towards the 'promised land'. They are 'pretty sure' that there is safe haven to the north, but have been unable to find it. The cave in which they are dwelling is quite damp, with moisture-slick walls but no standing water. Since the ex-slaves have only managed to kill a few lizards over the past week, they are hungry, thirsty, and quite desperate. Among the group they have two daggers and one short sword, but no armor. The slaves know about the tunnel at 4-76, but don't want to descend deeper into the caves because that was not how the route to the promised land was described to them. They also can describe area 4-66, but won't venture there due to their fear of Set patrols. They are beginning to suspect that another exit (4-88) lies nearby, but haven't found it yet and are as yet divided as to whether to pursue it or the legendary promised land. They are terrified of the owlbears, who have already killed two of their number.

Inhabitants: 2-5 humans, escaped from the slave pits of the cult of Set. At the GM's will some of these might be classed NPCs or men at arms.

4-76: Long Tunnel to Sub-Level 7 (SL7-37)
This wide tunnel corkscrews downward at a steep angle to the Flooded Vaults of Sub-Level 7 (SL7-37).

4-77: Smelly Cave
Despite a faint breeze running from 4-69 towards 4-88, a slight stench lingers in the air of this cave (from the owlbears of 4-81 and 4-79). The pool of clear water along the eastern side of the cave draws many denizens of the caves, particularly the owlbears (75% for 1-2 owlbears). Lots of small, ordinary lizards live in this cave; their constant movement may distract the nervous.

Inhabitants:
1. **1-2 adolescent owlbears** (75%): SZ L; AL N; AC 5; MV 120'; HD 4+2; HP 29, 25; #AT 3; Dmg 1-6/1-6/1-4. Special attacks: hug.

4-78: Small Cave with a Secret
This small cave is covered with a harmless yellow mold (which might appear as the harmful kind). Behind a protruding rock is a 5'-diameter hole that drops down 25' to a tunnel. The tunnel snakes away to the south, and eventually leads to 4-9. Inspection reveals footholds chiseled in the hole.

4-79: Lesser Lair
Three adolescent owlbears inhabit this cave. Because they normally must defer to the elders in 4-81, these owlbears are always exceedingly hungry; they rush to investigate light or sound in 4-80. Their nest smells rank, but not as badly as the main nest in 4-81.

Inhabitants:
1. **3 adolescent owlbears**: SZ L; AL N; AC 5; MV 120'; HD 4+2; HP 29, 27, 25; #AT 3; Dmg 1-6/1-6/1-4. Special attacks: hug.

Treasure:
A leather sack with 240 sp is buried haphazardly in their nest.

4-80: Bones
The mostly skeletal remains of two Set guardsmen and two other indeterminate humans - meals for the owlbears - lie on the floor of this cave. It is possible to salvage one usable set of red Set armor (see Arden Vul items) from the bodies. Noise or light here attracts the denizens of 4-79 within 3 rounds.

Treasure:
A suit of Set armor (see Arden Vul items).

4-81: Owlbear Lair
The rank smell of this cave betrays the presence of a trio of fierce adult owlbears. Their nest is a pile of sticks, bones, pelts, and refuse. A disgusting pool of befouled water occupies the eastern ell of the cave.

Inhabitants:
1. **Owlbear patriarch**: SZ L; AL N; AC 5; MV 120'; HD 7; HP 48; #AT 3; Dmg 1-6/1-6/2-12. Special attacks: hug.
2. **2 female owlbears**: SZ L; AL N; AC 5; MV 120'; HD 5+2; HP 37, 35; #AT 3; Dmg 1-6/1-6/2-12. Special attacks: hug.

Treasure:
Scattered in the nest are a handful of gems (2-5 in number, each worth 50-100 gp), a white glass activation square (see **Thothian teleportation rings** in new magic items), a **bag of tricks** (grey), and three **arrows of slaying** (reptiles).

4-82: Empty Cavern

This high-ceilinged cavern features a sandy floor filled with indistinct tracks, some taloned and some booted. The dried molt skin of an enormous snake (25' long) is attached to a spear, which has been thrust into the sand. The skin flutters in the gentle breeze that blows towards 4-88. A foul reek of rot and excrement wafts on the breeze from the west (the scent originates in area 4-81). Numerous small lizards and cave crickets inhabit the cave. Those who dig in the sand will find the rusted remains of an ancient battle: 1-6 ruined weapons and 1-8 bits of unusable armor.

4-83: Small Cave

This cave is rocky, uneven, and difficult to traverse, and may appear as a dead end at first, for the exit to the south (towards 4-63) is hidden behind a rock spur. Searching amid the rocks will produce a holy symbol of Set (a silver was-stick) worth 25 gp.

4-84: Set Watchpoint

A magic mouth modified to allow clairvoyance is set in the northern ell of this cave. The face takes the shape of a severe man and barks, "Who goes there?" in Archontean at any motion within 20'. The eyes of the face convey images of what passes it to the guard chamber at area 4-45 (the eyes do not see in the dark, nor do they have infravision). As a result of this clairvoyance, a patrol of Set guardsmen arrives within 3 turns to investigate intruders. There is a 10% chance that a patrol is already on its way and will arrive within 2-4 rounds.

Inhabitants:
1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

4-85: Hidden Preparation Room

Accessible only from the river or from the secret door in 4-86, this forgotten chamber was used during the Archontean golden age by sorcerers wishing to prepare for a safe - but rapid - descent through the waters of Level 4 and 5. The chamber features worked-stone walls, once painted but now coated merely with smears of mildewed color. The slick floor has been paved with slate flagstones. A great roaring sound comes from river and especially from area to the east (4-65).

Against the north wall rest two egg-shaped vessels some 8' tall and 6' wide. They appear to be made of some sort of leather or hide and both feature a 4'-square flap. Inside each egg are three seats attached to the walls and a small metal cube attached to the 'floor'. The metal box has an indentation shaped like a fish on its top. It is clearly possible for 3 persons (medium sized) to squeeze into one of the eggs and be launched into the river. Doing so without a control stabilizer, which must be inserted into the fish-shaped indentation on the cube, will likely prove fatal, for the inhabitants will be thrown about as the egg plummets down the chute (4-65) and into the river on Level 5. If a stabilizer can be located and utilized, however, the egg will remain perfectly stable despite the roughness of its passage. The only remaining stabilizers may be found at 3-67, 4-2D, 5-102, 7-76C, 8-146, 9-33, and SL4-40F. In addition, Kerbog Khan has a number of control rods in his possession at any given time (see SL12-23).

A 6'-diameter ring of mosaic tiles showing piscine scenes is inlaid on the floor near the western wall; nestled among the fish is the inscription (in Mithric): 'What do you require?' Should one speak the correct command phrase firmly, and in Mithric, a new 'egg' appears magically on the mosaic: the requisite phrase is "I require transport."

Treasure:
Inside one of the eggs are two ancient octagonal platinum coins (see Arden Vul items).

4-86: Quiet Cave

Some long-dead sorcerers have enchanted this small natural cave such that it is inimical to monsters. Player characters can safely rest here.

Secret Door (south): The door is difficult to find, as it is perfectly camouflaged with the cave wall (1 in 8). Once located, its hidden catch is easy to find and pull.

4-87: Descending Tunnel to Level 5 (5-33)

This cold and drafty tunnel descends about 100' to Level 5 (5-33).

4-88: Ascending Tunnel to Level 3 (3-115)

This rocky tunnel climbs about 100' until it debouches in area 3-115. A light breeze runs upwards in the direction of 3-115.

4-89: Golden Monkey

This large cavern is moist and cool. It is empty save for a strange, solid gold, statuette of a monkey abandoned by an adventurer on a ledge in the southwestern corner. The monkey has four sets of limbs; the lower forms the lotus position, while the upper three cover its ears, eyes, and mouth respectively. A huge single eye, inset with lapis lazuli, is set in its rotund belly. Its base is inscribed with the word "Victory!" in Mithric. The monkey is valuable (2,000 gp) but **cursed** such that the first person to pick it up will go deaf, dumb and blind. It detects of magic and chaos. The only way to avoid the curse is to cover the eye on the monkey's belly when picking it up.

Treasure:
Cursed golden monkey (2,000 gp).

4-90: Crystalline Growths and Tunnel Down to Level 7 (7-118)

The temperature here is quite hot (~120F) and the humidity is close to 100%. Colossal columns of gypsum crisscross the chamber. Embedded amid the growths is a brightly lit silver bell some 3' in diameter. Four selenite guardians tend the cave, and will be upset if intruders disturb the gypsum in order to recover the bell. They will remonstrate in their own language, but if unsuccessful in communication, they attack. The bell is pretty and enchanted with **continual light**, but has no other properties.

The tunnel to the west leads westward and downward more than 900' to Level 7 (7-118).

Inhabitants:

1. **4 selenite guardians** (see new monsters): SZ M; AL N; AC 2; MV 30' on dirt, 60' on selenite; HD 6; HP 41, 37, 36, 35; #AT 2; Dmg 2-8/2-8. Special defenses: regenerate 2 HP/round near selenite; immune to fire and water; take only 1 HP from edged weapons.

Treasure:

Continual light bell (weighs 400 lb and is worth 400 gp).

4-91: Swift Stream

The stream flows south at a swift pace. It is about 3' deep in a 6'-tall tunnel, so it is possible to wade upstream. Doing so incurs a risk of slipping and falling, and of being swept downstream. Roll 3d8 under DEX to avoid falling, or else take 2-12 HP damage. Jammed into a cleft in the rock just where the stream crosses above area 4-73 is a **bolt of fire** (see new magic items).

4-92: Crossroads

Four distinct tunnels converge in this crossroads cave. The floor is rocky and uneven, but a ranger or dwarf might notice tracks leading northwest. A sharp-nosed individual might also smell the faint odor of cooking meat coming from the same direction.

4-93: Side Cave

Hoping to trap some subterranean lizards or other edible prey, the escaped slaves (4-100) have rigged a rock fall over the entrance to this cave. The cave is empty save for three rotting - and gutted - lizard carcasses.

Trap (rockfall): This trap inflicts 2-12 HP damage from falling rocks. Within two turns, moreover, a group of 5 slaves arrives to investigate the noise.

4-94: Misty Cave

This cave drops 20' down from the main tunnel and is damp and misty; visibility is only 10' in the mist. At the entrance of the cave is a petrified Set guardsman, stoned in the midst of throwing his hands over his eyes. Despite the evidence of the statue, the cave is now empty, although careful searching reveals lizard-like bones at the back of the cave. Should the guardsman be restored somehow, he will be grateful but confused, for he is now 1,522 years old and does not speak Archontean. His name is Clarus.

Inhabitants:

1. **Clarus**, **ancient Set guardsman** (see new monsters), **as a 2nd-level male Archontean fighter**: SZ M; AL LE; AC 4; MV 120'; HD 2; HP 20; #AT 1, Dmg 2-7 (short sword), 2-7 (javelin). Special defense: fanaticism. Abilities: STR 16, INT 9, WIS 11, DEX 15, CON 16, CHA 8. Possessions: red Set Armor (see Arden Vul items); short sword; javelin; purse with 45 ancient silver pennies (see Arden Vul items). Clarus only speaks Mithric.

4-95: Statuary

This cave is level with the main tunnel, and contains 6 more examples of petrified persons: two Set guardsmen, a Set acolyte, a female thief, an owlbear, and a true varumani in armor. All are ancient, as the youngest victim (the owlbear) died over 900 years ago. All could be restored if it were so desired. Other than the six petrified figures, the cave is empty. A strange breeze blows from east to west, and the smell of burnt cinnamon floats on that breeze.

Inhabitants:

1. **Horatio**, **Set guardsman** (see new monsters), **as a 2nd-level Archontean fighter**: SZ M; AL LE; AC 3; MV 120'; HD 2; HP 18; #AT 1, Dmg 2-7 (short sword), 2-7 (javelin). Abilities: STR 16, INT 9, WIS 11, DEX 12, CON 16, CHA 10. Possessions: red Set armor (see Arden Vul items) and wooden shield; short sword; javelin; purse with 15 ancient silver pennies (see Arden Vul items). Horatio speaks only Mithric.
2. **Lucinda**, **ancient Set guardsman** (see new monsters), **as a 2nd-level female Archontean fighter**: SZ M; AL LE; AC 3; MV 120'; HD 2; HP 17; #AT 1, Dmg 2-7 (short sword), 2-7 (javelin). Abilities: STR 17, INT 11, WIS 8, DEX 14, CON 16, CHA 15. Possessions: red Set Armor (see Arden Vul items) and wooden shield; short sword; javelin; purse with 25 ancient silver pennies (see Arden Vul items). Lucinda speaks only Mithric.
3. **Blutus**, **an ancient Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 120'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Abilities: STR 15, INT 9, WIS 15, DEX 10, CON 10, CHA 9. Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); purse with 5 ancient gold solidi and 15 ancient silver pennies (see Arden Vul items for both); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**. Blutus speaks only Mithric.
4. **Pharastina**, **7th-level female Thorcin thief**: SZ M; AL CN; AC 4; MV 120'; HD 7; HP 39; #AT 1; Dmg 3-8 (**short sword +2**), or 2-5 (**daggers +1**). Abilities: STR 13, INT 17, WIS 15, DEX 17, CON 15, CHA 11. Thief skills: PP 65%, OL 62%, F/RT 50%, MS 60%, HS 48%, HN 25%, CW 94%, RL 35%. Possessions: **leather armor +1**; a set of 6 **throwing daggers +1**; a curved **short sword +2**; a **potion of gaseous form**; and a clan symbol of a crane. Pharastina was the sister of the famed warrior and mercenary Phagtro (see World of Archontos appendix), and a minor hero in her own right. She speaks poor Mithric but is fluent in an obscure dialect of Thorcin.
5. **1 owlbear**: SZ L; AL N; AC 5; MV 120'; HD 5+2; HP 29; #AT 3; Dmg 1-6/1-6/2-12. Special attacks: hug.
6. **Ludrig**, **a true varumani** (see new monsters) SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on



1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail; troll thegn's passport (see Arden Vul items); 3 ancient octagonal platinum coins (see Arden Vul items); a sack of 20 citrine gems worth 50 gp each; and a 12-folio Varumani-Archontean wordlist. Ludrig is quite intelligent, and fluent in Mithric. He served as an advisor to the Archonteans during the period in which the troll thegn (7-30) accepted imperial suzerainty. Ludrig's appearance at the varumani court (7-75) would create a major stir; still, once his identity was established, many varumani would shun him as a collaborator.

4-96: Xorn Feeding Zone

This chamber is about 8 degrees colder than the surrounding caves, and is ripe for the growth of a patch of psychotropic pale-blue lichen known as blue haze (see new flora). The lichen covers all the walls, floor and ceiling of this cave. Two xorn have become addicted to the lichen and are currently wandering around the chamber in a drugged stupor, snacking aimlessly on the lichen. The xorn respond to offers of gems or precious metals, but attack those who disturb their stash (i.e., the lichen).

Inhabitants:

1. **2 xorn**: SZ M; AL N; AC -2; MV 90'; HD 7+7; HP 55, 49; #AT 4; Dmg 1-3/1-3/1-3/6-24. Special attacks: surprise on 1-5. Special defenses: immune to fire and cold; half damage from electricity; travel through stone.

Treasure:

Blue haze lichen (see new flora), enough for 20 doses.

4-97: Cave of Fungi and Lichen

This large cavern is home to numerous species of mushroom and lichen. There are some red veil and aqua vitae mushrooms (see new flora) scattered among the larger species, a few of which are themselves edible. The escaped slaves make use of these mushrooms for food and fuel. Among the stalks dwell 8 fungal foresters; they are not necessarily hostile.

Inhabitants:

1. **4 spotted fungal foresters** (see new monsters): SZ S; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 4; HP 27, 25, 23, 21; #AT 1; Dmg 2-12.
2. **2 blue fungal foresters** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 35, 34; #AT 1; Dmg 2-12. Special attacks: spore cloud (stun).
3. **1 yellow fungal forester** (see new monsters): SZ M; AL N; AC 6; MV 30' on rock, 90' in fungal forests; HD 6; HP 35; #AT 1; Dmg 2-12. Special defenses: spore cloud (missile/spell defense).
4. **1 black fungal foresters** (see new monsters): SZ L; AL N; AC 4; MV 30' on rock, 90' in fungal forests; HD 8; HP 53; #AT 1; Dmg 4-16. Special attacks: spore clouds (stunning, and missile/spell defense).

4-97A: Sunken Pit

This area is sunken about 20' below the floor of the main mushroom cave. The pit is warmer in temperature by 10-degrees, and is home to a species of small yellow mushroom known to experienced dungeoneers as mind eaters (see new flora). A scrawny escaped slave named Michael is sitting in the midst of the mushrooms, rocking back and forth while singing little bits of nonsense. Michael ate of the mind eaters and lost his mind; he is slowly starving to death. He backs away from PCs but might (50%) attack if his 'food' is threatened. His face is dusted yellow from the mushrooms - a sign to wary PCs.

Inhabitants:

1. **Crazy-Man Michael**, **an insane Archontean ex-slave**: SZ M; AL N; AC 9; MV 120'; HD 1-1; HP 4; #AT 1; Dmg 1-3 (bone knife).

4-97B: Ledge

This ledge is 20' above the floor of the fungus cave. It is covered with two varieties of lichen, one red and one grey. These lichen are symbiotic and, in when they exist in large enough concentrations (as is the case here), can issue a telepathic collective thought-impulse to all those within a 10' radius. The lichen-mind is rather alien, and must be successfully understood before negotiation can occur. The lichen will demand passage (in bulk, that is, in 10'-diameter sections of each species) to a new location (e.g. the Great Cavern [3-162, 3-172]) in return for information; the

information they can impart is the location of a 'being like you, although silent.' They refer to a limed-over skeleton at the far north of their ledge; the skeleton would be difficult to notice without help. The skeleton is of a hero of the ancient age, one Chramn the Hunter, who died of wounds incurred in fighting a basilisk (now dead). With Chramn's body may be found his magic two-handed sword, a basilisk horn, and an imperial rescript, carefully folded up in a leather pouch. The rescript reads, in Mithric: "*What the bearer has done, he has done for the good of the Empire. Signed, L., Logothete of the Drome*". It takes several hours of careful scraping, as well as suitable carrying cases, to prepare the telepathic lichen for travel; the lichen will also be quite particular about their new home: it must be cool, not too busy, and not too out-of-the-way. In fact, it must be just right.

Inhabitants:
1. **Telepathic lichen** (see above).

Treasure:
Two-handed sword +2, imperial rescript, and basilisk horn. **GM Note**: The rescript is of potentially enormous value, as it could easily be used by unscrupulous parties to justify all manner of actions in the name of the Drome. Should a current logothete of the Drome become aware of this usage, however, a reckoning will be in order. Leonidas was logothete of the Drome in Archontos in the year 1653 AEP.

4-98: Lair of the Boalisk

An albino boalisk makes its home in a cave located just to the east of the pond. This dangerous predator is fearless and willing to take on large potential prey. Its familiarity with the area gives it a +1 chance to surprise.

Inhabitants:
1. **1 albino boalisk** (40%): SZ L; AL N; AC 5; MV 120'; HD 5+1; HP 33; #AT 2; Dmg 1-3/2-7. Special attacks: constriction; gaze attack causes mummy rot.

4-99: Clear Pond

Clear and deep (35'), this pond is home to numerous blind cavefish. Both the slaves and the boalisk get most of their nutrients here.

Inhabitants:
1. **Albino boalisk** (60%): for stats see 4-98.

4-100: Escaped Slaves

A small group of slaves who escaped from the clutches of the cult of Set have established a community here. Twenty-five individuals, of several species, inhabit this pair of caves that open some 30' above the clear pond (4-99). A fire made of mushroom stalks crackles in the western-most ell of the cave, producing lots of smoke. Torches of mushroom stalk (taken from 4-97) hang near the entrance, and in the northern ell. The community has stolen or looted several important items: a large keg of lamp oil, now ⅔ used; some jury-rigged cookware (made of helmets and whatever else they can find), a barrel of dried meat, 4 suits of red Set armor (see Arden Vul items), 4 long swords, 2 short swords, a dozen knives, and, strangely enough, a **wand of enemy detection** (20 charges) and a **wand of fire** (10 charges).

Most of the community are human commoners, although there are 3 goblins, 1 lizardman, and a beastman (sheep brother). The community is fiercely protective of its members, but is anxious to escape the Halls. Its leaders will negotiate happily with good-aligned PCs, and will exchange labor, information and possibly one or both of the wands for a) food, and b) assistance in departing the Halls. They might also ask for help in 'saving' their former comrade, now known sadly, but affectionately, as Crazy-Man Michael (4-97A); unfortunately Michael cannot be saved.

The leaders of the community are three classed individuals. Theophrastus, a cleric, is a peaceful type, taken by a rare Set patrol out in the valley below the Halls, and is largely ignorant of the Halls save for the Precincts of Set. Jostri and Hexameros are adventurers who worked their way (separately) into the Halls from the cliff face (EX-15). The leaders know about the exit down the Long Stairs (4-19), but have been unable to figure out a plan to sneak past the Forum of Set.

The community has established a fairly safe, if still precarious situation; they fish in the pond (avoiding the boalisk in 4-98), harvest fungi and lichen from 4-97, and occasionally hunt lizards or ambush Set patrols in the surrounding caves. When venturing out of their cave they always travel in groups of five, and each group carries one of four bone whistles crafted by Jostri. If they run into difficulties, they blow the whistle and bring the classed leaders running (cautiously) to assist.

Should visitors defeat the boalisk (4-98) and produce evidence of that fact, the community will be extremely grateful; the ex-slaves will treat the CHA of all PCs as 4 higher than normal for purposes of reaction rolls.

Inhabitants:
1. **Theophrastus**, **6th-level male Archontean cleric of Demma**: SZ M; AL LG; AC 4; MV 60'; HD 6; HP 49; #AT 1; Dmg 2-7 (footman's flail). Abilities: STR 15, INT 8, WIS 16, DEX 9, CON 16, CHA 16. Possessions: Set armor (see Arden Vul items); footman's flail; **scroll of knit bones** (see new spells). Spells: **cure light wounds**(x2), **light**, **purify food and drink**, **resist cold**; **augury**, **chant**, **hold person**, **silence 15' radius**, **slow poison**; **create food and water** (x2).
2. **Jostri the skald**, **2nd-level male Wiskin thief**: SZ M; AL N; AC 8; MV 120'; HD 2; HP 8; #AT 1; Dmg 1-4 (dagger). Abilities: STR 9, INT 11, WIS 13, DEX 16, CON 10, CHA 15. Thief skills: PP 35%, OL 34%, F/RT 25%, MS 21%, HS 15%, HN 10%, CW 86%. Possessions: dagger.
3. **Hexameros**, **3rd-level male Archontean fighter**: SZ M; AL LN; AC 5; MV 90'; HD 3; HP 25; #AT 1; Dmg 2-9. Abilities: STR 16, INT 12, WIS 10, DEX 9, CON 16, CHA 10. Possessions: stolen Set armor (see Arden Vul items); long sword.
4. **1 lizardman**: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 12; #AT 1 or 3; Dmg by weapon, or 1-2/1-2/1-8.
5. **1 beastman trooper** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6 (club). Special attacks: tactics.
6. **3 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 4, 3; #AT 1; Dmg 1-6.
7. **17 Thorcin humans**, of which 10 are men and 7 are women: SZ M; AL varies; AC 10; MV 120'; HD 1-1; HP 7, 7, 6(x3), 5(x3), 4(x3), 3(x3), 2(x3); #AT 1; Dmg 1-6 (club). Possessions: clubs.
8. **3 Thorcin children**, noncombatants: AC 10, HP 1.

Aside from the weapons listed above, the community members are armed with bone clubs and simple spears salvaged from the caves of Arden Vul.

Treasure:
Wand of enemy detection (20 charges), **wand of fire** (10 charges), four sets of Set armor (see Arden Vul items).

4-101 to 4-104: Ambassadors' Residences

This set of chambers just off the Forum is reserved for the lodging of important ambassadors. The hallway, common area, and individual rooms all feature 20' ceilings. The common area outside the chambers is furnished with two low coffee tables, a small cabinet with a few bits of promotional literature (a scroll outlining the greatness of Set; a small quire of illustrations of great moments in the cult of Set, complete with the plucking of a sad-looking ibis, etc.), and eight comfortable chairs, two of which are sized for large creatures. Two of the chambers feature spy holes used by the priests of Set to spy on their guests. The Set cult typically uses the 'gift' of residence in these chambers as a way of wooing important or powerful guests. Ambassadors from weaker cultures or institutions are flatly rebuffed, as are those from groups subject to the human-focused cult's casual racism. This means that neither goblins nor lizardmen (for example) have been permitted in this area. Powerful, high-level, PCs who have done favors for (or promised favors to) the cult might - might! - be permitted to stay here.

4-101: Emissaries from the Troll Thegn

Four varumani (three lesser, one true) reside here as quasi-permanent ambassadors from the court of the troll thegn (see 7-75). They have four beds; a table with dice, cards, and several bottles of good ale; waste pails; a locked chest; and the services of a goblin slave. The walls are neutral, being painted a nice ochre color so as not to offend. The lesser varumani have devised their own dartboard out of their previous servant, a human named Max.

The lesser varumani defer to the true varumani, who is named Yoburra. He is the one entrusted with actual diplomacy, as he is far smarter than his lesser cousins. All four, however, see this posting as a joke, as none of them respect the Set priests. Instead they enjoy lolling around, pretending to care about the machinations of the Set cult. Despite their ill-concealed contempt for the Set priests, they pay close attention to first-time visitors to the forum, for their primary task is to keep the thegn apprised of potential threats - and/or potential allies.

A set of spy holes is concealed in the stonework of the east wall (see 4-101A).

Inhabitants:
1. **3 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58, 57, 52; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks.
2. **Yoburra**, **a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword, ring mail.
3. **1 goblin slave named Quarm**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 3; #AT 1; Dmg 1-6.

Treasure:
Inside the locked chest are 10 1-lb platinum bars worth 250 gp each, a sack of 143 ancient gold solidi (see Arden Vul items), 10 passes to the troll thegn's court (see Arden Vul items), a **periapt of proof against poison**, a **wand of detect lie** (56 charges), and a rudishva communication array (see new technological items) which they use to report back to the thegn.

4-101A: Spy Passages

These narrow, roughly-shaped passages allow the Set cult to spy on emissaries residing in areas 4-101 and 4-102. The stairs descending to area 4-19 are unusually steep.

A wooden shelf is set into the wall between the two sets of spy holes. It contains a stylus, an inkpot, and an unbound parchment quire. The folios of the quire are divided into two columns, one entitled 'trolls' and the other 'giants'. The observations are mostly mundane, although a few entries are interesting. For instance, on folio 7 the spies have recorded the varumani emissaries talking about the plans of Varboka, the troll thegn (7-30), to enslave the goblins. This information would bring 4,500 gp from King Weskenim (SL4-22). On folio 6, the notes report that the giant emissaries have decided to accept the offer of alliance tendered by the high priestess (4-51); they have agreed to initiate attacks against the Archontean outposts beginning in the next harvest season. This information would bring 5,000 gp to Keko the Lame in Narsileon (see World of Archontos appendix). Showing the spy notes to the giants brings mere shrugs, as the giants expect that sort of thing; showing the notes to the varumani, however, causes Varboka to withdraw his emissaries and to prepare for conflict with the Set cult. **GM Note**: Stephania's proposed alliance with the giants allows the GM to develop further adventures outside of Arden Vul.

There is a 25% chance that a low-ranking member of the Guild of Service is present here, spying on the emissaries.

Secret Door (east): The door is easy to locate from this side (1 in 4). It must be physically pulled inward to open it.

Inhabitants:
1. **1 guildsman**, **as a 2nd-level male Archontean fighter**: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 16; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spear; and club. Special: he has +1 to damage from STR.

4-102: Giant Emissaries

Two frost giant ambassadors are resident here. Hjall and Hedin are secretive and largely stay in their chamber, which they have made 'homey' by having their winter wolf spray frost throughout it. The giants do not like the varumani, nor do they particularly care for the Set priests. Although they have been officially sent here by their jarl to negotiate an alliance with Set against the Archontean empire (see 4-101A), they have a secondary motive: the jarl's wife has the gift of sight and has predicted that a dangerous potential ally or enemy will appear in the Forum in the next three months. According to the prophecy, this ally or enemy will be a female

human magic user with raven-black hair. They aren't sure what the premonition is all about, but they have orders to seize the object of the premonition and return with her to the jarl. Any human mage, including PCs, who fits these features may be in danger. They don't like having to stay underground and are anxious to find the subject and beat a retreat.

The chamber is furnished with two beds, a chest, a table and two chairs, a huge polar bear fleece, two bundles of animal skins/rugs, and waste pails. The beds are too small, and the giants have pushed them together to make a lounging area, on which sleeps their pet winter wolf.

A set of spy holes is concealed in the stonework of the east wall (see 4-101A).

Inhabitants:
1. **Hjall and Hedin**, **frost giants**: SZ L; AL CE; AC 4; MV 120'; HD 10+1-4; HP 72, 68; #AT 1; Dmg 4-24. Special attacks: hurl rocks (2-20 dmg). Special defenses: immune to cold.
1. **Snowy**, **a winter wolf**: SZ L; AL N(E); AC 5; MV 180'; HD 6; HP 40; #AT 1; Dmg 2-8. Special attacks: frost blast. Special defenses: immune to cold.

Treasure:
Wand of frost (32 charges), 50 pieces of amber worth 50 gp each, a mixed pile of coins worth 300 gp, a keg of fiery brandy, giant-sized equipment; winter wolf pelt (500 gp).

4-103: Uninhabited Chamber
This chamber for ambassadors is empty. It has two beds, a table and chairs, a chest, and other necessities.

4-104: Uninhabited Chamber
This chamber for ambassadors is empty. It has two beds, a table and chairs, a chest, and other necessities.

4-105: Stair of Commerce with Niches
This broad, 20'-wide stairway rises from the chasm of Set at 4-119 to the Forum itself (4-2). It provides the primary access route to the Forum from both outside and within Arden Vul. The stairs are brightly lit with **continual light** spells. They are composed of marble steps worn down in the center by the tread of countless feet over the centuries. Six semi-circular niches line the stairway; each holds a stone bust of a former Set priest.

There is a 20% chance of encountering another group on the stairs. If such an encounter is indicated, the group will be a squad of Set guardsmen with a sergeant 33% of the time, otherwise (66%) it will be a group of visitors (roll on Table 1 at area 4-2). The guardsmen will take little to no interest in the party unless it acts with hostility. Visitors' reactions should be determined normally.

Within each of the six niches that line the stairs is an impressive 5'-tall marble bust standing on a 5'-tall stone table. All six depict youthful humans, and all vaguely resemble each other in an otherworldly, idealized way (with wide eyes, vacant gazes, smooth faces, etc.). They represent the modern style of imperial portraiture, as opposed to the super-realistic style of the old empire. Two are female, one wears a skullcap, a few boast scarves, and one is depicted in a cylindrical headdress. The subjects are the six most important high priests of Set since the cult's modern resurgence some 90 years ago

Secret Door (west): This door is found in the niche occupied by the bust of Cilicius Gresto, a high priest of Set from some fifty years in the past. Locating and depressing a button in the fold of Cilicius's scarf opens the door. It is 4' square and leads to a short passage and another secret door (see 4-110).

Possible Inhabitants:
1. **1 Set sergeant** (see new monsters), **as a 5th-level Archontean fighter**: SZ M; AL LE; AC 3; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; spear; light crossbow with 20 bolts.
2. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
3. **Visitors to Forum** (see area 4-2, table 1)

4-106: Spiked and Locked Door
This new wooden door is locked and spiked shut from the side of the Stair of Commerce (4-105). The following words are carved into the lintel in formal, majuscule Mithric letters: "Set Vanquishes the Serpent". On the door, however, someone has hastily painted, in Archontean: "*No access. Stay out! This means you!*" The Set cult has barred this door to the third mystery due to its inability to defeat the behir (4-111). Keys to the door are held by the leaders of the cult of Set (4-51, 4-47, 4-56, 4-57).

Note on Areas 4-107 to 4-111
These rooms are dark, silent, and filled with inches of dust. Several sets of footprints are evident moving from 4-106 to 4-111, but they too are filled with decades of dust. The only other tracks are those of the behir (4-111), a giant constrictor snake (4-109), and dozens of small normal-sized lizards; these tracks are more recent.

4-107: Open Door and Warning
The door to this chamber is open about a foot; a ranger will notice serpent tracks entering it. This former residential suite has clearly not been used in centuries. Broken furniture lies everywhere, covered in piles of dust. Close inspection shows that some of the furniture has been scorched. There is nothing of value here, and almost nothing of interest save for an enormous serpent skin (of a 15' snake).

4-108: Shattered and Charred Door
This wooden door hangs crazily on its hinges. It is very old and shows signs of being blasted apart and scorched by electricity.

4-109: Serpent's Lair
The door to this chamber is locked and stuck, and blocked from the inside by a pile of debris. A successful open doors check is necessary to force it. This used to be a high priest's chamber, and was sumptuously decorated. It is currently the lair of an enormous giant python, the descendant of one of the old sacrificial serpents now living in symbiosis with the behir. The serpent's nest is littered

with bones, mostly small and reptilian, but several large and mammalian. Combat in this chamber is difficult (-1 to hit) due to the jumble of brittle and desiccated furniture.

An ancient fresco on the north wall is faded and worn, but still visible: it depicts the third mystery in a set of images. At the western end is a high priest, in red robes and red conical hat striding forth with a was stick. In the center a huge serpent emerges from a hole in a wall, while the same red-garbed priest raises a large knife. At the east end, the priest stands on top of the corpse of the snake, holding the knife and the snake's decapitated head over his head. Above all of the images is this caption, written in Mithric: "*Set vanquishes the serpent.*"

The western wall has crumbled, and a 5'-diameter hole allows access to some natural tunnels beyond.

Inhabitants:

1. **1 giant constrictor snake** (50% chance): SZ L; AL N; AC 5; MV 90'; HD 6+1; HP 39; #AT 2; Dmg 1-4/2-8. Special attacks: constriction.

Treasure:

26 gp, 37 sp, a 50 gp garnet, a 300 gp emerald, a snapped **wand of magic missiles**, a **dagger of venom**, and a **guard cap** (see new magic items).

4-110: Preparation Chamber

This abandoned room was where the high priest conducted the preparatory rituals (including propitious sacrifices and ablutions) prior to conducting the third mystery. A sunken area (3' deep and 8' square) occupies the center of the western third of the room. The eastern side contains broken furniture, a painted screen, and a variety of ratty robes and ceremonial clothes. The center of the room, opposite the entrance passage, contains a marble altar that is 4' tall, 3' wide, and 6' long. It bears ancient dried bloodstains. The south wall contains a mural of the third mystery, with a red-robed high priest stabbing a serpent with an exaggeratedly large dagger. The mural, and some of the furniture, are damaged, and show signs of being blasted by a scorching energy source.

The sunken pool is now dry, and is the preferred place for the giant constrictor snake to eliminate larger prey. The pool is filled with bones of a variety of sizes; a pair of undigested and insalubrious-looking **boots of insulation** (see new magic items) are mixed in with the bones.

Inhabitants:

1. **giant constrictor snake** (25% chance): for stats see 4-109.

Treasure:

Boots of insulation (see new magic items).

4-111: Third Mystery of Set: The Ritual of the Slaying of the Serpent

The third of the great mysteries of the cult of Set took place of old in this large cavern. Today it lies in the territory of a dangerous behir, which the priests of Set have been unable to dislodge. To the chagrin of Stephania, the third mystery has not been performed since antiquity.

The chamber of the mystery includes two areas, a worked area and a natural cavern area. The worked area opens from the corridor into a 20'x30' area paved with white and black marble. The western edge of this pavement is 10' above the floor of the cavern, and is set off by a low balustrade (3') of marble. The pavement is covered by centuries of dust, disturbed only by slither marks. Marble stairs lead down to a semi-circle of mosaic. The mosaic, too, is covered with dirt and dust, but numerous tracks cross it - a trained PC will identify them as rodent, serpent, and lizard (behir) tracks. If the mosaic is swept clean, it reveals an image of Set wielding a ritual dagger and holding the corpse of a huge serpent.

The natural area extends in an arc around the mosaic, culminating in a rocky western wall perforated by numerous holes. Most of the holes seem fit for rats or snakes, although there is one larger one on the southwestern face. Three low knobs also rise from rocky floor (3-5' high). The rough ceiling rises 35' from the cavern floor.

It was here that in antiquity a high priest would re-enact the dramatic mythological moment in which Set slew the great serpent and in so doing became the protector of humanity. In emulation of this event, and with an audience of cultists and visitors watching from the pavement, the high priest would descend to the mosaic and slay a semi-wild snake driven from one of the cliff holes by a specially-trained snake-handler. Alas, when the Set cult returned to Arden Vul in the past century, it found that a behir had invaded the area; efforts to drive off the behir have failed.

Searching the natural area reveals six skeletons that have been picked clean by rats. One of these is of the last high priest before Stephania (a certain Keladorus of Arcturos), a brave fool who attempted to enter the chamber and best the behir; he failed miserably. Three more of the skeletons are of the high priest's guards (x3); these still wear Set armor (see Arden Vul items), although that armor has been blasted by some powerful energy. The remaining two skeletons are more ancient, and are of a pair of adventurers who had the misfortune to encounter the behir here.

Inhabitants:

1. **24 giant rats**: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x6), 3(x6), 2(x6), 1(x6); #At 1; Dmg 1-3. Special attacks: 5% chance of disease.
2. **Giant constrictor snake** (25% chance): for stats see 4-109.
3. **1 behir** (20% chance, although noise will draw it swiftly from 4-112C): SZ L; AL NE; AC 4; MV 150'; HD 12; HP 85; #AT 2 or 7; damage 2-8/2-5 or 2-8/1-6(x6). Special attacks: lightning bolt. Special defenses: immune to electricity and poison.

Treasure:

On Keladorus's body: a **ring of Set** named Fragas (see new magic items), a **scroll of curse item** (see new spells), and a copper, jade, and lapis necklace (200 gp). The sacred ritual dagger of the Third Mystery rests nearby under inches of dust (1,000 gp to the cult of set; 50 gp to others).

Next to the adventurers: a **long sword +1**, 3 **arrows of striking** (see new magic items) stuffed into a wooden scroll case; some blasted and useless chain mail, a pouch with 3 potions (of **invisibility**, **clairvoyance**, and **clairaudience**), and a rotting sack with 179 gp.

4-112A through 4-112C: Lair of the Behir

The behir makes its lair in this set of caverns and tunnels. The area is rocky and uneven, and extremely difficult for (armored) bipeds to navigate. Even the open areas (the large caves) do not feature

sand floors, but rather are a maze of rocky projections, dangerous fissures, and small pools of water. The area is notably cooler and moister than other areas of Level 4. The difficulty of the terrain is one reason why the Set cult has been unable to dislodge the behir (the other, of course, is its fearsome breath weapon).

The location of the behir should be determined in advance: the behir will initially be found in one of the following locations (20% chance for each): 4-111, 4-112C, 4-113, 4-114, or 4-115. Unless a party is exceptionally (i.e., magically) stealthy, the behir will hear PCs clambering into the tunnel leading to 4-112A and will arrive in 1-4 rounds to aggressively defend its territory. It would take great skill and luck to surprise the behir in 4-112C. If the behir is wounded badly (50% HP), it retreats into the mist in 4-115.

4-112A: Larder

This open cavern stinks terribly of decaying meat. It is also extremely difficult to navigate, as it rises more than 10' feet from the tunnel to 4-111 before dropping off to the west and south. Slick rock formations also hinder movement. Movement into the chamber (unless magically silenced) attracts the behir in 1-4 rounds. Searching the chamber reveals numerous skeletal and fleshly remains scattered in nooks and crannies; most are rats and other small dungeon vermin, but a few are human-sized. For every turn of searching, a determined party might turn up the following: 1=1-100 coins; 2=a potion (33% chance it has dried up); 3=a gem worth 10 gp; 4=an item of cultural or historical interest. Rangers might notice that the serpent occasionally uses the northern portion of the cave as a route to the rats at 4-111.

4-112B: Dripping Cave

This wide, but rocky, cavern features a 5'-wide exit tunnel that leads to one of the holes in the cliff face at 4-111. Signs of the behir's passing are evident, although there is nothing of value here.

4-112C: Lair

The behir makes its main lair in this cave, which contains a pool of fresh water in the southwest extension. The tunnel from 4-112A rises substantially (15') and culminates in a narrow squeeze (4'-tall opening) into the main chamber at 4-112C.

Inhabitants:
1. **1 behir**: SZ L; AL NE; AC 4; MV 150'; HD 12; HP 85; #AT 2 or 7; damage 2-8/2-5 or 2-8/1-6(x6). Special attacks: lightning bolt. Special defenses: immune to electricity and poison.

Treasure:
16 aquamarines (100 gp each), 3 tiger eyes (10 gp each), 5 moonstones (50 gp each); a large gold comb studded with citrines (7,000 gp); a silver-and-gold toe ring (1,100 gp), and a **periapt of proof against poison** (all in the behir's gullet).

4-113: Bright Cave

The long tunnel from 4-112A snakes downward about 60' to this cavern, which is lit by a fluorescent glow from a strange variety of mold growing on the rock formations here. The fluorescence is calming and peaceful …. *too* peaceful, though! Those entering the cave must roll a save versus spells or fall into a mild catatonia lasting 4-8 turns. The results of this catatonia can be harmless, or deadly if the behir or giant python should arrive while one or more PCs are dazed.

4-114: Pool

This cavern is filled with a 30'-deep pool of clear water. The western exit is near the ceiling of the cavern, and a good 20' above the water level; unwary PCs might walk off the ledge and drop into the water. The northern exit leads to a long and snaky tunnel that rises over many rocky projections before reaching area 4-116. The southern exit is a small tunnel 15' above the water level. This tunnel leads to a hole in the wall of the chasm of Set (4-121); the chasm access lies at an elevation 20' below that of the platforms (4-119 and 4-120).

4-115: Mist-Filled Cave

The stone in this cavern is composed of unusual concentrations of iron, strontium, and **arcanum** (see new magic items), a combination that has lent it some strange features. Chief among them is a heavy mist that occupies both lobes of the cave. This mist looks almost solid, as if molecules of ore were precipitating in and out of a gaseous state. If using a light source, PCs will see the mist as a shimmering veil of glinting, crackling, quasi-opaque 'vapor'. The properties of the mist are both attractive and restorative to the behir; for every round spent in the mist, the behir recovers 1-6 HP, although this restoration causes the behir to discharge electricity into the mist. Thus, if the behir is present in the mist, anyone entering the mist takes 2-16 HP electric damage per round



(save for half damage). Even if the behir is absent, the mist retains an electric charge that zaps those entering it for 1-4 HP damage per round (save for half damage).

The other effect of the mist is translocation. For beings other than the behir (or those carrying **arcanum** in quantities of at least 1 lb), entrance into the mist requires a save vs. poison; if it is failed, the unfortunate is transported with a tremendous clap of electrical discharge to one of the following locations. **Note**: Each individual must roll separately for translocation. Those carrying **arcanum** (see new magic items) are immune to both the electrical and translocational effects of the mist.

D6	Location
1	island in the lake, Level 3 (3-164A)
2	random cave in Sub-Level 3
3	the pyramid of Thoth, surface ruins (AV-15)
4	the floor of the Great Chasm (9-1)
5	the Hall of Forty Columns (5-6)
6	GM's choice

At the far end of the southeastern lobe of the cave is an 8"-tall solid gold statuette of a camel (dropped by a previous visitor). The object is a **statuette of the camel** (see new magic items).

Inhabitants:
1. **1 behir** (20% chance): for stats see 4-112C.

Treasure:
A **statuette of the camel** (see new magic items).

4-116: Lichen Cave

This wide spot in the tunnel network is damp and slick; the moisture has caused a yellow lichen to grow all over the walls and ceiling. The lichen glows softly, imparting a bit of light to the chamber. It is harmless and surprisingly nutritious, although PCs may incorrectly suspect it is yellow mold.

4-117: Tunnel Down to Level 5 (5-117)

The tunnel forks here, with one branch ending in a slight spur and the other sloping downward sharply to form a steep tunnel that leads to Level 5, area 5-117. The spur ends in a ledge, near the ceiling. On the ledge is a skeleton of an ancient hero of Set, still wearing its rusted red chain mail; it bears a **mace of enforced harmony** (see new magic items), as well as a pouch containing 31 ancient silver pennies and 11 ancient gold solidi (see Arden Vul items for these coins). The ledge is hard to detect.

4-118: Forgotten Hall

A long-forgotten priest planned this austere hall as the initial stage of his never-completed tomb complex. It features a dais rising 5' in three steps at the north end. The walls are undecorated, and a cave-in has revealed a 5'-diameter tunnel to the north. The floor is littered with small, gray, knob-like objects, which may pose some mystery to visitors. They are in fact the digested remnants of chasm cephalopods consumed by the hungry lurker above that dwells here. The lurker above waits for all to enter, but it is so hungry that there is a 50% chance it will leap too early. It surprises on a 1-5.

Note: The passage linking this hall to the chasm (4-121) lies at an elevation 30' above that of the landings (4-119 and 4-120).

Inhabitants:
1. **1 lurker above**: SZ L; AL N; AC 6; MV 10', 90' flying (Class D); HD 10; HP 68; #AT 1; Dmg 1-6. Special attacks: surprise 4 in 6; constriction; suffocation. Special defenses: 90% undetectable against stone.

Treasure:
Lodged in the creature's gullet is a badly corroded gold and silver coronet (50 gp).

4-119: North Landing

This landing is floored in bright mosaics depicting each of the three mysteries of Set and other elements of his iconography. A shimmering field of transparent protective magic runs across the width of the landing, 10' from the edge of the chasm. This field is impenetrable from the south unless the proper command word is spoken, at which point the field drops for 5 rounds. It is fully permeable from the north.

Directly at the north foot of the bridge is a 10'x10' square of marble incised with the following riddle. The letters are large and formed of lapis lazuli; they are in Mithric and spell out one of the following riddles. Which of the two riddles appears should be determined randomly.

First Riddle: *I shelter brave men. With my bloody back I ward off blows, thwarting spears, giving life to some. I lay my body against my lord's left hand.*

Second Riddle: *I'm by nature solitary, scarred by spear and wounded by sword, weary of battle. Battered by the face of war, my strength holds back hateful enemies.*

The correct answer to both riddles is, of course, "shield." The password is widely known among the cult of Set.

Those delaying in front of the field may (25%) draw the attention of a pod of chasm cephalopods.

Inhabitants:
1. **6 small chasm cephalopods** (see new monsters) (25% chance): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 14, 13, 13, 12, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.

4-120: South Landing

This landing overlooks the chasm of Set. Occasionally chasm cephalopods (see new monsters) attack those who dawdle on the landing (25% chance, increasing by 5% for every turn spent here)

Inhabitants:
1. **4 small chasm cephalopods** (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 13, 12, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.
2. **2 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.

4-120A: Red Bridge of Set

This 8'-wide stone bridge is one of the iconic locations in Arden Vul. Constructed of red granite, it is slender and seems to rise effortlessly above the chasm. Balustrades (4' tall) flanking the bridge are carved in the shape of standing Set animals. The bridge is anchored on either landing by 8'-tall marble pillars. The only unusual feature of the bridge is that, unless magically dampened, footfalls echo quite loudly across the chasm. Such footfalls are likely to alert the guards at 4-123 and 4-124 of the approach of visitors (50% they are aware of activity).

4-121: Chasm of Set

The chasm drops 100' below the level of the bridge (4-12), and rises about 50' above it. The walls are rocky and uneven, and numerous forms of lichen and moss grow here. It is home to a small community of chasm cephalopods. The chasm is also moist and humid, and the sound of dripping echoes loudly throughout. The floor of the chasm is covered by 15' feet of water.

If one were to explore the water, one would find a stone archway cut into the side of the wall and covered by a shimmering veil of energy. The veil is permeable, and any who pass through are instantly transported either to 1) the Roiling Lake (9-65), or 2) the Drowned Cavern (SL6-24) or 3) the elemental plane of water. A pack of lacedons defends the hidden gate. The cult of Set knows of the ghouls, but not the gate.

Note: If the submerged door at AV-39 has been opened, and the southern portion of the swamp drained, then the chasm at 4-121 will contain much more water. The water level will now be only 30' below the bridge (4-120A) and landings (4-119 and 4-120).

Inhabitants:

1. **10 small chasm cephalopods** (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 15, 14, 13, 13, 12, 12, 11, 11, 10, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.
2. **6 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 26, 25, 24, 24, 22; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.
3. **12 lacedons**: SZ M; AL CE; AC 6; MV 90', 90' swimming; HD 2; HP 15, 14, 14, 13(x3), 12(x3), 10, 9, 9; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Note: Chasm cephalopods encountered and slain elsewhere (e.g., 4-119, 4-120) should be subtracted from this total.

Treasure:

Numerous small treasures have fallen into the cavern over the years. The GM may roll as he/she sees fit. These treasures are hard to locate, and exploration will attract the attention of the ghouls. A few include: a 1'-diameter sphere of platinum inset with jet, garnet, and ivory that realistically depict the shape and relative position of the continents and islands of Magae (5,000 gp); scattered coins, including 119 ancient silver pennies and 71 ancient gold solidi (see Arden Vul items for these coins), plus modern coins amounting to 53 sp, 27 gp, and 9 pp; a crude statuette of a penguin carved from volcanic rock, with two huge jet gems for eyes (250 gp each for the gems, 650 gp for the statuette); a **metal shield +2**; an **icon of kauket**; a **cursed blacklight torch**; a **scrying ball** hidden inside a clay jar; a **wand of alignment detection** (43 charges); and an **obsidian skull of comprehension** (see new magic items for the last five). A 2'-long, 1"-diameter iron bar may be found at the east end of the chasm; this is the third lever from 4-127.

4-122: Thothian Teleportation Ring

A circle of 2"-tall paving stones arranged in a 6'-diameter ring is located in the center of this otherwise-empty chamber. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: BK-RE-BL-WH-YE-GR (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

The Set cult is ignorant of the function of the ring, although they know it is connected to powerful magic.

4-122A: Secret Doors and Hidden Staircase to the Surface (AV-39)

Just to the south of the landing area are a pair of secret doors. The western door leads to a dusty chamber with a stone spiral staircase. The stairs lead upwards some 650' to the ruined cellar in the surface ruins at AV-39. The eastern door leads to 4-148.

Secret Door (to east): This door is normal to spot, but only opens if a hole in the ceiling is pressed with a 1"-diameter cylinder.

Secret Door (to west): The door is hard to spot (1 in 8) and is locked (-5% difficulty). The key was lost ages ago.

4-123: Guard Chamber

A detachment of 4 Set guardsmen and an acolyte is on duty here at all times. The chamber is decorated in bright yellow and blue primary colors, with the insignia of the three military septs of the cult painted on three walls: i.e., the black boar, a head with white face and red hair, and a tornado. The guardsmen have a circular table, some benches, two water barrels, several sets of dice (one loaded), a dartboard, and a good supply of jerky. They keep the door half-open so as to be able to hear and intercept any visitors to the halls of Set.

Visitors who are not aggressive will be asked their business. If the acolyte is content that nothing is awry, the acolyte will read out the Laws of the Forum and a few other random warnings ("Don't go poking your noses into the private areas", "Show respect to the Black Boar", "Watch out for the Breath of Set", etc.). There is a 20% chance that the acolyte and guards will attempt to shake down visitors for a toll of 1-10 gp per character.

If combat ensues, the denizens of the other guardroom (4-124) immediately emerge to aid their colleagues, and one guardsman will sprint north to warn the rest of the cult.

If the guardsmen hear noise at the north landing (4-119), whether due to the echo-effect of the bridge (4-120A), combat with chasm cephalopods, to any other reason, they might come to investigate (25%). If so, they will be suspicious. The shield curtain (see 4-119) is porous from the north side, and the guards won't be averse to hurling a few javelins through the curtain if needed.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. One has the bonds of Set. Another has 3 **bolts of fire** (see new magic items).
2. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

4-124: Guard Chamber

Identical to 4-123, except that the chamber is decorated with large images of the three mysteries of Set instead.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. One has the bonds of Set. Another has 3 **bolts of fire** (see new magic items).
2. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

4-125: Cultists' Rest

This is one of the five dormitories for cultists coming to visit the temple of Set and participate in its mysteries. The other four are found at 4-126, 4-131, 4-132, and 4-133. To determine the contents and inhabitants of each dormitory, the GM should complete the following five steps.

1. Chance of Current Habitation

Each dormitory has a 33% chance of being inhabited at any given moment. At least one dormitory will be inhabited regardless of the dice rolls, however.

2. Number of Inhabitants

Each dormitory contains rough bunk-beds sufficient for 24 persons. If a dorm is inhabited, roll 2d12+3 to determine how many members are in that group. Ordinarily no more than 40 cultists are present in total, so the GM should feel free to modify this number as he/she sees fit. Of course, if the dice suggest a larger overall number, this could indicate a major gathering of the cult with appropriate implications for politics and/or adventuring.

D12	Location
1-6	Group from outside Arden Vul. Roll d10: 1-2: important Archonteans, incognito 3-5: curious local Thorcinga 6: Khumus pilgrims from the far west 7-10: ordinary Archontean humans
7-8	Goblins from Sub-Level 4
9	Lizardman converts from Sub-Level 5
10	NPC adventuring party (select from NPC appendix)
11	1-3 lesser varumani converts from Level 7
12	Other, or GM's choice

4. Business of Cultists

d12	Business
1-4	Ordinary cultic sight-seeing
5-6	Conveying an important message from outside Arden Vul
7-8	Bringing an important relic/object
9-11	Personal redemption, or penance
12	Hidden Purpose. Roll d12: 1-2: vendetta or vengeance 3-4: spying …. for whom? 5-6: bringing secret information to cult leaders 7-8: excuse to meet other groups in Forum 9-10: acquire some object 11-12: other or GM's choice

5. Furnishings of the Chamber

Each chamber is painted brightly in primary colors, and contains 12 double bunk-beds plus 1-4 chests, 2 large water barrels, and a cloak-rack. If a chamber is currently inhabited, cultists will also have their personal treasure. In addition, there is a 20% chance that the group will be in possession of a significant object or treasure. It is up to the GM to decide if any such object is purely an offering (i.e., worth money) or is a magical item or relic from the past days of the cult.

Inhabitants:

1. **Up to 40 Set cultists** (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7(x5), 6(x8), 5(x10), 4(x10), 3(x7); #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.

4-126: Cultists' Rest

See description at 4-125.

4-127: Chasm View

This ancient chamber overlooks the chasm of Set. It is currently used as a lounge for cultists. The ceiling is covered with mother-of-pearl, making its three torches reflect wildly through the room. The walls are freshly painted in a light-blue wash with gold stars and mystical symbols, while the floor is covered by a mosaic of a Set priest apparently floating in the air between two cliffs. Scattered throughout the chamber are 8 stools and 3 circular wooden tables; all are battered and worn. On the southeast wall are two levers made of iron; a hole for a third is next to them. The levers appear to have two positions, up and down; currently both levers are in the down position.

The southeastern corner of the chamber is open to the chasm (4-121); a 3'-tall balustrade runs along the chasm edge. Strangely, a 5'-wide section of the balustrade is missing. If one looks into the chasm one might be able to see (with appropriate light) a chest apparently floating in the air; it appears to be made of stone and is 20' from the balustrade. Clever PCs might infer that the opening in the balustrade is meant to lead (somehow) to the floating chest. Flying PCs can, of course, easily fly to the chest; they find it is resting on an invisible platform of stone.

Note: The balustrade here is at elevation 20' above that of the landings at 4-119 and 4-120.

Accessing the Floating Chest: It is possible for PCs who cannot fly to access the 'floating' chest, for an invisible stone bridge connects the balustrade both to a platform underneath the chest and also to the opposite side of the chasm. The invisible bridge is 2' below the lip of the balustrade, so simply tapping one's foot where one imagines a bridge might be will not detect it. Still, if it is detected, it is easy to cross the bridge to the chest. Those who do so without taking precautions, automatically attract chasm cephalopods by the time they reach the platform with the chest.

There is a way to deter the cephalopods, however. This may be accomplished by locating the third lever (currently resting at the bottom of the chasm - see 4-121) and using it to interact with the other levers found on the wall next to the balustrade. Note that any metal rod that is 1" in diameter and about 2' long can be substituted for the lever.

The Levers: Each lever has two positions (up or down), which means that there are a total of eight possible combinations. The down-down-down position is 'neutral'; no effects are produced by it. If the levers are arranged in the up-down-down combination, a **permanent magic mouth** appears and intones, "Walk," in Mithric. For the next 1-3 turns a high, keening sound is emitted from a the magic mouth; this pitch deters chasm cephalopods, rendering the path to the chest safe. The combination down-up-down causes a **gust of wind** spell to activate; it is based at the foot of the stairs from 4-129, and is directed towards the chasm. Along with the gust, another **magic mouth** appears and shouts in Mithric: "The wind of Set eliminates those who do not belong!" If the combination down-down-up is activated, a moving **wall of fire** appears by the stairs leading from 4-129; it moves 5' per round towards the balustrade. Along with the wall, a **magic mouth** appears and shouts, in Mithric, "The cleansing fire of Set removes the unbelievers!" The other four positions cause a **cloudkill** spell to activate in the center of the chamber. With it, a **magic mouth** appears and shouts, in Mithric, "Unbelievers shall be slain!"

The invisible bridge is sturdy, if disconcerting, and leads at a slight angle completely across the chasm to the concealed door of the passage leading to 4-147A. The stone chest rests on a slight widening of the bridge at a point about 12' south of the balustrade. The chest is locked and trapped with a **gust of wind** rune. Inside are eight 2-lb platinum bars worth 500 gp each, a **helm of underwater action**, and a pure white **tear of Kauket** (see new magic items) mounted in silver and wrapped in a piece of chamois-cloth.

Inhabitants:

1. **3-12 Set cultists** (33%): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 7, 6(x4), 5(x3), 4, 4, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.
2. **6 small chasm cephalopods** (see new monsters), potentially drawn by manipulation of the levers: SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 14, 13, 13, 12, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.

4-128: Lesser Shrine

High Priestess Stephania has set up a shrine here for the use of the cultists. The east wall features two 8'-tall painted statues made of wood, cloth and papier-mâché. One is of Set in his Set animal guise; the other is of a Set as a white-faced, red-haired man. Between the statues is a stone altar, stained with blood, on which is a copper bowl and a copper knife. The walls are painted with images of human devotees bringing offerings towards the two statues. The entire place radiates evil. The cultists generally disdain this shrine, preferring to visit the 'real thing' further north.

Near the south wall is a 5'-diameter hole in the floor, which gives access to the burial crypt 4-139A. It has been covered with boards held down by chunks of rock. The hole leads down 10' before it reaches the ceiling of the crypt; the floor of the crypt is another 20' below the ceiling.

Inhabitants:

1. **2 Set acolytes** (see new monsters), **as 3rd-level Archontean clerics of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19, 18; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: command, cure light wounds, curse (reverse of bless), protection from good; hold person, silence 15' radius.
2. **2-8 Set cultists** (see new monsters) (33% chance): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.

4-129: Lounge

This is a lounge area for cultists from the surrounding dormitories. It features a wide fireplace that vents to a cavern somewhere above. The cultists are chronically short of firewood, however, so there is only a 20% chance it is lit. The chamber is rather austere, with several plank tables and benches, a water barrel, and only 6 comfortable-looking easy chairs, arranged in front of the fireplace. Hanging on a nail set into the stone a foot up the interior of the chimney is a **ring of water breathing** (see new magic items) and

a **ring of warmth**; they are blackened by smoke, but otherwise perfectly functional.

Inhabitants:
There is a 50% chance that one of the groups of cultists present in the dormitories will be present in the lounge, talking, plotting, playing cards, and possibly torturing a slave or captive.

Treasure:
Ring of water breathing (see new magic items); **ring of warmth**.

4-130: Guard Post

Two bored Set guardsmen are posted here on a bench to prevent inquisitive cultists from venturing into the necropolis area. The door on the east wall looks newly repaired and is locked. The guardsmen carry the key.

Inhabitants:
1. **2 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts; key to the door on the east.

4-131: Cultists' Rest

See description at 4-125.

4-132: Cultists' Rest

See description at 4-125.

4-133: Cultists' Rest

See description at 4-125.

4-134: Larder

This storeroom functions as the larder for the visiting cultists. The main cult does not supply food, so individual groups of visitors bring their own, and deposit it here. How many boxes, bags, and bottles are present depends on how many groups of cultists are currently visiting. The key to the locked door of the storeroom is kept by Jasper Roe (4-135). Supplies possibly present include: skins of water and wine, packages of hard-tack, dried meat, dried fruit, even some fresh vegetables (worth their weight in gold!). There is a 25% chance that Jasper is asleep here on a simple pallet.

Inhabitants:
1. **Jasper Roe**, **male Thorcin cook** (25%): for stats, see 4-135.

4-135: Kitchen and Lounge

This large room functions as a kitchen, dining area and lounge for cultists visiting the temple and Forum of Set. A larger-than-normal **tripod of heating** (see new magic items) stands in the southwest corner. The cook, Jasper Roe, has a small but effective array of cooking pots and utensils, as well as a preparation table along the south wall. To the north of the fire is a pair of long trestle tables. To the north and east of the room are some comfortable stuffed chairs and low tables. Scattered around the tables are a couple of religious pamphlets on parchment scrolls.

Jasper is present 75% of the time, preparing food for the cultists. In addition, there is a 50% chance that a group of Set cultists will be here, eating or hanging around.

Inhabitants:
1. **Jasper Roe**, **male Thorcin cook** (75%): SZ M; AL LE; AC 9; MV 120'; HD 1-1; #AT 1; Dmg 1-4 (cleaver). Possessions: cleaver and key to 4-134.
2. **6-9 Set cultists** (see new monsters) (50% chance): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.

Note on Areas 4-136 to 4-146

These areas comprise the ancient necropolis of the cult of Set. Until recently the areas were lost due to the collapse in antiquity of certain key tunnels (e.g., 4-137). High Priestess Stephania ordered the stairs and tunnels to be cleared so as to allow the restoration of the necropolis. Unfortunately for the priests, they found that the necropolis had become highly dangerous, since it is now inhabited by numerous undead under the domination of Meskenit the mummy (4-139C). To make things worse, the entire area is so entrenched with negative energy that turning undead is impossible. Stephania tried to lure the intelligent undead out of their necropolis, but they know she intends to dominate them and did not fall for her ruse. (Note: Stephania is unaware of the powers of the golden ankh in 4-138A, possession of which would allow her to dominate the undead in the necropolis area). Matters are currently at a standoff. The entire area is covered with dust and cobwebs, and the stonework is crumbling in numerous locations. Unless otherwise indicated, the chambers are dark.

4-136: Dead Bodies!

This chamber marks the limit of the modern Set cult's expansion into the necropolis area. The cult has cleared it of debris, a process that has revealed some faded, but still impressive murals on the south and west walls. These murals depict the judgment of the dead. From the southeast corner, the scenes depict some of the following: a parade of dead souls; Anubis with the ankh of life leading an old-style Archontean man past several monstrous beings; the deceased confessing the status of his soul, with the phrase "*I am strong, but Set is stronger*" repeated numerous times in a Mithric word-cloud above his head; Maat weighing the heart against her feather; and Set recording the name of the deceased in a huge red scroll. Only those visitors with expertise in Mithric theology will recognize that these scenes present two deviations from the usual iconography of the judgment of the Dead: 1) normally the confession of the deceased is given as "I am pure", while here the phrase is "I am strong" with the addition of "but Set is stronger," 2) normally Thoth is the recorder of the names of the dead, whereas here it is Set who takes that role.



The chamber contains numerous excavation tools - picks, mauls, shovels, heavy canvas bags for toting rock, carrying straps, etc. - as well as the corpses of eight workers slain by the undead from within the necropolis. Inspection of the bodies will show that they have been gnawed. One turn after the chamber is entered, the eight corpses will rise up as strong zombies to smite intruders.

The tunnel to the east has obviously been recently excavated; its walls are still rough, and the floor is littered with rock dust and loose debris. The ceiling is obviously unstable, and has been propped up with a set of sturdy wooden beams.

Inhabitants:

1. **8 strong zombies**: SZ M; AL N; AC 8; MV 60'; HD 3; HP 22, 20, 19, 19, 18, 18, 17, 16; #AT 1; Dmg 1-8. Special: always strike last.

4-137: Trapped Hallway

Stairs at the north and south ends of this crumbling hallway lead down into the main areas of the necropolis. The stairs are carved out of granite in a deliberately rough way, so as to emphasize the primal nature of death. The risers are quite steep, moreover. Two traps are located at the landing leading to 4-136:

Trap 1 (**glyph of warding**): placed by Stephania to fend off the lesser undead, the glyph explodes for 20 HP fire damage.

Trap 2 (unstable ceiling): significant noise (such as the explosion of a **glyph of warding**) will be likely (75%) to cause a serious cave-in. Anyone within 25' must save or take 3-24 HP damage. Moderate noise, such as combat on the landing, has a 33% chance per turn of causing the collapse.

4-138A to 4-138C: Eastern Crypt

The ceiling of this huge chamber rises 20' above the floor of the entrance hallway. The crypt is completely lightless and as quiet as a tomb. Two T-shaped platforms occupy either end of the crypt (4-138A and 4-13C); these areas are joined by an 80'-long sunken walkway lined with burial niches (4-138B). The walkway is 15' below the floor of the two platforms. Each platform holds 20 large stone sarcophagi carved in ornate, ancient style. A large, 15'-tall statue of Set in the form of the Set animal stands on western platform facing the entrance to the crypt. The walls of the platforms were once painted with bright images of Set, the judgment of the dead, and the defeat of various enemies; sadly, most of this artwork has faded or flaked off and only some fragments are visible.

A band of corporeal undead dominated by the greater mummy, Meskenit (see 4-139C), inhabit the crypt. These foes stealthily approach any intruders within 2-6 rounds of the crypt being entered and attempt either to overwhelm the intruders by force or to drive them towards their master in 4-139C. PCs who have manipulated the statue prior to the attack by the undead might be able to improve their tactical situation (see 4-138A).

4-138A: Entry Platform and Statue of Set

The entry platform features twenty sealed sarcophagi (for potential contents see 4-138C) and an imposing statue of Set in the form of the Set animal.

The statue of Set is made of black obsidian with a white marble head. Set's ears and snout are solid gold, while his eyes are lapis. He holds a 24"-long **golden ankh** (see new magic items) in one hand and a 3'-long silver flail with many heads in the other (**the sterling flail of Set** – see new magic items). On the right calf of the statue, about 3' from the floor, are two flattened patches of obsidian; the upper patch has four 1" squares each with a different rune carved in it, and the lower one features four empty 1" squares arranged in a cruciform style. The runes are hard to spot (1 in 6) unless the PCs specifically state they are examining every aspect of the statue. The statue can be manipulated in various ways to produce effects in the crypt. In addition, the statue may activate in response to actions taken in the crypt.

The following actions might awaken Set Statue:

1. Opening any of the sealed sarcophagi: The Set statue activates as a stone golem and proceeds to smite desecrators using its ankh, flail, and magical powers. The Set golem pursues intruders within the crypt, but will not leave it.
2. Supplicating Set by stating, "I am strong, but Set is stronger" (c.f. 4-136): This action awakens the Set golem, whose eyes shift from blue to a menacing, glowing red. The golem won't necessarily take action, but intervenes against any - including undead - who assault the supplicants.
3. Breaking open the burial niches: For each burial niche desecrated there is a 5% cumulative chance that the Set golem activates to smite the intruders.
4. Attempting to steal the silver flail: See below for when and if such an action might awaken the golem.

Manipulating the statue may also produce effects:

1. Removing the gold snout or ears, or the lapis eyes: Blasts of blue energy unerringly strike the desecrator for 6-36 HP damage (save vs spells for half damage).
2. Removing the **golden ankh**: The **golden ankh** (see new magic items) can be removed and employed within and without the necropolis. Although it can be picked up by those of any alignment, it only conveys useful powers on those who are neutral or evil; it actually works as a cursed object for those of good alignment. Within the necropolis of Set and when wielded by a neutral or evil character, the ankh turns undead as if it were a 12th-level cleric. To be clear, undead within the necropolis are subject to being turned by a legitimate wielder of the ankh. For other powers of the ankh, see new magic items.
3. Removing the silver flail: Unless the precautions listed below are observed, any attempt to remove the **sterling flail of Set** (see new magic items) from the statue's grip causes the statue to animate as a golem and assault any creatures within sight. The flail can only be safely removed if: 1) the being removing the flail is of a non-good (i.e., neutral or evil) alignment; 2) the remover invokes Set by name and (briefly) explains his need.
4. Manipulating the runes and empty squares: The runes and empty squares form a puzzle. If one touches one of the runes and then one of the empty squares, that rune will immediately appear in the square in tiny, fiery script; touching the square again 'clears' it. The runes are as follows: a) ankh; b) djed column; c) was stick; and d) lotus. The ankh represents protection and life, the djed column strength and body, the was stick power, and the lotus creation. The four squares are arranged in a diamond pattern; moving clockwise from the top square, they can be numbered 1 through 4. The following patterns will cause effects when the last square is activated:

Sq 1	Sq 2	Sq 3	Sq 4	Effect
Ankh	Ankh	Ankh	Ankh	**Antimagic shell** around manipulator of runes, lasts 3-6 weeks. No magic in or out. Manipulator's body glows with magical yellow light, visible 60' away.
Ankh	Ankh	Ankh	Djed	+1 CON, permanent
Djed	Djed	Djed	Djed	Body overloads. An extremity withers and becomes useless [1=left hand, 2=right hand, 3=left arm, 4=right arm, 5=left leg, 6=left foot, 7=right leg, 8=right foot].
Was	Was	Was	Lotus	Manipulator must discharge ray of power (2-8 damage) every hour for the next 1-4 days. If no enemies, friends or self are/is affected.
Lotus	Ankh	Ankh	Lotus	**Protection from undead** cast on manipulator. Lasts 2-5 days; AC +2 vs undead; undead do -2 damage; saves are at +2 versus undead effects.
Lotus	Ankh	Ankh	Djed	The following spells are cast on all within 10' radius: **heal**, **neutralize poison**, **cure disease**.
Was	Was	Was	Was	Magical short-circuit, 2-5 magic items closest to statue are drained of power. Save at -2 to avoid.
Lotus	Lotus	Lotus	Lotus	Chaotic effect (see table below).
Was	Lotus	Lotus	Ankh	Makes manipulator's chief weapon +2 for 2 weeks.
Lotus	Djed	Djed	Lotus	Creates 4 ghouls who attack immediately; they cannot be turned.
Djed	Djed	Djed	Was	One of sarcophagi bursts open. 50% chance wight emerges. Roll on sarcophagus table for contents.

D10	Chaotic Effect
1	Manipulator grows demonic body part (horn, tail, extra eye, differently colored eyes, etc.), CHA +1 to all evil alignments.
2	Summons 4-6 berserkers who fight for manipulator for 6 hours.
3	Summons 1-3 Type 1 demons; they fight opponents of the manipulator unless none are present, in which case they attack the manipulator.
4	Monster Magnet: double chances of Random Encounters for 3-6 days.
5	Treasure Nose: can sniff out treasure worth at least 100 gp from 150 feet; lasts 3 days.
6	Opens portal to lower plane; portal stays open for 6 days. 25% chance per day that 1-2 inhabitants of that lower plane emerge.
7	Magnetizes Set Statue: all metal in 20' radius attaches itself to statue with unbreakable force. Lasts 3-6 days. Magic metal gets a save.
8	Repulsor: a **wall of force** drops across entrance to crypt. Lasts 3 days.
9	A floor paver is vaporized, revealing stairs leading down. They lead 1-2= to a sub-level, 3-4=to the Astral Plane, 5-6=to an alternate world.
10	A random attribute increases by 1.

The GM can create other combinations of runes if she wishes. Any combination not set in advance will deliver a sharp pulse of magical energy worth 1-6 damage to the manipulator. Each effect can only be produced 1x/week, and certain effects (e.g. ankh-ankh-ankh-djed) are only possible once per person.

Inhabitants:

1. **1 Set golem**, aka stone golem: SZ L; AL N; AC 5; MV 60'; HD 14; HP 60; #AT 1; Dmg 3-24. Special attacks: slow once every other round. Special defenses: +2 or better weapons to hit; immune to most magic.

Treasure:

The head of the set statue is worth 4,575 gp. It weights 340 lb.

4-138B: The Walkway and Burial Niches

Each 10' section of wall along the walkway between the platforms contains 9 burial niches; this means that there are 252 niches per wall, for a total of 504 niches in total. The plugs of twenty of the niches have burst open from within. The remainder are sealed, and contain skeletal remains plus 1-2 objects from the following table:

D30	Burial Niche Object
1	Holy symbol of Set, silver (20 sp)
2	Holy symbol of Set, platinum (20 pp)
3	Holy symbol of Set, gold (20 gp)
4	Signet ring (10 gp plus potential adventure hook)
5	Large, valuable ring (250 gp)
6	Copper pectoral (1% chance it is magical)
7	Silver torc (25 sp)
8	Gold torc (25 gp)
9	Parchment deed to property; 1-2= in the now-ruined city of Arden Vul; 3-4=in Archontos; 5-6=in Narsileon
10	Shares in (50%) or deed to (50%) mine or other commercial enterprise. 10% chance that the enterprise is still in operation
11	Scroll with prayer request from wealthy follower of Set to the god. 5% chance the genealogical information is worth 100-1,000 gp to a current descendant

12	Scroll with map to 5-36, 5-37, and 5-38
13	1-30 ancient silver pennies (see Arden Vul items)
14	3-18 ancient gold solidi (see Arden Vul items)
15	Parchment quire recounting one of the *Deeds of Phagtro the Westron* (see Arden Vul books). Which tale should be determined randomly. Worth 250 gp to Archontean folklorists.
16	2-12 ancient octagonal platinum coins (see Arden Vul items)
17	Piece of inoperable rudishva technology (see new technology for whichever): 1-2=lesser power supply; 3-4=laser pistol; 5-6=sonic fence generator; 7-8=other
18	Seal matrix for noble family, 25% it is of one of the current Five Families (see World of Archontos Appendix)
19	12-folio quire of material of a scholarly or theological nature.
20	Copper brooch of a bearded man surrounded by a sinuous winged serpent (45 gp)
21	*Liturgy of the Strong*, a seven-verse chant used in the ancient cult of Set (see Arden Vul books)
22	A small weapon, 60% it is corroded and useless. 5% chance it is magical
23	Bronze fittings, such as a latch-lifter
24	A key …. GM's choice as to what it opens
25	Necklace (50%) or bracelet (50%): 1-2=silver, 40 gp; 3-4=gold, 90 gp; 5-6=platinum, 180 gp; 7-10=base metal, no value
26	Set of 1-30 2"-tall shabti figures, 10% chance they are carved strangely (e.g. monkeys, salamander-men, snakes, etc.). 25% chance to be worth 2-40 gp each
27	1-4 canopic jars, clay
28	1-4 canopic jars, alabaster (10-50 gp)
29	1-4 canopic jars, silver or gold (10-200 gp)
30	GM's choice

4-138C: Rear Platform and Sarcophagi

The sarcophagi here are ancient, and elaborately carved with representative half-round carvings of themes of Set, dungeon exploration, monster slaughter, and crueler themes. The sarcophagi vary in height, length and width, with an average of 6' long, 3' wide, and 4' high. All of the sarcophagi are closed and sealed; to break the seal requires quite a bit of physical energy and time (1-4 rounds and a combined strength of 36). Recall that opening any sarcophagus awakens the Set golem (see 4-138A). The contents of any sarcophagus are determined on the following three tables:

1. Inhabitant

D100	Inhabitant
1	Two undead. Roll d6: 1-2: 2 wights; 3-4: 2 mummies; 5-6: 2 spectres. Use stats above.
2-71	Inert skeleton, wrapped in mummy wraps and smelling of burial spices
72-86	Wight, attacks immediately: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.
87-96	Mummy: SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 48; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis.
97-100	Spectre: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

2. Grave Goods - roll twice on this table per sarcophagus

D12	Goods
1	1-3 scarabs of stone and lapis (1-10 gp each)
2	Holy symbol of Set, platinum 50 gp
3	1-4 canopic jars: 1-2=alabaster, 3-4=ceramic, 5-6 =silver
4	1-4 canopic jars as above, but with a twist: 1-2= three shadows: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 20, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold 4-5= 1-4 ear seekers: SZ S; AL N; AC 9; MV 10'; HD 1 HP; HP 1(x4); #AT 1; Dmg special. Special: eggs hatch in 4-24 hours, and larvae have 90% chance to kill 5-6= curse (GM's choice) 7-8= big gem (1,000 gp)
5	1-3 painted wooden bowls, 10% chance to have a key feature of Arden Vul painted on it (e.g., Obsidian Gates [5-6D], cliff face, Arena [6-68], Ziggurat of Kauket [10-32])
6	Set of 6 copper bowls (5 gp total)
7	1-6 packets of desiccated food
8	1-4 blank papyrus scrolls plus a scribal kit; 10% chance that one of the scrolls features a treasure map
9	1-3 objects associated with lordship, e.g. a gold ring with large glass stone, a scepter, a set of fasces, and/ or a conical, embroidered cap (each object worth 20-200 gp)
10	1-12 ushabti figures, 1" tall
11	1-6 ushabti figures, 4" tall
12	Ceremonial garb, heavily embroidered with silver and gold thread, with ivory fittings. 1-2=priest of Set 3-4=imperial administrator 5-6=military dress uniform 7-8=other priesthood. Each suit is worth 150 gp to the right buyer.

3. Treasures - roll once

D100	Result
1-50	Nothing
51-60	Mixed coins, worth 100-1,000 gp
61-70	Golden objects worth 200-2,000 gp: 1-2= ushabti figures 3-4=scarabs 5-6=ritual objects 7-8=dinner ware
71-80	Jewelry or gems (roll on standard tables)
81-85	Valuable non-magical books and scrolls
86-89	2-5 magical scrolls
90-94	2-7 potions, roll or determine randomly
95-96	Magic weapon. Roll d100: 01-60= +1 61-80= +2 81-85= +3 86-90= +1, and intelligent 91-100= cursed
97-98	Magic armor (75%) or shield (25%). Roll d100: 01-75=+1 76-80=+2 81-89=+3 91-95=special properties 96-100=cursed
99	Rod, staff or wand
100	Miscellaneous magic item

A band of undead led by a wight clusters here among the sarcophagi. Within 6 rounds of intruders entering the crypt, these undead begin to creep along the walkway (4-138B), hoping to take the intruders by surprise as they inspect the elements of area 4-138A

Inhabitants:

1. **1 wight**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 30; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis
2. **8 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 14, 13, 12, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
3. **6 ghasts**: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 25, 23, 21, 20, 19; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm

Treasure:
See sarcophagi.

4-139A to 4-139C: Southern Crypt

This immense chamber is broadly similar to its companion at 4-138. Its ceiling rises 20' above the floor. Two T-shaped platforms occupy either end of the crypt (4-139A and 4-139C; these areas are joined by an 80'-long sunken walkway lined with burial niches (4-139B). The walkway is 15' below the floor of the two platforms. Each platform holds 20 large stone sarcophagi carved in ornate, ancient style. AA large statue of Set once stood on the platform of area 4-139A, but it has been thrown down and now lies in pieces among the sarcophagi. The walls of the platforms are painted with bright images of Set, the Judgment of the Dead, and the defeat of various enemies.

Meskenit the greater mummy rules the necropolis area from this crypt. He is often found at 4-139C, accompanied by a lesser mummy and a pack of ghasts; if not there, he will be in 4-146.

4-139A: Front Platform and Statue of Set

The entry platform features 20 sarcophagi and the ruined statue of Set. Initially, there are no opponents here, as Meskenit and his minions prefer to rest at 4-139C; see tactics therein.

Trap (**glyph of warding**): Meskenit placed this glyph on top of the ruined pedestal of the stuate, it does 18 HP of fire damage.

Statue of Set

The obsidian statue lies in pieces, and only the feet remain on the pedestal. Set's white marble head, complete with gold snout and ears and lapis eyes, has rolled behind one of the sarcophagi. If approached, the lapis eyes pulse with a sinister blue light, but the destruction of the statue means that Set cannot act through this golem any longer. Set used to carry a 24" golden ankh and a 3' golden scepter, but Meskenit has stolen these objects (see 4-146).

Sarcophagi

These sarcophagi are ancient and elaborately carved with representative half-round carvings of themes of Set, dungeon exploration, monster slaughter, and crueler themes. The sarcophagi vary in height, length and width, with an average of 6' long, 3' wide, and 4' high. All of the sarcophagi on the entrance platform are closed and sealed. To break the seal of any sarcophagus requires quite a bit of physical energy and time (1-4 rounds and a combined strength of 36). The contents of any sarcophagus may be determined using the appropriate tables found at 4-138C.

Treasure:
The head of the set statue is worth 4,575 gp. It weights 340 lb.

4-139B: Walkway and Burial Niches

Each 10' section of wall along the walkway between the platforms contains 9 burial niches; this means that there are 252 niches per wall, for a total of 504 niches in total. The plugs of fifteen of the niches have burst open from within. The remainder are sealed, and contain skeletal remains plus 1-2 objects from the relevant table located at 4-138B.

Trap (**glyph of warding**): Meskenit placed this **glyph of paralysis** halfway down the walkway between the platforms.

4-139C: Rear Platform and Sarcophagi

The rear platform holds 20 more sarcophagi. Again, they are ancient and elaborately carved with themes of Set, dungeon exploration, monster slaughter, and crueler themes. On average, the dimensions of the sarcophagi are 6' long, 3' wide, and 4' high. Three sarcophagi on this platform have been opened. To break the seal of any of the other sarcophagi requires quite a bit of physical energy and time (1-4 rounds and a combined strength of 36). The contents of any sarcophagus may be determined using the appropriate tables found at 4-138C.

Usually Meskenit is present here, accompanied by his lesser mummy and the pack of ghasts. They wait quietly once intruders

are detected, hoping that the glyphs at 4-139A and 4-139B will both weaken and immobilize invading PCs. Once the second trap has been tripped (or negated), Meskenit releases the pack of ghasts and orders his lieutenant into the fray. He remains on the platform, casting spells to aid his minions and harm his foes, all the while intoning vile charms and curses in a dry, raspy, high-pitched voice.

Treasure:
Since three of the sarcophagi have been opened, their contents are available (roll randomly on the tables in 4-138C). Meskenit's personal treasure is detailed in 4-146. The lesser mummy wears an **amulet of fire resistance** (see new magic items).

Inhabitants:
1. **Meskenit**, **a greater mummy** (see new monsters): SZ M; AL LE; AC 0; MV 90'; HD 10+3; HP 73; #AT 1; Dmg 2-12; MR 50%. Special attacks: aura of despair (saves at -3); mummy rot; command other undead. Special defenses: magic weapons to hit (+1 does 1 HP damage; +2 does half damage; +3 does full damage); immune to cold; takes half damage from non-magical fire; turned as a ghost. Possessions: a **brooch of shielding** (61 HP left), a pair of **bracers of haste**, and a **staff of the necromancer** (25 charges) (see new magic items for the last two). Spells as 11th-level cleric with WIS 18 (7/6/5/4/2/1): **curse**, **command**, **cause light wounds** (x3), **protection from good**, **darkness**; **chant**, **hold person** (x2), **resist fire** (x2), **silence 15' radius**; **animate dead**, **blindness**, **dispel magic** (x2), **glyph of warding**; **cause serious wounds** (x2), **poison**, **protection from good 10' radius**; **flame strike**, **true seeing**; **blade barrier**.
2. **1 mummy**: SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 39; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis. Possessions: **amulet of fire resistance** (see new magic items).
3. **8 ghasts**: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 27, 25, 23, 22, 21, 20, 19, 18; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm.

4-140: Storage Room

This room has a low ceiling (only 8' tall) and was used as a general storage room for the necropolis in antiquity. Three heavy sarcophagus bottoms (no lids) line the center of the room; one has partial half-round carvings on it, while the others are still rough. A stone bench is set against the south wall, on which are numerous stone carving tools, some jars of spices and (dried) unguents, and a large bundle of linen wrappings. The walls are undecorated and roughly hewn.

Significant time and noise spent in this room is likely to attract the ghouls and wight from 4-138C.

Secret Door (north): The door is narrow and small (5'x5'), and is easy (1 in 4) to locate; it can only be opened by locating a dime-sized button inset on one of the stair risers.

Secret Door (north, leading into 4-149): This door, leading into area 4-149, is small (5'x5') and normal to locate. It can only be opened by locating a dime-sized button inset on the top of one of the stair risers.

Secret Door (south): This door is hard to detect (1 in 8), in part because it is quite wide (8') and short (4' tall). It is opened by locating the bottom seam and sliding a thin knife along the seam to release a catch; then the bottom may be pushed inward, revealing room 4-141.

Treasure:
The embalming spices might be worth some money (2-200 gp).

4-141: Lost Altar

A rough stone altar rests against the south wall; it radiates strongly of evil, and appears to be coated in dried blood. The altar is an illusion designed to conceal the secret door hidden behind it. If believed, the illusion suggests to viewers that great evil still lurks here or that the arrival of demonic evil is imminent; the emotion projected by the illusion is that retreat is likely the best action. If disbelieved, the secret door will be readily apparent on the south wall. Even if the PCs are fooled by the illusion, they might be able to locate the secret door anyway (1 in 6 chance if actively searching).

Secret Door (south): The door is 2' wide and 5' tall and may be difficult to locate given the illusion surrounding it; should the illusion be overcome, it is normal to locate. Depressing a stud near the floor activates the door, which then snaps inward on its spring-loaded hinges.

4-142: Tomb of Theskelon the High Priest

This ancient tomb holds the remains of Theskelon, the high priest of Set responsible for the creation of the necropolis. The current Set priests are ignorant of the existence of this tomb.

Theskelon's tomb is decorated with a stark white plaster, on which are painted a number of unusual frescoes. The images are still intact, although their colors have faded a bit.

Wall Images: One image shows an enormous black boar with an 11" yellow sun clamped in its hairy jaws. This image is more than a fresco, as some sort of lumpy substance has been used to outline the boar's body and provide relief to the otherwise flat wall. The boar's one visible eye is a gaping hole in the bas-relief, which, although painted red, is obvious lacking its pupil. Actual bristles and bits of horn were implanted in the plaster to add verisimilitude to the image. The 'sun' is a sphere 11" in diameter composed of a 10" solid gold center concealed by an outer layer of painted plaster. [See below for discussion].

A second image features a crocodile devouring a heron; this image features realistic teeth implanted into the bas-relief as well as heron-legs made of femurs of some huge mammal.

A third image is of a huge Set animal squatting on a turtle; here the eyes of the Set animal are 2"-diameter black crystals, while the turtle's shell appears to be made out of an enormous turtle shell.

A final image is of tall human figure dressed as a priest of Set; he has a garish, grinning white face and is splitting a simian creature (a huge baboon, perhaps?) in half with an axe. The features of this final image are particularly accentuated: the human's head is bulbous, lumpy and features real black hair, the axe head is an actual axe head, and the relief of the baboon is covered by bits of matted real fur. The total effect is striking.

The collage-like images are impressive, yet simultaneously amateurish; they are also fairly chilling, since all four connote violence and savagery.

Outer Sarcophagus: In the middle of the chamber is the unusual 'sarcophagus' of Theskelon. The sarcophagus appears merely as a single unbroken block of mottled green granite, about 4' wide, 8' long, and 6' tall. It is clear that the block is not native to the surrounding stone. Inspection reveals no anomalies, fissures, or cracks save for the following: 1) a continuous inscription at 4' in height written in Mithric, which reads "*Theskelon is in me. I am in Theskelon;*" 2) a spherical depression on the top of the block about 10" in diameter; incised around this depression in tiny letters is the phrase "*Let Set devour the rays of his old rival.*" This depression is a natural fit for the 'sun' held in the black boar's jaws.

Puzzle: The sarcophagus can only be accessed through the following steps: 1) releasing the gold plaster sun from the wall fresco; 2) removing the gold orb at its core; 3) placing it in the depression on top of the block. Once that is accomplished, the golden orb will melt and the granite block will crumble into dust and debris (roll 2d10 under DEX in order to leap out of the way and avoid 1-4 damage), revealing the inner sarcophagus.

Of course it is necessary first to recognize that the plaster sun contains a slightly smaller metal core; it will also be necessary to figure out how to release the plaster/golden sun from the wall. Attempts to do so by simple prying will fail, as the plaster appears rock-hard. Blunt force will remove it from the wall, but at a 50% risk of destroying the golden orb (in that case, the sarcophagus will remain closed permanently). The only sure way to release the sun with its golden orb is to find the boar's eye and insert it into the missing hole. The clue to the location of the missing eye is in the inscription on the sarcophagus. The clue is the pun "I am in Theskelon;" the missing 'eye' is indeed found buried inside the plaster bas-relief of the Theskelon image (i.e., "I" or Theskelon). Those digging around in the image's bulbous head will be rewarded with two red gems, each 2" in diameter. One is the ruby eye, while the other is a piece of glass. Only by placing the ruby - and not the glass - in the eye socket of the boar will the plaster shatter, and the golden orb drop to the floor.

Inner Sarcophagus: If the granite shell is removed via the process described above, a gleaming gold and lapis sarcophagus becomes apparent. The case is sculpted as a recumbent man with crossed arms, dressed in ceremonial Set robes.

Trap: The case is trapped with **explosive runes**.

Treasure:
The golden orb (400 gp) and the ruby eye (1,000 gp) are valuable parts of the puzzle described above. The gilt and lapis of the inner sarcophagus are worth a total of 600 gp.

Inside the case are the inert bones of Theskelon as well as several important artifacts preserved by the ancient cult of Set. These artifacts are not magical, nor are they inherently valuable. Still, they hold clues to exploration of the dungeon ruins and will of interest to adventurers. Their value to the current priesthood of Set as symbolic and historical artifacts renders them priceless.

a. Signet Ring of Theskelon: gold ring (50 gp) with carved image of a male head and the legend "Theskelon the Master." As a symbol of legitimacy within the priesthood of Set, this ring would be of incalculable value to High Priestess Stephania. **Note**: This ring is not a true **ring of Set**, as it predates them.
b. Plaques of the Beacon: three copper plaques 10" wide by 14" tall hold incised schematic drawings of three of the modules from the Beacon. One side of each plaque shows the complete floorplan of the given module (both levels, if the module has two levels), along with one or two Rudishva glyphs. The reverse side has some instructions in Mithric. The first plaque depicts the engine room of the Beacon (7-143). The runes that accompany it are for 'power' and 'flight', while the notes read "Unknown location. Possibly near the administrative center and shrines. Likely a powerful weapon." The second plaque depicts the crew quarters (6-112), with the runes 'dwelling' and 'peaceful'; the Archontean notes read "the Scriptor claims to know its location, as his workmen found it. But the workmen were devoured and the Scriptor is not talking." [GM: the notes refer to Lucius Cornelius Scriptor and the construction of his tomb (6-130 to 6-135) at a location near to the crew pod]. The third plaque depicts the weapons locker (6-27) and uses the runes 'armory' and 'mechanical voice'; the Archontean notes read "Unknown location. Reference to a voice is undoubtedly a mistake." GM: the voice refers to the AI, RAJ-750 (see 6-27).
c. *The Rise of the Sortians*: an unusual set of bone plates containing text written in the secret tongue of the priests of Set (see Arden Vul books).
d. *The Theskelonia*: a parchment codex with black hide covers (see Arden Vul books).
e. An ivory plaque that comprises the last third of the treatise *Preparing for the Long Death* (see Arden Vul books). The other two plaques are in the possession of Meskenit (see 4-146). As it contains the new spell, **the long death**, as well as some general arcane theory, this plaque is valuable in its own right (3,000 gp).
f. A key that fits the lock in the stone door at SL8-1.

Development: As indicated above, discovery of Theskelon's tomb would be of signal importance to the modern cult of Set, and those who report the discovery to Stephania will receive substantial rewards (500 gp each). Looting the tomb, however, provokes the eternal enmity of the cult (should that fact become known).

4-143: Slaver's Rest

This former antechamber to the necropolis has been cut off from the rest of the area by ancient cave-ins. It is currently used as a way station for the Guild of Service when it travels the Long Stair (4-19). A couple of benches, a water barrel, a set of broken shackles, and a coiled whip are scattered about the floor. A brass horn hangs from the wall, which the guardsmen use to alert those in 4-19 of any threat.

A quartet of guildsmen from the Guild of Service stand guard here, tasked with ensuring that nothing dangerous emerges from 4-154.

The door to the west is stuck. It leads to a set of stairs that formerly connected to 4-145 but that now end in a cave-in.

Harold the Wary, a lost adventurer, is cowering in the broken hallway behind the stuck door. He took refuge here during a change in the guard rotation, and is increasingly desperate to make his way past the guards. Harold is a big man, but a bit of a coward ('wary', as he calls it). He was part of the gang led by Gillen the magic user (see 4-180), but deserted when Gillen revealed his intention to set up operations as a bandit. Harold fled north and east, and has only barely managed to avoid capture by the slavers.

He could retrace his footsteps to 4-179 and would happily warn new comrades of the threat posed by Gillen and Co. if those new comrades promised to help him escape the Halls. He has never visited the Forum (4-2). Unless convinced that he does possess courage by some friendly, good-aligned persons, Harold is likely to quaff his potion and disappear the minute he feels that safety is at hand.

Inhabitants:

1. **Harold the Wary**, **3rd-level male Archontean fighter**: SZ M; AL LN; AC 5; MV 60'; HD 3; HP 22; #AT 1; Dmg 3-8 (footman's mace) or 1-4 (crossbow bolt). Abilities: STR 16, INT 15, WIS 9, DEX 10, CON 13, CHA 15. Possessions: scale mail and shield; footman's mace; a light crossbow with 12 bolts; a pouch of marbles; a purse with 39 sp; and a **potion of invisibility**.
2. **4 guildsmen**, **as 2nd-level male Archontean fighters**: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 17, 16, 15; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: they have +1 to damage from STR.

4-144: Guardian Noses

This chamber offers another resting point for those traveling the Long Stair (4-19). The east and west walls are painted with identical enchanted frescoes. Each fresco is of an enormous, bulbous human or humanoid nose, complete with pores and follicles. The frescoes 'smell' (detect) alignment and, if they detect non-evil alignment, begin braying loudly. The noise provokes an immediate random encounter roll; if the roll is successful, the person(s) encountered will be unable to be surprised due to the noise. Two gallons of liquid and some cloth can easily remove the frescoes.

4-145: Broken Corridor

This long corridor extending east from 4-148 and under 4-145 and 4-139B is filled with dust and cobwebs. At the east end, movement or investigation is 25% chance per turn likely to cause a cave-in. The cave-in will affect the final 40' of the corridor and will do 4-24 HP damage to those who fail on a roll of 3d8 under DEX.

4-146: Lair of the Mummy Lord

This chamber had been a preparation room for the necropolis, and is consequently filled with appropriate gear: hammers and chisels, a wooden work table with jars of unguents and preserving spices, two boxes filled with wrapping linen, a dozen sheets of thinly hammered gold leaf (12 gp each), and a clay pot filled with bits of odd-sized lapis (a total of 230 gp). Four unfinished sarcophagi lean against the north wall, while a finished one is bound tightly with iron chains. The walls of the chamber are undecorated.

Meskenit the greater mummy (see 4-139C) has made this chamber his war room, and he uses it to plot vengeance against the living and to run experiments in mummy creation. Meskenit owns a valuable pair of ivory plaques on which is inked an ancient treatise entitled "Preparing for the Long Death." The treatise outlines, on the first plaque, the materials needed for mummification and, on the second plaque, the process and initial spells needed to accomplish this rite.

What Meskenit doesn't know is that he is missing a third plaque (see 4-142), a fact which explains his frustrating results to date. The pathetic results of two efforts are stuffed in one of the unfinished sarcophagi. More interesting is the aberrant 'good mummy' named Icthelon, which Meskenit unwittingly created. This strange creature has been locked into the finished sarcophagus, and will beat and scratch at the lid if it detects good creatures in the chamber. [The corpse which Meskenit used to create his mummy was that of the lawful good priest Icthelon, whose deity - Thoth - ensured that the product of Meskenit's sorcery would be, if deathless and similar to a mummy, also sentient and good]. If Icthelon is released and is not attacked, he might aid good-aligned PCs with information and physical assistance. He might also accompany such PCs throughout the upper parts of the complex. He has good knowledge of the layouts of the public areas devoted to Set and Thoth, although no knowledge of current inhabitants.

Meskenit keeps his treasure piled under the worktable.

Secret Door (south): The door is 2' wide by 4' high and is difficult (1 in 8) to spot. Locating and depressing a 2"-square pressure plate on the floor opens the door. None of the mummies know of this door.

Inhabitants:

1. **Icthelon the good mummy** (see new monsters): SZ M; AL LG; AC 3; MV 60'; HD 6+3; HP 41; #AT 1; Dmg 1-12. Special attacks: divine touch (cures 1-8 HP to good creatures, inflicts 1-8 HP damage on evil). Special defenses: +1 or better weapons to hit; magic weapons do half damage; immune to sleep, hold, charm, poison, and paralysis.

Treasure:

1. Two ivory plaques comprising the first ⅔ of the treatise, *Preparing for the Long Death* (see Arden Vul books; for the missing final third, see 4-142); the golden ankh (24") and scepter (3') taken from the broken Set statue at 4-139A (worth 2,500 and 3,500 gp respectively).
2. Meskenit's treasure: 2 3'-tall, solid gold statuettes of Set in boar form (2,500 gp each); 12 carved alabaster canopic jars inset with jet and lapis, each showing one of the twelve ancient Archontean deities (375 gp each); a set of solid silver embalming tools (75 gp); a broken string of 25 fine pearls, stored in a clay jar (3,000 gp); 2 **teeth of Pol** (see new magic items); six cones of rare incense (75 gp each), plus a cone of **incense of relaxation** (see new magic items); a silk bag filled with 3 doses of **dust of disappearance**; a **potion of clarity** (see new magic items); a **pair of slippers of stealth** (see new magic items); an **ankh of healing** (see new magic items); a **bardiche +4**; a suit of **abyssal armor** (see new magic items); a scroll with the *Liturgy of the Strong* (see Arden Vul books); 2 scrolls of **protection from undead**; and a **scroll of curse item** (see new spells).

4-147: Unfinished Preparation Room

This chamber is roughly hewn and unfinished. It is empty save for a 2' x 2' table set in the middle of the room. On the table is a copper bowl filled with mercury, in which float two disembodied eyes. The eyes react to light (dilating, etc.) and follow movement. This bizarre object is a set of **eyes of Pol** (see new magic items).

Secret Door (west): The door is easy to find (1 in 4) and opens by pulling outward into the room.

4-147A: Connecting Hall

This hallway leads to a stair that descends to the hallway (4-145) leading to 4-148. It is dusty and empty.

Secret Door (north): The door may be found normally; it is operated merely by pushing inward on the 3'x6' panel. It leads to a narrow tunnel that ends at the chasm in a concealed door. Beyond the concealed door is the invisible bridge to 4-127. Note: The bridge will only be present if the levers have been manipulated appropriately at 4-127.

4-148: Hidden Mortuary Temple

Knowledge of this former mortuary temple has been lost to the Set Cult for at least over 1,200 years. Originally it served as a lesser temple, where the remains of donors could be prepared and those donors' service to Set celebrated.

A raised walkway overlooks the main temple. Steep stairs lead down 15' feet to the floor below, where four slim black pillars rise to a barrel-vaulted ceiling. The north wall is decorated by frescoes of pastoral scenes involving wildlife, and especially black boars. The south wall has a colossal, 20' statue of Set in half relief; Set's arms extend outward to form a canopy over the altar some 10' below. The statue is stone, but brightly painted; the flesh parts are a coppery brown, while the headdress and loincloth are white with blue and yellow highlights. The statue's eyes are reflective colored glass; although they may appear to be valuable from a distance, they are in fact worthless. The western and eastern walls are painted in a trompe l'oeil technique to give the impression of crypts extending off into the distance.

The temple is dark. A cluster of five human-sized shapes is huddled around a 2'- or 3'-tall cylinder in the area circumscribed by the four pillars. Detection spells or abilities will clearly reveal that the temple radiates evil. It takes some closer attention to additionally notice that an aura of good surrounds the cylinder at the center of the shapes.

The shapes are, in fact, the remains of an adventuring team overcome by the band of shadows that inhabits the temple, and the cylinder is a **salt lamp of protection** (greater) (see new magic items). The strange arrangement of the corpses – huddled around the lamp – tells the story of the explorers' demise. Ambushed by the shadows, the adventurers attempted to use their lamp to drive off the creatures. Lacking fuel for the lamp, however, the party magic user desperately used her own life force to power it. Eventually she grew exhausted, the lamp failed, and the shadows massacred her and her party. Those who inspect the lamp find that it indeed lacks fuel; only a small residue of red 'wax' remains.

It takes the shadows that inhabit this chamber 5-7 rounds to notice intruders and gather for the attack. Once they do so, they use gang tactics to bring down one opponent at a time.

Inhabitants:

1. **2 greater shadows** (see new monsters): SZ M; AL CE; AC 5; MV 120'; HD 5+1; HP 36, 30; #AT 1; Dmg 2-12. Special attacks: ability drain. Special defenses: +1 or better weapons to hit; immune to cold, poison, paralysis, sleep, charm, and hold; turned as a wraith.
2. **14 shadows**: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 22, 21, 20, 19, 18, 18, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.

Treasure:

Greater salt lamp of protection (see new magic items). On the adventurers: suits of banded mail, chain mail, splint mail and **leather armor +2**; a broadsword, footman's flail, a short bow, and 3 daggers; 78 gp, 120 sp, a 130 gp gem, a 90 gp gem, an oriental carpet showing the 3rd mystery of Set (375 gp), 2 vials of acid, a **short sword +1**, 10 **arrows +2**, a **wand of magic missiles** (1 charge), a cursed **wand of life-stealing** (27 charges) (see new magic items) a **potion of fire resistance**, a **potion of animal control**, a **ring of higher purpose** (see new magic items), and a rudishva lesser power supply, now empty (see new technological items). In addition, the **skull of Gneis Valor** (see new magic items) is found here.

The magic user's spell book contains the following: **charm person**, **comprehend languages**, **detect magic**, **feather fall**, **floating disk**, **hold portal**, **magic missile**, **push**, **read magic**, **sleep**, **unseen servant**; **detect evil**, **ESP**, **fool's gold**, **knock**, **mirror image**, **ray of enfeeblement**, **shatter**, **web**; **blink**, **clairvoyance**, **hold person**, **infravision**, **monster summoning I**, **protection from normal missiles**, **slow**, **suggestion**, **water breathing**, **wind wall**; **charm monster**, **enchanted weapon**, **fumble**, **remove curse**.

4-149: Punishment Square

A former crossroads on the Long Stair (4-19), this area is used by the Guild of Service to intimidate new slaves arriving at the pits. To the western side of the square, by the caved-in corridor, the slavers have erected two frames on which they display the bloodied bodies of troublesome slaves. Four torches light the area.

Currently a Wiskin fighter and a stoic Archontean ranger are hanging on the frames. The ranger is in bad shape, as the slavers amputated his hands; he is unlikely to last much longer. He will stoically whisper a few words of advice about the complex to any who aid him in his final agonies. Hjalti the Wiskin is in better shape; he has been badly burned and branded, and is down to 6 HP, but could be revived by a good party. Neither has any equipment.

A large barrel of torches and pitch may be found to the east, by the door.

Hjalti the Wiskin was taken by the Guild of Service while exploring the southern great cavern (3-172) as part of a failed adventuring expedition. Although not the brains of the operation, Hjalti knew that his (now-dead) leader wished to locate a certain 'evil sorcerer' named Kerbog Khan (SL12-25), who was 'wanted by all the collegia, and especially the Collegium of Macrina (see World of Archontos appendix),' for theft of valuable treatises, codices, and alchemical materials. In addition, they had heard rumors of a lord of the fungi, and were taking the time to search the fungal forest to locate this person [Note: Hjalti means the false-Ptarmis at 3-176]. Hjalti served time in the slave pits of Level 4 (4-11), but was punished for trying to lead an escape. He would happily offer directions to those who aid him, and could navigate the route from 4-149 to 4-163, 4-160, 4-159, 3-212A, 3-172 and eventually to the cliff exit at 3-189.

Secret Door (west): This door is 5'x5' in size and is normal to locate. It has no opening mechanism from this side, and will need to be smashed open (50 HP damage; AC 0). Inside the door a short set of stairs leads upward to 4-140.

Secret Door (southwest, into 4-140): This door is 5'x5' and easy to locate (1 in 4). It is tricky to open, as it must be pulled inward; it may be difficult to get a grip on the door to accomplish this task.

Inhabitants:

1. **Kiglon**, **3rd-level male Thorcin ranger**: SZ M; AL CG; AC 10; MV 120'; HD 3; HP 1 (max 32); #AT 1; Dmg by weapon. Abilities: STR 14, INT 13, WIS 15, DEX 10, CON 17, CHA 9. Kiglon will die in 1-3 turns unless cured.
2. **Hjalti**, **4th-level male Wiskin fighter**: SZ M; AL CN; AC 10; MV 120'; HD 4; HP 6 (max 47); #AT 1; Dmg by weapon. Abilities: STR 17, INT 8, WIS 10, DEX 12, CON 18, CHA 14.

4-150: Empty Antechamber

This chamber features some faded frescoes of the preparation of the dead for burial. The passage to the south collapsed in antiquity; digging for 1-4 turns will produce a troll thegn's passport (see Arden Vul items).

The door to the east has been recently refurbished and oiled, and is locked. The key is held by the duty guardsmen in area 4-17.

4-151: Cavern of Bones

The passage from the west leads to a ledge overlooking an enormous cavern. A layer of bones covers the floor 20' below the ledge; viewers will not initially know it, but the layer of bones is extremely deep, as the floor of the cavern is 75' below the ledge. In antiquity the cult of Set tossed all unwanted corpses here, as well as the bodies of lesser believers (who usually imagined a more noble burial in the necropolis). More recently, the Guild of Service has taken to disposing of casualties here, so the bodies closest to the ledge are fresh (and some may not yet be skeletonized).

PCs who foolishly paw around in the remains are liable to catch a disease from the numerous tiny life forms that devour the flesh of corpses deposited here. The chance to contract a serious disease starts at 25%, and increases by 5% for every turn spent in the bones.

A second exit to this chamber exists to the southwest, but it is 50' below the level of the entry ledge and 25' above the level of the floor; it leads to 4-153.



4-151A: Pukel-Mander

On another ledge 75' above the floor of the pit of bones stands a loathsome **pukel-mander** (see new magic items).

Touching this particular **pukel-mander** with anything other than a **tear of Kauket** (see new magic items) also animates 8 heqeti hopping dead (see new monsters) from the pit of bones. If the salamander warriors are defeated, it will take 2 hours before they can reanimate. It takes a round for the salamander warriors to clamber out of the mass of bones in order to assault the desecrators.

Secret Door (south): This door is a 5'-diameter circular plug in the stone. It is normal to detect, and only opens if a **tear of Kauket** is placed into an oval indentation in the rock face. A **knock** spell will open the door, though.

Inhabitants:

1. **8 heqeti hopping dead** (see new monsters): SZ M; AL CE; AC 5; MV 90'; HD 3; HP 22, 21, 20, 19, 19, 17, 16, 15; #AT 1; Dmg 1-8. Special attacks: leap; cursed tongue. Special defenses: turned as ghasts; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.

4-152: Gate to the Abyss

A spherical tunnel some 6' in diameter spirals downward at a steep slope. Its rough walls are pebbled and oily. The tunnel leads down more than 200' before ending at a shimmering orange veil of energy. Scrawled on the wall by the gate in the secret tongue of the priests of Set is the phrase: "Danger! None have returned." Stepping through the one-way veil brings the foolish to the 497th layer of abyss, which is ruled by Kauket. Any so transported must find another way to return to the Prime Material plane.

4-153: Arcanum Cave

This cave formed as a natural geode of **arcanum** (see new magic items). The walls, floor and ceiling of the cave all pulsate with a sickly orange light. Like all such large pockets of **arcanum**, this cave exerts a powerful compulsion on arcane spell-casters (see new magic items for effects).

The tunnel leading south enters the chasm (4-154) at an elevation 10' below the pavement found at 4-154 and 4-155.

4-154: Ledge and Chasm

The door in the western corridor is obviously new. Made of sturdy, iron-reinforced wood, it has been spiked shut from the west. To the east of the door is a ledge overlooking a small chasm. The ledge is made of cracked and buckled blue-granite paving stones. Two iron torch brackets are embedded in the pavement near the chasm edge, and the foundations of a bridge - long gone - are visible. A lone pillar by the edge of the chasm suggests that this chamber may once have been joined to 4-155; how the chasm came to separate the two is a mystery.

As it descends 100' into the earth, the chasm narrows to a 10' wide 'point' that is filled with clear water. From the ledge the chasm extends upward another 50'. The tunnel that leads to 4-153 is at an elevation 10' below that of 4-154 and 4-155.

The chasm cephalopods that inhabit this chasm are slowly attracted to heat and movement; it takes 1-3 turns for them to gather and investigate.

Inhabitants:

1. **8 small chasm cephalopods** (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 15, 14, 13, 13, 12, 11, 10, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.
2. **1 medium chasm cephalopod** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 25; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.

4-155: Forgotten God

More buckled blue-granite pavers line this shrine to a forgotten god. The chamber is wreathed in heavy ropes of cobwebs, and its decorations - if there were ever any - have long since faded. The walls are the same grey-blue granite, although many of the sheathing slabs have fallen, leaving the bare stone beneath. Four heavy pillars of green granite rise to a flat ceiling 30' above the pavement. The pillar segments were carved with elaborate geometric and representational schemes, but the passage of time has worn most of the images smooth. At best a PC might see a glimpse of a cylindrical entity with four legs, or some bipeds that look like insects (mantises); a few random humans are shown, although their dress and depiction is foreign and puzzling.

The paving stones are treacherous, and liable to collapse. Anyone walking carefully across them will be safe, although he/she will feel the pavers roll and tilt. More aggressive movement such as running or fighting is liable to cause a collapse on a 1 in 6 chance per person per 10' square crossed (or fought on top of). If a collapse occurs, it will either cause those on it to fall to the ground for 1 round (50%) or drop them into an eroded hole for 1-6 HP damage (50%).

A colossal statue stands at the east end of the chamber, in front of the opening to 4-156. It takes the form of a biped engaged in an elaborate stylized dance or symbolic pose. It stands on one foot, with the other bent and extended with only the toes touching the ground. Its body appears to possess 8 arms, arranged in a fan around its chest. The hands are all broken off. The head is grotesque, showing huge scowling eyes, a snarling, fanged mouth, and a bulbous, distended nose. These features are all cloaked in dust and cobwebs, and are thus hard to make out; if cleaned up, however, the statue will be seen to display crisp, clean features in marked contrast to the obvious decrepitude of the remainder of the shrine.

Should the must and dust be scraped away, a niche may also be glimpsed in the statue's chest. Inside the niche is a faintly glowing, fist-sized piece of orange **arcanum** (see new magic items). Should the **arcanum** lump be touched, the statue will demand, in 1-12 unknown languages before finally settling on Archontean, "*Do not touch the heart of the God. This is your final warning.*" Should the **arcanum** lump be removed, the statue takes more drastic action. Shouting (in 1-12 languages before finally Archontean) "*The Six shall be notified that the Uthric has been disrupted. Punishment commences!*." Immediately 2 type II demons gate in and confront the desecrators. The statue simultaneously begins to cast the following spells, in order: **slow**, **darkness 15' radius**, and **cloudkill**. If the party emerges triumphant, they will be able to keep the **arcanum** and will also find that the statue's four fangs are solid platinum (200 gp each). Furthermore a silver scroll case with three spells can be found in the ruins of its chest.

Buried under the paver directly in front of the statue is a box of some strange greyish substance (rudishva plasteel). It is locked and hard to pick (-25%). It is also trapped with electronic intruder repulsors. The trap may be detected normally and disarmed normally, although even a successful disarming will inflict the 2-12 HP damage. The benefit of disarming the trap is that the damage will be inflicted only once; otherwise all future contact with the lock mechanism (say, to pick the lock) will incur 2-12 HP damage/round. The box contains 6 plate-sized octagonal pieces of platinum and, wrapped in red silk, **Troll-hammer**, an enchanted mace.

Note: The inhabitants of 4-156 may be encountered here (1 in 4 chance), and will be certainly attracted if combat breaks out with demons or chasm cephalopods.

Inhabitants:

1. **2 type II demons**: SZ L; AL CE; AC -2; MV 60', 120' swimming; HD 9; HP 64, 57; #AT 3; Dmg 1-3/1-3/4-16; MR 55%. Constant effect: infravision. Special attacks: cause fear. Special defenses: half damage from cold, electricity, fire, and gas. Special: darkness 15' radius; levitate; detect invisible objects; telekinesis; gate (20% chance).

Treasure:

Arcanum lump (see new magic items); 4 platinum fangs (200 gp each); silver scroll case (85 gp) with three spells: **glasseye**, **legend lore**, and **repulsion**. In the rudishva box, 6 plate-sized octagonal pieces of platinum (1,500 gp each), and **Troll-hammer** (see new magic items).

4-156: Spider Lair

The chamber is notable for the polished black sheathing that coats the walls and the lack of sharp edges; all of the corners are smoothed and rounded.

A clutch of huge spiders has its lair in this desolate chamber amid a mass of webs, dust, and debris. Amid the rubble are three of the hands from the statue in 4-155 (one has an enchanted scimitar, one bears a non-magical mace, and the third carries a platinum rod of authority worth 175 gp) as well as a copper slate with the name *varumani* inscribed on it in Mithric. The phrase "that is, trolls" has been helpfully scratched on the slate next in Archontean next to the runes.

Inhabitants:

1. 8 huge spiders: 4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 18, 15, 15, 14, 13, 12, 11, 10; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.

Treasure:

On the floor of the chamber: 47 cp; 56 sp; 41 gp; a 75 gp gem; the three hands, with the mace, platinum rod (175 gp), and enchanted scimitar; and the copper slate. The scimitar is intelligent, and named **Mistral** (see new magic items).

4-157: Carved Chamber

Every inch of the walls and ceiling of this rounded chamber has been carved with 1"-deep geometric and representational figures. The representational figures are hard to make out, as their bodies are elongated and twisted, but the following are clear: thin-limbed bipeds (rudishva), bird-men (varuda), long- and heavy-

limbed bipeds (varumani), and snake-men (kaliyani). Sadly, the faces of these figures have all been systematically obliterated with destructive magic, and three sections of carving that probably carried inscriptions have been utterly obliterated. In addition, a 5'-square chunk of the east wall has been completely removed.

The chamber was built by the rudishva to tell the story of the travels of the Beacon and its inhabitants. The priest of Thoth who discovered the chamber destroyed the wall images but carted off one section of it, the one featuring an enormous image of the Beacon (see 4-158).

Aside from the destruction, the chamber is peaceful, quiet and secure, and would make a good refuge. The passage to the north ends in a cave-in, but a tiny, cramped tunnel continues onward, wending its way upward and ending at one of the cells in the prison of Set (Level 3, area 3-105D).

Secret Door (south): The secret door is detected normally. It can only be opened by pushing a 3"-tall image of a door on the section of the western wall of 4-157 closest to the entrance. Unless explorers specifically state they are looking for a door image, it will take 10-100 turns to locate the door image.

4-158: Secret Chamber

The northern secret door can only be opened as described in 4-157. The chamber has the same carved walls and rounded corners as 4-157. A chest made of a strange gray substance lies against the south wall. Lying in the center of the room is a desiccated corpse wearing the orange ceremonial robes of a Thothian priest; his corpse has been charred by energy or electricity. Floating next to the body is a 5'x-5'x1' segment of stone covered with strange carvings (the piece taken from the wall in 4-157).

Trap (energy wall): A dangerous invisible field of magical energy bisects the chamber at a point 8' from the southern wall. Any non-rudishva that touches or crosses the field is zapped for 6-36 HP damage (save versus breath weapons for ¾ damage). After several millennia, however, the trap is malfunctioning. Every 3-18 rounds it shimmers briefly into visibility, allowing the cautious an opportunity to detect it. In addition, the weakened field only has sufficient power to zap intruders 1-6 more times before it fizzles out. Clever PCs a) might notice that the field seems to be losing intensity after each 'zap' and b) could negate it by using the corpse of the priest or a summoned creature(s) to drain it of its 'charge'.

The rudishva plasteel chest is empty, having been robbed in antiquity by whoever dug the tunnel to the east. The stone slab rests on a permanent enhanced **floating disk** of the priest's devising. It responds to command words uttered in Mithric: "Go!", "Stop!", etc.

Treasure:

On the corpse: 15 ancient silver pennies (see Arden Vul items), a key to the left hematite door at 3-177, and an **eye of seeing** (see new magic items).

Stone Slab: the slab could be sold to one of the Collegia or to the imperial scholars for 1,000-4,000 gp. It depicts a strange dwelling shaped like a flattened sphere, standing on six piers, with numerous 'antennae' protruding from it. A ramp descends form the body of the dwelling to the ground, and numerous representatives of the four races depicted in 4-157 are shown on the ramp. Beneath the carving is the phrase, in Rudishva glyphis, "*Shining Beacon of Glorious Heaven*." The slab weighs 4,200 pounds.

4-159: Stairs Up to Level 3 (3-212A)

These stairs climb to Level 3 (area 3-212A). They are used by the cult of Set when they wish to visit the upper levels of the dungeon.

A bright yellow arrow points up the stairs; it is magic and appears to float about a foot off the ground.

Secret Door (north): This door is hard to locate (1 in 8) and opens only by sliding an extremely thin pick or other bit of metal (1/8" thick) along the crack between the door and the floor. It leads via a dusty staircase and natural tunnel to 4-158.

4-160: Crossroads

This is an important crossroads for those seeking to move about the middle levels of the dungeon. As such it is relatively clear of debris and dust, and is also less likely to be empty than other sections. Each time the PCs enter the crossroads, roll on the following table:

2d12	Encounter
2-8	None
9-11	Party of Set guardsmen and a Set acolyte, heading to or from 3-212A: 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
12	A randomly determined monster (roll for a level 4 monster)
13-14	3-12 lizardmen traveling towards the Arena (6-70): SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 14, 13(x3), 12(x3), 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.
15	A randomly determined monster (roll for a level 5 monster)
16-18	11-16 goblins on their way to or from the Arena (6-70): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7(x3), 6(x3), 5(x4), 4(x4), 3, 3; #AT 1; Dmg 1-
19	A randomly determined monster (roll for a level 6 monster)

20-21	4 lesser varumani (see new monsters), ascending from the lower levels to engage in 'sport hunting': SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58, 57, 55, 52; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks; nets and prods; and three portions of varumani knock-out juice (see Arden Vul items)
22-23	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
24	1-3: three Priscians, a war mage and 2 conversi (see new monsters) 4-5: an automaton of Kerbog Khan, (see new monsters; determine type randomly) 6-7: a party of NPC adventurers (select from NPC appendix) 8: a powerful monster (level 8)

Note: If explorers are coming from the west (4-163) and an encounter is indicated here, it is certain that the beings encountered will be warned of the PCs' approach due to the booming of the **magic mouth**. They will not be surprised, and will have an additional chance to surprise (1-3 of 6).

4-161: Long tunnel to Level 6 (6-67)

This corridor descends at least 350' over a quarter mile of distance before ending up at Level 6, the Arena (6-67).

4-162: Hall of the Set Animals, with Access to Sub-Level 8 (SL8-19)

This 15'-tall octagonal hall features a pretty vaulted ceiling and much faded, but still visible artwork. The south wall features a huge (10'x15') fresco of a Set animal's head (see new monsters). All the other walls depict entire Set animals in a variety of poses – standing, jumping, attacking, climbing walls, climbing trees, etc. The effect is busy, garish, and slightly chaotic. The modern Set cult is unaware of the secret door.

Secret Door (south): The door is normal to locate but difficult to open, as it requires locating a specific painted eye from one of the Set animals and depressing it. The door leads to a staircase that descends 200' to the long forgotten Set animal breeding caves of Sub-Level 8 (SL8-19).

4-163: Many Stairs and Loud Voice

Three important staircases meet at this landing. A permanent **magic mouth** has been placed on the east wall next to the eastern stairs; if movement occurs within 10' of the mouth, it emits five extremely loud booming bass tones (wordless), which echo up the northern and eastern stairs. The mouth resets after one hour, ready to echo again.

4-164: Hall of the Worthies

The door to this chamber is stuck in a partly open position. Within is an impressive hall some 30' tall and adorned with ancient veined-marble pavers and sheathing. Six hemispherical marble plinths (5' high) line the east and west walls, while six rectangular granite platforms (3' tall) occupy the center of the hall, one in front of each plinth. Several of the plinths are occupied, and a few of those still contain powerful magicks. A 3'-wide and 8'-deep basin runs the length of the room between the two rows of platforms. The basin is filled with a murky, sludgy liquid.

The south wall has been damaged by some tunneling creature, and a 3' hole has been broken through it about 15' off the ground. A massive mosaic spans the entire south wall. In the center of the mosaic, in 5'-tall Mithric script, is the phrase "*Let the Worthy Illuminate the* [gap]." The missing section of the inscription, which contains the word "Unworthy", may be found in the rubble below the hole. Below the inscription is an image of a robed human standing on a platform looking at a statue of a warrior. To the sides of the inscription, the mosaic features colossal images of Arden and Vul, the former leaning on her spear while gazing impassively at the inscription, and the latter, face obscured by hood, pointing to the inscription with a wand gripped in a bony hand. The figures of Arden and Vul are in the socialist-realist mode of the colossi on the outside of the cliff face.

In ancient days, each plinth was occupied by a statue of one of the Twenty Worthies of the Archontean Empire (see World of Archontos appendix); these legendary heroes were archetypes of behavior and profession, and might still be familiar to more bookish PCs. The chamber operated when a living person stood on a platform, faced the appropriate worthy, and declaimed "*Let the Worthy Illuminate the Unworthy*." Although a bit more dangerous in the present, the same principle is still in operation. If a visitor stands on a platform, faces the statue opposite the platform and utters the phrase, a magical effect will occur. If the phrase is mangled or not spoken within the span of a minute, then a negative effect will be produced from the basin running down the center of the room. In a few cases, the magic is malfunctioning - this should be evident from the description of the individual statue. The magic of each statue will only work once per person. The name of each hero is incised across its plinth.

A. Priscus Pulcher, the Arch-Sortian [these letters have been badly damaged but are still just legible]
Statue: completely missing, although a wreath of fragrant and fresh flowers rest on the plinth. The flowers are replaced every 2-8 days.
Magical Effect: none
Negative Effect: none

B. Licinia the Seer
Statue: a heavy-set woman in a toga with arms at her side. Her eyes are exaggeratedly large and empty.
Magical Effect: Licinia represents power over/in the future. She intones the following phrase in affectless Mithric: '*Our eyes see deeds that are yet to be; to unlock those sights ask thy questions three.*' The postulant can then ask up to three questions about the future.

The GM should provide truthful answers, although he/she will have to be more speculative about contingent events. Still, visitors could glean much of interest about the Halls from Licinia.
Negative Effect: the liquid in the basin turns slightly gelatinous and rises as a tentacle from the basin. The postulant on the platform is struck by the liquid (no save) and is **cursed** such that he/she will be -2 to all die rolls for the next month. This curse will not be immediately evident, of course.

C. Thrygga the Mighty
Statue: a warrior clad in ancient imperial field plate, with two hands clutching a massive claymore. The statue's head is missing, and a fountain of colored sparks - detecting strongly of magic - spews continuously from its truncated neck. The sparks rain down in a 5' radius around the statue. Allowing the sparks to touch one will cause 3-12 HP damage and will produce a lasting, and brightly colored, scar, located on either the hand/arm (50%) or the face (50%).
Magical Effect: the positive effect is malfunctioning, and anyone who steps on the platform - regardless of what he/she utters - will activate the negative effect.
Negative Effect: the liquid in the basin boils and, after 3 rounds, a **cloudkill** spell is activated. It takes 2 rounds to fill the chamber.

D. Plotinus Quartus Claudino, Archon
Statue: a dignified man, dressed in a toga and wearing an olive wreath. A set of fasces is cradled in one arm, and the other arm is raised in greeting (three fingers, palm outward).
Magical Effect: Plotinus represents power in the present. He responds in the measured tones of a practiced orator: *My writ runs over all that I now see; for knowledge of the same ask thy questions three*. Plotinus can answer questions about current events, individuals, and locations; he does so elliptically, but at some length.
Negative Effect: the liquid in the basin roils and bubbles; after 1 round exact duplicates of all visitors clamber forth and confront the originals. These duplicates have the same statistics and equipment as the PCs, although if defeated they ooze into sludgy liquid. The duplicates cannot cast spells, but are able to mimic magic items.

E. Yeth, Who Sought to Bring Law to Chaos
Statue: a gnarled, bent man dressed in rags, with wild, unkempt hair. He carries no objects, and his arms are splayed in a wild manner. His eyes bug wildly.
Magical Effect: Yeth represents chaos and randomness. He wildly screeches a series of unrhymed nonsense: *Blue rills of ethereal bone drip upward to the globular leaves of prophecy!* Roll once on the following table, subtracting 2 from the result.
Negative Effect: the liquid in the basin roils for a round and then explodes in a wet, gooey mess over the room. Roll on the following table, adding 2 to the result

Modified d20	Effect
-1 to 0	One random attribute is permanently raised by 1
1-2	Vigor: PC gains 4-6 HP permanently
3-4	Infravision granted to PC; duration is either one month (75%) or permanent (25%)
5-6	Regenerate: for one day, PC regenerates 1 HP per round
7-8	Stone Sight: see 30' through stone for 1 day
9-10	Cure: 3-24 hp cured immediately; if at full hp, will act as temporary, one-time addition to normal HP
11-12	Sex change, permanent
13-14	Animal attraction: chance for wandering monsters increases for month
15-16	Bleeder: damage of 5 HP or more from a single blow causes bleeding at a rate of 1 HP/hr. Magical healing of 5 HP or more delays bleeding for 1-4 hours, but only **heal** or **remove curse** permanently reverses the effect
17-18	Frenzied: 25% chance to go berserk during combat (duration 1 month): +1-6 HP, +1 to hit, -2 to AC, and 25% chance to attack comrades once foes are defeated
19-20	Geas to find the death mask of Ptoh-Ristus (3-66)
21-22	One random attribute is permanently lowered by 1

F. Horatius Interfector, Sorcerer
Statue: A wiry man dressed in tunic, sandals, and a strange open-faced helmet. He carries a skull in one hand and a human femur in the other.
Magical Effect: Horatius represents power over the past. He snaps the following, in Mithric: *Deeds of the dead are known to me; of those that were, ask your questions three*. The PCs can then ask up to three questions about the past. Horatius answers questions directly, but economically.
Negative Effect: the liquid in the basin roils unsettlingly, before a number of undead crabs clamber from the basin to assault the intruder(s). There will always be two crabs per party member: SZ M; AL N; AC 4; MV 90'; HD 3; HP 20, 18; #AT 2; Dmg 2-8/2-8; MR 25%. Special defenses: half damage from piercing weapons; turned as spectres

4-165: Tunnel to Sub-Level 5 (SL5-1)
This long tunnel snakes through the earth and rock, descending about 75' in vertical distance to the lizardman caves (SL5-1). The tunnel is coated with mud, and is quite damp and slippery.

Pit Traps: The lizardmen have trapped the tunnel in three locations; each is a 20'-deep pit over which a screen of reed and mud has been placed. The pits have sharpened wooden stakes in them, on which has been smeared filth; falling into the pit causes 2-12 HP damage, plus another 1-6 from the stakes, and imposes a 33% chance to contract a disease.

4-166: Wet Cavern
This cavern is damp and dripping. Two deep pools of fresh water occupy either side of the cave. Clear signs of bare feet lead to the north; a ranger will recognize them easily as lizardman tracks. A spear has been lodged into the rock next to the opening of the north passage; on the spear rests a human skull into which have been jammed a number of primitive darts.

The southern passage is narrow, rocky, and twisty, and debouches 30' above the floor of 4-181. Obvious and fresh

bloodstains dot this passageway, a relic of the actions of Gillen and his gang (4-180) in dragging corpses to 4-181.

4-167: Blue Pillar

This ancient chamber used to feature a dome sheathed in light-blue tile and supported by a 25'-tall hexagonal pillar (5' per side) of blue marble. The pillar still stands, although 75% of the tiles have fallen, causing the floor to be covered in blue dust and debris. Within the debris a clear path may be seen leading east to 4-163.

The pillar contains powerful teleportation magic, some of which is still operative. On each side of the pillar, at face-height, is carved a bas-relief of a face. Each face is different, and certain of the faces can be manipulated. The following are described in clockwise order starting from the northeast-facing side.

First Face (northeast): A very handsome, youngish man with lively eyes, trim beard, and empty sockets where the eyes should be. The face has been defaced: the nose is broken, features are worn, and ancient graffiti reads (in Mithric) "Betrayer!" The face is an accurate portrait carving of Priscus Pulcher. Although it does not depict the usual image of the Philosopher, this face acts as a **Sortian face** (see new magic items) and can be activated through the use of Sortian eyes (see new magic items).

Only a few combinations of eyes are unique to an individual face; the rest are standard (and are detailed in the new magic items appendix).

Gold-Gold: Teleportation
All within 5' are teleported to area 6-48

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *They are sure to be watching the pillar, now that Priscus has been executed and the League dispersed. So much for the way of negotiation. Let Livia cajole. I, Macrinus, tell my fellow Sortians that we must arm ourselves! The Order and the Temples respect only strength. Perhaps a taste of their own medicine will make them more amenable to our demands.*

GM Note: The message makes reference to the fate of Priscus Pulcher (for which see the World of Archontos appendix). Livia the Lictor and Macrinus Furiosus were other Sortian leaders who differed in approach, with Livia favoring discussion and Macrinus warfare; for them, see SL11-13 and SL11-15. The message also refers to the Order of Thoth and the temples (of Thoth, Set and Horus), all of whom opposed the Sortians; see the War of the Sortians and Theosophs in the World of Archontos appendix.

Second Face (east): A dignified middle-aged woman with aquiline nose, pursed lips and narrowed eyes. The pupils are sized to hold ancient gold solidi (1" diameter, ¼" thick). Should two be inserted, the coins will disappear and all within a 20'-long cone in front of the face will be teleported to the antechamber to the audience chamber of the Governor's Palace in the ruins of Arden Vul. Sadly, that room collapsed long ago, so users will now be teleported into thin air some 10' above the rubble pile at AV-29. The fall causes 1-6 HP damage. The only positive side effect of this transportation is that it should provide surprised travelers with a nice aerial view of the environs of the palace, including the stump of the Obelisk of the Moon (AV-28).

Third Face (southeast): A monstrous face, with sharp cheekbones, pronounced supra-orbital bones, a thin, elongated nose, and unnatural eyes [a varumani]. The mouth is opened in a flattened oval, just big enough to hold one of the troll thegn's passports (see Arden Vul items). If one of the passports is placed in the mouth, all standing in a 20'-long cone before this face of the pillar will be teleported to area 7-1 in the troll thegn's domain.

Fourth Face (southwest): Formerly a Set-animal, this face has been almost completely obliterated. Only the characteristic square ears of the animal remain.

Fifth Face (west): A long, narrow face of a man with a pronounced cranium, sharp chin, and crooked nose [a caricature of a priest of Thoth]. At the man's throat is an ibis medallion. The pupils of the face are small (½" in diameter), and are sized for ancient silver pennies; should two be inserted, all those in standing in a 20'-long cone before the priest's face will be teleported to the Great Hall of Thoth (3-123).

Sixth Face (northwest): A wizened, goblinoid face with pointed ears and pointed teeth in its grinning mouth [a goblin]. The nose is absent, leaving a 3"-diameter hole at least 1' deep. Placing a gem of any value into this hole will teleport all those in a cone before the goblin face to the old workers' quarters, now the site of the goblin king's court (SL4-53).

Note: The chamber of the blue pillar is also the destination for one of the Sortian faces at 6-48. Those teleported here find themselves standing at the south side of the room, facing the blue pillar.

4-168: Stairs Down to Sub-Level 13 (SL13-9)

These stairs lead down at least 700' and through several changes of direction to the checkpoint at SL13-9.

4-169: Blocked Corridor

The corridor here is completely blocked by a cave-in.

4-170: Entrance to the Precincts of Set

This small room marks the southern boundary of the Set cult's power, where pilgrims can rest before making the long trek up the stairs to the red bridge (4-120A) and the Forum (4-2). Two 10'-tall portable 'statues' of Set stand on either side of the stairway; these are made of wood and plaster and are painted brightly. Due to the moisture in these lower caves, however, the statues are moldy and the paint is beginning to run. One statue takes the form of a man with bone-white face and bright red hair; the other has a human body but Set-Animal head. The chamber is lit by two **continual light** spells placed on the heads of the statues.

Note: If the submerged door at AV-39 has been recently opened (within a few days or so), and the southern portion of the swamp consequently drained, then both statues will be gone and the chamber will show signs of a massive flow of water. The Set cult will replace the statues within 1-4 months.

4-170A: Supplies

The Set cult stores some supplies in this ruined corridor segment, albeit behind a **wall of force**. The wall shimmers invitingly but is impervious to most forms of assault. Only touching it with any Set **was stick** (see new magic items) will lower it, and then only for a turn. Inside may be found substantial digging supplies (picks, hammers, shovels, sacks), rope and pulleys for EX-15; a spare basket for EX-15, and three crates of weapons marked with the imperial seal.

4-171: Ancient Hall

The stairs and corridor from 4-177 lead out of the water and into a large, brightly lit, and dry chamber. Like others of the ancient halls in this area, its ceiling rises 35' above the floor. The southern entrance lies 25' up the south wall, while the door on the north wall is at floor level. A platform at the same level of the south entrance stands 15' inside the room. From this first platform a narrow stair leads down to a second platform, from which, in turn, two more staircases reach the floor. Both platforms are carved from a single block of stone.

The walls are impressively decorated, with bas-reliefs depicting the first and third mysteries of Set on the western and eastern walls (see 4-23 and 4-111), and with four 25' statues of Set in Set animal form flanking both entrances. It would be easy, indeed, for a thief to clamber down one of the statues flanking the south entrance. The statues each feature fist-sized blue quartz eyes (250 gp each); surprisingly, there are no negative effects to removing these eyes.

From the south entrance shapes can be seen moving around on the floor of the chamber. These are shadows under the control of the spectre that lurks on the second, lower platform, hoping to surprise anyone who leaps from the entrance corridor to the higher platform.

Numerous corpses dot the floor of the chamber, and some of the equipment of these dead heroes is salvageable. One of the corpses carries a scroll on which is jotted the following adventuring notes (which are approximately 200 years old): *The lost tagma is dominated by a witch they call Deino; she is performing foul sorcery on them such that they no longer appear as legionaries. They have occupied the old administrative center of the priesthood of Thoth. Whipped on by her spells, they took Gaius and Theodoric. We fled to the great cavern, where Ptarmis's great work has reverted to savagery. There we lost our minions to the fungal people. We finally fled to the west, and down a set of long stairs. We spent [hole in ms.] at the thegn's court, where we rested before attempting to find the old exit of Set.*

A ring of 2"-tall paving stones arranged in a 6'-diameter ring is set into the floor directly beneath the exit to the south. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: BK-RE-BL-GR-YE-WH (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

The door to the north once led to an important suite of rooms, but the corridor has collapsed.

GM Note: The note refers to the beastmen of Level 3 (areas 3-123 to 3-162) and to Deino (3-158). It is important evidence for the transformation of the lost tagma into beastmen. It also makes reference to the great cavern (3-163 and 3-172) and the fungal foresters that inhabit it, and finally to the troll thegn's court (7-75).

Inhabitants:

1. **6 shadows**: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 21, 20, 20, 19, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.
2. **1 spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:

8 huge blue quartz gems (250 gp each); a token of Arden (see Arden Vul items); **chain mail +2**; **hammer +2**; an enchanted spear named **Treefeller** (see new magic items); a scroll with **garrulous mouth** (see new spells), **stinking cloud**, **gust of wind** and **cloudkill**; another scroll with **lightning bolt** and **fire shield**; 34 gp; 56 sp.

4-172: Cave of Lost Colossi

A strong breeze blows from north to south through this flattened, sandy cave. Moisture drips from the walls, but the Set cult keeps the area sanded, so the floor is only damp. Booted tracks lead to the north. Three huge stone heads (10' tall) rest at crazy angles in the sand. All three heads are smooth granite with stylized generic features. The pupils of each are missing. The moisture in the cave has caused numerous runnels of water to stain their faces.

The tunnel to the north is broad and even, but that leading east is rocky and difficult.

Note: If the submerged door at AV-39 has been recently opened, and the southern portion of the swamp drained, then all the sand will be gone and the three colossal heads will be piled up against the southern entrance. Passage between 4-172 and 4-178 will be impossible for 4-7 days, until the Set cult levers the heads out of the way. Signs of the passage of a large volume of muddy water will be evident.

4-173: Caves

This area is uneven and dangerous due to the moisture that covers all the rock surfaces. It is also quite beautiful, as numerous flowstone formations and stalactites dot the area. Halfway up the northern protrusion is the encrusted body of a priest of Set, who died here after his leg was fractured. Near the body are a broken **deacon's was stick** (see new magic items), an ebony **wand of trap and secret door detection**, and a silk purse containing two huge rhodochrosite gems shaped like eyes (for one of the colossi in 4-172). It would be easy to miss the skeleton unless one clambered all the way to the end of the protrusion.

The southern tunnel is quite narrow and appears as if it will peter out; it continues, however, to the fissure (4-174).

Treasure:

A **wand of trap and secret door detection** (16 charges), two rhodochrosite eyes (2,500 gp each).

4-174: Fissure

This fissure is not particularly wide, but it is quite deep, as it extends 75' below and 50' above the level of the two entrances. The walls are craggy and slick with moisture. From one entrance tunnel it is impossible to see the other without actually entering the fissure. A

pod of chasm cephalopods lives here; they are very hungry due to lack of traffic and move swiftly to confront intruders.

Inhabitants:
1. **6 small chasm cephalopods** (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 14, 13, 13, 12, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.

4-175: Wet Cave
This cave is damp, with numerous stalactites of all sizes. It is otherwise unremarkable.

4-175A: Tunnel Down to Sub-Level 12 (SL12-13)
The northern tip of area 4-175 turns into a 4'-diameter, natural tunnel that slopes upward over a very long distance, and through multiple curves, until it reaches Sub-Level 12 (SL12-13).

4-176: Pitiful Scene
Two 2'-tall, doll-like figures huddle around a small flame in the center of this long cave. One is motionless while the other sobs and weeps over its companion. Small stalactites line the ceiling, and the sound of dripping water is heard throughout the cavern.

The dolls are two of Kerbog Khan's automatons. A piercer crushed one fatally, while the other, which has developed a surprising degree of sentience, is mourning its companion. They huddle around a magical light emitter 3" tall, which sheds light in a variable circle up to 15' in diameter. The 'living' automaton is named Corbel, and is made of wood, metal strips, and bone. It is dressed in the simple clothes of a female peasant. Corbel is distraught that her friend, Cobban, has been rendered 'inoperative.' She is certain that Kerbog Khan will not accord him a burial, and will be willing to render aid to any who bury Cobban with dignity. Should explorers comply, Corbel will accompany them for two weeks, either walking at a speed of 15' or riding in a backpack, chattering the entire time. She has a sharp tongue and offers a running critique of her carrier's actions. She can also relate accurate information concerning her route from Kerbog Khan's workshops to Level 4 (they fled from SL12-13 to 4-175A, and then to this location). She will place the magical light into her chest cavity for transport.

Kerbog Khan may attempt to seize control of Corbel's brain and eyes: there is a 10% cumulative chance per encounter of this happening. If he does take active control of her, her eyes will start to glow a bright yellow and a deep, masculine voice will echo from her mouth. Kerbog Khan first negotiates and then, if necessary, casts spells through her. He interprets 'necessary' as any circumstance in which Corbel's new friends attempt to prevent Corbel from doing his direct bidding. By immobilizing her limbs and physically holding her mouth closed, it is possible to prevent Kerbog Khan from interacting by speech or spell with the party. Kerbog Khan's ability to control his automatons declines with distance, so Corbel would be relatively safe if taken outside of Arden Vul. To fully release her from Kerbog Khan's control would take a sage and several spells.

Inhabitants:
1. **8 piercers**: SZ M(x4) and S(x4); AL N; AC 3; MV 10'; HD 3(x4) and 2(x4); HP 22, 19, 18, 15, 14, 13, 11, 9; #AT 1; Dmg 3-18 (x4) and 2-12(x4). Special attacks: 95% to surprise prey.
2. **Corbel, one of the children automatons of Kerbog Khan** (see new monsters): SZ S; AL NG; AC 6; MV 60'; HD 2; HP 13; #AT 1; Dmg 1-2; MR 20%. Special defenses: immune to cold.

Treasure:
Cobban's 'body' is a masterpiece of automaton construction and could be sold to a wizard or magical collegium for a substantial sum. Such mercenary treatment would completely alienate Corbel.

4-177: Flooded Hall
This ancient hall is flooded to a depth of 10' (the ceiling is another 10' above the water). The western wall collapsed centuries ago, leaving an impressive rock fall looming out of the water. The southwestern tunnel enters the hall 10' above the water line.

The waters in the hall are the home to 6 water ghouls. These foul aquatic creatures attack any who try to swim across (or dive into) the chamber.

Inhabitants:
1. **6 lacedons**: SZ M; AL CE; AC 6; MV 90', 90' swimming; HD 2; HP 15, 15, 13, 12, 10, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:
On the floor of the hall under 10' of water is a heavy iron chest (weight 75 lb). It is trapped with **explosive runes**. Inside is some impressive treasure: a **rod of rulership** (15 charges), **Ritha Ferk**, an enchanted battle axe (see new magic items), two ancient maps, and two 10-lb platinum bars (2,500 gp each). The maps will disintegrate if the chest is opened underwater.

4-178: Rocky Cave
A steady breeze blows from the northwest to the south through this uneven, 20'-tall cave. Two large standing boulders, each 10' tall, bisect the cave. The southernmost boulder has a flat spot on top (10' long by 4' wide); an abandoned cache of dungeoneering equipment may be found in this spot. Sharp-eyed PCs (especially rangers) may (2 in 6) notice muddy bare footprints leading to the northeast (lizardmen) and may also (1 in 6) notice bloodstains and the signs of struggle (the bloodstains also lead off towards 4-179).

Note: If the submerged door at AV-39 has been recently opened, and the southern portion of the swamp drained, then the boulders will be piled up against the southern entrance and the dungeoneering equipment will not be present. Passage to the south will be possible, but slow. After 4-7 days, the Set Cult will have pushed the boulders back into the center of the chamber. Signs of the passage of a large volume of muddy water will be evident.

Treasure:
Dungeoneering equipment: 10 spikes, two 11' poles, two 50' coils of rope, a bullseye lantern, four flasks of lantern oil, a packet of chalk, a dozen marbles in a leather pouch, and a **scroll of cure serious wounds**.

4-179: Ruined Hall
This is another tall (30') and damp cave, complete with a large boulder in its middle. It is a product of water movement over the past millennium, which led to a collapse of what had been a major hall in antiquity. Remnants of the hall and its connecting corridors

can be glimpsed throughout the room at various points. First, to the west, albeit 20' up the cave wall, is an entrance to a corridor fragment; the fragment is uninteresting save for a colony of giant rats which has formed its nest there. The rats only attack if their nest is threatened. Second, to the east and located 15' up the cave wall, is another corridor fragment leading to a forgotten section of the main stair (4-180). Third are the three tips of ancient columns that project 2-4' out of the rocky debris of the cavern floor.

Perceptive PCs may (1 in 6) detect blood trails leading both to 4-180 and 4-166.

Gillen and his gang (see 4-180) are content to observe PCs who pass through this cavern; should the PCs investigate the entrance to 4-180, they will take aggressive action.

Inhabitants:

1. **12 giant rats**: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease.

4-180: Stair Remnant

A party of evil adventurers led by Gillen the magic user has discovered this inaccessible, and dry, segment of the old main stairway. They are using it as a base from which to ambush visitors to the Forum (4-2); they keep the valuables and sell any captives to the Guild of Service (see 4-11, 4-12 and 4-13). Just two days ago the robbers managed to ambush a prosperous merchant and his guard in room 4-178, and they are waiting for the right moment to sell the survivors. These four prisoners are kept bound in the southern bit of stairs.

The adventurers are cautious and careful. They do not relish combat with equals, and are happy to negotiate if pressed. They prefer to threaten from the (relative) security of their fastness (since PCs won't know that it is a dead end). Tressa has also rigged a trap at the intersection of 4-179 and 4-180.

Should Gillen and his friends be defeated, the fragment of the old staircase can be inspected. It bears an unusual but lovely frieze depicting the second mystery of Set (4-48), complete with images of a priest, a circular room, the sandstorm, scorpions, and an audience. If removed from the wall somehow, the frieze might be sold for up to 1,000 gp.

Gillen is aware that the Set cult will begin looking for the culprit(s) after a few more ambushes. The gang will have moved on within two weeks of the moment when the PCs first encounter them; the GM should relocate them elsewhere in the upper Halls (perhaps somewhere in Level 3 or Sub-Level 3).

Cinna Minux, the vampire (7-122), has charmed Gillen, Tressa, and Quade; he occasionally pumps them for information about Level 4.

Trap (tripwire): Tressa set a tripwire across the opening to 4-179. It drops a large rock on the head of the first person to grope around in the entrance to 4-180. If tripped, the rock inflicts 1-6 HP damage and potentially knocks the person to the floor of 4-179 (for another 4-9 HP damage).

Inhabitants:

1. **Gillen**, **5th-level male Archontean magic user**: SZ M; AL CE; AC 8; MV 120'; HD 5; HP 18; #AT 1; Dmg staff (1-6). Abilities: STR 9, INT 16, WIS 14, DEX 16, CON 15, CHA 14. Possessions: staff; **wand of magic missiles** (28 charges); **potion of extra healing**; **potion of levitation**; a scroll with **Frigg's flatulence** and **Frigg's caustic kisses** (see new spells for both). Spells memorized: **charm person**, **magic missile**, **shield**, **sleep**; **invisibility**, **web**; **fireball**.
2. **Gordy**, **3rd-level male Archontean fighter**: SZ M; AL LN; AC 5; MV 90'; HD 3; HP 30; #AT 1; Dmg 3-10 (**battle axe +1**). Abilities: STR 17, INT 8, WIS 10, DEX 15, CON 17, CHA 8. Possessions: ring mail and shield; **battle axe +1**; **potion of diminution**; a **rope of climbing**.
3. **Tressa**, **5th-level female Thorcin thief**: SZ M; AL CE; AC 3; MV 120'; HD 5; HP 28; #AT 1; Dmg 1-6 (short sword) or 3-8 (short bow and **arrows +2**). Abilities: STR 15, INT 13, WIS 10, DEX 18, CON 15, CHA 14. Thief skills: PP 60%, OL 57%, F/RT 45%, MS 50%, HS 41%, HN 20%, CW 90%, RL 25%. Possessions: **leather armor +1**; short sword; short bow, with 10 **arrows +2**; **potion of invisibility**.
4. **Icheltor**, **4th-level male Thorcin cleric of Ghareela**: SZ M; AL CE; AC 4; MV 90'; HD 4; HP 24; #AT 1; Dmg 3-9 (mace). Abilities: STR 16, INT 10, WIS 16, DEX 11, CON 11, CHA 13. Possessions: chain mail and shield; mace smeared with contact poison; **potion of growth**; **potion of diminution**. Spells: **bless**, **cause light wounds**, **cure light wounds** (x2), **protection from good**; **chant**, **hold person** (x2), **silence 15' radius**.
5. **Quade**, **2nd-level female Archontean fighter**: SZ M; AL N; AC 4; MV 90'; HD 2; HP 19; #AT 1; Dmg 2-9 (long sword), 1-4 (light crossbow). Abilities: STR 16, INT 9, WIS 10, DEX 13, CON 18, CHA 10. Possessions: chain mail and shield; long sword; light crossbow with 20 bolts; 2 **potions of healing**.
6. **Mogret of Narsileon**, **male Thorcin merchant** (prisoner): SZ M; AL LE; AC 10; MV 120'; HD 1-1; HP 4; #AT 1; Dmg by weapon. Mogret is a merchant but also a spy for the imperial Drome (see World of Archontos appendix). If released and escorted either to Newmarket or to the Forum (4-2), he will provide a written testimonial entitling the holder to a reward of 500 gp from the Prosperity Factor in Narsileon.
7. **Ulf the Dim**, **2nd-level male Wiskin fighter** (prisoner): SZ M; AL NE; AC 10; MV 120'; HD 2; HP 17; #AT 1; Dmg by weapon. Abilities: STR 17, INT 7, WIS 8, DEX 14, CON 16, CHA 13. Ulf was one of Mogret's bodyguards, and is possible henchman fodder. He is stupid and mean.
8. **Stylesia**, **3rd-level female Archontean fighter** (prisoner): SZ M; AL LN; AC 9; MV 120'; HD 3; HP 27; #AT 1; Dmg by weapon. Abilities: STR 16, INT 7, WIS 10, DEX 15, CON 16, CHA 9. She was also one of Mogret's bodyguard. She is smart and loyal, but afraid of insects.
9. **Bestor**, **male Archontean messenger** (prisoner): SZ M; AL NG; AC 10; MV 120'; HD 1-1; HP 5; #AT 1; Dmg by weapon. Bestor is a messenger from Lord Burdock (see World of Archontos appendix). He appears weaselly and weak, and the Guild of Service declined to purchase him from Gillen. The robbers are stymied, and trying to decide what to do with him. Lord Burdock might redeem him for 200 gp. Bestor is tougher and more loyal than he looks, for he has successfully concealed the message in his anus. Ironically, the message contains a secret offer of alliance between Lord Burdock and High Priestess Stephania. That information would be politically damaging to Lord Burdock; it could be sold to him for 5,000 gp or to Keko the Lame in Narsileon for 7,500 gp (see World of Archontos appendix). Bestor did not recognize the Guild of Service, which is why he did not explain his mission to them; he was told to speak only to the high priestess.

Treasure:
In addition to their magic items, the gang has accumulated 849 cp, 707 sp, and 846 gp; one large carpet (175 gp, but heavy); two casks of fine brandy (60 gp each); and three lion pelts (75 gp each). One of the pelts is actually a **lion cloak** (see new magic items). Mogret's trade goods - 6 heavy packs loaded with flour (x3), dried beans (x1), yeast (x1), and root vegetables (x1) could be sold in the Forum of Set for 100 gp/pack. Gillen's spell book is also located here. It includes these spells: **burning hands**, **charm person**, **dancing lights**, **detect magic**, **Frigg's flatulence** (see new spells), **friends**, **magic missile**, **read magic**, **sleep**, **spider climb**; **darkness 15' radius**, **detect invisibility**, **false trap**, **Frigg's caustic kisses** (see new spells), **mirror image**, **stinking cloud**, **web**; **fireball**, **hold person**, **protection from normal missiles**, **water breathing**.

4-181: Stalactite and Stalagmite Cave

This large chamber is formed by the fusion of one of the ancient halls with some new cave formations. Finished sections can be glimpsed to the west, north and south, where smoothed walls and floors betray an older purpose to the room. The northernmost wall, in fact, still boasts a section of **living mosaic** (see new magic items) depicting the Red Bridge of Set (4-120A); there is a 25% chance that some sort of activity is taking place there.

The central portion of the chamber, and all three means of entrance, are the product of subsequent geological activity, and are thus natural caverns. As a result the floor is rocky and covered with debris. The entire area is damp, and, along with the light-purple fungus common to this area (for effects see 4-184), dozens of stalactites and stalagmites have formed in the central area and to the north. While most of these are slender, there are four pillar-sized stalagmites amid the smaller ones. The fearsome denizen of this chamber, an ancient roper, lurks among these large stalagmites, feeding on beetles and other vermin, but hoping for better prey.

The bodies of three dead mercenaries (part of Mogret's guard - see 4-180) have been dumped from the passage to the north; the roper has only partially devoured them.

Inhabitants:
1. **1 roper**: SZ L; AL CE; AC 0; MV 30'; HD 11; HP 80; #AT 1; Dmg 5-20; MR 80%. Special attacks: six poisonous strands (20'-50' range; reduce STR by 50% in 1-3 rds). Special defenses: immune to lightning; take half damage from cold.

Treasure:
In the roper's gut: 7 ancient octagonal platinum coins (see Arden Vul items); 8 gems worth 10-1,000 gp each; and a **ring of spider climbing** (see new magic items).

4-182: Pool

This wide spot in the tunnel network contains a broad pool of fresh water; it is used by most of the local monstrous denizens. The entire area is covered with the crackly light-purple fungus (for effects see 4-184).

4-183: Stair Fragment

Amid the light-purple fungus (for effects see 4-184) that is ubiquitous to these regions stands this fragment of the ancient stairway to Set. A recent minor cave-in has revealed the corpse of one of the elite guardsmen of Arden Vul, dead over 1,400 years. The guardsman wears an incredible treasure, a suit of **imperial field plate +2** (see Arden Vul items). It is usable by anyone 5'6" to 5'10" tall, although it will need some repairs (100 gp) by a talented armorer. The one downside to this item is that it will inevitably draw unwanted attention from the envious and suspicious; wearing the armor near imperial officials will lead to arrest, while adventurers and chaotic creatures will attempt to relieve the wearer of it.

Treasure:
Imperial field plate +2 (see Arden Vul items).

4-184: Cave with Spiders

This wide spot in the tunnels is slightly drier than the others and is thus the lair of a pack of huge spiders. Their webs and nest are found in the northwestern extension; amid the webs are the husks of three lizardmen, two Set guardsmen, and a human magic user.

The walls, floors, and ceilings of this cave and the surrounding tunnels are covered with a light purple fungus that crackles slightly when trodden upon. The nature of the fungus makes movement slippery (roll 3d6 under DEX or suffer -1 penalty to attack rolls) and stealth almost impossible.

Inhabitants:
1. **8 huge spiders**: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 18, 15, 15, 14, 13, 12, 11, 10; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.

Treasure:
A lizardman sacred idol (carved of stone; see SL5-15); 18 sp; 23 gp; a suit of Set armor (see Arden Vul items); a short sword; and a fragment of a letter which reads "*Although he loved nothing more than the mundane work of stone carving and preparing the dead, the greatness of Theskelon could not be denied … after his demise, his followers prepared a resting spot hidden from view but close at hand.*" A second hand has added the following: "*The tomb lies to the east of the southern necropolis.*" **GM Note**: This letter refers to the tomb of the famous Theskelon (4-142).

The dead magic user's spell book dangles in the webs and includes the following spells: **alarm**, **comprehend languages**, **dancing lights**, **enlarge**, **feather fall**, **identify**, **jump**, **magic aura**, **protection from evil**, **read magic**, **sleep**, **wizard mark**; **audible glamer**, **deeppockets**, **detect evil**, **forget**, **invisibility**, **irritation**, **levitate**, **rope trick**, **wizard lock**, **zephyr**, and **locate place** (see new spells).

4-185: Stair Fragment

This area of corridor leads to a mostly-collapsed section of the old main stair. The stair is not noteworthy save for the fact that it is inaccessible to the golems in 4-187. It is, however, accessible to the beetles of the area.

4-186: Fungus and Beetle Cave

This large, flat cave is covered by the light-purple fungus that is ubiquitous in this section of the Halls (for effects see 4-184). The fungus, which is mundane, has drawn a sizable colony of boring beetles to the area. A total of 15 beetles comprise the colony, although at any moment only 8 are present here. Casualties taken

as random encounters should be subtracted from this number; the beetles will replace 50% of their number within two weeks. The beetles are ravenous and are accustomed to swarming their prey; as a result they incur no penalties to attacks as they crawl over each other to reach their targets.

In the northern section of the cave a sinkhole has opened a route to one of the lost entrance halls. The hole descends a mere 5' before opening into the ceiling of 4-187 (although the floor of the latter is another 30' below the ceiling). Over time this hole will slowly increase in size.

Inhabitants:
1. **8 giant boring beetles**: SZ L; AL N; AC 3; MV 60'; HD 5; HP 38, 36, 33, 31, 30, 25, 23, 19; #AT 1; Dmg 5-20.

4-187: Ancient, Partly-Ruined Hall

Formerly one of the sumptuous meeting halls found near the entrance to the complex of Set, this chamber has been newly uncovered thanks to the sinkhole in 4-186. The northern, eastern, and western walls are still in good condition, but the southeast corner has collapsed. A marble dais is located to the west, and on it sits a solid gold audience chair. Nearby are the scattered bones of a long-dead human. Behind the dais stand two gruesome and rotting flesh golems. The entire area has succumbed to the light-purple fungus (for effects see 4-184). Four boring beetles are feeding on the fungus.

The golems were the creations of the magic user whose bones lie in this chamber. He had ordered them to prevent all from seizing the chair which he discovered shortly after the collapse of order in Arden Vul; sadly, he worded his orders poorly, and when he sat down to admire his treasure, the golems went berserk and ripped him apart. They are still following his final instructions, and will thus attack any who approach the dais. The boring beetles attack if, as is likely, the fungus is damaged.

Inhabitants:
1. **2 flesh golems**: SZ L; AL N; AC 9; MV 80'; HD 9, HP 40, 40; #AT 2; Dmg 2-16/2-16. Special defenses: +1 or better weapons to hit; immune to most spells, although fire and cold spells slow them.
2. **4 giant boring beetles**: SZ L; AL N; AC 3; MV 60'; HD 5; HP 36, 33, 30, 25; #AT 1; Dmg 5-20.

Treasure:
The solid gold audience chair is worth 15,000 gp, but weighs 300 lb. The dead wizard bears three 250 gp gems; a **robe of useful items**; a **headband of intellect**; a **handy haversack** containing 450 ancient silver pennies (see Arden Vul items); and a **Theodorus' chair of great ease** (see new magic items). His spell book has been badly damaged, but the following spells are still legible: **armor**, **shield**, **ventriloquism**; **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **harnessing the chaos** (see new spells); and **Pol's recall** (see new spells).

4-188: Battle Cave

This damp cave bears witness to a past struggle: the husks of three huge spiders and one giant boring beetle lie here in various stages of decomposition. The creatures - and others - were drawn here by the light purple fungus that coats these caves (for effects see 4-184).

4-189: Warning Cave

A fairly strong breeze blows from the north through this large cave towards 4-190. Two mostly-skeletonized adventurers have been spiked to the north wall in a spread-eagled position. They wear rags of clothing, but carry no equipment. They have been partly animated by the priests of Set such that motion will cause the rotting skulls to chatter out a warning, in Archontean and in unison: "Lord Set watches his districts with care. Depart, ye unbelievers, lest he smite you in his wrath!" The small knob-like protrusion on the south wall holds a natural rock basin filled with clear water. The tunnel to the east is difficult to spot, as its opening is quite narrow (4' wide).

Note: If the submerged door at AV-39 has been recently opened, and the southern portion of the swamp drained, then the animated skeletons will be gone. Signs of the passage of a large volume of muddy water will be evident.

4-190: Exit to Cliff Face, aka EX-15

The cave system exits to the cliff face at this location. The Set cult has a pulley system attached to an iron bar which can swing out into the air; to this iron bar is attached a set of thick ropes and a wicker basket big enough for two humans with gear. When not in use, the basket, ropes, pulleys, and some extra spikes, hammers, and ropes, are stored in a stone chest just inside the entrance. A signal lantern with crimson panes is also found here. The cave exits the cliff face at a point 650' above the valley floor, or 850' below the level of the plateau.

Note: If the submerged door at AV-39 has been recently opened, and the southern portion of the swamp drained, then all of the equipment, the pulley, and the basket will be gone. Until the Set cult has repaired the damage (after 3-7 days), there will be no easy egress from this cave to the valley floor. Signs of the passage of a large volume of muddy water will be evident.

Inhabitants:
In addition to the likelihood that the mountain lion (see EX-14) takes an interest in those investigating this area, the GM should roll on the following table to determine if any sentient creatures are currently using the cave entrance:

Day D10	Night D10	Encounter
1-5	1-2	No one
6	3-6	6-9 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves
7	7-9	6-8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields
8-10	10	Party of NPC adventurers (select from NPC appendix)

ARDEN VUL TABLE OF CONTENTS

General Introduction

A Brief History of Arden Vul ..... V. 1 P. 7
Design Principles ..... V. 1 P. 10
Note on Designation of Keyed Locations ..... V. 1 P. 11
Starting Levels for PCs ..... V. 1 P. 11
General Construction Features ..... V. 1 P. 12
Iconic Locations of Arden Vul ..... V. 1 P. 14
Rumors ..... V. 1 P. 18
Factions of Arden Vul ..... V. 1 P. 30
Adventure Hooks ..... V. 1 P. 48
Customizing Arden Vul ..... V. 1 P. 58

Exterior Adventure Locations

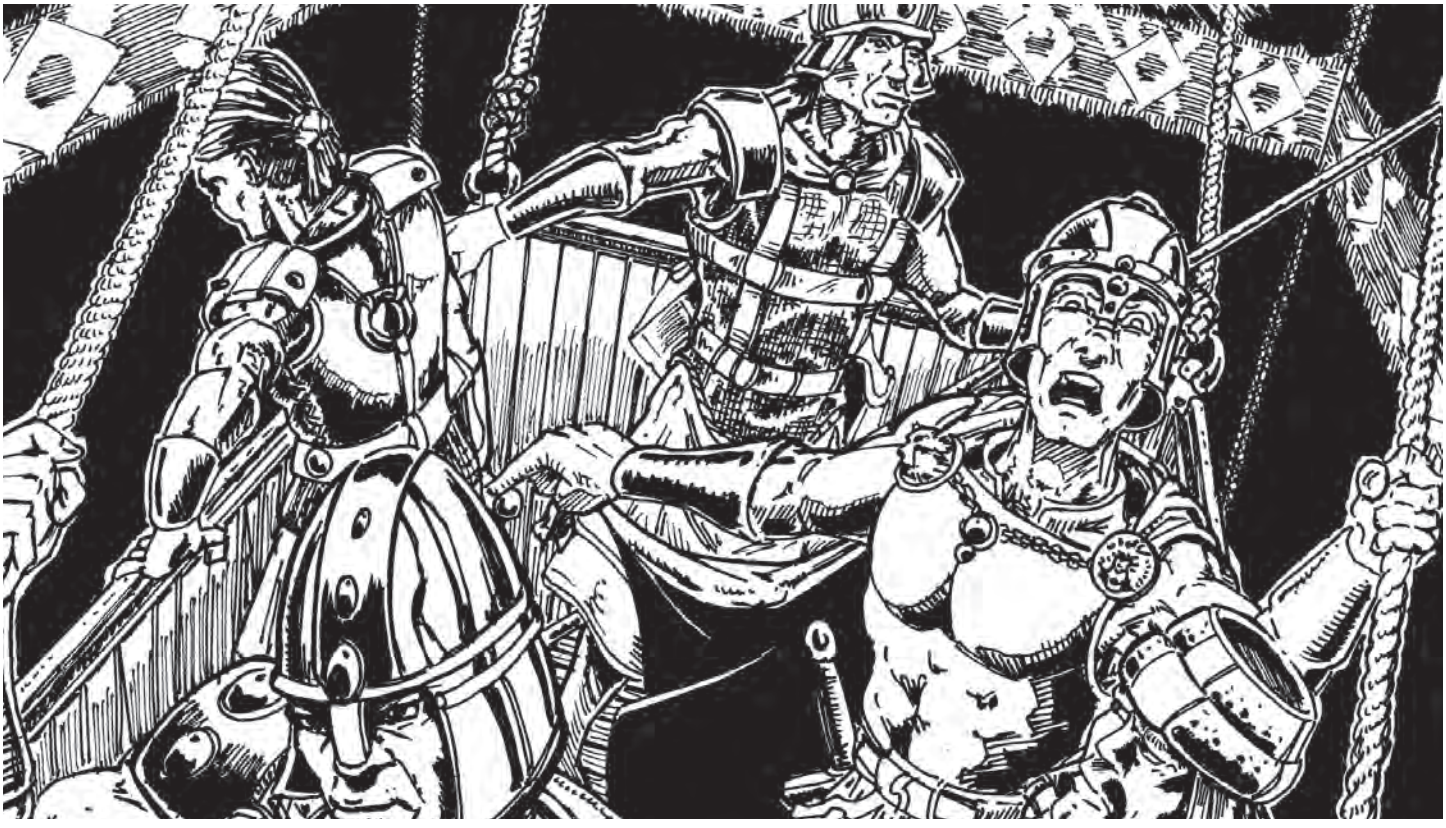
Burdock's Valley, The Azure Keep, and Gosterwick (AK) ... V. 1 P. 61
Exterior: the Long Falls and the Long Stair (EX) ..... V. 1 P. 75
The Ruined City of Arden Vul (AV) ..... V. 1 P. 81
The Pyramid of Thoth (UP) ..... V. 1 P. 107
The Tower of Scrutiny (TS) ..... V. 1 P. 112

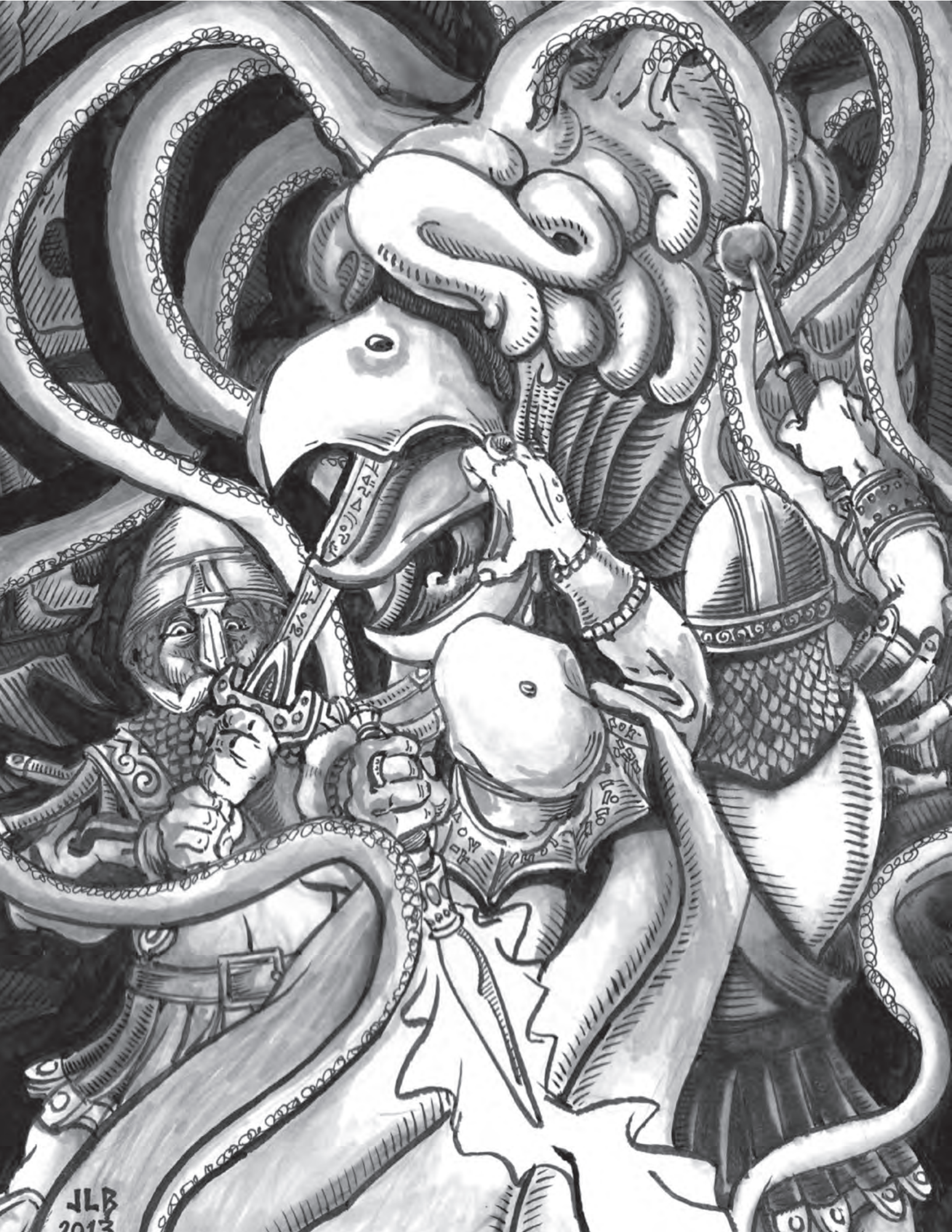
The Halls of Arden Vul

Level 1: The Basement ..... V. 1 P. 117
Level 2: The Howling Caves and the Well of Light ..... V. 1 P. 123
Level 3: The Halls of Thoth ..... V. 1 P. 153
Level 4: The Forum of Set ..... V. 1 P. 239
Level 5: The Obsidian Gates and the Midnight Road ..... V. 2 P. 3
Level 6: The Troll Lifts and the Arena ..... V. 2 P. 65
Level 7: The Court of the Troll Thegn ..... V. 2 P. 135
Level 8: The Nether Reaches ..... V. 2 P. 201
Level 9: The Floor of the Great Chasm ..... V. 2 P. 261
Level 10: The Ziggurat of Kauket ..... V. 2 P. 317
Sub-Level 1: The Tombs of Light ..... V. 3 P. 3
Sub-Level 2: The Hall of Shrines ..... V. 3 P. 11
Sub-Level 3: The Lesser Baboon Caves ..... V. 3 P. 23
Sub-Level 4: The Goblin Warrens ..... V. 3 P. 33
Sub-Level 5: The Lizardman Caves ..... V. 3 P. 57
Sub-Level 6: The Drowned Canyon ..... V. 3 P. 73
Sub-Level 7: The Flooded Vaults ..... V. 3 P. 117
Sub-Level 8: The Caves Behind the Falls ..... V. 3 P. 125
Sub-Level 9: The Kaliyani Pits ..... V. 3 P. 131
Sub-Level 10A: The Hold of the Sun-Scarred Knights ..... V. 3 P. 153
Sub-Level 10B: The Citadel of the Sun-Scarred Knights .... V. 3 P. 167
Sub-Level 11: The Tomb of Isadora ..... V. 3 P. 177
Sub-Level 12: The Workshops of Kerbog Khan ..... V. 3 P. 187
Sub-Level 13: The Lost Chambers of Arden ..... V. 3 P. 199
Sub-Level 14: The Chamber of the Beacon ..... V. 3 P. 219
Sub-Level 15: The Druid's Retreat ..... V. 3 P. 225

Appendices

New Monsters ..... V. 4 P. 2
New Magic Items ..... V. 4 P. 71
New Technological Items ..... V. 4 P. 116
Arden Vul Items ..... V. 4 P. 126
New Flora ..... V. 4 P. 129
New Spells ..... V. 4 P. 132
Arden Vul Books ..... V. 4 P. 141
World of Archontos ..... V. 4 P. 171
NPC Appendix ..... V. 4 P. 191
Index of Proper Names ..... V. 4 P. 227
OGL ..... V. 4 P.234




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LEVEL 5: THE OBSIDIAN GATES AND THE MIDNIGHT ROAD

As the home of the legendary Obsidian Gates and Hall of Forty Pillars (5-6), Level 5 is only sought by the boldest and best-informed adventurers. Because the former rudishva areas known as the Midnight Road are warded against many spells (see below), few have succeeded in penetrating the famously-impenetrable gates. Should a hardy group pass the Obsidian Gates, they will find a veritable plethora of riches in the form of exotic, powerful, and valuable rudishva devices, treasures, and information. Elsewhere, the level contains numerous hidden tombs, mostly of Archontean functionaries (e.g., 5-16, 5-57 to 5-62), as well as the lair of the vivisectionist, Psalor Ki (5-66 to 5-74), and a forgotten secret temple of Thoth (5-77 to 5-83), now corrupted by a terrible demon. The Great Chasm (5-34) allows travel up to level 3 and down to level 6 and is crossed here by the iconic Sundered Span (5-35).

General Construction Notes

Heqeti areas: 5-6, 5-18, 5-25, 5-41, 5-42, 5-46 to 5-49, 5-52, 5-104
Rudishva areas: 5-30, 5-31, 5-53, 5-54, 5-84, 5-86 to 5-98, 5-105 to 5-138
Archontean areas: 5-1, 5-6 to 5-17, 5-19 to 5-24, 5-26 to 5-29, 5-35 to 5-40, 5-56 to 5-64, 5-66 to 5-81, 5-83, 5-85

Iconic Locations

The Obsidian Gates (5-6D)
The Hall of Forty Pillars (5-6)
The Great Chasm (5-34)
The Sundered Span (or Imperial Span) (5-35)

Important NPCs

Gog, the lesser varumani (5-2)
Killik, goblin 'big boss of the wet caves' (5-46)
Psalor-Ki, the vivisectionist (5-74)
Oziman, the 'avatar of Thoth' (actually a type III demon) (5-83)
Priddy of Archontos, Archontean sorcerer (5-128)

Significant Regions of Level 5

1. The Obsidian Gates and Environs (5-1 to 5-31, 5-41, 5-42)

This region holds two of the most iconic regions found in Arden Vul, sites that hardy explorers speak of in hushed whispers. The Hall of Forty Pillars (5-6), with its strong aura of magical despair, leads directly to the vaunted Obsidian Gates, 20'-tall valves of highly enchanted solid obsidian (5-6D). The lure of fabulous treasure lying behind the nearly-impenetrable gates has gripped adventurers since the glory days of the ancient Archontean Empire, although few indeed have succeeded in passing them. Surrounding the Hall are numerous lesser chambers containing important historical evidence, forgotten tombs, and deadly threats. The cave of Gog (5-2) is less well-known, but another regular stop for adventurers hoping to persuade Gog to aid them in their exploration.

Factions: No faction controls this area, as all are intimidated by the Obsidian Gates and the Forty Pillars.

Construction: The core of the area (5-6, 5-18, 5-25, 5-41, 5-42) was built by the heqeti, and feature usual heqeti stonework (pebbled, oily), with extra-tall ceilings (20-35'); the doors (5-6D, 5-6E, 5-6F) are described individually. Two rudishva chambers are found here (5-30, 5-31), and rudishva iris doors may also be found at 5-18 and 5-25. The Archonteans built tombs in and around the heqeti regions; these areas are of typical Archontean stonework, with 10' ceilings and iron-bound wooden doors.

Environment: The area is noticeably humid, due to the river running through 5-2.

2. The Midnight Road (5-84, 5-86 to 5-141)

The Midnight Road proper is the broad, tall corridor (5-91) running through the heart of the old rudishva settlements within Arden Vul. This 'road' linked important rudishva sites, including the cloister and transportation hub (5-92, 5-94), the rudishva forge (5-89), the lair of a tribe of debased and inbred varuda (5-111), the armory (5-118), the legendary troll pits, where the rudishva bred new varumani (5-131), and the top point of the massive rudishva great pillar (5-138), which one can use to travel all the way to level 9. As the Archonteans never penetrated the Obsidian Gates, significant troves of rudishva-era knowledge, treasure, and technological devices can still be found here. The region carries a mystique to it, as many of the intelligent factions of Arden Vul (and a few knowledgeable outsiders) are aware that the region exists, or used to exist, even if none has been able to access it for millennia.

Factions: No faction controls this region since none of the factions know how to access it. Should a route to the Midnight Road be opened, and should that route become known, the varumani and kaliyani would move swiftly to try to occupy the region.

Construction: All worked areas date to the rudishva period. Most doors are of the dilating iris variety, and ceiling heights are typically 12' tall (except when otherwise noted).

Environment: All of the rudishva areas are warded against spells such as **teleport** and **passwall**. The region is notably cooler and drier than the rest of the Halls (45 degrees F).

Access and Egress

To Level 1: hole in ceiling at 5-85, leading up to 1-20
To Levels 2, 3, 6, 7, 8, 9: the Great Chasm at 5-34, leading up to 2-63A and 3-38 and down to 6-108, 7-3, 8-2 and 9-1
To Level 3: stairs at 5-1, leading up to 3-12
To Level 3: hole in ceiling of 5-2, with chute up to 3-15C
To Level 3: tunnel at 5-44A, leading up to 3-7
To Level 3: stairs at 5-64, leading up to 3-52A
To Level 3: stairs at 5-76, leading up to 3-55
To Level 3: hole in ceiling at 5-99, leading up to 3-114
To Level 3: hole in ceiling at 5-104, leading to 3-117
To Level 3: hole in ceiling of 5-141 leading to 3-179
To Level 4: tunnel at 5-33, leading to 4-87
To Level 4: watery tunnel and whirlpool at 5-103, leading up to 4-65
To Level 4: tunnel at 5-117, leading up to 4-117
To Levels 6, 7, and 9: transit shaft at 5-84, leading down to 6-164, 7-146, and 9-91
To Levels 6, 7, and 9: the Great Pillar at 5-138, leading down to 6-103, 7-37 and 9-30
To Level 6: rudishva teleport node (T14) at 5-31, leading to 6-162
To Level 6: upper Troll Lift at 5-55, leading down to 6-3
To Level 6: stairs at 5-75, leading to 6-57
To Level 6: rudishva teleport node (T3) at 5-92, leading to 6-124
To Level 6: rudishva teleport node (T4) at 5-92, leading to 6-95A
To Level 6: tunnel at 5-100, leading down to 6-166
To Level 6: rudishva teleport node (T10) at 5-106, leading to 6-37
To Level 7: tunnel at 5-85B, leading down to 7-141
To Level 7: rudishva teleport node (T11) at 5-95, leading to 7-144
To Level 7: tunnel at 5-100, leading to 7-137
To Level 7: stairs at 5-114, leading to 7-109
To Level 7: tunnel at 5-125, leading to 7-34
To Level 7: tunnel at 5-141, leading to 7-88
To Level 8: stairs at 5-63, leading down to 8-35
To Level 9: tunnel at 5-52B, leading down to 9-35
To Level 9: teleport via **pukel-mander** (see new magic items) at 5-104, leading to 9-40

To Sub-Level 4: tunnel at 5-51, leading to SL4-1
To Sub-Level 6: rudishva teleport node (T13) at 5-31, leading to SL6-3
To Sub-Level 6: bronze doors at 5-42, leading to SL6-55A
To Sub-Level 6: stairs at 5-115, leading to SL6-37
To Sub-Level 12: watery tunnel at 5-103, leading to SL12-1
To Sub-Level 14: rudishva teleport node (T25) at 9-95A, leading to SL14-8

To locations within Level 5: rudishva Teleport nodes, as follows:
T1: between 5-92 and 5-94 (cloister)
T2: between 5-92 and 5-132 (troll pits)
T5: between 5-109 and 5-118 (armory)
T6: between 5-109 and 5-110 (varuda training grounds)
T7: between 5-112 and 5-118 (armory)
T8: between 5-112 and 5-110 (varuda training grounds)
T9: between 5-132 and 5-137 (varumani command)
T12: between 5-31 and 5-118 (armory)
To various locations: **Thothian teleportation ring** (see new magic items) at 5-2

Teleport Destinations on Level 5:

5-2: from teleporter at UP-11
5-83: from teleporter at 2-10

Random Encounters

Random encounters vary considerably according to the region in which PCs are traveling.

1. Areas with no Random Encounters

5-52, 5-65, 5-66 to 5-75, 5-118, 5-138 to 5-141

2. The Vicinity of the Obsidian Gates (Areas 5-1 to 5-8, 5-18 to 5-31, 5-41 to 5-42 and 5-84)

Checks should be rolled every 3 turns with a 1 in 6 chance for a random encounter.

D20	Encounter
1-2	Vermin. Roll d10: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 7, 7, 5; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4-6 giant bats: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater
3-4	Lesser corporeal undead. Roll d4: 1-2: 9-12 skeletons: 2-8 skeletons: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 8, 7(x3), 6(x3), 5(x3), 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage 3-4: 7-10 zombies: SZ M; AL N; AC 8; MV 60'; HD 2; HP 15, 14, 14, 13, 12, 11, 11, 10, 10, 8; #AT 1; Dmg 1-8. Special: always strike last
5-6	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
7-8	Gog, the exiled lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club. He flees if the PCs look strong and/or threatening
9-10	Party of NPC adventurers (select from NPC appendix)

11	A Priscian exploring party: 1. Justinian, a Priscian war mage (see new monsters) and member of Quintus, as a 6th-level magic user: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: **Priscian chain mail** (see new magic items); a **Priscian gladius +2** (see new magic items); 345 sp; a key to 9-58; a **stone of alarm**; a vial of **Keogh's restorative ointment**; a **pearl of power** (level 3); and his spell book. Spells memorized: **charm person**, **detect magic**, **magic missile**, **shield**; **levitate**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues** 2. 2 Priscian conversi (see new monsters), as 3rd-level fighters: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 1-4 (light crossbow). Possessions: **Priscian chain mail** (see new magic items), long swords, light crossbows. The conversi typically have STR 16
12-13	Group of Set followers: 1. 5-8 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves 2. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts 3. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
14-16	A group of 12 goblins, of which 2 are sergeants: 1. 10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6 2. 2 goblin sergeants (as orcs): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 8, 7; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars
17-18	Medium corporeal undead. Roll d4: 1-2: 4-6 ghouls: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm. 3-4: 3-4 ghasts: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 25, 23, 21; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm
19	Travelers from the Troll Lift: roll on tables at 5-54
20	Sir Calculor, the Sun-Scarred Knight (see new monsters), 10th-level male human fighter: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 88; #AT 3/2; Dmg 7-13 (**broadsword +2**). Abilities: STR 18/65, INT 15, WIS 13, DEX 12, CON 16, CHA 11. Possessions: gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items), 125 ancient silver pennies (see Arden Vul items); **broad sword +2**. Calculor's mission is a private one, to be determined by the GM

3. Tombs (5-9, 5-10 to 5-14, 5-15 to 5-17, 5-36 to 5-40, 5-57 to 5-62, 5-85)

Common sense needs to be used in these areas. They have no inhabitants that wander. Still, once penetrated by PCs, these areas might be subject to wandering creatures and sentient beings. In such cases, use the table for the Vicinity of the Obsidian Gates. Check every 4 turns with a 1 in 8 chance for an encounter.

4. The Great Chasm (Areas 5-32 to 5-35)

Use the Middle Chasm table (see 5-34)

5. Goblin Caves (Areas 5-43 to 5-51)

So long as the goblins still inhabit these caves, goblins form the only possible random encounter. Loud noise or combat in one of these caves brings Killik (5-46) and all other goblins from these areas at a run. If the goblins have been exterminated or have retreated to SL5, then use the random encounters charts for the Vicinity of the Obsidian Gates. So long as the goblins are present, checks occur every 2 turns with a 1 in 6 chance for an encounter; if the goblins are gone, checks occur every 3 turns with a 1 in 6 chance for an encounter.

D6	Encounter
1-3	4-6 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 4, 4, 3; #AT 1; Dmg 1-6.
4	1. 4-6 goblins: as above 2. 2 goblin sergeants (as orcs): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 8, 7; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars 3. 1 goblin sub-chief (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 7; #AT 1; Dmg 1-8 (long sword). Possessions: long sword

5	1. 4-6 goblins: as above 2. 1 goblin sergeant (as orc): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 7; #AT 1; Dmg 2-8 (morning star). Possessions: morning star
6	1. 4-6 goblins: as above 2. 2 goblin sergeants: as above 3. 1 goblin sub-chief: as above 4. Killik goblin captain (see 5-46): SZ S; AC 4; MV 60'; HD 2; HP 12; #AT 1; Dmg 2-8

6. Upper Troll Lifts (Areas 5-53 to 5-56 and 5-63 to 5-64)

Random encounters are limited to those who may be using the Troll Lift. There is a 1 in 6 chance for an encounter each time the PCs visit this region; use the table at 5-54 to determine the nature of the encounter.

7. The Sanctum (Areas 5-77 to 5-83)

Checks occur every 3 turns with a 1 in 6 chance for an encounter.

D6	Encounter
1-4	3-6 debased monks: SZ M; AL CE; AC 5; MV 120'; HD 4; HP 26, 24, 21; #AT 2; Dmg 1-6/1-6; 10% chance of disease; immune to charm, turned for 1-6 rounds as wights.
5	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
6	Vermin. Roll d10: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 8, 7, 7; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4-6 giant bats: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater

8. The Midnight Road (Areas 5-86 to 5-93, 5-106 to 5-110, 5-113 to 5-117, 5-119 to 5-137

It is a major premise of the entire complex that the rudishva regions north, west, and southwest of the Obsidian Gates have been and remain difficult to access. As a result, random encounters should be rare, and those that do occur need to be carefully justified within that basic operating premise. Check every 3 turns, with a 1 in 12 chance for an encounter.

D10	Encounter
1-2	Two lost adventurers, namely the Silent Tempest and Kunda the Outlander: see stats at area 5-121
3-4	4 primitive varuda warriors (see new monsters): SZ M; AL LN; AC 7; MV 90', 90' gliding (Class E); HD 2; HP 13, 12, 11, 9; #AT 2 or 1; Dmg 1-4/1-4 or 1-6 (stone club). This group is constituted by some of the first explorers from the isolated community at 5-111, via the hole at 5-119A. These brave warriors are likely to attack in a shriek … and then retreat to 5-119A
5	Aditya, true varumani (see new monsters) prophet: SZ L; AL LN; AC 2; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10, or 2-7/2-7/2-7 (dart thrower – see new technological items), or 6-24 (trident, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: 53 ancient silver pennies (see Arden Vul items); a trident; ring mail; a rudishva dart thrower with four clips of darts (one clip with 7 ordinary, one clip with 6 ordinary, one clip with 3 explosive, and one clip with 4 immobilizing darts); and a fragment of a story about Vanara and Rudiga and the great exodus of the varumani, inscribed in blood on human-skin parchment. Aditya is a mystic whose prophecies and visions were the subject of ridicule in the troll thegn's court (7-75). She managed to find her way to the 'ancient ancestral halls' and is looking for 'the sign' (or anything, really). She is tired, hungry and dispirited. She negotiates first but will defend herself fiercely if required.
6	A hungry otyugh: 1 otyugh: SZ M; AL N; AC 3; MV 60'; HD 8; HP 51; #AT 3; Dmg 1-8/1-8/2-5. Special attacks: disease. Special defenses: limited telepathy (30'); never surprised. The otyugh typically dwells in 7-34, but occasionally comes up the passage to 5-125, and thence to the Midnight Road, seeking food and companionship
7-8	4 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4. These cephalopods are more aggressive than usual, as they have drifted up from 4-117 or 6-165 and are away from their usual haunts
9	Vermin or spiders: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 9, 8, 6, 5; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'

10	Sir Calculor, the Sun-Scarred Knight (see new monsters), 10th-level male human fighter: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 88; #AT 3/2; Dmg 7-13 (**broadsword +2**). Abilities: STR 18/65, INT 15, WIS 13, DEX 12, CON 16, CHA 11. Possessions: gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items), 125 ancient silver pennies (see Arden Vul items); **broad sword +2**. Sir Calculor is on a private mission for Psalor-Ki, the vivisectionist (5-72), to locate a working GnuCoder 5000 full-immersion sensory experience (see new technological items) and, if possible, bring it to Psalor-Ki. The only such devices are to be found at 5-97, and they are immovable (Psalor-Ki's insanity has overlooked this fact). Sir Calculor ascended to the Midnight Road from area 6-166. With his newly-acquired pale green rudishva identity plaque (see new technological items) he is able to open many rudishva doors. Still, Sir Calculor is stumped at how to proceed but, because this is a private, unregistered mission, he is most anxious to go undiscovered. He avoids conversation and, if pressed, will attack.

Level Key

5-1: Secret Door, with Stairs up to Level 3 (3-12)

A secret door is cleverly worked into the stone along the cave wall. Once opened, it reveals stairs leading up 250' to area 3-12.

Secret Door (south): The secret door is easy to find (3 in 6) from either side; it has no mechanism, but rather can be pushed or pulled open.

5-2: Cave of Gog

This vast cavern is some 50' tall and filled with stalactites and stalagmites. The atmosphere is oppressively damp and humid. The cavern is utterly dark, although the sense of tomb-like stillness is occasionally broken by the passage of bats and by the sounds of cave-crickets and moving water. A subterranean river runs through the cave, On a rocky island in the pool formed by the river lives a mysterious lesser varumani named Gog.

Chute Landing: The chute from 3-15C deposits its victims in an unceremonious heap on some sand just at the mouth of the Hall of Forty Pillars (5-6). Provided that the PCs have not arrived here by means of the chute, there is a 15% chance that 1-4 unfortunate individuals will come hurtling down the chute while the PCs are present; if so, they will be either adventurers (50%) or halflings from Level 3 (50%).

Dark Pool: The pool contains numerous blind crayfish and cavefish. It also features a vicious current at its eastern end that will sweep the unwary towards the falls at 5-2A. Gog has a simple dugout canoe that he uses to navigate the pool. Gog's island is rocky and filled with crannies, two of which contains his 'pretties'. One cranny is obvious, but the other requires some searching to find (2-4 turns) and must be detected as a secret door.

Gog, the Lesser Varumani: Gog, an elderly lesser varumani (see new monsters), makes his home here. Gog is clever, curious and only sometimes malicious. He trades knowledge for food, but only food of the highest quality. Quality for Gog means prepared foods or raw meat, preferably beastman meat. Proffered iron rations elicit a contemptuous snort. Gog also barters for 'pretties' in a low-cunning voice, even though he is perfectly aware of the value of things. Gog fancies himself a custodian of the subterranean environment, and takes a dim view of those who slaughter the unintelligent flora and fauna, or who damage the natural rock formations. He has a paternalistic fondness for the goblins, even to the point of protecting them; he actively fears the Cult of Set and won't deal with them; and he hates the lizardmen, and, although he rarely encounters them, he will ambush them when possible. Although he has signed a formal treaty of non-aggression with the beastmen (and possesses a parchment to this effect signed by Count Skleros and Deino - see 3-158), he loves beastman flesh above all else, and ambushes beastmen whenever he thinks he can get away with it. Given this complicated relationship, Gog might well encourage newcomers to take action against the beastmen, although he is smart enough never to let himself be actively linked to such actions.

Thanks to his enchanted cloak, Gog is able to converse with nearly everyone. Gog enjoys conversation and eagerly offers to trade information with any group that is not immediately hostile. He has much to offer, including full knowledge of the layout of the non-secret corridors and caverns of Levels 3 and 5 (as well as some out-of-date information about the lower levels) and fairly well-informed knowledge of monster locations and the politics of the intelligent inhabitants of the upper levels. In return, he is interested in learning of changes to these levels - details of a party's negotiations with intelligent inhabitants, the discovery of secret doors or rooms, the death of monsters (although the latter will not make him favor the PCs), and so forth. Until his trust is won, however, Gog will subtly mislead parties by omitting important details, 'forgetting' key intersections, underplaying threats, and so forth. Any encounter with Gog thus plays out as a battle of wits. It is possible for parties to gradually win the grudging respect of Gog through humble speech, the offering of copious gifts, and the slaughter of his enemies. Such acceptance may only be won over time, and not in a single encounter. If Gog comes to respect a group, he may offer them advice and information that is not layered with 'tricks,' and/or knowledge about some more esoteric areas such as the Troll Lift, the Inn of the Lost, and even the court of the troll thegn (the source of his information, which he will not reveal, is Riglon in 5-54).

Gog has been unjustly exiled from the court of the troll thegn (7-30) due to the lies of a sleazy lesser varumani named Muq (8-151). Gog would very much like to locate Muq and force him to admit his machinations, and will offer eternal friendship to those who bring word of Muq. Producing the incriminating documents held by Muq (8-151) would also do the trick.

If attacked, Gog leaps into the river and swims upriver. After this he will never trade with those who attacked him and may even attempt to ambush a weakened party.

Gog has been charmed by the vampire, Cinna Minux (7-122), who occasionally visits him to learn rumors about those with whom Gog has chatted.

Thothian Teleportation Ring: To the west of the pool is a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: RE-GR-WH-BL-BK-YE (see new magic items for explanation).

Although none of the glass activation squares are in evidence, Gog possesses a full set of them. Not only does he know how to operate the ring, he also has memorized the addresses to the rings located in areas 3-33, 4-122, and 6-64. He only shares this information with his most trusted friends.

One-way door (5-9A): The one-way door from area 5-9A is obvious to detect, but impossible to open from this side.

Note: Gog's cave is also one of the destinations for the teleporter at UP-11. Those teleported here find themselves standing before the entrance to the Hall of Forty Pillars (5-6).

Inhabitants:

1. **Gog, lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club, **cloak of wise negotiating** (see new magic items).

Treasure:

In the obvious cranny: holds 6-12 gems of various size and value, 13 ancient octagonal platinum coins (see Arden Vul items), and a heavy sack filled 247 sp, 123 cp, and 101 ancient silver pennies (see Arden Vul items).



In the hidden cranny: a full set of six colored glass activation squares (see **Thothian teleportation rings** in new magic items), a troll thegn's passport (see Arden Vul items), a moldy piece of parchment (his treaty with the beastmen), and the **ring of Zox** (see new magic items).

5-2A: River and Waterfall

The river exiting Gog's pool has a vicious current. Those attempting to swim in or cross the river must successfully roll 3d6 under STR or be swept down the river and over the waterfall to their deaths.

5-3: Natural Cavern

Reached by an 80-degree downward slope from Gog's cave, this cavern is rocky and moist. Its floor is a good 25' below that of 5-2, although the ceiling rises to an equal height of that of 5-2. The cavern is home to scores of bats, as well as 6 piercers. On the east wall, near the passage to 5-4 and some 15' off the cave floor is a secret door to 5-36. Noise in the cave might attract the bats from 5-4 (33% chance). Several dead bodies litter the floor, including a goblin and a human.

Secret Door (east): The door is 15' above the floor of 5-3, and is normal to find. The door is camouflaged to look like part of the natural cavern, although a black, lidded eye has been painted over it. It opens by covering the lidded eye (with a hand or anything) and stating "Open" in Mithric. It may also be battered down (AC 1, HP 50).

Inhabitants:

1. **6 piercers**: SZ M(x3) and S(x3); AL N; AC 3; MV 10'; HD 3(x3) and 2(x3); HP 22, 18, 15, 14, 11, 9; #AT 1; Dmg 3-18 (x4) and 2-12(x4). Special attacks: 95% to surprise prey.

Treasure:

The corpses hold a stone axe; 27 cp, 2 crystals (10 gp each); 3 small pearls (60 gp each); a scroll with three canticles of the *Litany of Light* (see Arden Vul books); and a silver **Sortian eye** (see new magic items).

5-4: Bat Cave

This large cave is 40' tall and difficult to traverse. A wide opening extends to the northeast; this leads to a precipice at the edge of the Great Chasm (5-34), at a point where the river used to fall to the chasm floor (its new channel takes it through 5-2A). At the north end of the cave, some 30' above the floor, is a worked stone porch with two doric columns (5-15).

Inhabitants:

1. **150 ordinary bats**: SZ S; AL N; AC 8; MV 10', 240' flying (Class B); HD 1-2 HP; HP 2(x75), 1(x75); #AT 1; Dmg 1. Those climbing ropes to 5-15 may disturb the bats, provoking a swarm and requiring a successful roll of 3d6 under DEX to avoid falling to the ground.
2. **1-6 giant bats**: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater.

5-5: Natural Cavern

This natural cavern boasts an uneven floor that slopes upward to the north. Three carcass creepers make their home here. A careful search (1-2 turns) reveals a lime-encrusted ceramic jug with images of snakes inscribed in black ink on the outside.

Inhabitants:

1. **3 carcass creepers**: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 20, 17, 16; #AT 8; Dmg nil. Special attacks: paralysis.

Treasure:

Inside the ceramic jug: 339 ancient silver pennies (see Arden Vul items), and a 10"-tall, silver statuette of a frog (90 gp).

5-6: Hall of Forty Pillars

An iconic location in the Halls of Arden Vul, this Hall was built by the heqeti. It has been used and reused by all those who delved beneath Arden Vul. A ledge some 20' off the floor of area 5-2 leads to the infamous Hall. The ceiling is arched in a round arch, and rises some 30' above the floor. Forty stone pillars 6' in diameter stretch into the distance, as well as down two transepts. The walls and pillar are formed of pebbled stone, which seems worn and even a little greasy.

The pillars radiate so strongly of magic that it need not be detected; the effect is of dread (-3 morale rolls for retainers, -1 to all saves to everyone for 1-4 hours). Sound and/or light in the Hall is likely to attract the denizens of areas 5-7 and 5-8 (75% chance for each area).

The Hall is home to three score large (12") toads. The toads are harmless, but creepy. Adventurers will find themselves constantly under the scrutiny of these creatures. 25% of the toads are actually transformed adventurers (see 5-6D).

5-6A: Hidden Door

This pillar hides a secret door. It is difficult to locate (1 in 8) and opens only when the appropriate catch (a button on the floor) is located. Once the button is pressed, a panel slides open, revealing a narrow hole in the pillar and a set of iron rungs leading down. The tunnel is of natural, roughly carved stone.

5-6B: Lesser Ziggurat

The ziggurats here and at 5-6C are as ancient as the pillars, and also seem slightly pebbled and greasy. They rise in a series of narrow steps (worn in the middle) to a height of 20' above the floor. Each ziggurat summons an enemy every time the Obsidian Gates (5-6D) are touched without using the proper keys. The summoned creatures become increasingly more powerful as failures mount: first skeletons, then zombies, ghouls, mummies, and finally keqemandri (see new monsters). Note: two of each creature appear every time the gates are touched incorrectly. The ziggurats reset to the least powerful enemies after 2 hours of inactivity at the gates.

Inhabitants:

1. **2 skeletons**: SZ M; AL N; AC 7; MV 120'; HD 1; HP 6, 5; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.
2. **2 zombies** SZ M; AL N; AC 8; MV 60'; HD 2; HP 15, 12; #AT 1; Dmg 1-8. Special: always strike last
3. **2 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 11; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.AC 6; MV 90'; HD 2; #AT 3; Dmg 1-3/1-3/1-6; paralyzation)
4. **2 mummies**: SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 44, 38; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis.
5. **2 keqemander demons** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 12; HP 81, 78; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.

5-6C: Lesser Ziggurat

See 5-6B.

5-6D: Obsidian Gates

An iconic location in the Halls of Arden Vul, the Obsidian Gates have blocked more explorers and tomb-robbers than any other location in the halls. The doors rise 20' above the floor, and are made of solid obsidian. They radiate magic and evil. Each valve has a 4'-tall glyph incised in the obsidian; the glyphs pulse softly with brown light. Keyholes some 1.5" in diameter extend halfway through each of the doors. Anyone touching (even to examine) the Obsidian Gates causes undead or demonic creatures to be summoned to confront the intruders (see 5-6B and 5-6C).

Knock spells do not work on the Obsidian Gates. The rudishva areas behind the Gates are also warded against **teleport**, **passwall**, and similar spells.

Glyphs: The glyphs are ancient, and formed part of the sorcery of the heqeti cult of Rimmaq-Isfet and Kauket. It is highly unlikely that any warm-blooded creature of the present age would be able to interpret them. One glyph appears as a V imposed over two connected circles; it is the glyph for "Hail!" The other glyph appears as a narrow upside down U, with small carets attached to each arm of the U; it stands for Rimmaq-Isfet, in his lesser incarnation as the Worm of Qok. Should one speak the name "Rimmaq-Isfet" in the ancient language of his cult, the magic of the ziggurats will be temporarily suppressed (for 1-3 days) and the doors can be pushed open without the need for keys.

If a PC is foolhardy enough to trace the glyphs, with finger or implement, he or she will suffer a cruel fate. Tracing the glyph for "Hail" causes a storm of caustic hail to fall throughout the Hall of Forty Pillars for 3-12 rounds, causing 1-6 HP damage per round (save vs spells for half damage). Tracing the glyph for "Rimmaq-Isfet" transforms a character that does not save versus petrification into a large (12") toad; even if the save is made, the PC is stunned for 1-3 turns. Chaotic evil characters are immune to this transformation. **Note**: tracing the glyphs will also cause the lesser ziggurats to summon enemies unless the tracer is chaotic evil.

Keys: As suggested by the keyholes, the 'keys' are in fact rods; each key is 1.5" in diameter and 15" long. To open the gates, one platinum key and one gold key must be inserted simultaneously into the keyholes. For the current location of all ten sets of keys, see the Arden Vul items appendix.

5-6E: Bronze Valves

These 15'-tall bronze doors have not been opened in centuries. Like the Obsidian Gates, these doors feature round keyholes in each door. Unlike the Obsidian Gates, however, manipulation of the bronze valves does not summon enemies. The keyholes are 1" in diameter.

Keys: Any pair of 1"-diameter rods, one of which must be silver or coated in silver and the other gold or coated in gold, opens the bronze valves.

5-6F: Open Bronze Doors

Originally identical to the doors at 5-6E, these doors have been shattered inward toward 5-6. The area around the keyholes looks molten, as if they had been blasted with intense heat.

5-7: Northeast Tombs

This hallway features four relatively modern, Archontean-era sarcophagi. All four have been broken and looted. They contain nothing but a few random bones. Lurking in and among the sarcophagi are 5 ghouls. Sound and/or light in the Hall of Forty Pillars (5-6) is 75% likely to attract the ghouls, although they do not pursue into area 5-2.

Secret Door (northeast): The door to 5-10 is easy to locate (1 in 4), and opens merely by pushing it inward.

Inhabitants:

1. **5 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

5-8: Southwest Tombs

This hallway features four modern, Archontean-era sarcophagi. All four have been broken and looted such that they contain nothing but a few random bones. Lurking in and among the sarcophagi are 5 ghasts. Sound and light in the Hall of Forty Pillars is 75% likely to attract the ghasts; they do not pursue into 5-2.

Inhabitants:

1. **5 ghasts**: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 26, 25, 23, 20; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm

5-9: Fountain and Lost Tomb

This stone chamber is sheathed in neat, well-trimmed granite blocks and is only 6' tall. The walls are painted in extremely bright pastels, featuring geometric patterns and a depiction of bunches of grain. Periodically a figural image of a large goblet studded with colored dots is interspersed among the riot of colors. The northwest end features a 2'-tall circular basin from which a pleasant fountain of golden liquid sprays. The southeast end boasts a ¾-sized sarcophagus some 5' long, 2' wide, and 3' tall.

Fountain: The golden liquid is ale of surpassing flavor and freshness, but also of surprising potency. A flask-sized quaff inflicts WIS -3, CHA +2, and DEX -2 for 2 hours. The ale may also be used to activate the tomb of Hugo Berrydraw.

Sarcophagus: The sarcophagus lid is carved in a 3/4 relief as a highly realistic image of a short human dressed in loose robes and wearing a pointed hat. Inserted into one stone hand of the recumbent figure is a full-scale wooden staff; the other hand clutches a large ivory drinking horn. The sarcophagus appears to be solid; that is, a seam between lid and body is not apparent. In the place of a seam, an inscription (in Mithric) runs all around the sarcophagus: "*Hugo Berrydraw rests nearby, prince of charlatans, always ready with a quip and a toast, he who drenched his companions with friendship and the fruits of the barleycorn. Wake him at your peril, for his jollity will know no end.*"

The 'sarcophagus' is in fact a solid block of granite that cannot be opened. Hugo lies on top of the block, not within it; the carved relief is in fact Hugo's body. The wooden staff cannot easily be removed from the stone hand of the halfling. The ivory drinking horn, however, may be carefully prised from the effigy's hands. If it is carried to the fountain and filled with ale, and the ale is then poured over Hugo Berrydraw, then Hugo's spirit awakens and his stone body slowly (over 1 turn) returns to undead flesh (see new monsters). The undead Hugo cackles wordlessly and shouts vulgar curses (in an ancient Thorcin dialect) while deploying his **staff of fermentation** (see new magic items) and inflicting magical mayhem and distress on the living. Should the undead Hugo be slain, his body crumbles into a heap of bones.

GM Note: Hugo Berrydraw is an infamous character in ancient Archontean folktales. His reputation was that of the malicious trickster (as opposed to the generally beneficent Larel One-Eye). Stories of Hugo are legion, and usually involve him causing shame, discomfort, or harm to all varieties of folk, whether or not they were deserving of it. How he came to be entombed in Arden Vul is unknown.

Inhabitants:

1. **Hugo Berrydraw**, **undead spirit of drunken mischief** (see new monsters): SZ M; AL CE; AC 0; MV 150'; HD 8; HP 48; #AT 2 or 1; Dmg 1-4/1-4, or 1-6 (staff of fermentation). Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to fire, cold and electricity. Possessions: **staff of fermentation**, **horn of carousing** (see new magic items for both).

Treasure:

Staff of fermentation (22 charges), **horn of carousing** (see new magic items for both).

5-9A: One-way Door

The passage from 5-9 leads to a one-way door into 5-2. The door is obvious from 5-2, but is impossible to open from that side.

5-10: Looted Tomb and Coffin

A simple wooden coffin rests on some broken masonry in this hidden chamber. The walls are rough, as if decayed by time, although flecks of color suggest they were once painted. The coffin is simply but sturdily made of oak. Its lid has been pried

open, allowing sight of a jumble of bones and bits of equipment, all worthless. Incised in the wood of the side are the crude words "Gregor, Priest." A scrap of parchment is wrapped around a nearby femur. It reads, in Archontean: "*Gregor, optimistic priest of life, fell near the Troll Lift. We left him here, but will be back to give him a proper burial. Touch his remains at your peril!*" A second hand has scrawled, in Archontean and in blood, the phrase "*Still waiting, eh?*" [Some details of Gregor's expedition may be found at 1-19].

Secret Door (northeast): The door to 5-11 is difficult (1 in 8) to locate. To open it one must locate and depress a stud on the floor.

Treasure:
Among the debris are two **teeth of Pol** (see new magic items), which may be used to activate the head of Pol (SL6-8)

5-11: Lovers' Rest?

A thick carpet of dust covers the floor, two stone sarcophagi, and a 4'-tall pedestal. The walls are plastered and brightly painted in the classic Archontean style: realistic, portrait-style faces of soldiers wearing legionary armor, short swords and spears. The lids of the sarcophagi also depict likenesses of people, but the style of the carving is demonstrably indicative of modern Archontean art, with more allegorical, elongated figures depicted with a slight ethereal or spiritual flavor. One figure is of a man in armor with a distinctive trident embossed on the breastplate. The man grips a long sword. Above his head has been chiseled in majuscule Archontean "*Kaitor proditor amici*" [i.e., "Kaitor, betrayer of a friend"]. The other gisant shows a woman in flowing robes; she has long hair held back by a circlet, and clutches a staff. Above her head is this inscription in Archontean: "*Guivrel dulcissima amica*" [i.e., "Guivrel, most beloved friend"]. Both sarcophagi appear to be intact.

Between the two sarcophagi is a 4'-tall stone pedestal, like a lectern. On the lectern lie both a stone tablet incised with runes and five heavy silver tokens with two heads. Should one of the sarcophagi be cracked open, a loud hiss echoes in the chamber as the other sarcophagus also opens and both emit clouds of vapor which coalesce into human forms. One of the vaporous forms shouts in Archontean "*It was righteous!*" while the other shouts "*I require judgment!*" After several similar shouts, both forms whisper "*You must choose ...*"

Backstory: Some 250 years ago Emperor Phocion IV sent an expedition to re-establish a foothold in Arden Vul and locate sources of **arcanum**. Among the group were three friends, Lankios the paladin (c.f. area 1-6), Kaitor, a cleric of Heschius Ban, and Guivrel the magic user. Both Lankios and Kaitor were in love with Guivrel, who had been married for political reasons to the expedition's commander, Adrienic. Guivrel throve on power and manipulation, and used Lankios mercilessly. In the course of their explorations, Guivrel found and kept a powerful **heqeti ring** (see new magic items), which began to twist her mind in more chaotic and evil ways. The expedition began to founder, Adrienic was slain in battle with most of his men, and a tiny rump of legionaries and administrators retreated to the region of the Hall of Forty Pillars. Kaitor, filled with unrequited love, watched with a sick heart as Guivrel continued to manipulate Lankios's feelings in more insidious and cruel ways. Finally Kaitor approached Guivrel and told her to cease her manipulations, but she laughed and said she planned to seduce Lankios that very evening, and that sacrificing his righteousness would make a perfect bookend to the failure of the expedition. Kaitor pulled his dagger and stabbed Guivrel through the heart. Just then Lankios arrived and witnessed the death of his intended lover. He turned on Kaitor, who kept shouting that he had done it for Lankios's good, to save him from treachery. Lankios would not hear of it, and slew his erstwhile friend. As his mind began to slip into an insanity that would preserve him for the next 230 years, Lankios ordered his men to erect these tombs and leave a record of the sordid events.

Puzzle: The spirits of Kaitor and Guivrel are restless and demand a judgment by the PCs. They both speak in Archontean. Kaitor's ghost keeps murmuring "*Treachery! She would have destroyed him, she would have cost him his life's work. She told me so! Her death was for the greater good!*" Guivrel's spirit, to the contrary, exclaims "*Treachery! Stabbed by a friend without cause!*" Both periodically turn to the PCs and demand, "*You must judge!*" Neither spirit is fully sentient, and it is thus difficult to tease more than the stock phrases from them. Still, some evidence exists in the chamber (and elsewhere; see 6-138 and SL3-19) to help the PCs make a judgment. Guivrel's desiccated corpse rests in her sarcophagus, with her golden hair still present after all the years. A dagger with a trident (the symbol of Heschius Ban) inscribed on the hilt is buried in her chest. Her right hand bears her signet ring, but the left bears the **heqeti ring** (see new magic items). In the sarcophagus are Guivrel's **staff of striking** (10 charges), and her **bracers of defense** (AC 7).

In Kaitor's sarcophagus lies a less-well preserved body still dressed in a breastplate with an embossed trident on it (clerics may recognize this as a symbol of Heschius Ban). A **trident of water breathing** (see new magic items) lies next to him. Under the body is a badly decomposed leather pouch in which may be found three tourmalines, a parchment scroll from the Emperor attesting to Kaitor's commission as a kentarch, and a small parchment codex (the *Expedition Notes of Kaitor*; see Arden Vul books) which records some of Kaitor's thoughts on the expedition. The tablet on the lectern reads, in Archontean, "*I am unable to judge the truth of this matter. Guivrel is dead at the hand of Kaitor. I slew the traitor Kaitor even as he shouted his reasons. I know not what to think, for I feel only treachery and pain. Let a new judge decide the truth of the matter by placing a token in the hand of the guilty.* [signed] *Lankios the polemarch.*"

Solving the Puzzle: The spirits require a judgment from the PCs. Alas, the issue is far from clear. It is obvious that Kaitor is guilty of homicide, so the PCs might well side with Guivrel. Yet investigation might also reveal that Kaitor suspected foul play; his expedition notes and the **heqeti ring** suggest that there was justification for his action. The PCs might also decide that both are guilty. Some parties might also decide that Lankios is also guilty, or even solely guilty (he may be located at 1-6). Some might decide that all are guilty. The note found on the body of Hector at 6-138 may also help shape the PCs' decision-making. The PCs' judgment will have implications as follows:

Kaitor is Guilty: The body of Guivrel fades to dust, but the spirit of Kaitor materializes into a powerful vengeful spirit (see new monsters) and attacks. Bringing the signet of Guivrel to Lankios cures him of insanity, and he will live another 1-20 years.

Guivrel is Guilty: Kaitor's body decomposes instantly, but Guivrel's springs forth as a banshee and attacks. Her signet will be unrecoverable, and Lankios will stay cursed.

Lankios (alone) is Guilty: Neither spirit animates. Bringing the signet to Lankios causes him 6 turns of sanity, during which he attempts to assault the PCs. After 6 turns he collapses into dust.

Kaitor and Guivrel are Both Guilty: Both of their bodies crumble into dust. Bringing the signet to Lankios causes him to attack the PCs.

Lankios and Kaitor are Guilty: Guivrel's spirit laughs for 6 rounds and then dissipates. Lankios will be found dead at 1-6. Heschius Ban curses all PCs.

Lankios and Guivrel are Guilty: Guivrel turns into a banshee, but Kaitor materializes as a vengeful spirit (see new monsters) and helps to fight Guivrel. When the combat is finished, Kaitor dematerializes. Bringing the signet to Lankios inflicts sanity and overwhelming remorse on him; he dies within 1-6 days.

All are Guilty: A rumble of thunder is heard, and a flash of lightning shaped like a trident appears in the chamber (Heschius Ban). All PCs receive a **bless** spell that is good for 2 weeks.

No Judgment is Made: if the PCs refuse to judge, and do not loot the sarcophagi, nothing untoward occurs. If the PCs loot the tombs and leave without judging, they will be cursed and subject to a **geas** compelling them to return and judge.

Inhabitants:
1. **Kaitor**, **a vengeful spirit** (see new monsters): SZ M; AL LE; AC 1; MV 120'; HD 6; HP 40; #AT 1; Dmg 1-12; MR 25%. Special attacks: STR drain. Special defenses: +1 or better weapons to hit; immune to fire; turned as vampire; reform in 1-6 hours so long as his bones remain unburied.
2. **1 banshee** (groaning spirit): SZ M; AL CE; AC 0; MV 150'; HD 7; HP 46; #AT 1; Dmg 1-8; MR 50%. Special attacks: wail (1/day, in darkness); cause fear. Special defenses: +1 or better weapons to hit; immune to charm, sleep, hold, cold and electricity.

Treasure:
Heqeti ring (see new magic items); Guivrel's signet ring (25 gp, but useful as listed above); **staff of striking** (10 charges); **amulet of natural armor +3** (see new magic items); **trident of water breathing** (see new magic items); 3 tourmalines (100 gp each); Archontean military commission (50 gp to an antiquarian); *Expedition notes of Kaitor* (see Arden Vul books); and 1-5 large silver tokens (50 gp each).

5-12: Broken Tomb

This cramped, 8'-tall chamber is cluttered with debris on one side, and filled with the signs of a military encampment on the other. An empty suit of old imperial field plate (see Arden Vul items) lies on the ground in a spread-eagled position, as if its inhabitant had fallen forward on his/her face. The armor is empty of organic matter.

The Archontean expedition used this chamber as part of their living quarters. The debris includes a pile of bones and bits of rock and rock dust (GM Note: the bones are those of the former inhabitants of the sarcophagi of 5-11, while the rock fragments are the residue from the carving of the gisants of Kaitor and Guivrel). The campsite has a circle of stones for cooking, several rotted leather bags and sacks, and a cracked (and empty) water barrel.

Secret Door (northwest): The door to 5-23 is difficult to find (1 in 8). One must succeed at an open doors check to depress the panel, after which it slides to the right, revealing a 4'x4' hole into 5-23.

Treasure:
Imperial field plate (see Arden Vul items).

5-13: Lost Tomb

Another 8'-tall, narrow chamber, this room features a stone sarcophagus which has been pushed to the northwest corner, as well as a 3 empty suits of imperial field plate (see Arden Vul items) lying spread-eagle on the floor. Six rotted bedrolls lie in the room. Four spears and four long swords are stacked neatly against a wall.

Sarcophagus: The seal of the sarcophagus has been cracked, but the lid is still intact. The lid is carved in low relief to depict an ancient imperial officer in formal toga; beside him is an enormous lizard or dragon. Inside may be found a jumble of bones, a stone-tipped heqeti spear, and a **short sword +1**. A silver box, in surprisingly good shape, rests inside, hidden there by the Archontean soldiers.

Treasure:
Short sword +1. The silver box (200 gp) contains 150 ancient silver pennies (see Arden Vul items) and six clay tokens with a trident on one side and the word "Pentarch Kaitor" on the other (holy symbols of Heschius Ban).

5-14: Burial Chamber with Ichor of Rimmaq-Isfet

This spacious chamber boasts a 15' ceiling. Its walls are painted in bright colors with scenes of ancient Archontean officials carrying ceremonial gifts towards a sarcophagus, atop of which a widow is weeping dramatically. The ceiling is painted cerulean blue. At the north end stands a large sarcophagus of stone, some 10' long and 5' wide. It has been carved with mid-relief scenes of upper-class Archontean domestic life (husband in study, wife directing slaves, children being tutored). The middle of the room features a 10'-diameter stone basin raised a good 2' off the floor. Rising from the center of the basin is a chunk of black stone, pitted, rough and slick to the touch. The basin is filled with a thick sludgy black liquid. Two sets of imperial field plate (see Arden Vul items) lie draped across the lip of the basin, partly in and partly out of it.

The liquid is a specimen of the ichor of Rimmaq-Isfet (see new monsters). It corrupted and devoured six of the Archontean soldiers who had been left leaderless by Lankios's madness; the others fled deeper into the halls. Although it can form shapes on its own, this bit of ichor of Rimmaq-Isfet prefers to animate the suits of armor. When PCs enter the room, the ichor is quiescent. Within two rounds, however, it will ooze into one of the suits of armor, which will lurch upright and attack. In another two rounds, the other suit will attack. Once these two suits are animated, a stream of ichor will spill over the lip of the basin and begin to ooze towards the other suits of armor in 5-13. The basin holds enough matter for four animated examples of the ichor.

Inhabitants:
1. **1 ichor of Rimmaq-Isfet** (see new monsters): SZ L; AL CE; AC 5 (but 1 in imperial field plate); MV 60'; HD 16 HD (subdivided into four 4HD spawn); #AT 2; Dmg 1-6/1-6; MR 30%. Special attacks: caustic touch (1-4 HP acid damage); crush (1-10 HP/rd); obliterate organic matter. Special defenses: +1 or better weapons to hit; immune to cold and acid.

Treasure:
Scattered about are three pieces of jade jewelry (torc and two arm rings) worth 300 gp each; 237 ancient silver pennies (see Arden Vul items); a bone scroll case (50 gp) with a treasure map and a scroll of **remove paralysis**, **feline senses** (see new spells), and **neutralize poison**; a curved, red **horn of chaos** (see new magic items); and a **rod of resurrection** (3 charges) hidden inside a huge, heavy candle some 3' tall.

5-15: Balcony and Caryatids

This balcony looms 30' above the floor of the natural cave at 5-4. It is made of carefully cut and worked stone, and features a pavement of slate mortared over the stone. Two doric pillars extend to the roof from either side of the balcony. The balcony leads to a room that is 15' tall with a pale-green painted ceiling. Two rounded archways lead to areas 5-16 and 5-17. Along the walls of the room are painted half-pillars carved in the likeness of armed men and women. All bear chain armor, conical helmets, long thigh-boots, and long swords or axes. There are 8 such half-columns, all of which are caryatid columns. Should anyone step from the balcony into 5-15 proper, the first 3 columns will detach from the wall with a cracking, grinding sound and move to expel the intruders. Should anyone enter the eastward ell of the room, the other five columns will also animate and attack.

Inhabitants:
1. **8 caryatid columns**: SZ M; AL N; AC 5, MV 60'; HD 5; HP 22(x8); # AT 1; Dmg 2-8. Special defenses: all saves at +4; half damage from normal weapons; full damage without magical pluses from magic weapons; weapons that strike a column have 25% chance to break (-5% per magical plus).

5-16: Hall of Fallen Warriors

This chamber contains the sarcophagi of six Archontean warriors who were part of the first effort to colonize Arden Vul, some 2,100 years ago. Another 10 half-columns ring the room, but none of them animate. All are carved in the same style as those in 5-15. Most still bear much of the paint that once coated them. The ceiling was painted bright yellow, but it is flaking badly from moisture and age. The sarcophagi are plain stone without major decoration save a simple inscribed image of an Archontean legionary on the lid. Four of the sarcophagi have been broken open and their contents dispersed. The two at the west end of the room are still intact.

Sarcophagus of Birtik the Proud: Contents include a silvered chain mail hauberk (equivalent to elven chain); conical helmet with nasal piece and decorative, gold 'wings' (50 gp); **Frog-Biter**, an enchanted spear (see new magic items).

Sarcophagus of Lidric the Envious: Lidric has become a skeletal wight (see new monsters). Scattered in the tomb are 322 ancient gold ancient gold solidi (see Arden Vul items) and a **winged statuette** in the form of a bronze pig (see new magic items).

Inhabitants:
1. **1 skeletal wight** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 5+1; HP 33; #AT 1; Dmg 3-9. Special attacks: energy drain. Special defenses: successful energy drain heals 3-9 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghasts.

Treasure:
See above

5-17: Tombs of the First Archons

The ceiling of this arched hall rises 20' above the floor, and is supported by a row of pillars down the center of the hall. Six sarcophagi hold the remains of the earliest archons of the Archontean colony at Arden Vul.

The sides of the hall feature half-pillars painted with images of robed men and women; the men are clean-shaven, wear tall cylindrical hats, and carry small bundles of rods of authority; the women have long hair, wear similar hats, and carry ankh-shaped rods. The ceiling is pale blue. Three of the sarcophagi have been looted; their lids are broken into fragments and their contents dispersed. The three intact sarcophagi have realistic images of robed people (two men, one woman) carved on their lids; each also bears an inscription in Mithric naming its inhabitant.

Sarcophagus of Troab the Wise, 3rd Archon: Contents include bones; a silver **torc of authority** (see new magic items); a bundle of golden rods tied with a silver string worth 450 gp (but perhaps worth three times that sum to modern Archontean archons); 263 ancient silver pennies (see Arden Vul items), and a key to the right hematite door (3-177).

Sarcophagus of Ysadina Peace-weaver, 4th Archon: Contents include: bones, a gold **necklace of harmony** (see new magic items), and a jade ring with a black opal (1,150 gp)

Sarcophagus of Metion the Stern, 6th Archon: Metion has become a spectre, and attacks as soon as his sarcophagus is opened. Two heavy gold bracelets (225 gp each), a gold signet ring (110 gp), and an **ankh of protection** with 5 charges (see new magic items) rest within the sarcophagus.

Inhabitants:
1. **Metion the spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

5-18: Octagonal Hall

This large octagonal chamber rises to a height of 35' in its center. Slabs of blue granite (5'x5') sheath the walls, and doors line every wall. In the exact center of the room is a 15'-diameter raised dais (3' off the ground).

Doors: The broken doors at 5-6F are bronze, the rudishva iris door on the northeast wall is stone, and the rest are iron-bound wood. The rudishva iris door only opens when a silver rudishva identity plaque (see new technological items) is touched to the accompanying panel.

Statues: In the center of the dais is a 5'-tall lump of weathered, mostly shapeless stone; its original subject is impossible to discern. Just in front of this lump, facing the doors at 5-6F, is a second, newer statue of a human with one arm pointing forward and the other clasping a bundle of rods to his breast. A plaque reads '*Adrienic, Governor of Arden Vul, 2759 AEP*' The figure is dressed in a toga-like garment, with sandals, a torc, and a circlet. The statue is white marble, originally with inset gemstones, but the stones are gone and the statue has been badly vandalized with graffiti, excrement, etc.

If the statue of Adrienic is moved (via an open doors check), a vertical tomb, 3'x3'x6', will be found underneath it. Inside the tomb is Adrienic's shrouded, wrapped corpse and some of his symbols of authority.

GM Note: Adrienic was the leader of the doomed expedition sent by Emperor Phocion IV some 250 years ago to recolonize Arden Vul. The date on the plaque marks the death of Adrienic in the Cave of Blood (7-76).

Treasure:
Within the hidden, vertical tomb: a **palm of size adjustment** with 3 charges remaining (a **rudishva useful palm** - see new magic items); a 3'-long rod capped with a depleted lump of **arcanum** (475 gp); a ceremonial gladius inset with gold and semi-precious stones (125 gp); a token of Arden (see Arden Vul items); three silver and fire opal fibulae (125 gp each); and a wax tablet on which the following sentences, written in Archontean, are still visible: *Adrienic the 'archon' was brave enough. Seeking glory for the basileus, he led his entire command - five cohorts of the IInd Legion (Sheepshead Rangers) and the 3rd cohort of the imperial tagmata (Able Ones) - down the chasm to confront the trolls, ignoring the warnings of his strategos and his polemarchs. There he died gloriously, along with all 500 legionaries. The veterans of the tagma fought a delaying action to cover the retreat of the survivors. But when ambushed by the old servants, with their ridiculous pseudo-king or thain, the retreat turned into a rout. The twinned warriors of the Sacred Band held the bridge against the horde while Tulliaros, polemarch of the Sheepshead Rangers, rallied the survivors. Eventually Sibillire brought down the bridge and surrounding chambers with her sorcery. The paired lovers were lost, and Maurikios, taxiarch of the 3rd cohort, was cut off with the remnants of the tagma. I, Lankios the polemarch, assumed command of the remnant of this accursed expedition and buried those whose bodies remained. Guivrel has been of no help, and Kaitor grows sullen. How will the basileus react to this disaster? I have turned to the strategos, Basil, as senior surviving officer. He will be 'archon'.*

GM Notes: This valuable note explains what happened to the expedition of Adrienic. Lankios still lives, at 1-6. Maurikios Ligareon also lives, due to rudishva techno-sorcery; he calls himself Thegan White-Mane now (6-19). For Guivrel and Kaitor, see 5-11. For Basil Junienos, see 5-23; for Sibillire see 5-19; for the paired lovers, Georgios and Hradulfus, see 5-20.

5-19 to 5-24: Looted Archontean Tombs

Although these chambers were originally designed for other purposes, Adrienic (see 5-18) made them the seat of the short-lived restoration of Archontean power in Arden Vul. For about 20 years they were used as the administrative and political nerve center of the new colony. When Adrienic's folly led to the annihilation of the expedition, however, the remaining officers, recognizing they would have to abandon the Halls, chose to lay the corpses of the ranking members of the expedition to rest in these chambers. The original decorations are long gone. The walls are thus mostly bare, save for the occasional bit of graffiti.

On the interior wall of each chamber, opposite the entrance door, may be found a large message splashed in red paint; each 'message' names the person buried in the appropriate chamber. The sarcophagi (1 or 2 per chamber) within the chambers are stone. Their sides are carved with images of Archontean legionaries in the classical style (dating to the golden age of Archontean rule in Arden Vul, that is, some 1,500 years ago). The lids of the sarcophagi, when present, are new; on each surviving lid the name of the inhabitant is chiseled in fine Archontean capital letters. The chambers are littered with dust, rock chips, bits of bone, fragments of leather and parchment, and broken bits of metal equipment.

If PCs stop to read the graffiti, roll on the following table; some entries will only appear once:

D100	Graffiti	GM Notes
1-50	[Name] was here	Roll d20: 1-5: Archontean name 6-8: Thorcin name 9-10: varumani name 11-12: beastman name 13-15: goblin name 16-18: Wiskin name 19: dwarven name 20: name of unknown derivation
51-52	Gate Keys – one silver? One gold?	A hint as to the nature of the two keys needed to open the Obsidian Gates (5-6)
53-54	Thanks, Adrienic. We enjoyed your hospitality.	A mocking reference to Adrienic, whose statue (and corpse) rests in 5-18
55-56	Humanz r meat. Yum.	Lesser varumani boasting and fear-mongering.
57-58	Sketch of an eye with eyelashes and a large eyeball	Just a doodle
59-60	A chalk sketch of a complex knot	A symbol of the ancient Sortians
61-62	Don't trust Gog. He knows more than he's telling	Refers to Gog (5-2). It is true that Gog 'plays dumb' and knows a lot more about the Halls than he is willing to reveal; but Gog is loyal to those who prove themselves his friends
63-64	The Arena must lie behind those damned Gates.	Untrue. The Arena (6-58 to 6-94) is best accessed via the Sundered Span (5-35) and the Troll Lift (5-54), neither of which lie behind the Obsidian Gates

65-66	We claim this territory for the Red God of the desert!	A reference to one of Set's avatars. For the cult of Set, see 4-2.
67-68	Go to hell, Set!	Self-explanatory
69-70	Kaitor has betrayed me, Guivrel is gone. The darkness is closing in.	Written by Lankios (1-6), one of the survivors of Adrienic's expedition. Refers to the events described in 5-11.
71-72	The Rabbit was here. But now he's gone.	The Rabbit is the nickname of a legendary cat burglar from Narsileon (see World of Archontos appendix).
73-74	The thegn is coming!	Varumani propaganda, referring to the troll thegn (7-30)
75-76	Guivrel has changed. That bitch is evil, now!	A reference to Guivrel and the effects of the **heqeti ring** (see 5-11)
77-78	Sure, Lankios is acting like a leader *now*. But where was he when the trolls fell on us? Stupid paladin.	Bitter diatribe directed at Lankios by a survivor of the 2nd Scutarii
79-80	Adrienic was a stupid ponce. Glory my ass! Now we're all gonna die.	Bitter commentary by a survivor from the 2nd scutarii
81-82	That worm Pollitt assured us he could find Marius's tomb on the level below this one. But he's scarpered with some of our valuables. Guivrel sent Justinus to bring him back.	Refers to the sorcerer Pollitt, who accompanied Adrienic's expedition to the Halls but fled to pursue his own goals. His fate may be glimpsed at 6-137 and 6-139.
83-84	The goblins control access to the Sundered Span. Guess we shouldn't have slain so many of them. Now we're stuck.	A reference to the goblin caves (5-41 to 5-51) and the Sundered Span across the chasm (5-35)
85-86	Make Gog happy, and he'll make you happy	Good advice about Gog, the lesser varumani (5-2)
87-88	Gog has a taste for beastman flesh, despite his so-called treaty	Another truism about Gog (5-2), potentially useful in winning Gog's friendship
89-90	Grease the paws of that goblin, Killik, and doors will open for you	A reference to the willingness of Killik (5-46) to accept gifts
91-92	Don't go too far east of the Troll Lift – we lost Grevius there.	A cryptic reference to the Sanctum (5-77 to 5-83)
93-94	The Inn of the Lost lies just below the Troll Lift. Ask for Thegan. He's a good bloke.	Accurate (mostly) information about the Inn of the Lost, at 6-7 to 6-20
95-96	Tremarus kept messing with the damned gates, and kept summoning more undead. He's joined them now.	A warning about the Obsidian Gates (5-6)
97-98	There must be a way around these damned Gates. Maybe if we go down a level, and then come up behind them?	Good advice, if hard to manage. Areas 6-166, 7-34 and 7-88 have tunnels that wend upwards to the Midnight Road area.
99-100	**Arcanum**, huh. What is it good for? Absolutely nothing!	A misguided fighter's lament.

5-19: Tomb of Sibillire

Scrawled in Archontean on the wall opposite the entrance are the words "*Sibillire, court wizard*". Her sarcophagus lacks a lid and contains nothing valuable. The sarcophagus may be shifted with a lift gates roll, revealing a set of narrow stone steps that descend 20' to an equally narrow tunnel leading north to 5-85A.

5-20: Georgios and Hradulfus

The message scrawled in Archontean on the wall of this chamber reads: "*Georgios and Hradulfus, warriors of the Sacred Band*." A badly faded mural of two black-haired warriors fighting "trolls" may still be discerned against the northwest wall. The fragments of what might be two sarcophagi, as well as some badly scorched bones, are all that remain of the pair. GM: This pair of warrior-lovers sacrificed themselves to allow the survivors of Adrienic's expedition to escape across the imperial bridge (now the Sundered Span, 5-35).

5-21: Tomb of Tulliaros the Polemarch

Painted on wall of this tomb are the following words in Archontean: "*Tulliaros, polemarch of II Scutarii*." The stone sarcophagus is intact, but empty. Its lid lies against the north wall. The lid depicts a simple legionary figure surrounded by the letters 'T[u]ll[iaro]s P[ole]m[ar]chos' (the letters in brackets are missing), and a crude sheep's head (the symbol of the 2nd legion). Although quite heavy, the sarcophagus lid would bring over 2,000 gp to imperial collectors in Narsileon or Archontos. GM: Tulliaros was commander of the 5 cohorts of the 2nd legion of scutarii that provided the main military force for Adrienic's expedition. He was slain at the Cave of Blood (known today as the Troll Market – area 7-76) by the varumani and his body was never recovered. For his wisdom (as he had argued against Adrienic's doomed strategy), Lankios erected an empty sarcophagus in his honor. The troll thegn mummified Tulliaros's head as a token of victory; that object is currently located at 7-12.

5-22: Tomb of Kyrenaios the Chartoularios

On the wall opposite the entrance are painted the following words (in Archontean): "*Kyrenaios the Chartoularios*." The same name is inscribed on the side of the sarcophagus, the lid of which is now completely destroyed.

A 2'-long, leathery, brown egg may be found in the sarcophagus. The egg is swollen from within. Touching it with any level of roughness causes it to explode, coating all within 10 feet in putrescent matter. Until thoroughly washed away, the smell increases the chance of a random encounter by 1.

GM Note: Kyrenaios was the chief administrative officer of Adrienic's expedition.

5-23: Tomb of Basil, 2nd Archon

Across from the entrance, the following message in Archontean is scrawled: "*Basil, archon after Adrienic. He lasted only a few days*". The lid to the sarcophagus has been removed and rests against the northeast wall; it is mostly intact, and displays Basil's name and a crude image of a portly man in a toga.

GM Note: Basil Junienos was the senior surviving officer after the disaster of the Cave of Blood (now the Troll Market, 7-76) and the long retreat up the chasm. Although Basil was a timid, entirely stupid man, Lankios dutifully made him archon after the death of Adrienic. Basil died of a heart attack a few days later.

Secret Door (southeast): High on the southeast wall is a 4'x4' secret door to 5-12. It is difficult to spot (1 in 8). It opens by pressing the door panel inward, then sliding it to the left.

Treasure:
A hidden compartment in floor (1 in 6 to find) hides a greasy leather bag containing **bracers of defense** (AC 3), **gauntlets of ogre power**, 3 **potions of water breathing**, and 250 pp.

5-24: Tomb of Kalliston the Priest

A message has been scrawled in red paint opposite the entrance. It reads, in Archontean: "*Kalliston, priest of Debellaton. One of the good ones*."

Due to the divine protection of his god, Kalliston's tomb remains unplundered. It appears as a narrow, worn sarcophagus inscribed with ancient Archontean legionaries on its sides. The lid, however, is new, and bears an image of a scythe (a symbol of Debellaton) as well as the following inscriptions in Archontean: "Kalliston, beloved of Debellaton, fallen in battle." More interestingly, a translucent, 5"-tall image of a cloaked figure with a scythe hovers just above the sarcophagus. Should anyone tamper with the sarcophagus, the incorporeal image grows to 9' tall and shouts menacingly in Archontean, "Lord Debellaton commands that you let his servant rest!" Should further tampering occur, including opening the sarcophagus, Debellaton lays a **curse** (GM's choice) on all in the chamber.

GM Note: Kalliston, a senior priest of Debellaton, was the chief clerical advisor to Adrienic.

Treasure:
Inside the sarcophagus: Kalliston's bones; a **flail +2**; three 5"-tall basalt statuettes of the reaper (275 gp each); a lemon-yellow silk shroud with purple images of hoplite images and swords (a piece of silk from the imperial factories, worth 350 gp); and a silver and gold holy symbol of Debellaton (75 gp).

5-25: Octagonal Hall of Justice

A large, 35'-tall, octagonal chamber lies behind the formidable bronze doors at 5-6E (see text there for how to open these doors).

Although similar to 5-18, this chamber is in far better condition, and lacks the trash of areas 5-18 to 5-24. A thick carpet of dust covers the floor of the room. The ceiling is flaking badly, but once might have been painted gold, perhaps even with gilt. A 15'-diameter circular dais (3' tall) occupies the center of the room, and a heavy oak chair – a seat of justice – sits on the dais. The chair faces the doors at 5-6E. Six oak desks and desk-chairs occupy the northwest, southwest, and southeast portions of the chamber.

Doors: Doors occupy every face of the octagon; six are single doors, and two are double (the entry, and the stone doors opposite the entry). All but one are made of the same pebbled, greasy granite as the halls and chambers of this region. Only the door to 5-31 is unique. It is a rudishva iris door in the form of an 8'-diameter circle of plasteel set into the surrounding stone; it opens only when a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items) is touched to the accompanying panel. A successful listen check at any of the doors marked 5-27 reveals the sound of wordless moaning and scratching.

Seat of Justice: This magnificent chair is over-sized, as if for an 8'-tall person, and is beautifully carved. Floral motifs predominate on the armrests and legs, but a gilt hoplite helmet is visible on the backrest. The chair was the archon's chair, or seat of justice, for Adrienic during the short-lived Archontean reoccupation of the Halls that ended 234 years ago. If disassembled and carried off, the chair, which weighs 55 lb and is bulky, might fetch a substantial sum. Skill at carpentry or a successful roll of 4d6 under INT is necessary to disassemble the chair.

Desks: Each desk has 3 drawers, but all eighteen have been systematically emptied (by the Archonteans when they fled). Two items of note remain. The first is a piece of parchment stuck to one desktop with a dagger: it reads, in Archontean, "*The Shining Empire may have departed today, but it shall return. I, Lankios the polemarch, acting archon of Arden Vul, swear it!*" The document is dated 2759 AEP. The other item of note is a carved ivory coffer that sits on the top of one of the other desks. This coffer is ancient, dating to the very earliest days of the Archontean Empire (circa 55 AEP, or more than 2,900 years ago). Its carvings are quite different from those in the mature, realistic style found elsewhere in the halls; they depict squat, ovoid humans with huge eyes and gaping mouths, wielding spears against lizards.

Trap: The coffer's lock contains a difficult-to-locate (-5%) needle coated with a hallucinatory poison. Those affected by its remaining 4 doses immediately believe two things: 1) the coffer is cursed and must not be touched, and 2) that the poisoned character will die in 1-2 days due to the poison. Neither delusion is true.

Treasure:
The seat of justice would bring 4,500 gp if disassembled correctly and sold to an Archontean noble or official. The ivory coffer contains nothing, but is itself worth 395 gp.

5-26: Archontean Officers' Quarters

The door to this chamber can only be opened if the last lever in 5-28 is pulled. The chamber is 15' tall and decorated with a pale-blue wash of paint on all surfaces. Eight rotting wood-and-canvas camp beds, eight wooden chests, and four wooden armoires fill

the chamber. The canvas of the camp beds is too far gone to be usable, and the chests and armoires have mostly been cleared of valuables. A few items remain to be found by those who spend 2-4 turns searching.

Treasure:
A battered, but still usable set of Sacred Band banded mail; this armor weighs 10 lb less than the usual sort of banded mail, but is quite distinctive and will bring unpleasant questioning from any current members of the Sacred Band (the armor was Georgios's – see 5-20); a beautiful, yellow-and-purple silk archon's tunic (110 gp); a **Sortian baculus +1**, imbued with **detect magic** (see new magic items); and a small octavo codex with a unique epic poem composed by Adrienic himself and entitled *the Adrieniad* (see Arden Vul Books).

5-27: Collapsed Stairwells

The stone doors to each of these three areas are locked and stuck. They may be opened in one of two ways: 1) activating the correct lever in 5-28 causes all three to open automatically, releasing their inhabitants; 2) making a successful pick locks roll followed by a successful open doors check opens one door.

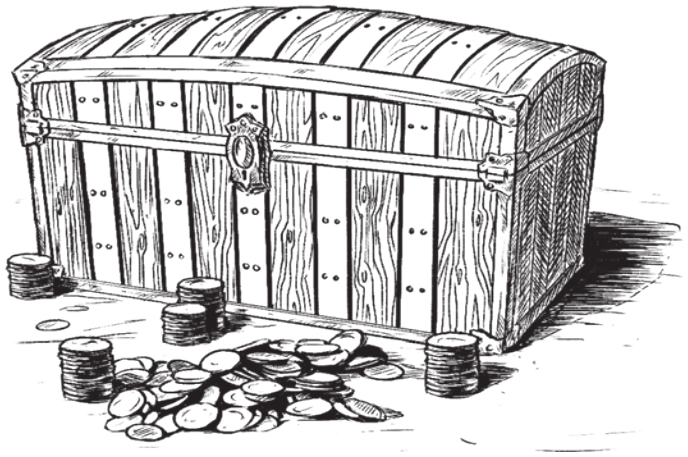
Once the doors are open, each of the three areas is identical. They feature a narrow, 6' corridor that extends for about 8' before ending in a cave-in; the beginnings of stairs leading down are visible amid the rubble. Each of the three areas also contains a wight, imprisoned here by Kalliston (5-24) before the great defeat at the Cave of Blood (7-76).

Inhabitants:
1. **3 wights**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

5-28: Niche of the Levers

The undecorated, stone double-doors possess 1"-diameter, 9"-deep keyholes. They open if one silver and one gold rod of the appropriate diameter is inserted into the two keyholes.

The space beyond the double doors may appear anticlimactic: it is a 4'-deep niche, on the floor of which sit six heavy steel levers. Despite obvious assumptions that each lever operates a different one of the doors in 5-25, only two of the levers produce an effect: the first and the last. If the first (southeastern most) lever is pulled, all three sets of doors to 5-27 open, as does the door to 5-29. If the last (northwestern most) lever is pulled, all three sets of doors to 5-27 open, as does the door to 5-26. The other four levers grind when pulled, but do nothing.



5-29: Treasure Chamber

Pulling the first lever in area 5-28 is the only way to open the door to this 10'-tall chamber. The walls and ceiling of the chamber are bright with paint or, in the case of the ceiling, gilt. The walls depict a variety of Archontean imperial imagery, much of which will be familiar because it is relatively recent (only 250 years old). The southwest wall depicts a band of legionaries marching in close formation, wearing segmented banded mail and brandishing spears and gladii. The northeast wall shows a distinguished, bearded man in a yellow tunic sitting in a large wooden chair (identical to the one in 5-25), while two sets of humans gesticulate at each other and at him. The northwest wall has an enormous, 10'-tall painting of the torso and head of Adrienic, complete with oiled, ringleted hair, hawk nose, glittering black eyes, and a stern expression. All of the figures are shown in the modern style, namely as slightly elongated, slender figures with copious swirled drapery (where appropriate).

A large stone table in the center of the room is piled high with valuables. Beneath it are two locked wooden chests. On an armor rack next to the table is a gilded, impressive-looking suit of cursed **armor of arrow attraction** (chain mail; see new magic items).

GM Note: This chamber served as the treasury for the doomed Archontean expedition to the Halls led by Adrienic (see 5-18). After the loss of nearly the entire force, the survivors retreated with what they could take; this chamber contains the valuables that they could not take.

Stone Table: On it are two large jade candlesticks (50 gp each); a 25-lb jade statuette of a bear with opals for eyes (1,550 gp); an iron key to area SL8-1; a hammered gold ceremonial headdress inset with lapis and colored glass (250 gp, 3' tall, and weighing 8 lb); two small (3'x5') silk carpets (200 gp each); a set of six delicate crystal goblets (50 gp each); a solid gold hoplite helmet (375 gp, but useless in combat); a rosewood box with two **tears of Kauket** (see new magic items) and a token of Arden (see Arden Vul items) wrapped in silk; an **ever-full inkwell** (see new magic items); and a set of the **eyes of Pol** (see new magic items).

Chest #1: The lid has two images burned into it via pyrography: a yellow hoplite helmet and a white sheep's head (the sign of the 2nd Legion, five cohorts of which were annihilated below). Alas, the lock has been smashed and the chest is empty.

Chest #2: The lid has the same two images burned into it, but the lock is intact. Inside the chest are 20,000 sp in neat stacks. This was one of the pay chests of the Sheepshead Rangers (2nd Legion).

Secret Door (northwest): This door is difficult to locate (1 in 8). It may only be opened by brute force (i.e., an open doors check).

Treasure:
See above.

5-30: Secret Rudishva Chamber

Both the narrow corridor and the chamber beyond are clad

in black granite sheathing; in addition, the corners have been rendered smooth, such that the corridor feels more like a tube than a rectangular corridor. The chamber is 10' tall and spotlessly free of dust and other debris. In the center chamber is a white console 4' tall. The console includes a set of buttons with glyphs on each of them and a darkened glass screen. Sadly, the screen is cracked and no power runs to the console; it is useless. Attached to the front of the console is an envelope made of a flexible plastic; inside the envelope are pale green, orange and pink rudishva identity plaques (see new technological items).

5-31: Lesser Rudishva Teleportation Hall

The door to this chamber is an 8'-diameter rudishva iris door. It opens by touching a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items) to the accompanying panel.

Beyond the door, stairs descend 25' to a set of three small, semi-oval chambers. The corridor and the three 'rooms' have no sharp corners, are spotlessly clean, and feature beautiful matched black granite sheathing. In each of the rooms a 5'-diameter circle of silvery material is inset in the floor, with a 10"x10" square of the same material affixed to the wall. Each square has a different rune etched into the silvery material.

The rudishva built these niches to be part of their teleportation network. To activate them, one stands on a silvery circle and touches the adjacent silvery square; teleportation to the appropriate location is instantaneous.

Teleport Nodes:
T12: access to the armory (5-118) [see note below]
T13: access to the drowned Canyon (SL6-3)
T14: access to the transit hall on Level 6 (6-162)

T12 is on the fritz, and will malfunction 50% of the time. If a malfunction is indicated, roll on the following chart for the result:

D8	Malfunction
1-3	Sizzle, hiss, but no other effect
4	Crackle of electricity, take 1-6 damage
5	Redirect: teleport to 5-110 (T6)
6	Redirect: teleport to 5-92 (T1)
7	Sizzle, and 3 chasm cephalopods appear in the chamber, drawn to the teleportation activity
8	Severe cosmetic injury to body part (GM's choice), causing -1 CHA permanently

Inhabitants:
1. **3 small chasm cephalopods** (see new monsters), potentially drawn to the malfunction: SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 13, 12, 11; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.

5-32: Spider Webs

The spider webs from 3-37 extend down the chasm to this point. Spiders may be encountered here just as in that location.

Inhabitants:
1. huge or giant spiders: see 3-37 for number and stats.

5-33: Chasm Cephalopod Lair, with Tunnel up to Level 4 (4-87)

This 30'-tall cave is a home to a pod of chasm cephalopods. Ten of the creatures dwell here, but only 4 are present at any one time. Amid some polished bones on the floor is a rucksack.

An opening 15' up on the north wall leads to a tunnel that snakes gradually upwards about 100' to Level 4 (4-87).

Inhabitants:
1. **10 small chasm cephalopods** (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 15, 14, 14, 13, 13, 12, 12, 11, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.

Treasure:
Inside the rucksack is a **jade cup of life restoration** (see new magic items) and a useful note and map written on the back of an empty spell-scroll. The note, written in Thorcin, reads: "W*e entered the halls once the imperials had fled, for Eadred had good information about an unlooted tomb, of a certain Sethu, one of the bird-god's priests. It was said to be northwest of the Imperial Span, along the chasm face. So, passing through the pyramid, we dispatched some brigands and made our way down the priests' so-called hidden stair to the grotto by the Hall of Forty Pillars. We proceeded east to the Imperial Span, only to find it had fallen and enemies lurking on the north side. Gyth suggested returning to the public chambers and using ropes to scale down the cliff face. As we proceeded, Gyth located an obscured circular portal just opposite the nobles' tombs. We entered eagerly, and Eadred and Mirko ran forward; but I knew it was a mistake, for the decoration was not that of the ibis lords. A giant skeleton confronted us, and Eadred and Mirko fell. Gyth and I retreated, and descended another 80'. Finally we found the tomb of Sethu, where it was predicted – northeast of the Span, and east and below the tomb where Eadred and Mirko fell. Gyth's sharp eyes noticed this cave across the chasm, and it seemed a safe place to rest. We used my magicks to cross the chasm and I prepared to rest. Gyth amused himself taking bowshots at some floating things. When I awake we will complete our quest!*

GM Note: The rolled-up note refers to the following locations: the tomb of Sethu (areas 5-57 to 5-62); the Imperial Span, now known as the Sundered Span (5-35); the pyramid (areas AV-15, UP-1, and 3-1); the hidden stair (3-12); the grotto (5-2); the Hall of Forty Pillars (5-6); the circular portal and tomb with giant skeleton (3-39); and the chasm (3-38 or 5-34). The floating things are chasm cephalopods (see new monsters).

5-34: Great Chasm

One of the iconic features of the Halls, this massive fissure extends through most of the dungeon levels and provides a sure, if difficult, means of vertical navigation of the Halls. The fissure is generally shaped like a triangular prism, with its apex about 50' above Level 2. The prism extends downward 1,600' through the Halls until it levels out at the floor of the great chasm (9-1) many hundreds of feet below.

The chasm is quite wide on this level, and is subject to more varied potential encounters. Key features of the chasm include the

first waterfall (5-2A) which renders an area 50' in diameter around it both humid and noisy, the Sundered Span (5-35), and the upper section of the Troll Lift (5-54). The moisture from the waterfalls ensures that the walls of the chasm are lined with creepers, vines, lichen mats, and so forth. Numerous other points of access to the chasm exist on this level.

Secret Door (to 5-40): The door is difficult to locate (1 in 8), since it is concealed by a heavy growth of creepers and camouflaged to look like natural stone; it can only be opened by force. The second secret door, leading to 5-40 proper, is easy to locate (1 in 4) and opens only to an open doors check.

Concealed door (to 5-57): A curtain of hanging creepers conceals the entrance to Sethu's tomb. Originally a plaster plug textured to look like the surrounding stone obscured the entrance, but a 6'-diameter hole has been cut in the plaster, thus allowing access to the inquisitive.

Random encounters use the following table; roll every three turns, with a 1 in 6 chance for an encounter.

D100	Encounter
01-10	Party of NPC adventurers (select from NPC appendix)
11-15	1-3 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 19, 18, 17; #AT 8; Dmg nil. Special attacks: paralysis
16-20	1 smoke mephit: SZ M; AL CE; AC 4; MV 120', 240' flying (Class B); HD 3; HP 19; #AT 2; Dmg 1-2/1-2. Special attacks: breath weapon; flame damage on death. Special: invisibility (1/day); dancing lights (1/day); gate 1-2 mephits (20% chance)
21-25	3-6 vapor rats: SZ S; AL C(N); AC 6 (or special); MV 120', 60' swimming, 10' floating; HD 2; HP 14, 12, 11, 10, 10, 8; #AT 1; Dmg 1-2. Special attacks: noxious fumes on death. Special: gaseous form
26-30	2-4 gargoyles: SZ M; AL CE; AC 5; MV 90', 150' flying (Class C); HD 4+4; HP 31, 28, 26, 25; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: +1 or better weapons to hit
31-35	1-3 imps: SZ S; AL LE; AC 2; MV 60', 180' flying (Class C); HD 2+2; HP 16, 14, 13; #AT 1; Dmg 1-4; MR 25%. Special attacks: poison. Special defenses: silver, or +1 or better weapons to hit; immune to fire, cold and electricity; save vs magic as 7 HD creatures. Special: polymorph self (to animal form); detect magic; detect good; detect magic; invisibility; regenerate 1 hp/round, suggestion 1/day
33-40	1-2 poltergeists: SZ M; AL LE; AC 10; MV 60'; HD 1-4 HP; HP 3, 2; #AT 0; Dmg special. Special attacks: throw object, a hit causes fear (throws as a 5 HD creature). Special defenses: invisible; silver, or +1 or better weapons to hit
41-45	Gimon, from 6-167 (see new monsters): SZ M; AL N; AC 7; MV 60', 150' flying (Class D); HD 6; HP 40; #AT 3; Dmg 1-4/1-4/1-6; MR 25%. Special defenses: cannot be surprised; immune to cold
46-50	2-5 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 12, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); 30' leap
51-55	Either of the following: 1. 2 off-white, gluey heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 5' creeping; HD 2; HP 15; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds. Special defenses: healed by electricity or lasers; slowed by cold 2. 2 maize-yellow, gluey heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: produces gills on neck, victim must immerse in water 4 hrs/day. Special defenses: healed by electricity or lasers; slowed by cold
56-60	3 mantari: SZ S; AL NE; AC 9; MV 180' flying (Class C); HD 1+1; HP 8, 6, 6; #AT 1; Dmg special. Special attacks: sting (inflicts HP equal to 19-victim's CON); if a PC is hit on a 2nd consecutive round, damage from the sting is quadrupled
61-70	3-7 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 29, 27, 26, 26, 25, 24, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
71-75	1 ochre jelly: SZ M; AL N; AC 8; MV 30'; HD 6; HP 39; #AT 1; Dmg 3-12. Special defenses: lightning divides into half-sized creatures
76-80	1 assassin vine (see new monsters): SZ S (effective); AL N; AC 8 (main plant), 4 (tendrils); HD 8 (main plant); HP 53 (main plant), 5 (tendrils); #AT 24; Dmg special. Special attacks: drag; strangulation; digestion
81-85	1-2 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
86-90	Either of the following: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire
91-95	Roll on Upper Zone table (see 2-63A)
96-100	Roll on Lower Zone table (see 7-3)

Chasm Color:
The GM might decide to play up the creepy and mysterious nature of the chasm. Roll every 3 turns, with a 1 in 6 chance for a chasm sound effect.

D8	Noise/Effect
1	Loud hissing
2	Moaning (of the wind?)
3	A roar
4	A shriek
5	A loud clap (a sharp, brief noise)
6	An echoing voice (undecipherable)
7	A flash of bright light for 3 second
8	Fluting, of a tuneless sort

5-35: The Sundered Span

This ancient bridge dates to the heqeti period and is an iconic location within Arden Vul. For centuries it was known as the Imperial Span; only in 2759 AEP did it acquire its new name, for it was then that Sibillire the mage (5-19) sundered the bridge in a desperate attempt to protect the fleeing remnant of the Archontean expeditionary force from the victorious varumani. The bridge is a 10'-wide, gently curved, solid stone span that lacks its central 15'. This fact renders the remaining pieces rather weak and susceptible to crumbling. The troll thegn (7-30) ordered a rickety, 3' plank of wood to be laid across the missing span, allowing passage across the Chasm.

Note: The stone sections of the Sundered Span are slick with moisture from the waterfall (5-2A). The sound from the waterfall increases chances for surprise while in the chasm.

5-36: Tomb of Muirasso, False Burial Chamber

This complex holds the tomb of Muirasso, one of the archons of Arden Vul in antiquity. This first chamber is the false tomb. It is decorated in a gaudy Thothian scheme, with bright cerulean walls. The east wall has a large fresco of seven administrators of Arden Vul flanking Muirasso, all dressed in orange ceremonial Thothian garb. Large gold letters read 'Muirasso, Archon of Arden Vul' in Mithric. The north and south walls each boast two half-column statues of priests of Thoth, covered in flaking gold paint. Crammed against the east wall is a pile of impressive looking furniture, all apparently clad in gold gilt (it is actually golden paint). A 6'-diameter column of shimmering air occupies the center of the room. In the column floats a mummified human body. The body is dressed in orange silk and wears both a golden ceremonial helmet and a green stone necklace (apparently jade, but actually just stone). The corpse carries an iron ankh in its crossed hands.

Magic Mouth: When anyone enters the chamber, a permanent magic mouth placed on the statues booms forth in stentorian Mithric tones, saying "*You have found me. Let me lie!*"

Trap: The column of air supporting the mummified corpse is the trigger for a trap. The corpse remains levitated in the column of air until (or if) the golden helmet is removed. If the helmet is removed, the body crashes to the floor, and the statues shout "*You should have let me lie!*" Poison gas pours out of the statues' mouths, filling the chamber in 1 round. Those still present must save or die (+1 to saves); even if the save is made, victims take 1-4 HP damage per round. The gas dissipates in 3 hours. The trap resets in 3 hours.

Concealed Door: Three of the four statues are fixed to the wall. One is not, and if shifted, reveals a concealed door to 5-37.

Treasure: The furniture is valueless, as the 'gilt' is nothing more than yellow paint. The golden helmet is bronze covered in a thin gold veneer (15 gp). The necklace is worthless.

5-37: Tomb of Muirasso: Entrance

The corridor from 5-36 is choked with cobwebs, dust and dirt; no one has traversed it in well over a millennium. This chamber is decorated simply, with a 10'-diameter circle of marble in its center and a painted frieze stretching around the upper edge of the walls. The frieze repeats the following phrase in cramped Mithric letters: "*Knowledge of Thoth and His Mysteries Reveals the Way*." Around the circle in the center of the room are four 6'-tall, 3'-square blocks of granite. The blocks are carved to represent the classic image of the 'scribe', with knees bent to the chest. On the folded knees of each scribe is a different object, also of stone. Each block carries an inscription in Mithric and boasts an 8"-square open hole. If the correct item is deposited into the hole, a magical effect will be produced. Manipulation of the scribes is also the only way to progress further into the tomb (by manipulating either scribe 3 or 4). It should be noted that the inscriptions are crucial clues to manipulation of the scribes, since two of the inscriptions state facts that are palpably untrue, at least if one knows anything about the cult of Thoth.

First Scribe: The object on its knees is a torch. The inscription reads: "*Thoth consumes Light.*" The item to be deposited is any light source (torch, lantern, **continual light** rock, etc.). As it is untrue that Thoth consumes light (rather, he sheds light on knowledge), anyone who deposits a light source into the hole is blinded (save vs. spells at -2 or no effect). The blinding is permanent, but can be removed by the usual magical means.

Second Scribe: The object on its knees is a small figurine of a human being. The inscription reads: "*Thoth Consumes the Ka.*" If any intimate object (hair, nails, a piece of personal clothing, etc.)



is deposited in the hole, the depositor must save vs petrification at -2 or die. After all, Thoth is not a death god, and anyone with knowledge of his cult would know that.

Third Scribe: The object on its knees is a scroll. The inscription reads: "*Thoth consumes Sorcerous Wisdom*." If a scroll with any number of spells of any level is deposited in the hole, a loud 'click' is heard as the door to 5-38 opens. Although Thoth does impart wisdom, it is also true that he avariciously acquires it (e.g., the statue in 3-2).

Fourth Scribe: The object on its knees is a wand. The inscription reads "*Thoth Consumes Magic*." If any magical item is deposited in the hole, it will be disenchanted, and a loud click will be heard as the door to 5-38 opens. Thoth is the source of magic, but also avariciously collects it.

5-38: Tomb of Muirasso: Main Tomb

The door to this chamber is stone and magically locked. Properly manipulating scribe # 3 or #4 in area 5-37 is the only way to open it. The interior of the chamber is decorated sumptuously with painted bas-reliefs in Thothian schemes, and shows a series of servants carrying rich items (incense, cloth, precious stones, ivory, etc.) towards a panel of seven priests (along the southwest wall), the largest of whom is labeled 'Muirasso'.

Three sarcophagi, each 6' long, 3' wide, and 4' tall, rest in the center of the chamber. The northwestern sarcophagus is that of Muirasso, while the central and southeastern ones are trapped red herrings. Muirasso's sarcophagus is the least well decorated, with only a thinly etched sketch of a scarab beetle on its lid and the following curse repeated in the secret tongue of the priests of Thoth around the edge of the lid: "*Those who disturb the Archon's Rest will Become Bones and Dust*." The lids of the other two are richly carved to depict realistic (if stylized) faces, bodies, scarabs, and rods of authority. The gold gilt and lapis inlay is worth 50 gp per lid.

Trap 1: If the lids of any of the three sarcophagi are disturbed, undead servitors will free themselves from the bas-reliefs on the walls and attack, and Muirasso himself will rise from his sarcophagus to attack. Two servitors activate per round until there are 12 in total.

Trap 2: If the lids of either of the two false sarcophagi are disturbed, they will release a sickly green gas that quickly fills the room. This gas serves to regenerate the undead servitors and Muirasso the wight at the rate of 2 HP per round. It does not, however, bring them back to life if they are slain by ordinary means. The gas also prevents the undead from being turned.

Secret Door (southwest): The door is normal to find and is locked. As the key is long gone, it only opens if the lock is picked or the door battered down.

Inhabitants:

1. **12 undead servitors** (zombies): SZ M; AL N; AC 8; MV 60'; HD 2; HP 14, 14, 12, 12, 11(x3), 10(x3), 9, 9; #AT 1; Dmg 1-8. Special: always strike last.
2. **Muirasso, wight**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
Muirasso's sarcophagus contains 6,936 ancient copper bits and 2,564 ancient silver pennies (see Arden Vul items), a glowing long sword (false dweomer: no actual bonus), a stoppered **jug of purple mist** (see new magic items), and two alabaster flasks filled with a bright blue liquid (**potions of poison**). The two false sarcophagi each contain an open canopic jar (their crocodile-head lids lie next to the jars); these are the source of the green gas; if the lids are replaced on the jars, the flow of gas stops. The gas is inexhaustible, but only while in this tomb complex. Each jar is worth 1,000 gp to an evil necromancer.

5-39: Tomb of Muirasso: Trapped Corridor and Secret Doors

A **symbol** (fear) is inscribed on the ceiling of this dusty, undecorated corridor, half-way down its length. Secret doors are present at either end.

Secret Door (northeast, to 5-38): The door is normal to find, and is locked; it must be picked or battered down.

Secret Door (southeast, to 5-40): This door is easy to find (1 in 4). It is locked, and the key is long gone; it must be picked open or broken down.

5-40: Tomb of Muirasso: Treasury

Muirasso's treasure is piled in this chamber. The ceiling is low (6' tall), and the walls rough and undecorated. Three stone chests and four rotted leather sacks lie in the center of the room. Lined up along the southwest wall is a set of twenty shabti figurines (each 10" tall) of solid gold.

Secret Door (northeast): This door is easy to find (1 in 4). It opens only to physical force (an open doors check).

Secret Door (northeast, into the chasm): The door is easy to find from this side (1 in 4). Pushing an apple-sized indentation on the wall causes the door to swing open. From the side of the chasm, the door is difficult to locate (1 in 8), since it is concealed by a heavy growth of creepers and camouflaged to look like natural stone; it can only be opened by force from the chasm side.

Trap(s): Each of the chests is trapped with a poison needle; those failing to locate the trap and to save versus poison die instantly.

Treasure:
Chest 1: four alabaster and gold canopic jars, worth 200 gp each. One contains a huge azurite (300 gp), while another contains a pair of keys to the hematite doors (3-177). The other two contain a total of 4 scrolls, one of **rope trick**, **one of invisibility 10' radius**, one of **Pol's inner eye** (see new spells), and one of **enchanted weapon**.
Chest 2: **mace of Muirasso** (see new magic items), as well as his **ring of protection +1**, his **amulet of courage** (see new magic items), and his **rod of turning** with 20 charges (see new magic items)

Chest 3: eight glass flasks containing **potions of extra healing** (x2), **clairvoyance**, **clairaudience**, **frost giant strength**, **human control**, **deafening light**, and **dispelling** (see new magic items for the last two).

Rotted leather sacks: 25,387 ancient copper bits; 13,902 ancient silver pennies; 7,477 ancient gold solidi; and 737 ancient octagonal platinum coins (see Arden Vul items for all).

20 golden shabtis: in various poses (carrying goods, hunting, fishing, etc.). Each is worth 1,750 gp, but each weighs 20 lb

5-41: Broken Hall

This hall was once a near mirror image of the Hall of Forty Pillars (5-6), but it has suffered catastrophic damage over the millennia. A 20' arch leading to a gloomy, arched (but pillar-less) ruin of heqeti-era pebbled stonework is all that remains. An aura of brooding menace prevails, as the Hall is silent, clammy, and oppressive. Twenty feet into the hall the ceiling has collapsed, rendering further passage impossible. Despite its decrepitude, the hall is remarkably free of dust and dirt, due to the passage of the goblins from 5-43. Still, three apparent exits lead from the hall. To the northeast is a short passageway that ends in another cave-in. It is filled with cobwebs, within which is the dried husk of a goblin; no spiders are present, however. A second passage leads to area 5-42; it is difficult to locate, being merely a narrow slit in the rubble near the cave-in. The third exit is the 8'-diameter hole in the pavement.

Hole to 5-43: A steeply sloping mound of rubble leads downward from this 8'-wide hole in the pavement. The ramp descends downward about 40' at a 45-degree angle towards area 5-43. The rubble is difficult to navigate (½ movement). At the foot of the mound is a barrier made of interwoven sticks (see description at 5-43).

5-42: Beetles, Bodies, and Doors to a Vault (SL6-55A)

This area is accessed by a narrow passage through the rubble from 5-41. Two objects dominate the room: a pair of huge bronze doors (15' tall) and an enormous stone scarab beetle (8' long, 4' wide, 3' tall) that sits on the floor in front of the doors. The bronze doors are featureless save for a circular inset (10" in diameter and 1" deep) on the left door. It is clear that an object can be placed into the inset. Around the enormous stone beetle are splayed the corpses of three goblins and one completely desiccated human, the latter still clad in the red robes of the cult of Set. Observant PCs might be able to view from the entrance some coin-sized gold objects (gold scarab beetles) around the corpses. The beetles serve as a protection and opening mechanism for the bronze doors.

Stone Scarab and Lesser Scarabs: The stone scarab is carved to resemble a great stag beetle, with inlaid jade and lapis to accentuate the pattern. The beetle's back also contains twenty-five round inset holes; twenty-four of the insets are 2" in diameter while one, closest to the eyes of the stone beetle, is 5" in diameter. Seventeen of the small insets are filled with gold and ivory miniature versions of the larger beetle; the other seven small insets, as well as the 5" one, are empty.

Opening the Bronze Doors: The bronze doors can only be opened by manipulating the clever, and potentially dangerous, locking mechanism designed by the priesthood of Set in antiquity. To open the doors, one must place a 10"-diameter golden scarab beetle into the appropriate inset hole on the left-most door. Currently that golden scarab is held within the closed mandibles of the large stone scarab (the 10" scarab is not visible so long as the stone beetle's mandibles are closed). The stone scarab's mandibles may only be opened when all 24 small (2"-diameter) and the one medium (5"-diameter) scarabs have been placed into the appropriate insets on the back of the stone scarab. When this happens, the mandibles of the stone scarab open, revealing the gleaming 10"-diameter beetle. The bronze doors will remain open for 6 hours, after which the large scarab will fly back to the mandibles of the stone beetle, which will in turn close. The doors could be spiked open, however. Behind the doors are a set of stairs leading down some 300' to the hidden Archontean vault designed to hold rudishva artifacts (SL6-55, via SL6-55A).

Trap (scarab beetles): Greed is the trigger for a nasty trap. The small and medium scarab beetles activate and attack intruders under certain conditions. First, they are only eligible to activate and attack if they are not at rest in the great stone scarab; that is, only those beetles already on the floor or pried out of the stone scarab will attack intruders. Second, all such beetles immediately attack anyone touching the bronze doors. Third, all loose beetles eventually attack once removed from the stone scarab even if the bronze doors remain untouched; it takes 1-3 turns for each small scarab to activate and attack, and 1-3 hours for the medium scarab to do the same. The scarabs can also be deactivated (and then only temporarily) if they are inserted into a ball of dung that coats them completely. **Dispel magic** also neutralizes (permanently) 4-6 beetles per casting. The GM should remember that 7 small scarabs are currently lying among the corpses; these will thus activate in 1-3 turns.

GM Note: It is perfectly possible for cautious PCs to avoid the dangerous scarabs and pass through the bronze doors without incident. To do so, they must restore all the small scarabs to their insets on the back of the stone scarab before these pests activate and attack; they must also discover the medium scarab (see Treasure below) and similarly restore it to its proper resting place.

Inhabitants:

1. **24 small gold scarab beetles** (see new monsters): SZ S; AL N; AC 0 or 6; MV 60', 120' flying (Class C); HD 2; HP 16(x3), 15(x3), 14, 13, 12, 11, 10 (x4), 9 (x3), 8 (x3), 7 (x3); #AT 1; Dmg 1-4. Special attacks: burrow through soft tissue (2-5 HP/rd); attack as 4 HD creature. Special defenses: half damage from slashing or piercing attacks; immune to all magic except dispel magic.
2. **1 large gold scarab beetle** (see new monsters): SZ S; AL N; AC 2 or 6; MV 60', 90' flying (Class C); HD 5; HP 31; #AT 1; Dmg 1-8. Special attacks: burrow through soft tissue (2-8 HP/rd); attack as 10 HD creature. Special defenses: half damage from slashing or piercing attacks; immune to all magic except dispel magic.

Treasure:

Each small scarab is worth 150 gp if successfully removed and disarmed. The medium scarab is worth 500 gp. The large scarab is worth 2,000 gp. Scarabs that have been battered in combat are worth ⅓ their normal value. The goblins possess 3-36 sp total, as well as a rusty short sword and a battered shield. The dead priest

of Set carries a pouch in which is a desiccated ball of dung some 6" in diameter; within the dung is the dormant medium scarab. The gold and lapis inlay of the stone scarab can be pried out without danger: it is worth 150 gp.

5-43: Goblin Guardpost

A wicket of interwoven sticks some 15' deep blocks the entranceway to this rough-hewn cavern; it will take a turn to figure out how to navigate the tricky path through the wicket. The room is cool and damp, and is devoid of interest save for its inhabitants. A dozen goblins led by a captain will be here at all times. The goblins expect to parlay, but will respond with violence if need be. If a party shows itself to be peaceful and seeks discussion, the captain escorts its members to Killik in 5-46. The wicket is quite damp and unlikely to catch fire.

Inhabitants:

1. **12 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6.
2. **Goblin captain**: SZ 2; AC 6; MV 60'; HD 1; HP 7; #AT 1; Dmg 1-8 (sword).

5-44: More Goblins

A small unit of goblin warriors occupies this cave. They serve as reinforcements for their comrades in 3-7 in case of renewed threat from Phlebotomas Plumthorn and his halflings (see 3-5). The rough stone chamber has some sleeping pallets, a small fire of burning wood and dung, and a water barrel. These goblins expect to parlay with anyone arriving from the tunnel at 5-44A. Those wishing to negotiate - if acting honorably and respectfully - are conducted to area 5-46 to consult with Killik. If negotiations with 'visitors' go badly, one goblin rushes to area 5-45 so as to bring the subterranean lizards to the fight within 4 rounds.

Inhabitants:

1. **10 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6.

5-44A: Tunnel Up to Level 3 (3-7)

This tunnel climbs steeply upward for 250' emerging at area 3-7.

5-45: Goblin Pets

The goblins have penned here - and partially tamed - two giant subterranean lizards. Two goblin tamers bunk in with their pets. The cave has a water hole, several partially devoured corpses (of goats, beastmen, and others), two sharp sticks (goads), and two crude saddles. Loud snorts and sharp cries echo from the cave.

Inhabitants:

1. **2 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 37, 35; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.
2. **2 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6.

5-46: Goblin Commander

This area is a combination of natural caves and ancient worked stone. The worked stone is very old, being of the same vintage as the Hall of Forty Pillars. A pile of debris covers half of the door to 5-52, atop of which is a spear shaft with a scrap of wood. Scrawled on the scrap, in goblin, are the words: "No go! Bad Juju!"

The chamber is the residence of Killik, one of the trusted lieutenants of Weskenim, the Goblin king (SL4-22). Calling himself the "Big Boss of the Wet Caves", Killik spends most of his time lounging on his 'throne,' an ancient wooden armchair hung with bones that he has placed on top of a mound of rubble in front of the door to 5-52. He wears a wooden, man-sized ring on a thong around his neck. Twelve goblin warriors accompany Killik.

Additional features of this room include a tattered brown cloth on which is painted a grinning goblin face; a half-dozen glow-beetle innards hanging from the walls; a huge skull of a lizard, gaudily painted and festooned with feathers; and Killik's hoard, a leather sack hidden in the rubble mound under his throne.

Trapped Puzzle Door (southeast): The door to 5-52 is made of greasy, pebbled stone. In the center of the door is carved a 2'-square, hideous, amphibian-esque face. Two vertical, almond-shaped eyes glare forth over a slit nose and a wide, but tightly-shut, mouth. Four 2"-square indentations in the stone are located above and below the face. Although the indentations are covered with grime, cleaning them up a bit reveals that each contains a smaller carving. Clockwise from upper left, the carvings show 1) four heqeti hoppers in a line, each with a spear; 2) a single heqeti hopper pointing his spear directly at the viewer; 3) three heqeti hoppers arranged in a triangle, spearing a human; 4) two heqeti hoppers carrying a dead varumani with their two spears.

To open the door, one must touch the four small square carvings in the proper order. Doing so causes the formerly-closed mouth of the main carving to grind open, revealing an obvious latch for the door. Should the wrong combination be touched, or should the door be subject to violence, a dreadful keqemander demon (see new monsters) is summoned to area 5-52 (see explanation at 5-52). The proper sequence is as follows: 4-3-2-1. [**GM**: the puzzle is a simple declining number sequence, and the number of heqeti and spears is the main clue. So the first carving to touch has four heqeti; the next should be three, then two, and finally one.]

GM Notes on Killik: Killik is a smart, ambitious goblin. He is proud of his role as the overseer of King Weskenim's operations in this important area of the middle halls. He is fully prepared to negotiate with travelers, and indeed is accustomed to this task. He expects a small 'gift' from travelers who wish to travel between 5-2 and 5-35 (1-10 gp per person). For all of his gregariousness, he expects to be treated with respect. He can offer but little information about the surrounding regions. He knows Gog, of course, and talks respectfully of him (5-2). He also knows Riglon the varumani (5-54) and is familiar with the operation of the Troll Lift; he is a bit more circumspect about Riglon than he is about Gog, as he considers the troll thegn and his operatives to be bullies. Killik has been charmed by the vampire, Cinna Minux (7-122), who occasionally visits him to pump the goblin for information.

If asked about the door to 5-52, he attempts to dissuade friendly visitors from the 'certain doom' that lies behind that door. If pressed he states that 'there is a bad monster in there who eats everyone. Just last month a smarty-pants dwarf with servants arrived with gifts for Killik. We feasted for a long time, but then the dwarf grew curious about our door. Killik told him not to go in, but he insisted. Somehow, he knew the trick! Killik doesn't know the trick, but he has heard the cries of those who do. [shudder]

Killik tried to prevent him, but the dwarf did not listen. And he never returned! So, you see, friends of Killik should not go in!' (GM: this is a reference to Jasper Malachite, a dwarven adventurer who was slain in area 5-52).

Inhabitants:
1. **Killik**, **goblin** '**chief**' (as gnoll): SZ M; AL LE; AC 5; MV 60'; HD 2; HP 14; #AT 1; Dmg 3-9 (**morning star +1**). Possessions: **morning star +1**.
2. **12 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6.

Treasure:
In Killik's hoard: 391 cp; 4,178 sp; 553 gp; a one-inch diameter wooden rod coated in silver (keys for 5-6E or 5-6F); one bracer from a set of **bracers of haste** (see new magic items; the other bracer is in 3-225); and a strange, disc-shaped object made of a light 'metal' and inscribed with bizarre sigils (actually a rudishva lesser power supply – see new technological items). The ring is a **ring of higher purpose** (see new magic items), the powers of which Killik is entirely ignorant.

5-47: New Goblins in an Old Room

Another set of goblins under Killik's command inhabit this crumbling, ancient hall marked by greasy, pebbled stonework. The south and west sides of the room are rough, reflecting the collapse of the former ceiling and walls, while the east and north still show some features of the ancient stone-work. In addition, broken but identifiable pavement covers the eastern half of the room; if one sweeps away the dust and dirt (¼ inch of it), a mosaic will be found. The mosaic is fragmentary, but seems to depict a bipedal form with webbed fingers and toes, and an enormous maw. The goblins have rigged several traps in the narrow tunnel leading from 5-48.

Trap #1 (falling block): A falling block trap exists just inside the entrance to 5-47 from 5-48. It is triggered by a trip-wire running an inch from the floor (50% per person to trip it), and delivers 3-18 HP damage to 1-3 persons.

Trap #2 (noise): The goblin witch doctors (SL4-12) have cast **Frigg's flatulence** (see new spells) on a smiley face that they painted halfway down the corridor between 5-47 and 5-48. Whenever any intruder passes within 5' of the smiley face, a loud 'raspberry' sound will echo down the corridor, alerting the goblins in 5-47.

Inhabitants:
1. **12 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6.

5-48: Broken Hall

This formerly grand hall leading to the Sundered Span (5-35) has fallen into decrepitude, as its barrel-vaulted ceiling is crumbling, its radiating passages have collapsed, and its statuary has worn down to mostly-shapeless lumps. The stonework is ancient, pebbled, and slightly greasy. Several score large toads inhabit the chamber (as in area 5-6, although none are transformed adventurers). Along the southeast wall stand four 8'-tall statues; the statues are shapeless bipeds, with all distinguishing racial or personal features worn away by time. Each carries an equally shapeless weapon (treat as clubs). The statues animate when 5-48 is entered, although they do not pursue down the tunnel to 5-47, nor do they approach within 30' of the Sundered Span (5-35). Once intruders have reached either of these areas, the statues return to their posts along the southwestern wall. Seasoned travelers in the Halls know to rush between 5-35 and 5-47, thereby avoiding any threat.

There is a slight chance (10%) of encountering some intelligent denizens here on their way to or from the Sundered Span:

D10	Encounter
1-4	1. 10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6 2. 1 goblin sergeant (as orc): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 6; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars
5-6	A beastman patrol - 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
7-8	A group of Set cultists with a Set acolyte: 1. 6-9 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 6, 5, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
9	Roll on the chasm random encounter table (see 5-34)
10	2 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 53, 50; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison

Inhabitants:
1. **4 animated**, **shapeless statues** (treat as Archontean animated constructs – see new monsters): SZ L; AC 2; MV 60'; HD 6; HP 44, 40, 39, 38; #AT 1; Dmg 5-10; immune to fire, cold, electricity, and mind-affecting magic; slashing weapons do ½ damage.

5-49: Goblin Squatters

A band of goblins led by a goblin sub-chief inhabits this rectangular room of worked stone. The goblins are here to watch for intruders from the chasm.

The room is actually of more interest than the inhabitants, for it boasts some intact bas-reliefs from the heqeti period. These carvings run along the upper register of the northwest wall and depict a series of large bipedal amphibians carrying trophies (humans, ritual objects) towards an enormous ziggurat. The carvings represent areas 10-32 to 10-35.

Inhabitants:
1. 7 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-6.
2. Krexit, goblin sub-chief (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 7; #AT 1; Dmg 1-8 (long sword). Possessions: long sword.

Treasure:
Behind one of the panels of the frieze is a hidden niche that is difficult to locate (1 in 6); to access it, the frieze must be destroyed. In the niche is a 3"-tall onyx icon of a salamander; the icon is an **icon of Kauket** (see new magic items).

5-50: Netting

A 10'-wide x 5'-tall opening onto the Great Chasm is the major feature of this cave. The goblins have attached some netting made of hooks, wire and rope to the inside of the aperture, thereby hoping to prevent unwanted chasm dwellers from entering their caves. There is a 50% chance that something is caught in the netting:

D8	Object in Netting
1-2	1-2 ordinary bats: SZ S; AL N; AC 8; MV 10', 240' flying (Class B); HD 1-2 HP; HP 1, 1; #AT 1; Dmg 1
3	1 small chasm cephalopod (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 12; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.
4	Item of adventuring gear: 1-2: weapon; 3-4: helmet or greaves; 5-6: delving gear
5	1 giant bat: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 3; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater.
6	A bloodthorn: SZ M; AL N; AC 4 (tendrils)/3 (trunk); MV 0'; HD 3; HP 37; #AT 5; Dmg 1-4. Special attacks: drain 25% of HP on any hit. Special: five tendrils, each taking 5 HP to sever.
7	A half-dead large albino baboon (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 5 (max 15); #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
8	GM's choice

5-51: Curving Tunnel Down to Sub-Level 4 (SL4-1)

This steeply twisting tunnel leads down some 100' to the Goblin Warrens (SL4-1). The tunnel is natural, but a well-worn path has been beaten into the rock by countless feet.

5-52: Ancient Heqeti Vault

Trapped Door: The door from 5-46 can only be opened if the puzzle (described at 5-46) is solved.

The chamber was a central hall during the period of heqeti domination of these regions of Arden Vul. The ceiling is 25' tall, and the walls are grimy, pebbled, greasy, and streaked with alternating bands of bands of color (ruined frescoes) and reddish brown (blood). Broken statuary lines both walls, and a plinth stands in the northeastern end. Footprints of humanoids are visible in the dust, as are the prints of a giant, 3-toed being (a keqemander – see new monsters). Snapped and broken bones of a variety of types litter the floor.

The statues are all headless (and the heads are all stacked in a pile in area 5-52A) and depict squat, thick-legged humanoid beings (heqeti hoppers – see new monsters). The stumps of these statues are very badly worn with age and vandalism.

Depending on how the PCs entered the room, the plinth may or may not be empty. If the correct sequence of carvings has been touched on the first attempt at 5-46, then the plinth is empty. Otherwise, it is likely that a keqemander demon (see new monsters) is squatting on the plinth. As described in area 5-46, the keqemander is automatically summoned if the wrong sequence of carvings is touched, or if the door is beaten down. In such circumstances the keqemander follows its contract to the letter (see below). There is also a 25% chance that the keqemander will still be present even if the correct tiles on the door were punched; in this case it had been summoned through the actions of some previous unfortunate, and is still waiting out the terms of its contract.

Among the broken bones is the still-enfleshed corpse of the demon's most recent victim, the dwarf Jasper Malachite. Jasper was slain here about a week ago. Jasper's clansman, Utor Malachite, is searching for Jasper's remains (see 7-76).

The terms of the keqemander's summoning obligate it to wait for seventeen days after being summoned and to eliminate all those non-heqeti who trespass into 5-52. After seventeen days it is free to return to the abyss. Still, its chaotic evil nature means that there is a slight (15%) chance that it takes a brief detour once the seventeen days are up, either by teleporting into 5-46 in order to slaughter Killik and his goblins (50%), or by venturing down the tunnel at 5-52B (50%) and thus accessing the chasm floor (via 9-35).

In addition to its normal gate power, which it may use to summon other keqemandri, the keqemander has a 75% chance of summoning three heqeti hopping dead (see new monsters) to its aid at the start of combat.

Inhabitants:
1. **1 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 12; HP 83; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.
2. **3 heqeti hopping dead** (see new monsters): SZ M; AL CE; AC 5; MV 90'; HD 3; HP 19, 16, 15; #AT 1; Dmg 1-8. Special

attacks: leap; cursed tongue. Special defenses: turned as ghasts; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.

Treasure:
The keqemander has accrued a substantial pile of loot over the centuries, more through boredom and success in battle than through any love of wealth: 15,492 ancient silver pennies (see Arden Vul items); 6,859 ancient gold solidi (see Arden Vul items); six painted glass cups with gilt and lapis (125 gp each); a beautiful silk carpet depicting a scene of mysteries from the temple of Horus (350 gp); a golden ceremonial helmet (125 gp); a scroll containing the spells **wizard's cache** and **Daemon's shadow spell book** (see new spells for both); two **potions of healing**; a **potion of diminution**; a **potion of flying**; a **soul stone** (see new magic items); a **mask of the skull** (see new magic items); and a **ring of faerie** (good). Jasper Malachite's body still contains a leather pouch with 113 gp and 57 sp; a set of fine lockpicks (40 gp); an oily soapstone statuette of a salamander (75 gp); and Jasper's **dwarven life-stone** (see new magic items), now inert of course, but carved with the symbols of clan Malachite.

5-52A: Broken Pillars

This ell features six pillars - five shattered and one intact - amid a thick carpet of dust. In addition, a neat pyramid formed of the heads of the heqeti statues from 5-52 stands in the exact center of the ell. Bound by a levitation charm to the top of the intact pillar is a leather satchel in which are found 6 large rhodochrosites (200 gp each), 19 large octagonal platinum coins (see Arden Vul items), and a **ring of delusion** (appearing as a **ring of spell turning**).

5-52B: Tunnel Down to Level 9 (9-35)

Amid the rubble of a collapsed heqeti-era side chamber a broad (7' diameter) tunnel heads south, snaking downward some 1,100' before ending up in area 9-35, just off the chasm floor. Although mostly natural, the tunnel does contain sections of worked corridors and stair segments, all of which have the familiar pebbled and slightly oily texture of heqeti construction.

5-53: Landing and Statue

At the northeastern side of the Sundered Span (5-35), in an ancient chamber sheathed in 8'x8' limestone blocks of great antiquity, stands an imposing statue of a varumani wearing chain mail and armed with a huge mattock. The statue is incredibly lifelike; indeed, it is actually the petrified form of one of the troll thegn's housecarls (see 7-29) who fell out of favor with his lord. Perceptive viewers will note that the plinth on which the statue stands is considerably older, and features writhing half-round figures of strange bipeds, troll-like figures (varumani), and amphibian beings. The art style is quite different from that of the halls of Thoth, and dates back to the wars of the rudishva against the heqeti. Several bits of dungeon dressing have been draped on top of the varumani statue: a string of goblin ears, a wax candle with an arrow stuck through it, a blotch of black paint, and a bit of graffiti. If un-petrified, Iklor the true varumani is grateful and offers to help against the troll thegn.

Inhabitants:
1. **Iklor the petrified true varumani** (see new monsters): SZ L; AL LN; AC 0; MV 90'; HD 8; HP 61; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**two-handed sword +2**, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge **two-handed sword +2**; **ring mail +2**.

5-54: Stone Seat

In another ancient chamber dating to the rudishva period sits a massive stone chair, some 5' wide and deep with a seat that rises 4' above the chamber floor. Both the back and seat of the chair bear deep scoring and scratching marks. The floor is composed of 10'-square flagstones, many of which are cracked, pitted, and scorched. The walls are also sheathed in stone blocks that have been worn smooth by age and countless hands (some few traces of paint and incisions may be detected). Like its companions on Levels 3 and 9 (at 3-52 and 9-9), this great chair was originally used for magical clairvoyance within the Halls, but the sigils on the seat that operated those functions have been destroyed; only by locating another iteration of the correct glyph (the glyph of 'Sight') and tracing it can the chair to be reactivated. A still-visible rudishva glyph of sight may be found at area 3-52.

Whatever its earlier function, the chair now serves as the symbol and literal seat of authority of Riglon, vice-overseer of the Troll Lift. Riglon is fairly lazy, and prefers to recline here in the chair, watching his minions work the lift at area 5-55. He and his mates have a keg of Hak's mushroom ale (7-94), two carcasses of large lizards hanging from hooks driven into the walls, a sack of dried mushrooms and fruit, a second sack filled with 1,503 silver sp, and a troll chest keyed to Riglon (see new technological items).

Once Riglon and his band notice the approach of any light-using parties from across the Sundered Span (3-35), the entire group (i.e., Riglon, his goblins, and his minions from 5-55) will be waiting to parlay. If intruders cross the span without light, or arrive from the east, there is only a 25% chance that Riglon or one of his goblins will hear them coming. If intruders manage to arrive undetected, Riglon leaps from his chair, shouts for his minions from 5-55, and then commands (in Varumani) the intruders to halt and offer proper obeisance to the troll thegn's vice-overseer.

Riglon knows Gog (5-2) from the old days, and, despite Gog's outlaw status, treats the old exile with tolerance and a fair amount of respect. Indeed, Riglon is Gog's main source of information concerning current conditions in the court of the troll thegn (7-75).

Riglon has been charmed by the vampire, Cinna Minux (7-122), who occasionally visits him to pump him for information and rumors.

If Riglon likes the PCs, there is a 25% chance he reminds them of the fact that they need a passport to visit the troll thegn's court. In such cases, there is a further 33% chance that he has an extra passport that he will be willing to sell, at the low price of 50 gp per person in the party.

The Troll Lift: Those wishing to use the Troll Lift to pass to Level 6 must negotiate with Riglon. The official tariff set by the troll thegn is 10 sp per leg for delivery from 5-55 to 6-3, but Riglon attempts to charge neophytes (i.e., those who appear naive and/or whom he has never before seen) 1 gp per leg. Riglon happily haggles and, in most cases, can be reduced to 15 sp per leg. This

fee must be paid in advance each time one wishes to use the lift. Should PCs be cognizant of the thegn's official tariff, they might be able to threaten to expose Riglon's corruption; successful 'negotiation' of this sort might result in certain immediate benefits (e.g., free passage to 6-3), but it also provokes the undying enmity of Riglon, who will thenceforth work towards the PCs' demise.

There is a 1 in 6 chance that another other group is present in this chamber, negotiating with Riglon for travel on the Lift. Roll on the following table to determine its composition:

D12	Travelers
1-2	4 goblins and a goblin captain bearing tribute to the troll thegn. They will fight on Riglon's side until morale breaks. The tribute is 152 cp, 79 sp, and a golden cup (15 gp). 1. 2 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 4, 4, 3; #AT 1; Dmg 1-6 2. goblin captain: SZ 2; AC 6; MV 60'; HD 1; HP 7; #AT 1; Dmg 1-8 (sword)
3	Durdeon Vislok and six companions in the Sodality of the Fist (for stats, see AV-12), traveling between AV-12 and the Arena (6-68). The Sodality are quiet and intense, and only become animated when the Arena and/or boxing is mentioned. They refuse to divulge any information about their route into or out of the Halls.
4-5	3 beastmen and a beastman sergeant travelling to the thegn's court to complain about the laziness of the varumani advisors in 3-162. They have 10 gp with which to smooth their way. They will try to remain neutral if a fight breaks out. 1. 3 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 7, 6, 6; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
6-7	2-4 lesser varumani (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 59, 58, 57, 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks; nets and prods; shields; 3-6 randomly determined 'antiquities or curiosities', worth 100-400 gp each. They eagerly support Riglon and, indeed, try to goad Riglon into fighting with the PCs
8	One of the Sun-Scarred Knights (GM's choice which one) on an inscrutable mission. He/she will attempt to mediate if hostilities seem imminent, but will in no way intervene if fighting breaks out. For a list of available knights, see the preface to Sub-Level 10
9	Nolgi the Hunter, a true varumani: SZ L; AL NE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**spear +2**, 2-20+6). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a two-handed **spear +2**; an enormous mace; a heavy crossbow with 24 bolts; ring mail; two copper arm bands carved with images of heqeti (175 gp the pair); two doses of hunter's friend (see Arden Vul items); a pouch with 111 sp, 78 gp, and two doses of hunter's friend (see Arden Vul items). Nolgi wears a decorative helmet formed out of a couple of heqeti skulls, to which he has attached some streamers of colored cloth. In addition to his usual gear, he is bearing 4-16 baboon pelts (worth 4-40 gp each) to sell in the lower levels. Nolgi is returning from a hunting trip. He is a formidable warrior, but does not much like Riglon and will only assist him 50% of the time.
10	Either a party of NPC adventurers (50%) or a magic user and flunkies (50%) traveling to the Inn of the Lost (areas 6-7 to 6-20). Either group will aid the PCs in a fight, but will blame the PCs for Riglon's death when and if necessary. Select group from NPC appendix
11-12	A mixed party of lesser varumani (2-4), goblins (2-12) and humans (1-6) bearing a captive monster to the lower levels for use in the arena (see 6-68). Roll for creature: 1-3: a giant 4-armed baboon; 4-5: a giant spider; 6-7: a carcass creeper; 8: GM's choice. If combat ensues, they jump to Riglon's defense. They carry 10-100 gp in coins and/or gems and have a 10% chance of bearing 1-4 potions as well. 1. 2-4 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59, 58, 57, 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: maces; nets and prods; and three portions of varumani knock-out juice (see Arden Vul items) 2. 2-12 goblins: 10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4, 4, 3(x3); #AT 1; Dmg 1-6. 3. 1-6 human arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 6, 5, 5, 4, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear

Inhabitants:

1. **Riglon, vice-overseer of the Troll Lifts, and a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 9-27 (**spear +3**, 2-20+7). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-

affecting magic; regenerate 3 HP/rd; infravision. Possessions: two-handed **spear +3**; ring mail.
2. **4 goblin slaves**, **armed with crossbows and spears**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6 (spear) or 1-4 (light crossbow).
3. **Other travelers** (1 in 6 chance)

Treasure:
Troll chest (see new technological items): 139 ancient octagonal platinum coins (see Arden Vul items); 479 sp; 531 gp; Riglon's silver baton of authority (250 gp); a scroll with a schedule of shipments on it; another scroll with a list of names [those proscribed from using the Lift]; a clay tablet inscribed with an image of Vanara (the legendary varumani leader – see 5-139) and a three-line couplet about Vanara's sacrifice for his varumani followers; and a **wand of fire** that Riglon confiscated some weeks ago (22 charges remaining).
Riglon carries a **spear +3** that he fondly calls "Splitter".
A sack with 1,500 sp, plus mundane foodstuffs

5-55: Upper Troll Lift, leading down to area 6-3

The top-most segment of the Troll Lift stands on this semi-circular platform of stone jutting into the Great Chasm. The platform is open to the chasm, and covered in a badly damaged mosaic that still features images of horned bipeds (rudishva) directing varumani, bird-creatures (varuda) and snakes (kaliyani) against amphibianoid foes.

The Lift proper is composed of several parts: a rectangular opening (5'x10') in the pavement, a pair of 10'-tall iron poles either side of the hole supporting a wooden frame over the hole, guy-lines extending from the side of the platform to the iron apparatus, a pair of iron cranks, over 600' of heavy silk rope coiled around the upper portion of the apparatus, and an iron and wood cage which descends through the rectangular opening some 600' to area 6-3 below. Passage up or down takes 11-20 minutes, and is marked by swaying, creaking, and generally nauseating stops and starts of the iron and wood cage.

Operation of the Lift
Two huge bestial varumani crank the winch to raise or lower the cage. Passage must be arranged with Riglon in area 5-54.

The two bestial varumani laborers –whom Riglon has 'named' Trilti and Gerg - are present here 75% of the time; otherwise (25%) they are taking a break in 5-56. Wherever they are, they are quick to come to Riglon's aid if circumstances demand it (see text of 5-54).

Inhabitants:
1. **Trilti and Gerg** (75%), **bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 50; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

5-56: Barracks and Balcony

The original function of this formerly beautifully decorated chamber has been lost. Currently it is the resting place for Riglon, his two bestial assistants, and their eight goblin slaves. The room is smoky from a fire that burns in the center of it, but it smells delicious (the varumani use dried mushrooms as fuel). A 5'-wide archway leads to a small balcony that overlooks the chasm. At any one moment Trilti and Gerg have a 25% chance of being here. Four goblins are always present, poised with spears and crossbows to repel any unwanted chasm-crawlers.

Inhabitants:
1. **Trilti and Gerg** (25%), bestial varumani: for statistics see 5-55.
2. **4 goblin slaves**, **armed with crossbows and spears**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 3; #AT 1; Dmg 1-6 (spear) or 1-4 (light crossbow).

Treasure:
25 lb of dried mushrooms as fuel, 12 musty baboon pelts sewn into three blankets, a set of wooden drinking mugs, a stone water barrel, and a 5,000 gp diamond hidden in the water.

5-57: Tomb of Sethu: False Tomb

A curtain of hanging creepers conceals the entrance to Sethu's tomb. Originally a plaster plug textured to look like the surrounding stone obscured the entrance, but a 6' hole has been cut in the plaster, thus allowing access to the inquisitive. The long tunnel from the chasm is sheathed in painted plaster that shows a string of servitors bearing all manner of goods - mundane as well as valuable - towards the chamber to the northeast.

Halfway down the corridor is a 5'-square block of stone that has clearly fallen from the ceiling; a pair of skeletal legs protrudes from beneath the block.

The chamber is decorated in a similar scheme, with some 20 full-sized images of servitors bearing chests, piles of food, rods, baskets of coins, and so forth towards a figure whose image occupied the northeast wall. An inscription runs along the top of the northeast wall in Mithric: "*Sethu, Protonotarius of Arden Vul, High Priest of Thoth, rests here. Those who disturb his rest shall pay*!"

The chamber contains a large stone sarcophagus, whose lid lies shattered on the floor. Around the sarcophagus is a litter of broken objects, smashed crockery, violated canopic jars, and empty chests. A dozen random small coins (7 sp and 5 cp), some fragments of gilt wood, and some bits of scroll are all that remain. Lying in the trash are the corpses of two adventurers, who seem to have met their end by being clawed and beaten to death. Next to them is a shattered skeleton of large size. Perceptive PCs will note that the equipment is of extremely archaic vintage; nothing like it has been seen in many centuries.

GM **Note**: Sethu designed this first room of his tomb to make it look as if plunderers had already cleaned out his tomb.

Secret Door (southeast): Part way down the corridor is a 4'-square secret door leading to the real tomb. It is normal to locate and opens by pressing both eyes of one of the painted servitors at the same time.

Treasure:
7 sp, 5 cp, and an archaic long sword.

5-58: Tomb of Sethu: Antechamber

A narrow corridor (4' wide by 5' high) snakes from the entrance corridor to this antechamber. The antechamber is 8' tall and 10' square. It is jam-packed with with gilt-wood furniture - two bed frames, three frames for hangings, six stools, three chests, and four thin chairs. Amid the furniture are ten 4'-tall stone shabti figures

of servants bearing spears and clubs; they are painted a bright shade of orange. The walls are painted in a more elaborate scheme, showing images of Thoth spitting out streams of words, shedding light on darkness, smiting serpents, and treading on amphibians. The wall paint is also gilt.

The shabti warriors are a form of Archontean animated construct (see new monsters); they animate if and when Thoth's breath (see 5-60) reach them. Due to the age of the mechanism, though, there is only a 25% chance for 4-10 shabtis to animate 6 rounds after the trap in 5-60 is triggered. Once animated the shabtis pursue intruders throughout the tomb. If intruders depart, the shabtis return to their posts.

Secret Door (northeast): The door is easy to find (1 in 4), and opens by locating and pressing a button on the northwest wall.

Inhabitants:
1. **10 Archontean animated constructs** - **shabti warriors** (see new monsters): SZ S; AL N; AC 6; MV 60'; HD 2; HP 13(x10); #AT 1; Dmg 3-8; MR 25%. Special defenses: +1 or better weapons to hit; half damage from slashing or piercing weapons (but double-damage from crushing weapons); immune to elemental magic, poison, and mind-affecting spells.

Treasure:
The furniture is potentially valuable (1,500 gp total), but extremely fragile (save vs petrification at +3 to move without breakage). The gilt is worth a total of 30 gp. In the chests is the following: some dried out grain, some dusty nuts and dried fruit; 3,429 ancient copper bits (see Arden Vul items); and a set of copper plates and goblets (15 gp). The shabtis are valuable to a buyer of antiquities; they might bring 50 gp each, although they weigh 50 lb each.

5-59: Tomb of Sethu: Preparation Room

Another 4' x 5' tunnel leads from the secret door to this 8'-tall preparation room. Instead of images, it depicts, in giant letters, the following inscription in Mithric: "The servants of Sethu thrive in the breath of Thoth." The floor of the chamber contains four alabaster canopic jars, each with a solid gold figure on its lid: a jackal, an ibis, a serpent, and a falcon. Surrounding the jars are twelve more 4'-tall, orange-painted stone shabti figurines (Archontean animated constructs – see new monsters) depicting servants carrying spears and clubs.

The shabti warriors animate once the breath of Thoth reaches them, that is, 3 rounds after the trap in 5-60 is triggered. Once animated the shabtis pursue intruders throughout the tomb. If intruders depart, the shabtis return to their posts.

Inhabitants:
1. **12 Archontean animated constructs** - **shabti warriors** (see new monsters): SZ S; AL N; AC 6; MV 60'; HD 2; HP 13(x12); #AT 1; Dmg 3-8; MR 25%. Special defenses: +1 or better weapons to hit; half damage from slashing or piercing weapons (but double-damage from crushing weapons); immune to elemental magic, poison, and mind-affecting spells.

Treasure:
The heads of the canopic jars are solid gold, with lapis eyes. Each is worth 200 gp. Sethu's heart rests inside one of the jars; a 5,000 gp ruby has been stuffed into it.

5-60: Tomb of Sethu: Real Tomb

Another 4'x5' tunnel opens into the real tomb of Lord Sethu. The tomb is 15' high, and all four walls are covered with brightly painted plaster images. The images show the following: Sethu commanding servants to dig [in the Halls], Sethu directing warriors against bipedal salamanders, Sethu offering scrolls before Thoth, and Sethu receiving the obeisance of lesser clergy. The center of the southeast wall holds a huge face of Thoth in frontal view; the face is stone and three dimensional, and features fierce eyes and an open mouth. Above the face is written in Mithric the following inscription: "*Sethu lives in the Breath of Thoth*." On the pavement before the face is a 7'-long sarcophagus with a three-quarter image of Sethu in full ceremonial robes on its lid. Standing against the (false plaster) walls to either end of the room are another 6 stone shabti warriors (Archontean animated constructs – see new monsters).

Trap #1 (pressure plate and gas): The area of floor from the entrance to the sarcophagus is a pressure plate that is activated when more than 50 lb of weight is placed on it. Once activated, a loud 'click' is heard, and a thick blue-gray gas pours out of the mouth of the carved image of Thoth. This gas obscures vision and fills the true tomb and preparation room within 3 rounds; some of it may also reach the antechamber after an additional 3 rounds. The gas does not affect PCs, but it does animate all shabti figurines that it reaches. Animated shabtis move swiftly to attack intruders. Neutralizing the gas immobilizes the shabti warriors.

Trap #2 (guardian): Should the lid of the sarcophagus of Sethu be disturbed, the Guardian of Sethu (5-61) animates and breaks through the plaster wall to assault the desecrators.

Sarcophagus: Sethu's sarcophagus is still sealed. It contains his mummy, which still wears a golden **djed amulet** (see new magic items) and two platinum rings. Scattered in the sarcophagus are a pile of coins and five pieces of jade carved as animals.

Inhabitants:
1. **6 Archontean animated constructs** - **shabti warriors** (see new monsters): SZ S; AL N; AC 6; MV 60'; HD 2; HP 13(x6); #AT 1; Dmg 3-8; MR 25%. Special defenses: +1 or better weapons to hit; half damage from slashing or piercing weapons (but double-damage from crushing weapons); immune to elemental magic, poison, and mind-affecting spells.

Treasure:
777 ancient silver pennies (see Arden Vul items); 333 ancient gold solidi (see Arden Vul items); 5 pieces of jade (100 gp each); two platinum rings (150 gp each); and a gold **djed amulet** (see new magical items).

5-61: Tomb of Sethu: Guardian

A decorated false plaster wall separates this chamber from the main tomb. If Sethu's sarcophagus is opened, the guardian bursts through the plaster. The false wall may be detected as a difficult secret door (1 in 8 chance), although no means of access short of breaking down the wall is apparent. If the room is entered before the guardian has activated, PCs will see a 10'-tall statue of a jackal-headed human carrying a flail in each hand. The statue is painted with bright colors and seems inert, although it will detect as magic.

with bright colors and seems inert, although it will detect as magic. The guardian is a custom-built version of the fearsome imperial stone guardians (see new monsters).

Inhabitants:

1. **1 imperial stone guardian** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 60; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

5-62: Tomb of Sethu: Treasury

A false plaster wall conceals an undecorated stone wall with a 6' stone door in its center. The door is locked. It leads to a small chamber that is packed with riches stored away by Sethu.

Treasure:

Five badly tarnished 4'-tall urns hold the treasure. They appear as base metal if not inspected carefully. They are in fact platinum and extremely valuable (6,000 gp each).

Urn 1: 7,613 ancient silver pennies (see Arden Vul items)
Urn 2: 4,156 ancient gold solidi (see Arden Vul items)
Urn 3: 27,351 ancient copper bits (see Arden Vul items)
Urn 4: 153 ancient octagonal platinum coins (see Arden Vul items)
Urn 5: an **ankh of healing** with 20 charges (see new magic items); a scroll with four illusionist spells: **mirror image**, **improved phantasmal force**, **fear**, and **suggestion**; a **wand of magic missiles** (20 charges); a **staff of power** (17 charges); and design notes to the great treasury of Thoth on Level 3 (c.f. 3-2 and 3-23). These notes are composed in the secret tongue of the priests of Thoth, and read: *The first priests of our Ibis Lord had an ingenious method for storing Thoth's riches. It involved a three-part ritual, in which each of the three main images of the God was manipulated into the iconic pose. Only then would the way to the treasury be revealed. We are only ants standing on the shoulders of such giants!*

5-63: Hidden Stairs Down to Level 8 (8-35)

The door to this chamber is locked. The 15'-tall chamber inside is undecorated save for two 10'-tall stone statues. The grey granite floor is interrupted by an oval 10'x15' plug of white marble; beneath this plug are a set of worn stairs leading down some 1,000' through many landings and turns to Level 8-35. On the marble are carved the following words, in Archontean: "To proceed one must sometimes adopt a new perspective." The plug is retractable, but only by manipulating the statues.

Statues: The western statue is a representation of Larel One-Eye, as a shabbily dressed, slightly hunched fellow with a sack over his shoulder, a phrygian cap, an eye-patch, and a pilgrim's staff (c.f. 3-46). The eastern statue is of Jacinth the Rose, and depicts her with waist-length hair, wearing loose tunic and trousers and a skull cap, and carrying a long-stemmed rose and a slim rapier. The eyes of each statue are incongruous and unrealistic: Larel's are 3"-diameter yellow crystals, while Jacinth's are red crystals of the same size. The eyes detect as magic and are removable.

Accessing the Stairs: The white marble plug retracts for 2 hours if the crystal eyes in the two statues are exchanged (i.e., thereby adopting a 'new perspective'). In other words, if the yellow eyes are given to Jacinth and the red ones to Larel, the cover opens. To open the cover on subsequent visits, the eyes must again be shifted.

Treasure:

Four crystal eyes, with minor enchantments (50 gp each).

5-64: Barricade and Secret Staircase Up to Level 3 (3-52A)

A 5'-tall pile of broken pavement and stone chunks blocks the passage at this point. The corridor to the north of the barricade shows signs of activity, as dust and debris seem to have been swept to either side of the corridor. On the south side of the barricade, however, the dust lies thick and undisturbed. It is easy to climb over the barricade, although those doing so may regret their actions!



GM Note: Durdeon Vislok (see AV-12) uses the secret door leading to 3-52A to gain access to this level and, eventually, to the Arena. He makes sure to cover his tracks, literally.

Secret Door (northeast): The door is difficult to locate from this side (1 in 8 chance). It opens by pulling it outwards by main force. It leads to a 5'-wide staircase that leads up 250' to area 3-52A.

5-65: Dangerous Sinkhole

Time, water and other events have caused a substantial portion of the overhanging rock and earth of this cavern to fall inward. The result is a large sinkhole extending under 5-83. The new sinkhole cavern is 60' tall, of which 40' extend below the level of the worked areas (5-83 and 5-64). Several smaller side passageways lead from the sinkhole to the chasm. The area is damp and humid, and PCs approaching from either side will hear loud slithering and cracking noises from the depths of the sinkhole.

A terrible paralyzing brain (see new monsters) inhabits this sinkhole. The debased monks of the Sanctum (areas 5-77 to 5-83) feed it on occasion, but it supplements its meals by snagging tasty treats that venture too close in the chasm. Sound or light rouse the paralyzing brain from its quiescence; after 1 turn, tentacles rise from the depths and grope after prey.

Inhabitants:

1. **1 paralyzing brain** (see new monsters): SZ M; AL NE; AC 4; MV 120' flying (Class A); HD 10; HP 67; #AT 11; Dmg 1-6(x10)/2-12. Special attacks: paralyzation (saves at +2); surprise on 1-3. Special defenses: immune to electricity; tentacles regenerate in 2-3 days.

Treasure:

Amid some debris in the bottom of the sinkhole is a gold key to the Obsidian Gates (5-6D).

5-66 through 5-75: Realm of the Vivisectionist

These areas are the home to a formidable and highly psychotic being, the ancient rudishva known as Psalor-Ki (see 5-74). Psalor-Ki was one of the last offspring produced by the survivors of the wreck of the Beacon over 2,900 years ago. Immune to the heqeti plague which killed most of his people, and finding himself both attuned to magic and practically immune to aging, Psalor-Ki has slowly grown more and more unbalanced as the centuries have progressed. In the first years after the collapse of the rudishva hegemony, he worked with other survivors to try to find a way to prolong all of their lives; for instance, he and Artax-Ris pioneered some risky experiments with the rudishva hyperbaric chambers (see new technological items) that resulted in the creation of the giant rudishva and varumani skeletons (see new monsters). With the failure of these experiments and his own drift into madness, Psalor-Ki was abandoned by (and/or drove away) the other survivors and carved out a small realm for himself in this section of Level 5. He dominates the area through his own formidable powers and through the efforts of his slaves and undead minions. The center of his domain is a horrific laboratory where he experiments on those unfortunate enough to fall into his clutches.

Most of the denizens of Levels 5 and 6 speak of him with dread as "the Master", "the Old One", or "the Drainer." Although the varumani could probably wipe him out if they tried hard enough, long genetic and social conditioning have rendered them wary of him, and he is largely left to his own devices. Riglon, the vice-overseer of the Troll Lift (see 5-54), is palpably afraid of him, largely because it is one of Riglon's tasks to supply Psalor-Ki with whatever he demands (periodically Psalor-Ki will send two ichor spawn with a list of required supplies; the varumani fulfill the request within 3 days). Conversely, Psalor-Ki could probably take a larger role in the politics of the Halls were he not both deranged and obsessed; his powers would certainly allow him to control more of Level 5 should he desire it. Instead, he is content to conduct his mad experiments in isolation. It should be noted that due to his necromantic experiments, including the creation of giant rudishva skeletons, Psalor-Ki is loathed and hated by all the other rudishva survivors.

It is at least conceivable that Psalor-Ki might decide to negotiate with PCs, especially those who have proven themselves mildly competent (perhaps by defeating some of his minions) and somewhat interesting. Any party containing one or more dwarf PCs, however, will find him absolutely inimical, for Psalor-Ki has a particular interest in experimenting with dwarf innards. A kind GM might have Psalor-Ki overwhelm a party of non-dwarven PCs only to assign them a difficult mission: procuring something like the ichor of three chasm cephalopods or a dragon's eye. Note: Psalor-Ki cannot not magically compel the fulfillment of such missions since he lacks the ability to impose a geas; should they recognize this fact, PCs could break their word and flee. Any PCs who abrogate such an agreement with Psalor-Ki incur his lasting enmity; in such cases, he will sense the PCs' presence in any location east of the chasm on Level 5 and will proceed to attack them.

5-66: Great Hall

A landing on the west end overlooks this large, garish hall. The landing sits 15' above the floor of the hall, and the ceiling of the room is another 15' above the landing. A 20'-tall statue stands at the west end. The east end is painted in bright hues of red and yellow, and features four huge (20'-diameter) sunburst medallions inside of which are depicted incarnations of Psalor-Ki (5-74). Torches in sconces on the north and south walls shed a smoky light on the scene. The area reeks of the charnel house.

The statue is of the nataraja, a rudishva depiction of the Lord of the Dance, who is responsible for all creative and destructive impulses. The figure balances on one leg, with the other folded across its front. It is hermaphroditic and boasts six arms which swirl in a rough circle around its head; the arms hold important symbols: a knife, a heart, a lily, a miniature eagle, an ascetic's sandal, and an eye-shaped gem. The figure stands in a basin some 20' in diameter and 2' tall; its eyes continuously weep a viscous red fluid that collects in the pool. Although PCs may suspect otherwise, the nataraja is inert, serving only as a source of the fluid that powers Psalor-Ki's ichor-zombies.

So long as they remain on the landing, PCs are safe. If they descend into the chamber, however, the torches flares and a throbbing, pulse-like bass rhythm commences. Within 1-4 rounds, the minions of the master (ichor spawn – see new monsters) file out of areas 5-67 and 5-68 to confront the intruders. They attempt to grapple intruders and subdue them for inspection by Psalor-Ki. Ichor spawn that have been reduced to zero hit points crawl slowly towards the pool of liquid (1-3 rounds); once they reach the pool, the liquid revives them at a rate of 1-4 hp per round. Once restored to half hit points, the ichor spawn return to the fight.

If PCs are able to conceal themselves from sight and sound (i.e., invisible and silent), they can avoid triggering the pulsing alarm and the spawn.

Treasure:
The gem (bloodstone) in the Nataraja's hand is worth 275 gp.

5-67: Minions' Rest

The stairs from 5-66 lead down 10' to a dimly lit chamber painted a sickly yellow. In it rest 10 of Psalor-Ki's ichor spawn. These foul creatures stand inertly until the throbbing pulse begins in 5-66, at which point they shuffle up the stairs to confront intruders.

Inhabitants:
1. **10 ichor spawn** (see new monsters): SZ M; AL CE; AC 6; MV 60'; HD 3; HP 22, 22, 21, 21, 19(x3), 17, 16, 15; #AT 2; Dmg 1-8/1-8. Special attack: ichor spray if takes more than 8 HP from one blow (spray does 2-12 HP, plus corrodes metal and/or leather).

5-68: Minions' Rest

This room is identical to 5-67, save for the existence of doors on the east and west walls. The door to the west is locked and unused. The door to 5-69, however, is merely shut and is well oiled. Ten ichor spawn wait for the alarm to sound in 5-66.

Inhabitants:
1. **10 ichor spawn** (see new monsters): SZ M; AL CE; AC 6; MV 60'; HD 3; HP 22, 22, 21, 21, 19(x3), 17, 16, 15; #AT 2; Dmg 1-8/1-8. Special attack: ichor spray if takes more than 8 HP from one blow (spray does 2-12 HP, plus corrodes metal and/or leather).

5-69: Pulsating Stairs

These stairs are lit by a dull red **continual light** spell that pulses (about 72 beats per minute). They descend forty feet. Should Psalor-Ki (5-74) be slain, the pulsating red light will cease.

5-70: Niche

A smaller statue of the nataraja (only 4' tall) occupies this semi-circular niche; this is a **watcher nataraja** (see new magic items) enchanted by Psalor-Ki. It hops off its perch and follows anyone not marked by the sign of the vivisectionist. Although it does not attack, Psalor-Ki is able to hear and see through the statue's eyes and ears, and he uses the statue's information to plot an appropriate greeting for intruders.

5-71: Bubbling Vats

This large chamber holds one portion of Psalor-Ki's foul experiments, attentively watched by his vat keeper. Here the vivisectionist dabbles in the qualities of fluids both biological and magical, some of the results of which include the ichor spawn and various puddings and jellies.

The room is brightly lit with plain white light, and its walls are painted black, but bear chalk sketches of tubes, half-sections of bodies, and some alchemical symbols. Heavy black drapes section off the northwest and southwest corners. A heavy oak table rests against the west wall, and stone containers line the northeast wall.

The center of the chamber is filled with a collection of stone vats, the largest five of which are 4' tall and 4' in diameter. One of these large vats (the third on the list below) has four 2'-tall and 3'-diameter vats arranged around it, with glass tubes running between all five. All five large vats are filled with viscous fluids of various colors that bubble at different rates. The four small vats contain life fluids (human blood, mixed brain matter, humanoid bone marrow, and varumani blood). See below for contents and effects of the vats:

Vat 1: A sickly-purple and quite thick fluid. It is, in fact, a purple pudding (see new monsters) that attacks those who inspect the vat.
Vat 2: A mustard-yellow, medium-viscosity fluid. This is a deadly toxin that inflicts 1-4 HP damage on any who touch it and inflicts 4-16 HP on any who sips even a small amount. It can be bottled and used as a weapon. 5 doses.
Vat 3 (with small vats around it): A rusty-brown colored, thin-viscosity fluid. It imparts some troll-like features (+1 AC permanently, regeneration for 2-8 hours) if drunk, but will also permanently decrease wisdom by 1. 4 doses.
Vat 4: A dull, red, pudding-like fluid that emits a noxious odor. It is in fact a cure-all that cures disease, act as a **restoration** spell, and restores 3-24 hp. 3 doses.
Vat 5: A crimson, thin fluid which looks like blood. It is, in fact, rudishva blood that, if drunk, causes nausea for 3-12 hours. If two doses are drunk, it also imparts clairvoyance for 1-3 days (nausea continues for the entire period). 6 doses.

The vat-keeper (see new monsters) putters from vat to vat, stirring and peering into each. The keeper appears as a shambling, puffy, and oddly-colored 8'-tall being; it is, in fact, a deformed ogre with an altered circulatory system.

On the worktable are 12 empty glass beakers, plus two filled with the sickly-purple fluid (purple puddings). Also on the table are a handful of 3"-long sticks of some strange flexible material; these are instant heat sources (see new technological items), used to bubble vats. Underneath the bench is a pile of broken crockery and glassware.

Behind the northwest curtain are a simple bed, an armoire, and a small table. Aside from some unusual clothing (rudishva) there is nothing of real value here.

Behind the southwest curtain stands a stone varuda (a rudishva animated construct – see new monsters): the stone varuda is carved in a semi-crouch, with wings extending in a corona around its fierce-beaked visage. The stone varuda may be brought to life if either Psalor-Ki or the **watcher nataraja** (5-70) inserts a finger into its open beak. If it is activated, the statue is quite destructive, and will likely overturn multiple vats. Roll for miscibility!

There is a 25% chance that Psalor-Ki is present in this room, examining his fluids. Otherwise he is found in 5-72 (25%) or in his lair 5-74 (50%).

If the **watcher nataraja** from 5-70 is following PCs and Psalor-Ki is not initially in this room, then there is a 75% chance that he will appear here within 5 rounds, accompanied by the shadows from 5-72.

Inhabitants:
1. **The vat-keeper of Psalor-Ki** (see new monsters): SZ L; AL N; AC 5; MV 90'; HD 6; HP 35; #AT 1; Dmg 1-8 or 3-6 (**dagger +2**). Special attacks; spit purple (2-12 HP, once every 3 rds). Special defenses: immune to poison and mind-affecting spells.

2. **1 rudishva animated construct** - **stone varuda** (see new monsters): SZ L; AL N; AC 0; MV 90'; HD 8; HP 55; #AT 3; Dmg 1-6/1-6/1-12; MR 10%. Special defenses: +1 or better weapons to hit; immune to cold, fire, electricity, poison, and mind-affecting spells.
3. **1 purple pudding** (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 6; HP 40; #AT 1; Dmg 2-12. Special attacks: corrosive to metal and leather. Special defenses: immune to fire; grows with electricity; conductive.
4. **Psalor-Ki** (25%): for stats see 5-74

Treasure:
Aside from the contents of the vats, the alchemical equipment, the instant heat sources (see new technological items), the room contains nothing else of value save the vat-keeper's **dagger +2**.

5-72: Vivisectionarium

This brightly lit chamber is the true heart of Psalor-Ki's foul depravity, for it is here that he dismembers and reassembles the bodies of his victims. The center of the chamber has three stone tables (with restraints), at the head of which is a pair of standing iron frames into which victims can be shackled. The north and south walls hold a combination of cages and chains bolted to the wall; they hold 3-8 individuals at any one time (see table below for possibilities). The east wall holds two battered worktables on which rest a dozen very sharp knives of various sizes.

A covered wooden pail sits under each of the stone tables; in each is a combination of purple pudding and rudishva blood that Psalor-Ki uses for reanimation. Should this concoction be poured down the throat of any dead creature, it will be restored to a sort of life as an ichor spawn (see new monsters). The concoction does not, however, animate on its own.

Stored underneath the work tables is a rudishva hyperbaric chamber (see new technological items). This is the device Psalor-Ki used many centuries ago to create giant rudishva skeletons (see new monsters). Although it currently lacks power, attaching a greater power supply (see new technological items) would allow it to be put back into use.

Three shadows are bound to this room in unwilling servitude to Psalor-Ki. They attack any intruder.

There is a 25% chance that Psalor-Ki is present in this room, dissecting a victim. Otherwise he is found inspecting the vats in 5-71 (25%) or in his lair 5-74 (50%).

If the **watcher nataraja** (see 5-70) is following the PCs and if Psalor-Ki is not initially found in this room, then there is a 75% chance that he will emerge from 5-73 within 3 rounds, shouting for the vat-keeper from 5-71 (who appears in another 4 rounds).

Secret Door (east): The door is easy to find (1 in 4), as it is relatively easy to notice the small indentation in the stonework into which reddish liquid seems to have been poured. The door only opens if some amount of rudishva blood is dribbled into the aperture (e.g., the rudishva blood in 5-71).

Possible Victims awaiting Dismemberment:

D12	Prisoner	Notes/Stats
1	Goblin	Sniveling and afraid: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 3; #AT 1; Dmg 1-6
2	Bestial varumani (see new monsters)	Angry but cowed: SZ L; AL NE; AC 4; MV 90'; HD 8; HP 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
3	Bertis	Bertis, 3rd-level male Archontean magic user: SZ M; AL CE; AC 8; MV 120'; HD 3; HP 2 (max 9); #AT 1; Dmg by weapon. Abilities: STR 8, INT 16, WIS 15, DEX 16, CON 10, CHA 8. Bertis was part of an expedition that descended through the pyramid (AV-15), found the stairs down to Level 5 (at 3-12), crossed the sundered Span (5-35), and was badly defeated by the elder paralyzing brain (5-65). When the survivors fled to Psalor-Ki's realm (5-66), they were mobbed by ichor spawn and captured. Bertis is morose and defeated; his spell book is lost
4	Triss	Triss, 6th-level female Thorcin thief: SZ M; AL NE; AC 7; MV 120'; HD 6; HP 12 (max 32); #AT 1; Dmg by weapon. Abilities: STR 9, INT 14, WIS 10, DEX 17, CON 15, CHA 8. Thief skills: PP 60%, OL 57%, F/RT 45%, MS 52%, HS 42%, HN 20%, CW 92%, RL 30%. Triss was the leader of Bertis's party; she still projects suavity and nonchalance
5	Lizardman warrior	Tongueless, but still defiant: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 8 (max 13); #AT 1 or 3; Dmg by weapon or 1-2/1-2/1-8
6	Roddy Thread-needle	Roddy Threadneadle, 2nd-level male halfling fighter: SZ M; AL NE; AC 10; MV 90'; HD 2; HP 8 (max 18); #AT 1; Dmg by weapon. Abilities: STR 16, INT 8, WIS 12, DEX 11, CON 15, CHA 13. A member of Triss and Bertis's party, Roddy is sobbing and desperate
7	Grim	Grim, a gagged Set acolyte, as a 3rd-level Wiskin cleric of Set: SZ M; AL LE; AC 9; MV 120'; HD 3; HP 6 (max 19); #AT 1; Dmg by weapon. Abilities: STR 13, INT 11, WIS 15, DEX 15, CON 9, CHA 13. Blubbering and insane, Grim has no possessions and has been unable to pray for spells.
8	Ichthelon	Ichthelon, 3rd-level Archontean paladin of Mitra: SZ M; AL LG; AC 10; MV 120'; HD 3; HP 13 (max 26); #AT 1; Dmg by weapon. Abilities: STR 16, INT 9, WIS 13, DEX 10, CON 15, CHA 17. Ichthelon is smiling and unconcerned. He was a member of the party taken by Gillen (4-180) and sold to Psalor-Ki in the slave market at 4-2

9	Debased monk from 5-78	SZ M; AL CE; AC 5, MV 120'; HD 4, HP 30, 28, 27, 27, 26(x3), 25, 25, 24; #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights. The monk is incoherent, and mutters insanely
10	Elsevian	Elsevian, 5th-level male elf magic user: SZ M; AL CG; AC 8; MV 120'; HD 5; HP 10 (max 15); #AT 1; Dmg by weapon. Abilities: STR 8, INT 17, WIS 15, DEX 16, CON 8, CHA 10. Still calm and collected despite his captivity and lost spellbook, Elsevian was captured by Gillen and Co. (4-180) and sold to Psalor-Ki's agents at the slave market in the Forum of Set (4-2). He has knowledge of the areas of level 4 between 4-170 and 4-190
11	Jicks	Jicks, 5th-level male Thorcin cleric of Mitra: SZ M; AL LG; AC 10; MV 120'; HD 5; HP 15 (max 30); #AT 1; Dmg by weapon. Abilities: STR 16, INT 7, WIS 16, DEX 10, CON 14, CHA 15. Jicks has been gagged for a long time, and has thus been unable to prepare spells. A companion of Elsevian, Jicks was also taken by the bandits on Level 4 and sold to Psalor-Ki at the slave market
12	Beastman trooper (see new monsters)	Terrified, but still stoic: SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 4 (max 8); #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spear; short sword; short bow

Inhabitants:
1. **3 shadows**: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 20, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.
2. **3-8 victims** (see table above)
3. **Psalor-Ki** (25% chance): for stats, see 5-74

Treasure:
One of the sharp knives is an enchanted **varumani flensing knife** (see new magic items). Underneath the workbench is an open stone box with a pile of equipment stolen from Psalor-Ki's victims: 175 cp, 271 sp, 97 gp, a silver ring (25gp), a platinum torc (275 gp), and a variety of mundane adventuring equipment (10 pieces, determine randomly).

5-73: Secret Antechamber

This antechamber is brightly lit. Densely writhing figures - both animal and humanoid - have been carved into every available surface. The carvings writhe, hiss, and sputter as if they were alive, but they are harmless. Psalor-Ki can see through the eyes of these writhing carvings; he is thus unlikely to be surprised by foes approaching 5-74.

A 5'-diameter hole (surrounded by a 3'-tall stone parapet) marks the center of the antechamber. The hole leads to a rough stone tunnel that extends down for 25' before turning south. Eventually the tunnel turns upward again, leading (without handholds) to 5-74.

5-74: Private Chamber of Psalor-Ki

The tunnel from 5-73 emerges into the richly appointed chamber of Psalor-Ki. The decor is a mixture of the lushly ornate and the severely efficient. A thick carpet is embroidered with an image of a strange vehicle with a nimbus of fire all around it [the Beacon]; it has been woven specifically for this chamber, as it features a 5'-diameter hole in its center. The four semi-circular niches each boast a plain, ugly side table of a hard and featureless substance (grey plasteel); each table holds an object special to Psalor-Ki. A baroquely carved settee made of ebony serves as his resting couch. Against the north wall are two ebony bookshelves filled with codices, scrolls, and data crystals. Behind the settee is a strange contraption of metal, wires and the strange substance; it is a GnuCoder 5000 full-immersion sensory experience (see new technological items), but it has finally broken down and is inoperable (see 6-117). Against the south wall are three standing racks, each of which holds the complete skeleton of a different species: human, varumani, and goblin. A desk, of the same carved ebony, stands to the south of the entrance well; on it is a set of fine crystal glasses and decanter, an inkwell and several quills.

The bookshelves contain the following items (see Arden Vul books for all): *Allies for Ever!*, *Anatomy of the Enemy*, *Biological Systems: an Owner's Manual*, *Blood is the Key to All*, *Codex Priscii*, *Crew Roster*, *the Faithful Manager*, *the Founder and his Deeds*, *Great Vampire Lords and their Demise*, *Great Villains of Archontos*, *part V*: *Priscus the Traitor*, *Green are My Lover's Eyes*, *the Highly Impressive Story of Frigg the Fabulous*, *How to Talk with the Natives*, *Injury and Disease*: *Practical Solutions*, *Lament of the Beacon*, *the Lay of Marius Invictus*, *Letters Home*, *Liturgy of the Strong*, *Military Instructional Manual*, *On the Terrible Old Gods*, *On the Wars of the Old Ones with the Trolls*, *the Politics*, *Pol's Book of Laughs*, *Principles of Comedy*, *Principles of Magical Attraction*, *Prosperity in the Eternal Now*, *Service Manual for Optical Devices produced by GnuCoder S.A.*, *the Seventeen Uses of a Dead Troll*, *Song of Jacinth the Rose*, *Tales of Larel One-Eye*, *the Trifold Tome of Theodore the White*. Psalor-Ki also has acquired several spell scrolls which he has unsuccessfully attempted to master (see new spells for all): **Cleophalus's look-away spell**, **garrulous mouth**, **the Hekate's bonds**, **Probus's thunderous alert**, **wizard's cache**.

The four niches contain the following objects:

North: a 1,300-year old porcelain punchbowl (3,750 gp to an antiquarian) filled with a mixture of coins (450 sp, 326 gp, 157 cp) as well as copper, bronze, and platinum rudishva identity plaques (see new technological items), and a token of Arden (see Arden Vul items).

South: a rosewood box inlaid with platinum and ivory (90 gp). It contains 2 **ioun stones** (clear and dark blue) and 6 huge pearls (500 gp each).

East: a mummified hand on which sits an artifact, the **bone ring of Jagri-Naz** (see new magic items). Behind the hand lies a **niravairi astral dripping sword** (see new magic items).

West: a plastic cube showing a hologram of two adult and three young figures of the rudishva race, all dressed in unusual costumes. This is a holo-image of Psalor-Ki's family; despite his madness, it remains his most prized possession.



There is a 50% chance that Psalor-Ki is present in this room when PCs first enter his domain. Otherwise he is found in the vivisectionarium (5-72; 25%) or in the room of vats (5-71, 25%). The **watcher nataraja** (5-70), through whose eyes Psalor-Ki can see, may cause the rudishva to move elsewhere in his complex to confront intruders.

Secret Door (south): The secret door on the south wall is normal to find (1 in 6 chance), and is operated by sliding a 3'-square panel upwards. It leads to a short unworked tunnel and a second secret door opening into 5-75; the second door is normal to detect from this side.

Inhabitants:

1. **Psalor-Ki**, **insane rudishva** (see new monsters) **and techno-sorcerer with 7th-level thief skills**: SZ L; AL CE; AC 0; MV 90'; HD 7; HP 48; #AT 1; Dmg 3-12 (laser pistol) or 2-5 (ballistic baton); MR 20%. Implants: optics (infravision; see invisibility), metabolism, shield (AC 2; hit only by magic), medical (regenerate 2 hp/round; 50% immune to poison and disease). Abilities: STR 12; INT 16; WIS 16; DEX 16; CON 10; CHA 17. Thief skills: PP 60%, OL 57%, F/RT 50%, MS 55%, HS 43%, HN 25%, CW 94%, RL 35%. Possessions: **wand of paralyzation**; **ring of spell-turning**; **ring of protection +2**; **ring of water breathing**; **ring of invisibility**; rudishva laser pistol (see new technological items) with full lesser power supply; rudishva ballistic baton (see new technological items); sky blue and orange rudishva identity plaques (see new technological items); 3 silver rings with colored glass stones (45 gp each); and keys to the gate at 6-57. Psalor-Ki dresses in a faded purple jumpsuit with a brightly colored scarf and a white turban. He wears gaudy rings on every finger, a strange belt (a web-belt), and heavy varumani-hide boots.

5-75: Spiral Stair Down to Level 6 (6-57)

In the days of the rudishva dominance of the Halls, this was a primary stair connecting Levels 5 and 6. Psalor-Ki has blocked off the original passage to 5-66, which leaves only the secret passage from 5-74 as a means of accessing this broad, marble, circular stair. The stairs lead down 600' to area 6-57.

Secret Door (east): The door is hard to detect from the stair side (1 in 8 chance). It operates by sliding a 3'-square panel upwards.

5-76: Porch and Stairs Up to Level 3 (3-55)

The floor of the chamber is thick with dust and trash, except for a path marked with bare human footprints running from the eastern corridor to the porch. To the north, stairs lead up 250' to 3-55; they are filled with spider webs.

The porch is an 8'-wide opening into the chasm, fronted by a low balustrade. The debased monks (see new monsters, and areas 5-78 to 5-83) use the porch as a site for hunting chasm cephalopods and other food sources. The debased monks have erected two traps in the room.

In the southwest corner may be found a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: RE-GR-WH-BK-BL-YE (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

Trap 1 (tripwire): A tripwire running 3" above the ground is placed 5' behind the balustrade across the opening to the porch. If tripped, it triggers a net disguised in the dust and trash on the floor and a loud clattering of metal on rock; only a successful roll of 3d8 under DEX prevents 1-4 persons from being entrapped for 5-10 rounds. A group of 7-10 debased monks appear in 4-7 rounds to finish off the captives.

Trap 2 (snares): Three simple snares are concealed in the trash near the exit towards 5-77. Those ensnared will be immobilized for 3-6 rounds. The snares are easy to locate (1 in 4 chance).

Inhabitants:

1. **7-10 debased monks** (see new monsters): SZ M; AL CE; AC 5, MV 120'; HD 4, HP 30, 28, 27, 27, 26(x3), 25, 25, 24; #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights.

5-77: Vestibule

This vestibule to the hidden temple of Thoth was once covered in beautiful frescoes, but they have been largely effaced by the debased monks, who covered them with crude images of snaky tentacles, white bipedal figures, and bones - lots of bones. Two enormous cauldrons (6' in diameter, 4' tall) sit in the center of the chamber; they bubble merrily, although no means of heating is apparent. The cauldrons contain human and humanoid bodies being boiled for consumption by the monks. The chamber smells terribly of the charnel house - blood, charred meat, smoke, and decay.

Secret Door (south): This door is difficult to find (1 in 8) and the debased monks do not know of it. Depressing a 2" square of stone on the west wall causes the door to spring open. The tunnel beyond leads towards the great pillar (5-138). Seeking access to the pillar, the priests of Thoth delved it, but they were never able to breach the pillar. It is effectively a dead end, and a potentially deadly one if PCs venture down its length before dealing with the monks.

Treasure:
Two **cauldrons of boiling** (see new magic items); a chipped azurite gem (50gp) rests in the bottom of one of the cauldrons.

5-78: Cells of the Monks

In these cells dwell the debased, undying remnants of an elite monastic order once devoted to Thoth. Corrupted and enslaved by Oziman (see 5-83), these horrific beings live on as cannibalistic shadows of their former selves. The narrow, door-less passages and cells of this area stink badly and are smeared with feces, blood, and bits of food. At any one point there are 12-18 'monks' resident here (with the others in 5-83).

All told there are 37 debased monks (see new monsters) living among the cells. Those slain elsewhere (e.g. in 5-76) should be subtracted from the overall number.

Cells come in one of three types:
A: these cells are disgusting nests in which 2 or more monks dwell in filth and stench. Nothing save scraps of flesh and bone may be found here.
B: only one monk lives in each of these cells, which are noticeably cleaner. In each there is a 33% chance of finding a piece of jewelry (1-2), a gem (3-4) or a handful of coins (5-6).
C: This cell resembles those of the A-type, except for the fact that there is a secret door on the west wall. The secret door is normal to find (1 in 6), and can only be opened by pressing a button out in the hallway.

Secret Room: This chamber has not been fouled, and is thus decorated in Thothian themes (standard scenes of Thoth dispensing knowledge, language and magic). A badly rotted wooden desk and chair are found in the center of the room; in the chair slumps the desiccated cadaver of a human who clearly drank poison from a pewter goblet (10 gp). On the desk is a parchment testament of sorts, entitled the *Lamentations of Hesius, or the Last Days of Lord Thoth's Dominion*, authored by a certain "Hesius Tecum, apocrisarius of the Inner Order" (see Arden Vul books). The cadaver, of course, is that of Hesius. Also on the desk is a small, octavo volume containing the full *Litany of Light* (see Arden Vul books), and a slip of parchment with the words yellow-red-green-blue-black-white (the address to the **Thothian teleportation ring** - see new magic items - at 7-131).

The hidden chamber also contains a portable altar and shrine to Thoth, recognizable by its four mini-columns (3' high) of ebon-wood, carved to resemble ibis-headed men. Should this altar be brought to the Sanctum (5-83), and should a good-aligned character recite the Litany of Light in front of it, the demon Oziman will be strongly weakened (see 5-83 for specifics).

Inhabitants:
1. **Up to 37 debased monks** (see new monsters): SZ M; AL CE; AC 5, MV 120'; HD 4, HP 31, 30(x3), 29, 28(x3), 27(x7), 26(x9), 25(x8), 24(x5); #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights.

Treasure:
The Litany of Light and the *Lamentations of Hesius* are inherently valuable; in a wooden chest against the north wall are three large golden figurines (resembling shabti figures) of Thoth (each worth 250 gp), a **bag of holding** (70 cubic feet variety), a packet of **dust of dryness**, and a **ring of wizardry** (doubles first through third level spells).

5-79: Cloister of the Monks

Half-columns line the walls (every 5'), which are still covered with traces of their original sky-blue paint. A 10'x5' pool occupies the center of the room. Water flows from the open beak of a slender bronze ibis into the center of the pool. Crude graffiti in bastardized Mithric spoils the formerly bucolic effect of this room. Some samples include: "*Oziman is Thoth is Oziman is Thoth is Oziman*," "*The Light will fail without blood*" "*Unbelievers shall be consumed*," "*Claudius tasted delicious*", and so forth.

The water in the pool is cool and delicious, and will heal 2-12 HP per draught per day. If put in a container, the water retains its potency for 24 hours. The monks have forgotten the existence of the secret door.

Secret Door (north): This door is normal to locate and opens by sliding a 3'x4' panel upwards.

Inhabitants:
1. **3-6 debased monks** (see new monsters): SZ M; AL CE; AC 5, MV 120'; HD 4, HP 28, 27, 27, 26, 26, 25; #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights.

5-80: Archimandrite's Quarters

This room has been badly ransacked over the centuries. It is home now to the leader of the debased monks, a certain Kiwu. A cunning fellow of enormous size and power, Kiwu enforces his status with blows and fear. In life he was the lowest of the monks and deeply envious of the last archimandrite (leader) of the Inner Order, a man named Metit. As a result Oziman easily corrupted Kiwu, who then led the others down the path of savagery and chaos. Kiwu is present 50% of the time; otherwise he is in 5-83.

Kiwu refused to let Metit's body be destroyed, and so he staked its gagged skeleton to the north wall with five iron staples. Due to Metit's piety and the foul enormities committed in the Sanctum, the skeleton exists as a sort of plaintive revenant, seeking the restoration of the Sanctum to its rightful place. The skeleton twitches excitedly if visitors enter, and, if its gag is removed, it explains its situation in Mithric. It knows much less of the history of the collapse of the Sanctum than does Hesius (5-78), but insists repeatedly that Oziman is NOT an incarnation of Thoth and that Kiwu and his followers have abandoned the Path of Light. If removed from the wall, Metit's body crumbles into a heap of bones; it will still be able to speak, but it cannot move on its own. Should the Sanctum be reconsecrated, Metit's spirit will be released. Metit does not know how to reconsecrate the Sanctum, nor does he know that that act will release him from his current state.

Inhabitants:
1. **Kiwu**, **strong debased monk** (see new monsters) (50% chance): SZ M; AL CE; AC 5, MV 120'; HD 6, HP 39; #AT 2, Dmg 1-6/1-6. Special attacks: disease (15% chance per hit); +2 to hit and damage due to ferocity. Special defenses: immune to charm.
2. **Metit**, **passive revenant** (no combat stats).

5-81: Bridge to the Sanctum

A narrow (4'-wide) and short (8'-long) stone bridge spans the chasm at this location.

5-82: Lesser Chasm

The floor of this small extension of the main chasm lies 100' below; those venturing to its floor will found countless gnawed bones, several pieces of jewelry, and 2-4 carcass creepers feasting on the monks' refuse.

Inhabitants:
1. **2-4 carcass creepers**: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 21, 19, 18, 15; #AT 8; Dmg nil. Special attacks: paralysis.

Treasure:
6 pieces of jewelry: a golden coronet (900 gp); a silver and gold locket (800 gp); a gold bracelet studded with emeralds (7,000 gp); a silver and gold seal (800 gp); a silver necklace set with three deep blue spinels (1,500 gp); and a silver statuette of a female Archontean legionary (600 gp).

5-83: The Sanctum

The Sanctum used to be the spiritual heart of the cult of Thoth in Arden Vul. It was served by an elite group of ascetic clergy known as the monks of the Inner Circle and was the site of the most holy rituals and summonings. In the chaos of the fall of Arden Vul, the Inner Circle was corrupted by a demon named Oziman, and the Sanctum despoiled. Oziman still resides in the Sanctum, continuing his masquerade as an avatar of Thoth and enjoying the service of the undying former members of the Inner Circle.

The Sanctum is a looming nave of granite 35' tall in the center, flanked by side chapels (15' tall) and culminating in a marble-clad apse. Slender columns of red-flecked onyx define two narrow aisles (20' tall). Despite the general depravity of its current residents, the Sanctum itself is relatively clean and unspoiled. Frescoes depict the Twelve, that is, the ancient deities of Archontos (see World of Archontos appendix). Along the first part of the nave, the frescoes depict generic scenes of the gods in action, with their usual iconography. Around the apse, however, the scenes revert to a more specifically Thothian program.

At the mouth of the apse is an open pit, 10' square, which drops down into the darkness. To the north of the pit sits a 3'-tall, triangular dais of white marble. Within this triangle is a second triangular dais (2' tall) on which stands a 20' cult statue of ibis-headed Thoth. Thoth holds his hands palm out: in the left hand is a scroll; in the right is a feather. On the first dais and in front of the statue is a settee in red silk; it looks very much out of place. Piled in front of the settee is a mound of treasure. Two huge candelabra burn strange black candles that produce light but no smoke. The entire area detects strongly of evil.

Oziman the demon presides from the settee, continuing his rather transparent disguise as the avatar of Thoth. Oziman appears as a slim human dressed in orange ceremonial robes and headdress of Thoth, and carrying a white, ibis-headed wand. The ghoulish debased monks (see new monsters) surround him all of the time.

Although the presence of the monks is likely to alert the PCs, Oziman attempts to negotiate at first. If the PCs are powerful, Oziman praises them and offers shelter (in one of the side chapels) and advice about the rest of the dungeon. This advice is quite poor, and will be recognized as such by seasoned adventurers in the Halls. Oziman recites a lot of empty talking points about Thothian practice, but most of this is shallow and superficial; anyone who has paid close attention to the frescoes on Levels 2 and 3, and/or who has studied the Litany of Light, recognizes Oziman as an impostor. Should he be detected or accused, or should the PCs be foolish enough to accept his hospitality, Oziman orders the monks to attack and subdue the PCs. He aids the monks with magic, and only sheds his polymorphed disguise and enters the fray himself if things are going badly.

The side chapels are nondescript, although one features a set of dusty bedrolls and a wooden chest (clearly the bedrolls have not been used in a long time). The chest is empty. Each side chapel was dedicated in the past to one of the incarnations of Thoth, but the iconography was stripped away many centuries ago.

Re-consecrating the Altar: Should the portable altar of Thoth located in the Hidden Chamber of 5-78 be brought into the Sanctum, the black candles will gutter out and Thoth's presence will return. PCs fighting Oziman or the monks in the re-consecrated Sanctum receive +2 to attack and save rolls as a result. Should the Litany of Light (see Arden Vul books) be then recited before the altar, Oziman will immediately lose ⅓ of his remaining HP and will have his AC penalized by 3.

Note: The Sanctum is the destination for one of the teleport heads at 2-10. Those teleported here find themselves standing at the entrance to the fane, just north of the bridge at 5-81.

Secret Door (east): The secret door is normal to locate and opens by sliding a 3'x4' panel upwards. The debased monks have forgotten this secret door.

Inhabitants:
1. **Oziman**, **a type III demon**: SZ L; AL CE; AC -4; MV 90'; HD 10; HP 70; #AT 5; Dmg 2-12/2-12/1-3/1-3/2-5; MR 60%. Constant abilities: infravision. Special attacks: cause fear; darkness 10' radius. Special defenses: half damage from cold, electricity, fire, and gas. Special: teleportation; levitate; cause pyrotechnics; polymorph self; telekinesis; gate (30%). Oziman can be weakened in certain circumstances (see text above).
2. **Kiwu** (50% chance); for stats, see 5-80.
3. **12-18 debased monks** (see new monsters): SZ M; AL CE; AC 5, MV 120'; HD 4, HP 30(x3), 28(x3), 27(x3), 26(x3), 25(x3), 24(x3); #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights.

Treasure:
6,753 ancient copper bits; 7,498 ancient silver pennies; 4,302 ancient gold solidi (see Arden Vul items for coins); a piece of malachite (10

gp); a red garnet (100 gp); a chrysoberyl (100 gp); 12 aquamarines (100 gp each); an exceptional piece of alexandrite (1,000 gp); a begemmed golden chalice (4,000 gp); a beryl-encrusted silver locket (1,900 gp); a seven-faceted crystal with one of the seven secret names of Thoth inscribed on each of the facets (for all seven names, see *Secreta Secretorum* in Arden Vul books; the crystal is worth 500 gp to an antiquarian); a Thothian passkey (see Arden Vul items); a pair of **eyes of Pol** stuffed under the settee (see new magic items); a **potion of fire breath**, an intelligent **long sword +2** (INT 12, Semi-empathy, LG, SA detect magic 10' radius, EGO 3); and a rudishva tactical suit (see new technological items).

5-84: Transit Shaft

The door leading to 5-18 is a rudishva iris door that open only when a silver rudishva identity plaque (see new technological items) is touched to the accompanying panel. The door on the west wall is also a rudishva iris door (see area 5-86).

Unlike the plain stone of the Hall of Forty Pillars, the chamber is sheathed on all sides with white marble panels held together with silver grout (500 gp total). A **continual light** spell cast on the 30' ceiling provides bright, clean light. Despite the fact that traffic has been minimal here for many millennia, the floor is free from dust and dirt. Two impressive features are evident:

Fountain: This softly gurgling basin of black granite is 15' diameter and 3' deep; it is filled with opalescent, sparkly liquid. Anything coated in the liquid will levitate in the shaft. The coating lasts for an hour, but can, strangely enough, be brushed off easily.

Transit Shaft: A 40'-square shaft, sheathed in white marble and silver grout, extends 1,100' down into the lower Halls, commencing here and culminating on Level 9 (9-91). Built by the rudishva as a swift form of transport for their officers, it detects strongly as magical. Anything tossed into the shaft will fall normally, but anything - or anyone - coated in the opalescent liquid is capable of levitation in the pit. Levitation is at the rate of 20' of vertical distance per round. Removal of even 10% of the silver grout cancels the levitation effect. From this point one can use the shaft to access 6-164, 7-146 and 9-91. Those without the opalescent covering who fall into the shaft fall 1,100' to their death.

5-85: Stinking Cavern and Lost Tomb

This 15'-tall cavern has a curious, musty reek of decay, a product of its former purpose as the site in which the output from the privy (located 550' above at 1-20) was deposited. The main cavern is covered with a thin crust of ancient dried effluent, which crumbles and crackles under foot. The crusty material is harmless, but has attracted a gray ooze, which hangs on the walls and ceiling. The privy hole itself is 6' square with iron rungs leading up one side.

Twelve feet up the northwest wall is a narrow, obscure hole that leads to area 5-85B, and eventually to 7-141.

To the south of the chamber are three broad steps leading to a finished area some 25' square and 10' tall. The floor is paved in grey slate. Four corpses lie on the slate just beyond the steps. The finished walls of the niche feature brightly colored mosaics, while its centerpiece is a beautiful porphyry sarcophagus.

Corpses: One is ancient, while the other three are modern; all have been scorched as if by intense heat. The ancient corpse wears the barely-recognizable robes of a priest of Set, and still clutches a **deacon's was stick** (see new magic items) in his skeletal hand. Of the modern corpses, two are burned beyond recognition, while the third still possesses usable **chain mail +1**, a metal shield, and a **long sword +1**.

Trap: If the sarcophagus is touched, nozzles placed every 5' across the ceiling above the niche and stairs instantly spout jets of fire towards the floor. The jets continue for 6 rounds before ceasing; the trap reset 6 hours after being activated. The trap is normal to detect, but almost impossible to disarm (-20%). Damage from the fire is 6-36; a successful save versus spells reduces it by half.

Mosaics: 1) west: ancient Archonteans directing workers who are erecting the pyramid of Thoth; 2) east: an Archontean archon riding a dragon over the finished city of Arden Vul; 3) south: Archonteans inspecting cave mouths from which protrude fierce dragon heads.

Sarcophagus: The purple stone is incised on all sides with Mithric writing that has been filled with silver. Two ½"-diameter holes have been drilled in the lid. The writing on the top states: "Julian Grex, archon, he who first located the Obsidian Doors, plumbed the secrets of the Great Travelers, and revealed the properties of arcanum." The sides contain further epithets, namely: "Great Architect", "Humble Overseer", "Beloved Father," "Intrepid Explorer", "Favored Rider of the Old Ones."

The lid of the sarcophagus is quite heavy, and requires a successful open doors test to open. Inside are the mummified remains of Julian Grex as well as some nice treasure. A lever inside the sarcophagus operates the secret door at 5-85A.

The soul of Julian Grex has turned into a slightly unusual spectre, which emerges through the holes in the sarcophagus after the fire trap is triggered or the lid of the sarcophagus is moved. Julian's first act - before rising from his sarcophagus - will be to raise the four nearby corpses as 3 HD zombies. He then emerges to smite intruders.

Secret Door (south): This stone door rests on two recessed steel pins, and opens towards the south. It is easy to detect from the south side (1 in 4) and normal to detect from the north. It is very difficult to open (treat as locked), unless the lever in the sarcophagus is pulled. Even if opened, it will swing closed after an hour.

Inhabitants:

1. **1 gray ooze**: SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold.
2. **Julian Grex**, **the enhanced spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis. Julian is able to create 3 HD zombies at will, given available dead bodies. He is also immune to fire, but susceptible to cold.
3. **3 strong zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 23, 20, 18; #AT 1; Dmg 1-8. Special: always strike last.
4. **1 strong zombie** wearing **chain mail +1** and wielding the long **sword +1**: SZ M; AL N; AC 4; MV 60'; HD 3; HP 23; #AT 1; Dmg 2-9. Special: always strike last.

Treasure:
On the corpses: a **deacon's was stick** (see new magic items); **chain mail +1** and shield; **long sword +1**.
In the sarcophagus: 1,753 ancient silver pennies (see Arden Vul items); a fist-sized piece of **arcanum**; an annotated map of areas 7-1 and 7-72 to 7-76, scribed on a piece of brass; two disks (28" in diameter) of grooved, beaten gold with 1" holes in their centers, which may be used to open the lesser obsidian gates (SL4-34); **Stalker**, a **long bow +2**, **+4 versus animals** (see new magic items); and 10 **arrows +2** made of ebony.

5-85A: Tunnel to 5-19

This roughly worked stone corridor runs between the tomb at 5-19 and Julian Grex's resting place. A desiccated corpse is slumped against the secret door at the north end of the tunnel. The body is that a female magic user; on the corpse is a backpack with her spell book, a **dagger +3**, a packet of **dust of sneezing and choking**, and a bronze statuette of an Archontean orator (450 gp) looted from elsewhere in the Halls.

Her spell book contains the following: **Basil's torch treatment** (see new spells); **comprehend languages**, det**ect magic**, **enlarge**, **floating disk**, **friends**, **jump**, **magic missile**, **read magic**, **shield**: **darkness 15' radius**, **detect evil**, **invisibility**, **knock**, the **pummeling fists of Arak-Zhorr** (see new spells), **rope trick**, **stinking cloud**: **blink**, **the Bracteros effect** (see new spells), **dispel magic**, **feign death**, **hold person**, **phantasmal force**: **dimension door**.

5-85B: Tunnel Down to Level 7 (7-141)

The entrance to this tunnel is 12' up the northwest wall of area 5-85. The entrance is narrow (3' in diameter), but it quickly widens before descending steeply over 800' to area 7-141.

5-86: Rudishva Iris Door

This stone door is a rudishva iris door. When a silver or yellow rudishva identity plaque (see new technological items) is pressed against the accompanying panel, the door dilates open.

The ancient corpses of three priests of Thoth lie desiccated before the west side of the door, their vestments torn and their bodies battered. The spirits of each have remained close, two as wraiths and the other as a benign ghost. Those approaching within 10' are attacked by the wraiths, even as the benign spirit shouts warnings in Mithric. The wraiths only bother those who approach within 30' of the door.

If the wraiths are eliminated, the benign spirit can tell his story. The spirit is that of Pamiu the Chanter, and he reveals that his friends located one of the plaques of the Old Ones (i.e., rudishva), made of a silvery, hard-but-light substance. To their delight the plaque allowed them to penetrate into the hidden realm of the Old Ones by way of the great shaft (i.e., 5-84). They hoped to discover great knowledge and treasure before informing their superiors of their discovery. Alas, they foolishly experimented with the sorcerous pits of fire (5-89), and unleashed a fire demon (i.e., elemental). The elemental killed one of Pamiu's friends but, what is worse, it melted the silver plaque into slag! Pamiu and his surviving friend discovered that they could no longer open the door at 5-86. They explored a bit, and were chased by a huge stone bird (i.e., the stone varuda at 5-107), which slew them here, before the very door through which they had arrived.

Pamiu can pass on the following useful information to explorers in return for their promise of aid: 1) one shouldn't turn the dials in 5-89 to zero, for then a fire elemental is released; 2) a dancing demon inhabits the entrance to the chamber to the west (see 5-90A); it is fierce, but can be tamed if one has a silver plaque; 3) the stone bird inhabits the plaza to the west and south, and is invincible (5-107). In return for this information, Pamiu asks the PCs to bring his signet ring to the main shrine of Thoth (3-71); doing so causes his soul to be released. If those who agree to this favor and take Pamiu's ring fail to complete the request within a month, they will be struck with a powerful curse by Thoth himself; the curse is left to the GM's discretion.

Inhabitants:
1. **2 wraiths**: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 36, 31; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis. The wraiths are turned as vampires while they are within 5' of their corpses.
2. **Pamiu the Chanter, benign ghost**: no combat abilities.

Treasure:
The corpses contain: a silver holy symbol of Thoth (10 gp); a melted lump of silvery plastic; Pamiu's gold signet ring, with an ibis-inscribed cabuchon gem (225 gp); a **scroll of protection from magic**; and sixteen ancient gold solidi (see Arden Vul items).

5-87: East Storage Unit

The door to this chamber swings easily on its hinges, as its locking mechanism has been blasted into smithereens. Four large storage bins, some 3'x4'x3' in size, line its walls. The bins are made of a greyish substance (plasteel) and are anchored to the floor. Slumped between the two bins on the south wall is a skeleton of an adventurer.

The interior surfaces of the bins are coated in dried, lichen-like orange paste. In one of the bins is the complete, if jumbled, skeleton of a human adventurer; its boots, leather armor, and short sword are stacked in front of the bin. The orange paste is the dried distillate of an ancient nutrient source; if scraped up and mixed with water, it provides a nutritious and curative broth. Each bin has enough paste to form 10 bottles of broth; each bottle can sustain a medium being for one day and cures 1-6 HP in addition.

Both femurs of the slumped skeleton have been broken, as if by a heavy blow. The adventurer holds a piece of parchment in his skeletal hand that reads, in Mithric, "*Silence! You must be quiet! I wasn't quiet enough.*" **GM Note**: the note is a cryptic reference to the varuda statue that prowls the area of 5-107 and beyond.

Treasure:
Bins: up to 10 bottles of nutrient paste.
Skeleton: on the skeleton is an ancient, but usable, suit of chain mail, a gladius (short sword), a grappling hook with 50' of rope, a well-made zither (85 gp), and a pouch with 32 ancient silver pennies (see Arden Vul items).

5-88: West Storage Unit

Like its companion, the door to this storage chamber swings loosely on its hinges. Six storage bins of grey plasteel have been jammed inside the room. Alas, all are empty.

5-89: Fire Pits of Creation

The dull glow of fire that permeates this unusual chamber is visible from the hallway. The glow emanates from the lava that rests in the 4'-high basin of basalt running through this chamber. Several fire elementals, bound here millennia ago by the rudishva to aid in their crafting endeavors, keep the lava molten. The six 'arms' of the room on the north, east, and west walls each contain a stone mold used in crafting, whereas the niche on the south wall serves as the control center. Although each mold is connected to the control center by wires running through the rock, each appears to be a freestanding, 4'-tall object. The ceiling is 10' high, and the walls are without decoration.

The rudishva crafted various objects using metals, stone, **arcanum** (see new magic items), and some alien materials. Replicating these techniques is possible if the right materials are collected, although without proper recipes the results are likely to be unpredictable and dangerous. Each mold has its own requirements, listed below. In general, though, each molding station is made of basalt, with a silver inset plaque with six rudishva symbols: each symbol corresponds to 1) the amount of steel; 2) the amount of **arcanum**; 3) the number of buckets of lava; 4) temperature; 5) chthonic energy; and 6) phase. Should the proper materials be placed in the mold and the proper settings 'dialed', the appropriate item will be created. It takes 4 turns for the item to cool enough to be removed from the mold.

A. Control Center

A ridge of stone extends horizontally from the lava basin into this niche and connects to a 4'-tall **arcanum**-steel pedestal covered in a plasteel console. The console features three dials (stone knobs with steel indicators), each marked by a rudishva glyph. The three glyphs (indecipherable without assistance) are "Temperature", "Chthonic Energy," and "Phase". Each dial has a range of unmarked stops as follows:

Temperature: 9 stops: from 0 (no heat) to 8 (hottest).

Chthonic Energy: 4 stops: 0 (none), 1 (low), 2 (moderate), 3 (high)

Phase: 6 stops: 0 (none), 1 (low - solid), 2 (low - semi-liquid), 3 (moderate - liquid) 4 (moderate - semi-gaseous), 5 (gaseous)

Starting Position: When first encountered, the dials are set at temperature=5, chthonic energy=2, phase=3

Important Note: one turn after dialing both the Temperature and Chthonic Energy stops to 0 (none), one of the fire elementals escapes from the lava basin. For every turn the dials are kept in that position another elemental is released, until none are left. A released elemental, maddened by long captivity, attacks on sight. Should all the elementals be released, the lava cools and the creation molds become useless.

Supplies: Two stone storage boxes lie against the wall of the control niche. In one are 20 ingots of high-quality steel (20 sp each). In the other are three lumps of softly-glowing **arcanum** (see new magic items), two that are fist-sized (2 lb each) and one that is about 3' in diameter (20 lb); these pieces are, strangely, still potent even after many centuries. Two sets of plasteel tongs, two egg-shaped plasteel carrying containers, a stone hammer, and three steel chisels are also present. **Note**: the plasteel is unaffected by the lava.

B. Strut Mold: The mold in this niche contains three long, sinuous shapes (replacement parts for the Beacon); they are 3' to 5' long, 6" wide, and 1 to 3" thick. Each shape requires three steel ingots, two lb of arcanum, and six buckets of lava. The controls are to be set to temperature = 6, chthonic energy = 1, phase = 1. Struts are mostly useless.

C. Plating Mold: Two rectangular molds for hull plating, each some 2' wide by 4' high by 1" thick. Each requires 4 steel ingots, two lb of **arcanum**, and 8 buckets of lava. The controls are: temperature = 8, chthonic energy =1, phase = 2. The product is a surprisingly light (6 lb) sheet that, if a handle can be found, would serve well as a shield. Due to the **arcanum** it would act as a **large shield +1**.

D. Fuel Cell Mold: An 8'-long, 3'-deep mold for creating fuel cells. Requirements: 10 steel ingots, 10 lb of **arcanum**, 20 buckets of lava. Controls: temperature = 4; chthonic energy = 3; phase = 5. The result of using this mold is a metal cylinder filled with a highly dangerous semi-liquid distillate of arcanum; should it be punctured, it would explode for 6-36 HP damage to all in a 30' radius and would provoke a roll on one of the **arcanum** charts (e.g., 4-153).

E. Teleportation Plates: This station has molds for two 5'-diameter, 1"-deep circles and two 10"x10" squares. Beneath the normal silver 'recipe' plate is a second silver plaque with an additional 13 glyphs: these detail the unusual properties of this station (e.g., silver instead of steel, spell use, etc.). The process requires 10 lb of molten silver, 10 lb of **arcanum**, and 4 buckets of lava. The glyphs reveal this information, as well as the fact that **teleport** spell must be cast on the ingredients while the controls are set to temperature = 3, chthonic energy = 3, phase = 4. The result will be two silver teleportation disks attuned to each other; they could be deployed wherever desired to create rudishva teleport nodes.

F. Weapons Mold: This station has molds for three rudishva-designed hand weapons, a wickedly curved dagger, a broadsword, and a 5'-long barbed spear. The silver plaque has additional glyphs on it, detailing how one can add special qualities to the weapons. The dagger requires 1 lb of steel, 1 lb of **arcanum**, and ½ bucket of lava. The other weapons require 4 lb of steel, 2 lb of arcanum, and 2 buckets of lava. The control dials vary slightly for each weapon, but most are in the range of temperature = 5, chthonic energy = 3, phase = 1.

Enhanced weapons may be created as follows: a drop of rudishva blood in any weapon bestows a bonus of +2-5 damage to base damage. A drop of any other creature's blood renders the weapon +1 to hit and damage against that creature. Magical spells cast into the mixture may, at the GM's wish, add further bonuses.

G. Jewelry Mold: This station has molds for several pieces of jewelry, including a ring, a torc, bracelets of varying sizes, and an oval form about 6" long and 2" wide (for rudishva identity plaques – see new technological items). The information plaque here is the most complex, since a number of different formulae were possible. At base, ½ lb of a metal is needed (silver, gold, copper, brass, bronze, platinum, etc.), as well as ½ to 1 lb of **arcanum** and ¼ bucket of lava. The control dials vary slightly, but are typically in the range of temperature = 7, chthonic energy = 3, and phase = 4. Jewelry produced at the station radiates magic and bestows

+1 protection (AC and saves) to the wearer. At the GM's desire, the jewelry could be imbued with additional magical effects by the addition of rare parts or spells.

H. Control Rods and Circlets: This station holds two molds, one a thick collar and the other a 3'-long rod with a 4"-diameter circle at one end. Requirements for each: 1 steel ingot, 2 lb silver, 3 lb **arcanum**, 2 buckets lava. Controls: temperature = 5; chthonic energy = 3; phase = 2. Note the additional necessity of silver for these items. The result is a linked pair of objects: a **rudishva control rod and collar** (see new magic items).

Inhabitants:

1. **5 fire elementals**: SZ L; AL N; AC 2; MV 120'; HD 16, 12(x2), 8(x2); HP 120, 94, 92, 60, 56; #AT 1; Dmg 3-24. Special attacks: combustion. Special defenses: +2 weapons or better to hit. The elementals can only be released from the lava if the controls are set to particular positions.

5-90: Intersection

From the northwest side, the Obsidian Gates appear identical to the description given in 5-6D. They open in a similar fashion but do not spawn undead when touched. The Gates give forth onto an important intersection, one littered with bits of gear: several odd lengths of rope, a rusty pick-axe, two hammers, three panniers filled with granite lumps, a five-foot wooden ladder, a bullseye lantern (without oil), and a copper rudishva identity plaque (see new technological items).

5-90A: Fiery Force Wall and Fiery Dancer

Entrance to 5-92 is impeded by a fiery force shield; the flame is broken only by an 8'-tall, 4'-wide oval in which a holographic figure stands on one leg. The figure has two legs, but six arms, many holding a different object (drum, pot of fire, lotus, and dagger; the other two hands hold nothing). If any living being approaches within 5', the figure starts to dance, beginning slowly but swiftly increasing its tempo. After 3 rounds, the figure begins to call forth blobs of fire from the fiery force wall; these blobs hit unerringly for 1-6 damage each (with a chance to ignite combustibles).

The force wall can only be destroyed by casting **disintegration** on it. Should someone present an orange, silver, or yellow rudishva identity plaque (see new technological items) after the figure has begun to dance, the figure will dematerialize, allowing the holder and his/her friends to step through the oval opening. After a turn, the dancer rematerializes.

It is possible for the adventurous to get a hazy glimpse of area 5-92 by peering through the oval, whether before or after the figure begins to dance.

5-90B: Running the Gauntlet

The scorched and desiccated bodies of six bipeds and two carcass creepers lie in the middle of the hallway here. All fell afoul of one of the few remaining rudishva point defense arrays, which is mounted on the walls and ceiling at this point in the hall. The corpses are of two adventurers, a goblin, an Archontean soldier, and an armorless varumani. The corpses of the varumani and soldier are quite ancient, while the other four are more recent.

Trap (rudishva point defense array - see new technological items): This trap takes the form of six hardened beads of crystal attached to the walls and ceiling. Any motion within 5' of a plane described by these beads causes the array to activate; the array strikes as a 10 HD fighter, attacking three times every two rounds, and inflicting 6-36 HP damage on a target (impedes regeneration). The array cannot be disengaged by mechanical means, although clever intruders might figure out a way to bypass the beams, or else to construct a 'meat' (or other) shield to allow them to dash through the trigger point. Given the age of the array, there is a 10% per use that it will sputter futilely. The only certain way to pass the array without the possibility of damage is to possess a plastic rudishva identity plaque of any color (see new technological items); wearing or presenting any such object prevents activation of the array.

Treasure:

The varumani corpse bears a troll thegn's passport (see Arden Vul items); at 1,750 years old, it is an incredibly ancient one and would cause comment and envy if presented to the current Thegn. The soldier's equipment is completely useless, but a **ring of protection +2** encircles one of his bony fingers. The goblins have a total of 8 cp, a short sword, and a steel helmet. One adventurer has some scorched (but usable) **ring mail +1**, a long sword, a pouch with 32 sp and 5 gp, and a deep blue spinel (500 gp). The other adventurer has an iron-shod staff, a belt pouch with a **potion of extra healing**, a **potion of hill giant strength**, a coin purse with 15 gp, 29 sp and 33 cp, and a bit of hard, greyish matter with strange markings on it. The matter is a bit of rudishva plasteel, but its value lies in what is inscribed on it in Mithric: "3= strange dormitory. 4= danger! one of the survivors". **GM Note**: the note refers to the location of teleporters T3 and T4 in area 5-91; T3 leads to the residential pod of the Beacon (6-124), while T4 leads to the area near the residence of the Arena Lord (5-94; he is the 'dangerous survivor').



5-91: The Midnight Road

The Midnight Road once trembled to the march of the rudishva and their servitor races. Describing an arc from the Obsidian Gates (5-6D) to the Great Pillar (5-138), the Road is 20' wide and 40' tall. Like the rest of this portion of the Halls, its black granite sheathing lacks any 90-degree angles.

At eye level a 3'-tall frieze of complex and busy sculpture runs along both walls of the Midnight Road; this frieze was once polychromed (only fragments remain) and depicts a bewildering variety of unusual beings, the most common of which seem to be tall, skinny bipeds with small horns (i.e., rudishva) who direct, command, beat, slay, and otherwise dominate a range of other creatures. This sculptural style features writhing, sinuous figures in constant movement, surrounded by flowers and other decorative elements. Every inch of space on the frieze has been carved.

5-92: Translocation Hub

This brightly lit and impressive chamber served as a main hub of the rudishva teleportation system. The chamber is clad in white marble (without any 90-degree angles, of course) and is illuminated by a series of **continual light** spells cast on its 30'-tall ceiling. Six semi-circular niches line the walls, while three pedestals occupy the center of the room.

Sentries: The niches closest to 5-90 each contain a stone nataraja (a form of rudishva animated construct – see new monsters). Each balances on one leg with four arms arrayed in a nimbus around its body; one arm holds a scimitar, one holds a small drum, one a fire pot, and the fourth is empty. The head is carved in a rictus of a grin, with almond-shaped eyes, pointed ears, two small horns, and a round pillbox cap. The deadly constructs do not bother anyone who enters through the oval fiery door (5-90), but grind into activity if anyone not bearing a plastic rudishva identity plaque (see new technological items) of the following color steps forward from one of the teleport nodes: sky blue, pale green, pink, orange, silver, yellow.

Teleport Nodes:
The other four niches contain teleport nodes attuned to the rudishva teleportation network. Each node is comprised of a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. Each square has a different rune etched into the silvery material. To activate a node, one stands on the circle and touches one's hand to the square. The following nodes are present here:

T1: access to 5-94 (cloister)
T2: access to 5-132 (troll pits)
T3: access to 6-124 (residential pod)
T4: access to 6-95A (arena area)

Dais 1 (southeast): Inoperable: The main dais is 3' tall. Within it sits a secondary raised platform of black obsidian, 5' square and 3' tall. The black obsidian is pitted and chipped, and shows signs of scorching. The dais was badly damaged during the last desperate days of the rudishva, and its original function is lost.

Dais 2 (center): Holographic Announcements: This square dais is 3' tall. In its center is a second raised square (3' tall) formed of red obsidian (flecked with black). The inner square is the site of a motion-sensitive holographic information system whose original purpose was to convey important announcements to those arriving in the translocation hub. The system is still operable, although it currently presents only one announcement, recorded as the rudishva hegemony came crashing down. The announcement is activated by motion within 10' of the dais, and is uttered by an orange jumpsuited holographic rudishva. The announcement (in Rudishva) is as follows: "*Fellow crewmembers of the Shining Beacon! The alien slime-mongers have infiltrated our defenses. The varuda nests are corrupted and have been quarantined by order of Captain Leil-Jor. The loyal varumani gather to repel the hopping hordes. Report to your designated crisis station in the weapons pod or crew chamber. Await further orders. Remain calm, for the Beacon shall light the way!*"

Dais 3 (northwest): Scrying Pool: This half-oval dais occupies the northwest end of the hall, and is raised 5' off the floor. In its center is a 4'-tall and 8'-diameter basin filled with an emerald green liquid. Along the lip of the basin are found 24 silver panels, each 3" square and each featuring a distinct rune. One activates the pool by placing two fingers on one of the rune-squares; this causes the liquid to roil briefly before presenting a vivid image of anything transpiring in that location. The perspective offered is that of an eye panning slowly in a 360-degree arc through the appropriate area. Unfortunately only the following locations are still operative:

Panel #3: area 5-94 (cloister)
Panel #5: area 5-107 (plaza of the varuda)
Panel #6: area 5-138 (Great Pillar)
Panel #11: area SL6-2 (drowned canyon – this view in effect shows the entirety of the canyon area)
Panel #14: area SL7-2 (flooded vaults)
Panel #15: area 6-68 (arena area)
Panel #19: area 7-4 (floating garden)
Panel #21: area SL2-2 (cryogenic storage)
Panel #23: area 5-35 (Sundered Span)
Panel #24: areas 10-32 to 10-35 (Ziggurat of Kauket)

Inhabitants:
1. **2 rudishva animated constructs** - **stone natarajas** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 8; HP 58, 51; #AT 1; Dmg 4-11; MR 25%. Special attacks: sonic or fire attack. Special defenses: +1 or better weapons to hit; immune to cold, fire, electricity, poison, and mind-affecting spells.

5-93: Empty Staging Room

The only notable feature of this room is the 3'-diameter hole in the northwest wall (some 7' up the wall) that leads toward 5-101. The walls are sheathed in blue granite.

5-94: The Cloister

This beautiful site was the spiritual center of rudishva rule in Arden Vul. The cloister proper consists of a central area ringed by a set of slim porphyry columns. Within is a low basin and fountain surrounded by the desiccated husks of a number of exotic plant species. Among the debris still thrives a large, yellow-flowered plant (an assassin vine – see new monsters).

The ceiling within the columns is conical, rising some 30' above the floor; it is painted black with numerous yellow dots

(stars). A **continual light** spell at the apex sheds soft yellow light on the former garden. Between the columns and the walls is a 10'-wide and 15'-tall aisle floored in blue granite, upon which the rudishva used to stroll, converse, and machinate.

Teleport Node:
The following teleport node is found in the niche in the northeast corner, and is activated in the usual way.

T1: access to 5-92 (Hub)

Graffiti: Vandals incised a few bits of graffiti in hard-to-examine corners of the cloister. It takes 1 turn of careful searching to turn up a piece of graffiti, of which a maximum of 12 may be found:

D12	Graffiti	GM Notes
1	Psalor-Ki was here (Rudishva)	Refers to the last rudishva child born in AV before the collapse, a being who still lives as the crazed vivisectionist (5-74)
2	Grev-Kilj loves the meat-sacks too much (Rudishva)	Nasty words about the rudishva crew-member who was most willing to observe and learn from the native races, including humans. See 3-52
3	We varumani will always serve, unlike the loathsome kaliyani (Varumani)	General comments about the legendary fidelity of the varumani (for their current domain see 7-1) and a hint about the treason of the kaliyani (See texts in 5-97)
4	We did it! Now to loot the [unfinished] (Mithric)	n.a.
5	Lord Set Rules these halls! (Mithric)	A reference to the cult of Set, whose headquarters lie at 4-2
6	The deed is done and the varuda infected. Phase II commences now. (kaliyani)	A reference to the heqeti slime attack that resulted in the demise of the rudishva
7	Leil-Jor demands obedience, but she shall not have mine! (Rudishva)	A rare sign of discontent among the rudishva; the note refers to the captain of the Beacon
8	Ragnar was here! (Archontean)	A sign that a few modern adventurers have penetrated the Midnight Road
9	Seek the octagonal hall, then the north door, and then the west niche. It leads to water, tombs and riches (Mithric)	A useful note concerning the west (T13) teleport niche at area 5-31, which sends travelers to the Drowned Canyon (SL6)
10	We will never leave this planet, whatever Leil-Jor says (Rudishva)	Another note of despair and unhappiness voiced by a crewman unhappy with Captain Leil-Jor's handling of the crash
11	It's not my planet, monkey-boy! (Varumani)	A boasting put-down of the locals (i.e., the Archonteans)
12	Beware the flooded halls, for our deranged friend has taken over and is highly dangerous! (Rudishva)	A cryptic reference to Reiv-Tor in the Flooded Vaults (SL7-23)

Secret Door (southwest): This door is difficult to find (1 in 8) from within the cloister and opens only when an appropriate rudishva identity plaque (see new technological items) is waived across a small red oval inset in the nearby wall. Plastic plaques of every color except rust will open the door.

Inhabitants:
1. **1 assassin vine** (see new monsters): SZ S (effective); AL N; AC 8 (main plant), 4 (tendrils); HD 8 (main plant); HP 53 (main plant), 5 (tendrils); #AT 24; Dmg special. Special attacks: drag; strangulation; digestion.

5-95: Treasury

Formerly the site of unimaginable wealth in technology, sorcery, and precious metal, the rudishva treasury was largely dispersed in the chaotic days after the rudishva collapse. The door is a rudishva iris door; it dilates open when an appropriate rudishva identity plaque (see new technological items) is presented. Plaques colored pale green, pink, orange, silver or yellow open the door. Inside, racks for equipment, made of both plasteel and baroquely wrought iron, occupy one side of the room, while three huge coffers (5'x5'x5') line the other. A 4'-tall frieze along the walls at eye level is carved with elaborately sinuous images of spindly figures being brought tributes by a variety of creatures, including some that look like trolls (i.e., varumani), some that look like bipedal birds (i.e., varuda), and some that look like snakes with legs (i.e., kaliyani).

All that's left of the impressive treasury is the following:
1. A broken laser rifle, with numerous frayed wires protruding from a split casing
2. A malfunctioning laser pistol, which looks operative but will explode for 2-12 HP damage once a rudishva lesser power supply (see new technological items) is inserted and the pistol is operated
3. A spear made entirely of wood (i.e., no iron tip) that seems decorative but is actually an enchanted spear named **Marrow-Drainer** (see new magic items).
4. 10 bars of solid silver and 10 bars of steel (25 lb each), which previous looters deemed too heavy to transport. They are worth money (1,250 sp each for silver, 25 sp each for steel), but could also be used in the fire pits of creation (5-89).
5. Two partly smashed and completely inoperative lesser power supplies (see new technological items)

6. Standing in the corner is an invisible, 6'-tall, hollow gold statue of a human in archaic imperial field plate armor. The statue is so realistic as to make one wonder if it was not a person turned to gold … which is, in fact, the case. Gnaicus Furicus was a legionary during the first tentative period of Archontean expansion, some 2,000 years ago. How he got here, and whether he can be saved, is a mystery. In terms of worth, the statue is worth 40,000 gp as is and 30,000 gp for its metal. The gold weighs 600 lb, though. Because the statue is invisible, previous looters missed it.

Secret Door (south): The door is difficult (1 in 8) to locate. It operates by manipulating a rudishva figure on the frieze. Within is an oval chamber with a teleport node.

One-Way Door (north): The door from 5-95A is detectable from the main treasury, but cannot be opened from the south.

Teleport Node:
T11: access to Level 7 (7-144)

Inhabitants:
1. **Gnaicus Furicus**, **4th-level Archontean fighter**: SZ M; AL LN; AC 2; MV 90'; HD 4; HP 41; #AT 1; Dmg 3-8 (**short sword +1**). Abilities: STR 16, INT 8, WIS 11, DEX 11, CON 17, CHA 15. Possessions: imperial field plate (see Arden Vul items); **short sword +1**; purse with 33 ancient silver pennies, 19 ancient gold solidi, and 3 ancient octagonal platinum coins (see Arden Vul items for all). He speaks only Mithric.

Treasure:
See above

5-95A: Secure Treasury

The rudishva captain, Leil-Jor, created this chamber as a site in which certain dangerous items could be safely stored, away from the eyes of the rest of the hegemony. It can only be accessed from a teleport node located in the chamber of the Beacon (SL14-8), and use of that node requires one of two special yellow rudishva identity plaques located at 5-98 and 9-96 (see new technological items). Chief among the items stored here is a set of keys (one gold and one platinum) to the Obsidian Gates (5-6D) and the horn taken from the interior of the heqeti ziggurat (area 10-37); that horn is necessary for the summoning of Kauket, the demon prince (see introductory text to Level 10). Other items include: a **rudishva useful palm** (palm of the cleansing wind - see new magic items); a tactical suit; seven structural mines, 6 bottles of pep pills with 20 pills per bottle, a point defense array and a portable point defense controller (see new technological items for all). The vault also contains an airtight seed bank (4'x6') containing seed specimens for 1,800 species of plants from the rudishva homeworld, and data crystals (see new technological items) containing full and detailed instructions on how to use the fire pits of creation (5-89) and the troll pits (5-131 and 5-132).

One-way Door (south): A rudishva iris door is set into the south wall, leading into the main treasury. The door can only be opened with a yellow rudishva identity plaque (see new technological items). The door cannot be opened from the main treasury.

Teleport Node:
The node contains the usual silver disk, but the 10"-square wall plaque is made of golden metal; activating the node requires one to touch a yellow rudishva identity plaque (see new technological items) to the golden square.

T25: access to Sub-Level 14 (SL14-8)

Treasure:
See text above

5-96: Cells

These three temporary living chambers are identical. Each holds a bunk bed made of some strange greyish material (plasteel), a 5'-tall desk/table, a stone chest, and a wall-mounted silver 'mirror' (actually a defunct view-screen). No linens are present, and the chests are empty.

5-97: Library

The rudishva resource library is dominated by the unusual bookshelves that line the curved west wall. These shelves are carved from the rock and are narrower and deeper than usual, as if they were made for 1'-diameter cylinders. Tables in the shape of round-edged triangles occupy the south and north ends of the room; these are 8' on a side and 5' high, and made of walnut. Between the tables and perpendicular to the entrance door is a pair of desks, back to back, with hoods covering their sides and tops. Although most of the important and valuable contents of the library were looted in the distant past, a few nuggets still remain.

Bookshelves: The shelves are almost completely empty, with only 3 cylinders remaining. These cylinders are 1' in diameter and 2' long. Inside each is a scroll made of an unusual linen-like 'paper'; this paper is very strong and durable. The three scrolls are these: *the Time of Darkened Skies*, *the Properties of Arcanum*, and *the Betrayal* (see Arden Vul books).

Library Tables: On the north table is an unfinished manuscript in parchment, which attempts a translation of 250 key words of Rudishva Glyphis into Mithric. Use of this manuscript by one fluent in Mithric provides a 33% chance of comprehending a simple rudishva text written in Glyphis. The proportion of a text that may be understood is 20-50% (10%+1d4x10%). It's up to the GM to determine which parts of a text to impart.

Hooded Desks: These desks resemble microfilm readers, and, in a sense, that is what they are. Each is a GnuCoder 5000 Full-Immersion Sensory Experience (see new technological items), which originally offered the best in virtual reality programming when a data crystal (see new technological items) was loaded. Sadly, the library is bereft of data crystals, except the one that is currently loaded into one of the desks. Should a power supply be connected to the desks, then it would be possible - with experimentation - to sit at the desk and experience the data crystal (see new technological items) entitled *The Lament of the Beacon* (see Arden Vul books). Only a greater power source (see new technological items) will activate the unit.

5-98: Chapter House

In the center of this large room is a low (3') dais on which sits a heavy grey chair (plasteel) with wide armrests. Resting in the chair is the skeleton of an 8'-tall biped in a blue jumpsuit; the biped's arms and legs are long and skinny, and her skull boasts small curved horns and canine fangs. Placed in the floor in an oval around the chair are twenty-five 5'-tall podiums, each formed from an iron bar and a grey plasteel console. The podiums appear as overly tall writing desks with an oval mirror on each. The walls are of black granite, inset with chips of yellow crystal in a pattern of sorts (a star map of the rudishva home system).

In the confident days after the crash of the Beacon, this was where Captain Leil-Jor held regular meetings to organize the rudishva efforts to locate needed materials and organize the repair of the Beacon. Infected by a heqeti slime, she died here while attempting to organize a defense of the rudishva domains shortly after the heqeti and kaliyani surprise attack; in the chaos of the collapse, her body was never removed. The skeleton is inert, but still contains a silver rudishva identity plaque and a special yellow plaque (the captain's card) used to access the bridge of the Beacon (SL14-10) via the teleporter T24. See new technological items for the plaques.

The command chair rotates 360-degrees, such that it can face any of the podiums. On the arms of the chair are a view-screen and a number of colored glyphs, which the captain used to activate various systems analyses. Most of the electronics failed long ago, but the glyph "Seeing" still works; when pressed it will produce a grainy video feed of one of the following images on all screens in the room:

1. Cryogenic storage (SL2-2)
2. Weapons locker (6-27)
3. Engine room (7-143)
4. Bridge (SL14-10)
5. Bio-containment unit (SL2-2)
6. Shuttle bay (SL13-37)
7. Ziggurat of Kauket (10-32 to 10-35)

5-99: Cave with Hole Leading Up to Level 3 (3-114)

This natural cave has a 5'-diameter hole in the ceiling that leads up 250' to 3-114. The cave floor is sandy and relatively flat.

5-100: Watch Cave with Access to Levels 6 and 7

A detachment of Set guardsmen led by a Set acolyte stands guard in this important crossroads cavern. Ordered down the hole in 5-99 in order to watch and defend from incursions below, this patrol is nervous about being so far from home. As a result, the acolyte is more likely to negotiate than fight. Two tunnels exit the cave, one heading to Level 6 (6-166) and the other to Level 7 (7-137). The Set people have scouted as far as 6-166, where the pukel-mander frightened them back to Level 5.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), **as a 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **1 Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

5-101: Mist-filled Cavern of Doom

A thick, purplish mist fills both of the tunnels that approach this location at a point beginning about 20' from the cave entrances. Bizarre, unsettling sounds - cackling, clicking, and alien, two-toned grunting – become audible to anyone who enters the mist. In addition, the corpses of six Set guardsmen and a Set deacon are splayed unnaturally within the mist of the north tunnel; all exhibit severely lacerated skin and missing eyeballs and hands.

Within the cave is a horror from the lower planes, rendered practically insane by the poorly worded compact that bound it to its summoner even after the latter's death. The body of the explorer who found this back route to the rudishva halls lies in the center of the cave, where she was slain centuries ago by piercers. An unstoppered brass ewer sits next to the explorer's body and emits the purple mist. But the real threat - a rending demon (see new monsters) - lurks above, clutching the ceiling and waiting for more victims. There is a 1 in 4 chance that the rending demon will gibber or grunt loudly in anticipation of prey (thus alerting potential victims); otherwise it gains a +2 to surprise checks.

The rending demon poses a formidable, possibly impassable, obstacle to those seeking to circumvent the Obsidian Gate and enter the rudishva area from the back door. That said, the contract binding it to its master will be broken if the master's body is destroyed, say by magical fire, acid, or something of the sort.

Inhabitants:

1. **1 rending demon** (see new monsters): SZ L; AL CE; AC 0; MV 120', 60' climbing; HD 7+7; HP 50; #AT 4; Dmg 2-7/2-7/2-7/2-7; MR 40%. Constant abilities: infravision. Special attacks: surprise on 4 in 6; rend if three claws hit; cone of cold (1/day); darkness 10' radius. Special defenses: 90% undetectable; +2 or better weapons to hit. Special: levitation; dispel magic; detect illusion; detect invisible; teleport without error; gate (33% chance).

Treasure:

On the corpses in the north tunnel: 79 sp, 31 gp, a **deacon's was stick** (see new magic items), six maces, and a **mace +1**.

On the dead explorer: a brass miniature of a six-armed hor-ror (the rending demon), worth 335 gp; 47 gp, 31 sp in coins; a **scroll of protection from magic**; a clay figurine representing a heqeti (75 gp to an antiquarian); and a sheet of parchment with 144 Archontean letters arranged in twelve rows and twelve columns. The parchment sheet contains the name of the rending demon, Neeralbab, among the letters; it would take a sage to figure out the name or a lucky roll of 6d6 under INT to guess it.

Jug of purple mist (see new magic items)

5-102: River Cave

Here a section of sandy beach runs along both sides of the river. Washed up on one side is a broken egg-shaped vessel originally 8' long and 6' wide (c.f. 4-85). Although the vessel has been damaged beyond repair, its stabilizing rod is still intact and could be used to operate the vessels that remain in 4-85.

5-103: Base of Whirlpool, with Access to Sub-Level 12 (SL12-1)

The whirlpool at 4-65 debouches here in a roaring and foaming column of water. It is impossible, short of some very powerful magic, to navigate the 100'-tall shaft upwards to 4-65. The cave is 60' tall, except where the whirlpool from 4-65 has made it 80' tall. The water fills the cave to a depth of 50', leaving a 10'-tall air pocket above the water. Two tunnels exit from the cave. The first is the normal course of the river, which flows off to the south. The second (15' in diameter) is located at the northeast edge of the pool, and leads to the sub-level of Kerbog Khan (i.e., to area SL12-1).

5-104: Slime Preparation Chamber, with Access to Level 3 (3-117)

This innocuous-seeming cave contains several important and dangerous objects. It holds an infamous reputation among the heqeti, the rudishva, and others, as the site from which the heqeti and kaliyani launched the deadly attack that overthrew the rudishva hegemony.

The first object of note is a crouching **pukel-mander** (see new magic items) in the worked northern extension.

To the west is an open, sandy area of floor. On the ceiling some 30' above the sand is the opening to the well leading up 200' to area 3-117.

To the east, the river from 5-103 rushes southeast towards the varuda nests.

The central feature of the chamber, however, is an enormous pool of roiling and burping slimes of different colors and consistencies. The slime pit is about 10' deep and roughly 20' in diameter. It contains several noxious slimes extruded by Rimmaq-Isfet itself (see new monsters) and imported from the Abyss for use as biological agents against the rudishva and their servants. Two moldy corpses of heqeti warriors lie near the pool, as do five oval containers some 2' long. The ovals are made of a strange grey-brown chitinous substance and feature a porous membrane on one end. These ovals were the delivery systems for the toxic slimes; once a slime was scooped into the container, it could be thrown as a projectile or cast into the river where the slime would gradually leak through the membrane to poison drinking water.

The pool is constantly active, with existing slimes being re-absorbed into the base matter and new slimes being extruded. At any given moment 4-7 heqeti slimes (see new monsters) are visible on the surface of the pool. Each hour, however, there is a 75% that any one of the initial slimes will be replaced by 1-2 new ones. Slimes are quiescent until removed from the pool, at which point they will, if not contained, act according to their basic function (see below).

Inhabitants:

1. **1 burnt-orange**, **oily and thick heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' on carbon-based substances; HD 2; HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold.
2. **1 rust colored**, **gluey heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: hallucinations for 7-12 hours; corrosive to leather. Special defenses: healed by electricity or lasers; slowed by cold.
3. **1 sickly green**, **melted butter-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 15' (pseudopods); HD 2; HP 12; #AT 1; Dmg special; MR 15%. Special attacks: spore-throwing (death in 3-18 days unless save at -1). Special defenses: healed by electricity or lasers; slowed by cold.
4. **1 pale lavender**, **watery heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 0'; HD 2; HP 12; #AT 1; Dmg special; MR 15%. Special attacks: exploding (6-36 in 30' radius). Special defenses: healed by electricity or lasers; slowed by cold.
5. **1 yellow maize**, **jelly-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' (creeping); HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: flesh animating (covers flesh and kills victim in 4-7 rounds, then re-animates as a heqeti slime zombie - see new monsters); corrosive to metal. Special defenses: healed by electricity or lasers; slowed by cold.
6. **1 purple**, **liquid-but-adhesive heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 20' (pseudopods); HD 2; HP 15; #AT 1; Dmg special; MR 15%. Special: message carrier ("Seek the Ziggurat for Protection" GM: refers to the ziggurat of Kauket at areas 10-32 to 10-37). Special defenses: healed by electricity or lasers; slowed by cold.
7. **1 rainbow**, **gelatin-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' (creeping); HD 2; HP 11; #AT 1; Dmg special; MR 15%. Special attacks: coagulant for up to 30 gallons of liquid (including blood); corrosive to metal. Special defenses: healed by electricity or lasers; slowed by cold.

5-105: Back Stair

This secret staircase and corridor is oval in shape and only 6' tall. The channel of the underground river that flows through the widened area is only 3' in diameter leading north, but 5' in diameter heading southeast.

Secret Door (northeast): This door is easy to find (1 in 4) from within the back stair and opens only when an appropriate rudishva identity plaque (see new technological items) is waived across a small red oval inset in the nearby wall. Plastic plaques of every color except rust open the door.

Secret Door (southwest): The door is easy to find (1 in 4) from within the back stair, and opens by sliding the oval stone panel to the left.

5-106: Stripped Chamber

The corpse of an Archontean legionary lies across the threshold of this former administrative center. The legs and torso of the corpse appear to have been flattened by some terrific force (GM: the varuda guardian at 5-107). The soldier's armor is crushed and useless, and his other possessions are long gone. The chamber used to feature a 3'-tall frieze at eye level, but the frieze was ripped out several millennia ago, leaving only an ugly gash in the blue granite

walls. All of the chamber's original furnishings save for a rare Nutri-vore 2000 device (see new technological items) were also removed in antiquity. The Nutri-vore 2000 rests in the niche on the eastern wall and, naturally, requires a rudishva lesser power supply (see new technological items) for operation. Scrawled in red paint next to the device are the following words in Mithric: "*Hands off! Property of Psalor-Ki. Thieves will be tracked and punished.*" **GM Note**: Psalor-Ki (5-74) wrote this note centuries ago, when he was still sane; he has utterly forgotten its existence.

Secret Door (south): The door is normal to locate, but only opens when a silver or yellow rudishva identity plaque (see new technological items) is placed into a slot lying just above the stripped frieze. Doing so causes an oval portion of wall to slide aside, revealing the teleport node.

Teleport Node:
T10: access to 6-37 (near the Weapons Module)

5-107: Plaza of the Varuda

Several doors, a pool, and a huge statue line the walls of this important junction-point on the Midnight Road. The plaza is imposing, with a 60' octagonally vaulted ceiling and blue-granite sheathing on the walls. The corpses of four dwarven explorers lie battered and smashed on the floor of the otherwise smooth and dust-free plaza.

The Varuda Guardian Statue: A huge varuda statue some 20' tall stands to the northeast, crouching on its powerful legs and with wings cocked in a halo above its head. The statue still bears much of its colorful paint, with yellow wings, blue head, brown body, and silver talons. The statue is, in fact, a rudishva animated construct known as the varuda guardian (see new monsters). It lumbers to life when any movement enters its field of vision. Swift display of any plastic rudishva identity plaque (see new technological items) is the only way to quiet the monster. If no plaque is forthcoming, the varuda guardian springs after any intruders in short, but well-directed hops, buffeting them with its powerful wings and emitting ear-shattering cries.

The varuda guardian pursues visible intruders from 5-90B all the way to the barrier at 5-120; if it has been antagonized, it continues to pursue intruders through the gap in the barricade and all the way to the doors at 5-138. Fortunately its size prevents it from entering most side chambers. After 2 turns in which no intruder is visible, the Guardian returns to its original place. The varuda guardian attacks varuda on sight, regardless of their possession of plaques, since its final instructions were to maintain the quarantine of the infected varuda nests (c.f. 5-108 and 5-111).

Pool: Along the northwest wall is a 3'-tall semi-circular pool magically filled with cool, clear water. It remains constantly full.

Doors: The west door (to 5-108) is made of reinforced wood, but it has been destroyed by some massive force (the varuda guardian), and its fragments swing uselessly on their bent hinges. Two skeletonized corpses of humans still dressed in chain mail lie just inside the entrance.

The southwest door (to 5-110) is oval and made of stone; a bright yellow circle ½" in diameter rests in its center. Waving a pale green, silver, or yellow rudishva identity plaque (see new technological items) across the circle opens the door; otherwise it only opens to a **knock** spell or better.

The south door (to 5-111) is wooden, like the west one, and is locked. Although it can be picked and opened easily, a rudishva **wall of force** blocks the tunnel beyond; it may only be destroyed by **disintegration**, and cannot be bypassed with identity plaques. The wall of force does not, however, contain a fiery dancer (as does the wall at 5-90A). Opening the wooden door causes the varuda guardian to lurch into action and to attempt either to close the door or to destroy the passageway; it attacks in the process any who impede it.

Inhabitants:
1. **1 rudishva animated construct - varuda guardian** (see new monsters): SZ L; AL N; AC 0; MV 60'; HD 10; HP 70; #AT 2; Dmg 2-12/2-12; MR 25%. Special attacks: cry (paralysis or sonic damage). Special defenses: +2 or better weapons to hit; immune to cold, fire, electricity, poison and mind-affecting spells.

Treasure:
Varuda guardian: should the varuda guardian be defeated and broken into pieces, a lump of still-potent **arcanum** the size of a watermelon may be found where the heart might have been. This lump is the equivalent of 8 fist-sized pieces, and can thus be used 8x in the usual way (see new magic items).

Dwarven corpses: four suits of silver-chased steel chain mail (double the value, but dwarven-sized); two war hammers, a battle axe, and a **pick +2**; a silver plate (110 gp) on which are incised three images with captions: varuda (winged being), varumani (troll), and kaliyani (snake-headed being); three red spinels (250 gp each); and a partial map to Zhorak's Forge (8-100). The map is incised on a rectangular piece of copper, and includes both an inscription in Dwarven runes and an image. The inscription states: 'Lord Zhorak made his home near the bottom of the chasm. Find the hall with the six basalt columns, then use the appropriate red circle.' The 'map' shows two rows of four circles each; the third circle in the top row has an 'x' scratched through it. A second inscription, in Archontean, is scrawled to the side of the 'map': it reads "The chamber is near the cat god's shrine." [**GM Note**: the map refers to area 8-7, with its six pillars and eight teleportals. It correctly indicates the proper teleporter for Zhorak's Forge (8-7C), although it provides no warning that these are one-way teleportals].



5-108: Brood-Nests of the Elder Varuda

This large set of caves is brightly lit in its central section by a **continual light** spell. The light reveals the river, a small pool, a sandy area dotted with odd-looking lumps, the mouths of cave openings dotting the north, south, and west walls, and an area of worked stone by the entrance stair. The area is quiet and smells slightly of a blend of ripe fruit and decay. The ceiling of the main cave is 40' tall, and there are numerous niches carved in the walls between the cave-mouths.

River and Pool: The river rushes into the cavern from a 5'-diameter tunnel located at the northeast edge of the cavern. A thin but very strong mesh covers the tunnel opening; on the far side of the mesh (i.e., towards 5-104), a 2'-long cylinder knocks against the mesh. Although it was the delivery mechanism for the heqeti slime-toxins, the river is now perfectly clean and potable. The water of the pool is also clean, despite the forty skeletons of winged bipeds that lie jumbled on its bottom. Among the skeletons is another empty 2' cylinder of some strange chitin (c.f. 5-104), as well as four inoperable laser rifles, three inoperable laser pistols, and 20 ceremonial bronze daggers.

Sandy Area: This area to the east of the pool is dotted with 10 oddly colored, man-sized lumps. The lumps range in color from burnt orange to rust, and all appear slightly 'furry'. The lumps were once varuda that became heqeti slime zombies (see new monsters) during the heqeti attack. Movement beyond the stairwell to 5-107 causes the slime zombies to rise and shamble after the intruders. Remnants of plasteel and ordinary steel apparatuses - all eaten away by some sort of rust - dot the flat area on either side of the river.

Worked-Stone Area: The northern niche, with its access to the incubator and food supply (5-109), is sheathed with smooth blue granite interrupted twice: 1) a 4' by 3' section of smooth black 'glass' [a completely defunct view-screen] and 2) an inscription in spidery Semi-glyphik which runs across the top of the wall and reads "*Varuda! We soar ahead of the rest! We locate the enemy! We report! We always serve with faithful loyalty.*"

Brood-Nests: Six smaller caves open off the main cavern, their mouths located between 20' and 30' above the main floor. These caves are significantly hotter and more humid than the larger cave, and are uniformly dark and rocky. Perspicacious investigation suggests that each cave possesses a number of projections that might have been perches; these perches are usually found in front of a semi-circular depression roughly scraped from the rock. There are 10-30 such perches and egg-nests in each cave. Sadly, all of the egg-nests are empty save for some broken fragments of leathery varuda eggs.

The cave marked 'C' is the only to contain anything else of note. Just over the lip of the cave are the remains of two varuda (not covered in slime); they appear to have been scorched by fire. In the center of the cave is the body of Raalk, one of the great leaders of the varuda, punctured with six 1'-long darts. All of the bodies are dressed in finely woven shorts and tunics of unusual nature, with sets of belts slung across shoulders and hips. Raalk's corpse wears a rudishva breather (see new technological items), which allowed him to avoid the initial slime-toxin attack. It did not prevent some of his crazed lieutenants from killing him with darts in an effort to seize the mask, however.

GM Note: The heqeti attack against the rudishva, abetted by kaliyani treachery, began in this cave. From the slime cave (5-104), the heqeti cast deadly toxins into the river where they washed up against the mesh filter; the slimes oozed through the porous membrane of their delivery canisters and into the river. One variety of slime-toxin took gaseous form and infected the varuda immediately, maddening them with thirst and killing them within hours. Other, slower forms, crept through the tunnels to assault the rudishva themselves, while still other slimes animated dead varuda corpses to fight against their masters. Most of the varuda leadership was slain in the first onslaught, and, seeing their doom, the rudishva imposed swift and severe measures: all varuda fleeing the area were stopped and killed by the stone guardian of 5-107, while the secondary varuda nests (5-111) were quarantined permanently.

Inhabitants:

1. **10 heqeti slime zombies** (see new monsters): SZ M; AL N; AC 6; MV 60'; HD 4; HP 30, 29, 28, 27, 26, 26, 25, 25, 24, 23; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.

Treasure:

On Raalk's corpse: a rudishva breather; a rudishva lesser power supply; and a laser rifle with another lesser power supply at 50% capacity (see new technological items). He also possesses two rudishva identity plaque (pale green and platinum - see new technological items) and 25 very small amethysts (worth 50 gp each).

On the non-slimed varuda corpses: six silver rods ½" diameter and 6" long (50 gp each), and a rudishva dart thrower with a clip of 6 immobilizing darts (see new technological items).

In the pool, five gems: two iolites (75 gp each), an aquamarine (500 gp), a huge pink pearl (1,500 gp), and a large violet garnet (worth 500 gp).

5-109: Food, Incubator, and Teleportation

This small complex of rounded, oval rooms provided all necessities to the varuda who lived to the south. The walls are white marble, rounded to eliminate 90-degree angles.

The main room features a 4'-tall oval counter surrounded by 16 food stations. Each station has a silver oval inset into the counter and a curved yellow tube that extends from the counter and curves over the plate. A row of six colored buttons is set into the edge of the console in front of each station. Manipulating the buttons causes the nozzle to spurt one of six varieties of high-protein, high-vitamin food paste onto the silver 'plate' (or into a container placed on it). The paste is not very appetizing, but highly nutritious.

Incubator: To the west is the incubator room, in which premature hatchlings were kept warm and safe. Another 4'-tall table occupies the center of the small room; a cowling over it provides (still!) heat and light. Six tiny varuda skeletons lie in the incubator.

Teleport Nodes:

These two nodes are no longer operable as they were disabled following the release of the slime toxins. They could be re-activated from 5-110 and 5-118 (q.v.).

T5: access to 5-118 (Armory) (currently inoperable)
T6: access to 5-110 (currently inoperable)

5-110: Varuda Training Grounds

This 40'-tall vaulted chamber is studded with 3'-diameter pedestals that vary in height from 2' to 10'. Projecting from the walls at similarly varying heights (from 10' to 35') are stone ledges. The room is dark, but light will reveal an enormous mural of an attacking varuda painted across the ceiling. The chamber was used to train varuda units in the tactics of aerial combat. It is empty save for a backpack left on one of the ledges, some 25' up the north wall. A small oval corridor to the west leads to two teleport nodes.

Teleport Nodes:
The rudishva disabled these two nodes as soon as they realized the extent of the heqeti attack; they did so by laying a marble slab across each of the silver floor-pads and by gluing a panel of clear plastic across the wall-mounted hand-pads. If the marble slabs are moved and the plastic panels pulled off (with a successful open doors check), the teleport nodes will again be operable.

T6: access to 5-109 (currently inoperable)
T7: access to 5-111 (currently inoperable)

Treasure:
The backpack holds two 50' coils of rope, a package of iron rations, 3 vials of powerful poison, a **potion of extra healing**, and three empty bags, one of which is a **bag of holding** (smallest capacity).

5-111: Nests of the Younger Varuda

Although quite similar in appearance to 5-108, this cave complex differs in that it is currently inhabited by a debased, low-tech tribe of primitive varuda (see new monsters). These varuda have been isolated in this cavern for close to three millennia, surviving on protein paste and purified water. During that period the varuda lost most of their higher knowledge (including written language) and technological ability.

The central cave is dominated by a **continual light** spell cast on the 50'-tall ceiling; this overlooks the river, the pool, the obelisk, and the sandy area surrounding the obelisk. Dark openings dotting the walls lead to the nesting grounds of the six clans of varuda. In the past twenty years seismic activity has opened a hole in the eastern-most sub-cave, allowing access to 5-119A. Due to the threat of the varuda guardian at 5-107 (a rudishva animated construct - see new monsters), however, the varuda have not dared much exploration.

River and Pool: A mesh gate at the point in which the river enters the cave is connected to a small purifier, a fact that explains why the ancestors of these varuda did not become infected by toxic slimes. The river is cool and clean. At the base of the pool are the rusted and inoperable remains of several dozen rudishva weapons and other technological devices, cast off over the centuries by decreasingly competent varuda as the devices failed (or power supplies expired). Scattered among the debris are one plastic and several metallic rudishva identity plaques (see new technological items): one pale green, three bronze, and five copper plaques.

Sandy Area and Obelisk: The debased varuda gather among the sands of the south bank of the river for ritualized mini-wars (a relic of their ancient military training), and to genuflect to the obelisk, which they recall as a now-silent but once-potent god. The obelisk is 15' high, four sided (4' per side), and highly decorated. Carved images of varuda flying and shooting darts at misshapen amphibian-like things cover the sides up to a height of 4'. At this point each side features a black glass panel (defunct view-screens). The primitive varuda often use blood and other liquids to daub primitive pictures on the screens, hoping thereby to wake their god. They refer to their god as "Lilja" (a corruption of Leil-Jor, the captain of the Beacon – see 5-98).

North Passage: The worked north passage has blue granite sheathing, on which are the faded remains of some ancient frescoes, painted there by the first generations of varuda in a desperate attempt not to forget their identity. The frescoes show many varuda marching, flying, and fighting giant salamander-like things, and a single varuda beseeching a tall, skinny, horned biped. A faint inscription under the latter scene reads, in Semi-glyphik, "*Raalk begs Leil-Jor to release the people*." Above all of the frescoes is another faded inscription, "*The varuda were faithful, as always. Unaware of the nature of their transgression, they await the call of their beloved masters, ready to do penance. They shall be ready*." At the end of the passage a shimmering **wall of force** blocks access to the door to 5-107.

Varuda Caves: The seven sub-caves which line the main cavern are home to 60 primitive varuda divided into six clans. Each cave is the primary nesting place of one of the clans, and is thus typically occupied with nesting females, watchful males, and the frequent sound of wings flapping, beaks snapping, and guttural cries echoing across the cave. If needed, the GM could develop the internal social divisions of the varuda, but it seems unnecessary to do more than note that there are a total of 18 elders and 42 mature adults. All but one of the caves are ordinary and uninteresting, being littered with old egg fragments, guano, and a handful of primitive bone and stone utensils. As the varuda have no need for food due to the still-functioning food processors at 5-112, most of their time is spent roosting, debating precedence, and engaging in mostly-symbolic (i.e., non-lethal) single-combat.

Cave A: The Kreaw clan, which inhabits this cave, is unusual in that they are custodians of the shrine to Raalk and possessors of the last three operative dart throwers (with five clips containing 25 ordinary darts). As a result, the elders of clan Kreaw are the most likely to be asked to negotiate with any visitors.

Cave C: The largest cave (cave C) is the property of no clan. Inside are several dozen oval plasteel containers of various sizes stacked on the usual roosting ledges; in these containers may be found the ashes of the first several generations of varuda who were imprisoned (and died) here. At the far end of the cave is a hole in the stone floor which drops 15' to a subsidiary (and exit-less) cave some 60' in diameter. When one of the modern varuda becomes too decrepit to take part in the rituals of daily life, an adult male from each tribe carries the ancient one into Cave C and tosses him (still living) into the pit, where he/she eventually dies. As a result the lower pit is chillingly thick with the bones of millennia of varuda.

Cave F: The Verrik clan has become influential in the past generation due to their control of the sole access route out of the ancestral cavern. The Verriks have managed to find a pair of steel short swords in the Midnight Road, which they have hidden from the rest of the tribe.

Shrine of Raalk: Once it became apparent that they were stranded here, the ancient varuda collected all remaining data crystals and power supplies and locked them into a rudishva lockbox (similar to a troll chest, although openable by presenting a brown or better rudishva identity plaque - see new technological items). Next to the chest is a 4'-tall statuette of a varuda that has been enchanted with the equivalent of a **magic mouth** spell; if the chest touched, the statuette's eyes will glow yellow and it will intone, in Varuda Semi-glyphik, "*Children! We have put this wisdom aside. You must wait for Raalk to arrive and bring you back into the favor of Leil-Jor. Only those who possess proper authority and access may recover our lore.*" The modern, primitive, varuda understand only one word of this speech ("Raalk"); as a result, they have decided that the statuette is Raalk, and that he must be placated. Small bits of feather, claw, carved bone, etc. hang reverently from the statuette. Should a brown or better rudishva identity plaque (see new technological items) be waved across the circle on the lid of the chest, it will swing open, revealing its contents.

Playing the Varuda: The varuda are fierce, primitive bird-men. They value cocky display and disdain weakness and retreat. They love to fight ritual duels to establish precedence. They worship two 'gods', Lilja (the obelisk) and Raalk (in the shrine), and are aware of the great evil, a being called "Feeni" (a corruption of 'kaliyani'). They are aware of the Midnight Road, but are terrified of the giant stone bird (5-107); they have explored 5-121 and 5-122, and have heard voices from 5-127 and 5-131. Due to their cripplingly conservative and ritualistic culture, they will be slow to expand outside of their traditional home. They negotiate with outsiders (who can communicate with them), and are eager to acquire new 'artifacts of Raalk' (by which they mean anything not made in their cave). The best way to win their friendship is to destroy, or show proof of the destruction of, the varuda guardian; should this occur, the perpetrators will become trusted allies. The varuda will also begin to explore beyond their nests.

Inhabitants:
1. **18 primitive varuda elders** (see new monsters): SZ M; AL LN; AC 6; MV 90', 90' gliding (Class E); HD 3; HP 23, 22, 21, 20, 19, 18, 18, 17(x3), 16(x3), 15(x3), 14, 12; #AT 2 or 1; Dmg 1-4/1-4 or 1-6 (stone club).
2. **42 primitive varuda** (see new monsters): SZ M; AL LN; AC 7; MV 90', 90' gliding (Class E); HD 2; HP 16, 15, 14, 14, 13(x6), 12(x8), 11(x8), 10(x8), 9(x8); #AT 2 or 1; Dmg 1-4/1-4 or 1-6 (stone club).

Treasure:
In the pool: 1 sky blue, 3 bronze, and 5 copper rudishva identity plaques (see new technological items)
In cave A: three varuda dart throwers with five clips containing 25 ordinary darts (see new technological items)
In the chest in the Shrine of Raalk: a pale green rudishva identity plaque, 2 laser pistols, 1 greater rudishva power supply, and 5 lesser power supplies (see new technological items for all). In addition, the chest contains 4 heavy platinum bars (400 gp each), the six data crystals listed below (see new technological items), and a set of ivory plaques on which is recorded in Semi-glyphik the story of the first generations of quarantined varuda - this story refers to some mysterious event which caused 'the Masters' to quarantine the faithful varuda; it recounts how Raalk spoke only once to the imprisoned ones, counselling patience and promising to sort out the problem; it tells of some spasmodic and decreasingly frequent video contact from the Masters, urging calm and patience; and it ends with the stark phrase "*The kaliyani have betrayed us!*" The data crystals here are *Do Your Part!*, *Voyages of the Shining Beacon of Glorious Heaven*, *Best Aerial Vacations in Hegemony Space*, *Be the Best Scout You Can!*, *Lo! The People have been Abandoned!*, and *Proper Marksmanship Techniques* (see Arden Vul books for all).

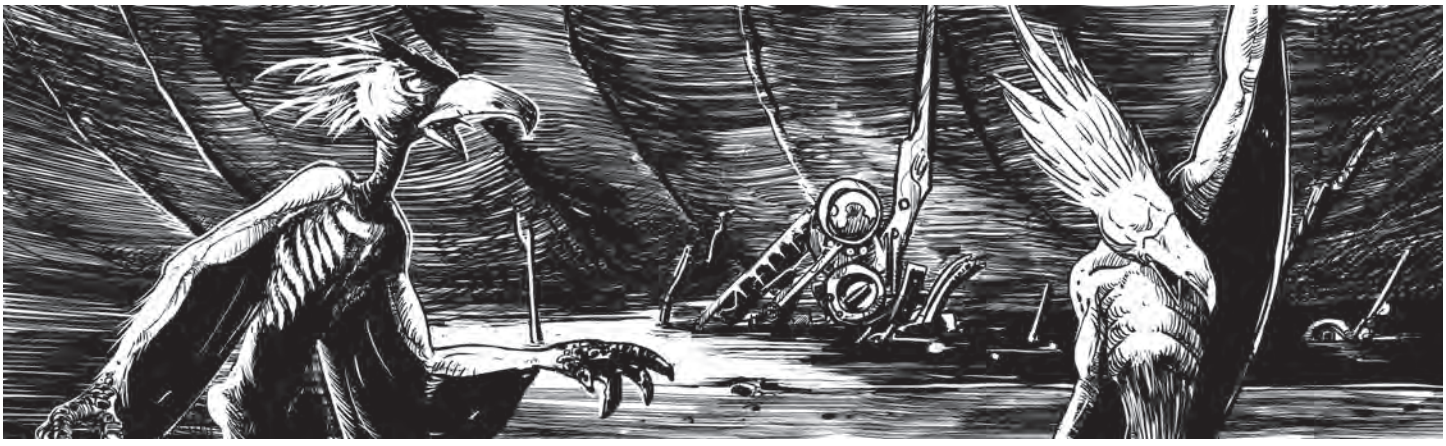
5-112: Food, Incubator, and Teleportation

Aside from the destinations of the teleport nodes, this complex is identical to 5-109. The food dispensers have kept the varuda alive for millennia, and will continue to churn out protein paste for the foreseeable future. The incubator is operative, although the primitive varuda rarely use it. The teleport nodes were rendered inoperable from the other end, and the primitive varuda have no idea what they do. Should the receiving nodes be 'turned on', these nodes would again be usable.

Teleport Nodes:
T7: access to 5-118 (armory)
T8: access to 5-110

5-113: Varuda Staff Center

This former military command center was the scene of a desperate battle in antiquity. In the center of the room is a sunken area some 8' below the floor; in it are rows of consoles and strange plasteel chairs. In the center of the sunken area is a tall, two-sided view-screen. Along the sides of the room are several tattered banners



displaying stylized varuda and two corkboards on which are tacked maps of the entire Midnight Road area (except secret doors) and overview maps of Level 6. A broken hole in the north wall leads to a ragged tunnel.

The entire area is in disarray, with scorch marks on most of the walls, and skeletons slumped over broken consoles. Some of the skeletons are winged bipeds (varuda), a few charred remains look trollish (i.e., varumani), and a few more seem to be those of large bipedal salamanders (i.e., heqeti). Ten of the corpses rise as zombies 3 rounds after the chamber is entered.

Secret Door (northeast): The door is easy to detect (1 in 4) and opens by sliding a panel into the wall.

Inhabitants:
1. **10 enhanced monster zombies**: SZ L; AL N; AC 6, MV 90'; HD 6; HP 43, 42, 40, 39, 37, 35, 32, 30, 29, 28; #AT 1; Dmg 4-16. Special defenses: half damage from blunt weapons; immune to charm, cold, death magic, hold, and sleep; turned as ghasts. Special: always strike last in combat. Special attacks: energy drain (1 level/hit).

5-114: Varuda Operations Control, with Stairs Down to Level 7 (7-109)

This large chamber features the same smoothed corners, blue-granite walls, and tall ceiling (30') of the rest of this portion of the complex. The east wall is dominated by two huge rectangles of black glass (inoperable view-screens). In front of them are three 8'-tall pedestals, two 4' in diameter and one 8' in diameter. Along the curved west wall are two smaller and one longer ledges set 10' up the wall. The door to 5-110 is a simple rudishva iris door that dilates open whenever anyone approaches within 5'. The stairs in the northeastern arm lead down to Level 7 (7-109). The northern and southern doors are also rudishva iris doors, but these require a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items) to open.

5-115: Stairs Down to Sub-Level 6 (SL6-37)

This enormous room is egg-shaped, with slick, curved, white marble walls. A loud thrum originating to the south echoes off walls. In the center a massive block of granite rises from the curved walls of the egg. The block is a shell for one of the oldest staircases in the complex, a steep, worn set of stone stairs that lead down about 300' to the Drowned Canyon (SL6-37). The block is connected to corridors on the south, east, and west walls by thin bridges of white marble laid over plasteel.

Twenty feet below the bridges, where the walls curve to meet the staircase block, a pile of debris has collected. Most of the debris is random junk, but some searching will turn up a potion case with three **potions of water breathing**, a wickedly-barbed bone spear, and a brown plastic rudishva identity plaque (see new technological items).

5-115A: Corridor Section

A looting party of six lizardmen is poking around in this section of collapsed hallway. They are willing to negotiate and trade a bit of information, but grow uneasy if too much chatter impedes them from returning down the stairs down to the Drowned Canyon (Sub-Level 6) in the next room. The lizardmen know very little about Level 5, but are well informed about the general features of the Drowned Canyon, about the fishmen (see new monsters), and about the southern reaches of Level 4. They would trade such information for food and assistance against the fishmen and/or the colossal eel (SL6-24).

Inhabitants:
1. **6 lizardmen**: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 15, 13, 13, 12, 11, 11; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins.

Treasure:
The lizardmen have an orange plastic rudishva identity plaque (see new technological items), which they used to access the stairs at SL6-37.

5-116: Fans

A deafening roar permeates this chamber, where two huge fans set in steel racks flank a 10'-diameter hole in the floor. The hole opens over the Drowned Canyon, and was drilled to provide moving air for the rudishva areas of the Halls. The fans labor slightly but are still operable after all the years; with difficulty (i.e., with magic) they could be rendered inoperable. Should this occur, the air in most of the area between 5-86 and 5-137 becomes stale and heavy, sapping the strength of those who journey therein and resulting in -1 to hit and damage. In addition, natural healing in such areas is reduced by half.

5-117: Collapsed Area with Tunnel Up to Level 4 (4-117)

This section of rudishva corridor collapsed centuries ago. A more recent collapse opened a tunnel to Level 4 (4-117). In the entrance to the tunnel lie the corpses of three adventurers, each skewered by short, barbed arrows made of something that looks like bone.

Treasure:
The lizardmen who slew these adventurers looted the corpses enthusiastically, but had no use for two scrolls, one of **cure serious wounds** and the other of **fireball**.

5-118: Armory

The door to this important site is composed of two oval, interlocking slabs of blue granite. On each oval is a red circle of plastic, 3" in diameter. To open the doors one must press one of the following colors of plastic rudishva identity plaques (see new technological items) against either of the red circles: brown, sky blue, pale green, pink, orange, silver, or yellow. Presenting a rust plaque causes the door to freeze for 1-3 days (equivalent of a **wizard lock** spell); during this time even higher value cards will not work.

The entrance hall contains a grill-like framework of plasteel 5' deep and wide enough to admit one medium-sized person at a time. Beyond the apparatus may be glimpsed three motionless, mannikin-like figures standing around a central podium. The walls of the 25'-tall chamber contain numerous racks in which are placed weapons, armor and objects both familiar and unfamiliar.

Scanning Apparatus: Entering the framework triggers a smooth, silky voice (speaking in Rudishva) which states "*Produce identification so that we may better serve your weapons needs*;" at the

same time, a passive reddish laser scan sweeps over the entrant. A rudishva identity plaque (see new technological items) of one of the following colors must then be presented: pale green, pink, silver, or yellow. If the proper plaque is not forthcoming, the smooth voice restates its request "*Identification, please!*" If the entrant still cannot produce the proper colored plaque, or if he/she/it rushes through the apparatus without waiting to be scanned, a second, deeper voice begins to declaim "*Unauthorized access! Unauthorized access! Lethal force has been approved and the authorities have been notified. Remain motionless!*" At this point all three automatons activate and attack. Displaying a proper plaque, however, causes the smooth voice to respond with "*Thank You. Your tactical advisor has been activated*;" it also causes one of the security constructs (mannikins) to activate. This mannikin offers a random item from its approved list. **GM Note**: a brown, sky blue or orange plaque will open the door, but will not allow passage past the scanning apparatus; those who use a brown, sky blue or orange card to open the door must retreat or face the security constructs.

Security Constructs (mannikins): The three figures standing beyond the scanning apparatus are rudishva security constructs (see new monsters), made of highly articulated steel, plastic, and decaying organic compounds. These three constructs are of the Tactical Advisor models, and are shaped to resemble a rudishva, a varumani, and a varuda, respectively. Due to the decaying organics, each smells badly. Each also carries a different level of security access that is indicated by the proper identity plaque (see new technological items), and each is authorized to release certain objects according to that security level. As mentioned above, all three constructs activate and attack if unauthorized access through the entrance hallway is detected. An individual construct will also respond with deadly force if it is attacked, regardless of whether the correct plaque has been displayed. The constructs do **not** activate immediately upon the activation of the teleport nodes; in this case they wait for one of the proper identity plaques to be displayed to the proper construct. Interference with the wall-mounted objects, regardless of the means of entrance, causes all three constructs to activate and attack. **GM Note**: originally there was a fourth security construct shaped like a kaliyani; it was disabled in the hours immediately after the heqeti attack, however. For this reason an orange identity plaque is useless here.

Rudishva Tactical Advisor Construct (see new monsters):
Appearance: a spindly-limbed biped about 7' tall with a large head; the head bears two small horns, and the mouth has fangs. The construct is dressed in an orange jumpsuit and wears a utility belt.
Activation: silver or yellow identity plaque
Security Access: high

Varumani Tactical Advisor Construct (see new monsters):
Appearance: heavy, thick-limbed, being 8' tall, with gnarled features. The construct wears a loincloth and a utility belt.
Activation: pink identity plaque
Security Access: medium

Varuda Tactical Advisor Construct (see new monsters):
Appearance: a 6'-tall biped with membranes attached between arms and back, a sharp beak, and impressive comb feathers. The construct wears a light-blue tunic.
Activation: pale green identity plaque
Security Access: low

Available Artifacts

The following tables list the available rudishva objects in the armory, with a number in parentheses indicating the number of exemplars of that artifact that remain in stock. See the appendix of new technological items for details about all these artifacts. Due to a systems decay over the centuries, it is no longer possible to request a specific object; instead, the constructs produce items randomly from the list. Re-roll any results for artifacts whose stock has already been exhausted. The artifacts are secured to the marble walls with thick plasteel clips; these clips are difficult to remove (lift gates check), and any effort to do so causes any remaining constructs to activate and attack.

Low Security-Access Items (see new technological items):
Available To: holders of pale green identity plaques
Displayer: varuda construct.

D10	Object
1	Dart thrower with clip of 10 ordinary darts (6)
2	Ballistic baton (6)
3	Spear-gun with clip of 4 spears (2)
4	Sonic fence (1)
5	Breather (1)
6	Plasteel spear (10)
7	Plasteel breast-plate (2)
8	Plasteel shield, medium (4)
9	Laser pistol, with lesser power supply (1)
10	Stun baton (1)

Medium Security-Access Objects (see new technological items):
Available To: holders of pink identity plaques
Displayer: varumani construct

D12	Object
1	Laser pistol, with lesser power supply (2)
2	Laser rifle, with lesser power supply (2)
3	Stun baton (2)
4	Ballistic baton (6)
5	Plasteel breast-plate (2)
6	Plasteel shield, large (2)
7	Dart thrower, with a clip of 10 explosive darts and 2 clips of 10 ordinary darts (2)
8	Dart thrower, with a clip of 10 narcotic gas darts and 2 clips of 10 ordinary darts (2)
9	Sonic fence (2)
10	Breather, with 3 gas grenades (3)
11	Anti-venom kit, with 6 doses (3)
12	Laser Deflector Shield (1)

High Security-Access Objects (see new technological items):
Available To: holders of silver or yellow identity plaques
Displayer: rudishva construct

D8	Object
1	Laser rifle, with 2 lesser power supplies (2)
2	Laser pistol, with 2 lesser power supplies (4)
3	Personal force shield, with lesser power supply (1)
4	Portable recoilless rocket launcher (1)
5	Laser deflector shield (4)
6	Personal defense array, with a lesser power supply (1)
7	Structural mines (2)
8	Anti-personnel mines (2)

Note: A GM who is worried about the introduction of such items into his/her game might rule that most of the high technology items are inoperable due to age, perhaps allowing a 10% chance that any item is still in working order.

Teleport Nodes:
Two of the three nodes were disabled in antiquity by placing sheets of marble over the floor plates, and gluing clear plexiglass over the hand plates. Removing them (open doors check) renders them operable once more.

T5: access to 5-109 (currently inoperable)
T7: access to 5-112 (currently inoperable)
T12: access to 5-31

Inhabitants:
1. **1 rudishva tactical advisor form of rudishva security construct** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 6+6; HP 45; #AT 2; Dmg 3-12/3-12 (laser pistol/vibrablade) or 1-8/1-8 (fists). Special attacks: command every other round (-2 to saves). Special defenses: immune to fire, cold, poison, laser attacks, and mind-affecting spells; regenerate 3 HP/round. Possessions: laser pistol, vibrablade.
2. **1 varumani tactical advisor form of rudishva security construct** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 8; HP 55; #AT 2; Dmg 1-4/4-24 (stun baton/laser rifle) or 2-12/2-12 (fists). Special defenses: immune to poison, cold, and mind-affecting spells; regenerate 2 HP/round. Possessions: stun baton and laser rifle (wielded one-handed).
3. **1 varuda tactical advisor form of rudishva security construct** (see new monsters): SZ L; AL N; AC 2; MV 120', 120' gliding (Class D); HD 7; HP 45; #AT 1 or 2; Dmg 3-12 (laser pistol) or 1-6/1-6 (claws). Special defenses: immune to cold, poison, mind-affecting spells; regenerate 1 HP/round. Possessions: laser pistol.

5-119: Guard Niches

These four niches (a fifth, 5-119A, has its own key) are located 20' up the wall of the Midnight Road. Each is an 8'-tall, 5'-deep hemispherical space. In antiquity, a varuda scout kept watch from each niche. At present, the contents of each niche should be determined on the following table (a particular content may only be used once):

D6	Contents
1	A bundle of 10 torches, inside of which is thrust a walnut **wand of magic missiles** (14 charges)
2	A leather backpack, with a coil of silk rope, 10 pitons, a hammer, 2 flasks of oil, and a map showing areas 5-90, 5-91, 5-93, 5-107, 5-120 to 5-131, 5-135 and 5-137.
3	Green slime, coating a skeleton of a varuda: SZ S; AL N; AC 9; MV 0'; HD 2; HP 12; #AT 0; Dmg special. Special attacks: convert to slime; corrosive to wood and metal. Special defenses: immune to physical attacks and all magic save cure disease
4	2 small chasm cephalopods (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 13, 12; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4
5	Two fully-charged rudishva lesser power supplies (see new technological items)
6	Nothing

5-119A: Special Guard Niche

Unlike the other, abandoned, niches, two primitive varuda warriors from the Verrik clan (see 5-111F), armed with bone spears and short swords, occupy this one. The warriors hoot threateningly at anyone approaching within 20' and attack if too much deference is shown. Displays of confident strength produce obsequious negotiation or flight.

At the back of the niche is a 4'-tall and 3'-wide crack which leads to a tunnel to 5-111.

Inhabitants:
1. **2 primitive varuda warriors** (see new monsters): SZ M; AL LN; AC 7; MV 90', 90' gliding (Class E); HD 2; HP 13, 12; #AT 2 or 1; Dmg 1-4/1-4 or 1-6 (stone club).

5-120: Barrier

A 5'-tall barrier of large chunks of stone mixed with smaller bits of wall sheathing, marble fragments, and bone blocks most of the corridor at this point. A similar barrier entirely blocks the entrance to 5-121 from the Midnight Road. The barrier is easily climbed, but also features a 6' opening (which the varuda guardian created and still uses). Two dead adventurers are draped over the barrier towards the west side. The bodies are devoid of treasure, and their armor is destroyed. Stuck into the top of the barrier is a broken spear haft on which has been tied a red woolen scarf. Held down by a rock next to the spear haft is a roll of parchment, on which is written in in Archontean "*To Hermonion - watch out for the stone guardian that lurks further north, up this broad, tall corridor. It senses movement. I will slip past it and push ahead to the fire pits. Look for me in this location in 2 days.* [Signed] *the Silent Tempest.*"

GM Note: this parchment refers to an adventuring party that worked its way up from the lower levels to 5-125. For additional information on this team, see 5-126.

5-121: Cistern

This chamber is 40' high, with rounded corners; it is bare granite, as the sheathing was stripped long ago. The walls of the cistern that fills the room nearly reach the ceiling (rising 35'), and are a mere 5' from the chamber walls. A knotted rope has been spiked into lip of the cistern and hangs down the west side, allowing one to climb up the side. Coiled on the lip are two more lengths of rope and two wooden buckets.

Two adventurers have made a makeshift encampment atop the cistern, using hammers and spikes to secure their hammocks and gear sacks just inside the lip of the cistern. The two are the sole survivors of an adventuring party that was ambushed by kaliyani at area 5-126. The survivors are a thief known as the Silent Tempest and a Khumus cleric called Kunda the Outlander. Although isolated and hungry, the pair distrust almost everything they encounter along the Midnight Road and will thus defend themselves and their territory fiercely. Still, if they are surprised but not attacked by intruders, they are willing negotiate, hoping to use visitors as a ticket out of the Midnight Road. They have explored a bit of the Midnight Road, and know enough to be afraid of the varuda guardian (5-107), curious about the armory (5-118), and suspicious of the debased varuda (5-119A).

Bolted to the ceiling above the cistern is a 15'x15' rudishva aquafactor (see new technological items). It converts moisture in the air into water that drips from it into the cistern below. Although the aquafactor is working, and hence valuable, it is bulky and extremely difficult to move. Two successful rolls of 4d6 under DEX and INT are necessary to unbolt and safely move the aquafactor.

Inhabitants:

1. **The Silent Tempest**, **9th-level female Thorcin thief**: SZ M; AL NE; AC 2; MV 120'; HD 9; HP 37 (max 50); #AT 1; Dmg 3-8 (**short sword +2 of sharpness**), or 3-6 (**throwing dagger +2**). Abilities: STR 11, INT 11, WIS 13, DEX 18, CON 15, CHA 15. Thief skills: PP 80%, OL 77%, F/RT 65%, MS 80%, HS 66%, HN 30%, CW 98%, RL 45%. Possessions: black **leather armor +2**; hooded **cloak of elvenkind**; two **throwing daggers +2**; **short sword +2 of sharpness**; **potion of invisibility**; a purse with 99 sp, 47 gp, and two peridots (500 gp each). The Tempest dresses all in black, including a black eye-mask. She is antisocial and unusual, avoiding eye contact and preferring to communicate either in hand signals or brief grunts; the lone exception is that she translates Kunda's whisperings, albeit in her own cryptic fashion. She is venal and selfish.
2. **Kunda the Outlander**, **8th-level male Khumus cleric of Thanatos**: SZ M; AL LE; AC 4; MV 120'; HD 8; HP 41 (max 66); #AT 1; Dmg 4-9 (**club +3**). Abilities: STR 11, INT 11, WIS 18, DEX 16, CON 16, CHA 8. Possessions: black **leather armor +2**; polished maple club incised with ebony (**club +3**); two **potions of invisibility**; a **potion of extra healing**; a **potion of poison**; a set of small copper scales with a bag of polished black stones; a purse with sixteen pieces of hematite (10 gp each), five jasper gems (50 gp), and two ivory statuettes, one of a mounted Khumus archer and the other of Thanatos (200 gp each). Spells: **bless**, ~~**create water**~~, ~~**detect magic**~~, **protection from evil**, ~~**remove fear**~~; ~~**augury**~~, ~~**find traps**~~, ~~**hold person**~~, ~~**resist fire**~~, **silence 15' radius**; **create food and water**, ~~**dispel magic**~~, ~~**remove curse**~~, **speak with dead**; **cure serious wounds**, **knit bones** (see new spells), ~~**neutralize poison**~~. Kunda paints his face white with black accents in order to make himself look skeletal. He whispers constantly to himself in the tongues of the Khumus and of his god, Thanatos. Before taking any action, he breaks out his copper scales and pebbles, weighing them and sighing inscrutably.

GM Note: Kunda, the Tempest, and the deceased members of their party descended through the chasm to the Nether Reaches (8-1). There, fending off the shadows, they discovered the concealed door at 8-19, and used it to access areas 8-24 and 7-34. From there they ascended to 5-125, but were treacherously ambushed by the kaliyani in area 5-126.

Treasure:
See personal items above.

5-122: Broken Kaliyani Hall, north

This portion of the former Grand Hall of the kaliyani is the largest to survive, as collapses to both the north and south have obscured the original dimensions of the chamber. The largest remaining part of the chamber is some 50'x25', with a 30' ceiling. It appears as if the floor has been recently cleaned and swept. Visible in this area is a portion of a circular sunken area that occupied the center of the room; the sunken area is covered in light blue tiles. To the south of the sunken area was an enormous floor mosaic, stretching originally some 70' across the entrance to the hall. While much of the mosaic has suffered from the room's collapse, some scenes are still visible; in addition, the kaliyani explorers lurking in 5-125 have recovered two sections of mosaic from 5-123 and propped those slabs against the south wall. The remaining mosaic scenes depict all four of the rudishva races - rudishva, kaliyani, varuda, and varumani - but concentrate on episodes of kaliyani epic history and legend. The kaliyani appear as slender, four-armed, sinuous beings in flowing robes, and may be seen:

1. Exiting down a ramp from an enormous egg (**GM Note**: the egg is the Beacon)
2. Summoning a spirit in a group of eight
3. Displaying half-circular 'rods' which blast energy (**GM Note**: these are kaliyani blasting rods – see new technological items)
4. Offering counsel to the rudishva
5. Directing large, lumpish beings (varumani)
6. Directing cringing bird-men (varuda)
7. Conducting research in scrolls and experimenting with chunks of orange rock (i.e., **arcanum**, see new magic items).

Six candle stubs of red-wax are arranged in a hexagon to one side of the mosaic. Among the candles is an icon of sorts, a piece of lizardman hide nailed to a board and attached to a metal spike; the spike has been driven into the stone floor. The hide has been painted white; on it is a red ouroboros (serpent eating its own tail).

GM Note: the ouroboros is one of the primary symbols for the kaliyani (see new monsters).

5-123: Broken Kaliyani Hall, south

Three rudishva iris doors lead from the Midnight Road to isolated fragments of this formerly grand hall of the kaliyani. They dilate open whenever an orange, silver or yellow rudishva identity plaque (see new technological items) is presented. The fragments accessed from the western and eastern doors are larger, and once contained floor mosaics. These mosaics have been pried up by crowbars, and fairly recently judging by the amount of dust in them. The central door leads to nothing but debris and collapsed rock; on it, however, is painted a red ouroboros symbol (**GM Note**: this is a common kaliyani symbol).

5-124: Statues and Stumps

The doors to this ceremonial chamber are rudishva iris doors. They dilate open whenever an orange, silver or yellow rudishva identity

plaque (see new technological items) is waived in front of a blue circle inset into each.

The chamber is 20' tall, and clad on all sides in beautiful light-blue tiles (6" square) each with a yellow ouroboros painted in its center. Although statues once stood in each of the niches, time has not been kind. Three of the four niches are empty save for some fist-sized chunks of marble. Even the nameplates on the pedestals have been vigorously effaced. The fourth still bears a name, "Lisstak", and the stump of a statue. The statue appears as a headless, armless torso clad in a tunic. A brass plaque on a brass chain hangs around the neck of the headless statue. The plaque reads, in spidery Semi-glyphik, "Lisstak the Great, father of his people, prince of the people." Behind the statue is stashed a crudely fashioned replacement head and crude wooden shingle. The head is a primitive, ugly, thing made of peeling, painted plaster; the face is grotesque, with huge fangs, a floppy tongue, and exaggerated almond eyes. The shingle, which originally hung around the replacement head on a piece of string, reads, in varumani, "*Lisstak betrayed us all! Never trust the kaliyani!*" [**GM Note**: angry varumani created the replacement head and wooden shingle after the kaliyani betrayal and just before the varumani flight from Level 5 (see 5-141 for information). When the kaliyani returned to this region several weeks ago, they removed the mocking desecration and added the current brass plaque.]

5-125: Ruined Corridor, with tunnel to Level 7 (7-34)

This ruined section of corridor used to connect several of the kaliyani halls on the north side of the Midnight Road. Sections of it have suffered collapse. An exploring party of kaliyani from Sub-Level 13 (see new monsters) lurks here amid a circle of stones enchanted with continual light. The kaliyani are ruthless and act to dispatch any intruders with maximum force.

A rough natural tunnel to the east leads down to 7-34. The kaliyani left SL9-37 for area 9-119, then followed a chain of tunnels (9-57 to 8-23, 8-24 to 7-34 to 5-125) upwards through the halls until they reached the present location.

GM Notes: There is a chance that Priddy of Archontos (5-128) may attempt to push his way past the kaliyani encampment. See text at 5-128 for the circumstances in which this might occur, as well as for the chances that Priddy is slain (thus adding his possessions to the loot present in 5-125) or that 3 of the kaliyani are slain. Note, too, that the troll thegn (7-30) pays handsomely both for kaliyani fangs and for hard information regarding their lair's location.

Inhabitants:

1. **Jisstriv**, **7th-level kaliyani sorcerer** (see new monsters), SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 7; HP 39; #AT 2; Dmg 2-5/3-8/6-24 (dagger/scimitar/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 240. Attack modes psionic blast, mind thrust, psychic crush. Defense modes: mind blank, thought shield, intellect fortress. Disciplines: cellular adjustment, domination, detect magic; mind barring. Spells: **comprehend languages**, **charm person**, **hypnotism**; **darkness 15' radius**, **invisibility**, **mirror image**; **dispel magic**. Possessions: **bracers of defense** (AC 5); kaliyani blasting rod with 6 charges (see new technological items); two serrated daggers; a serrated scimitar; 1.5 lb **arcanum** (see new magic items); 14 small chrysoprase gems (60 gp each).
2. **Hestril**, **5th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 31; #AT 2; Dmg 3-6/2-5 (**dagger +1**/dagger) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person**, **dancing lights**, **hypnotic pattern**. Possessions: **potion of free action**; **potion of fire breath**; one **dagger +1** and a second normal dagger; 6 javelins; a jade amulet of an ouroboros (275 gp); seven silver rings (20 gp each); 4 vials of kaliyani refreshening liquid (see Arden Vul items).
3. **4 kaliyani scouts** (see new monsters), as **5th-level thieves**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 43, 41, 38, 36; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp. One has a vial of poison; another has a minor heqeti slime (see new monsters) in a breakable flask; another has a **potion of invisibility**; and one has a solid gold ouroboros bracelet (175 gp).
4. **1 burnt-orange**, **oily and thick heqeti slime** (see new monsters), in a flask held by a kaliyani scout: SZ S; AL N; AC 6; MV 5' on carbon-based substances; HD 2; HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold.

Treasure:
See personal items above.

5-126: Camp Site and Wall of Fire

A permanent **wall of fire** separates this former administrative chamber from the Midnight Road. A charred corpse of an elven adventurer lies in the Midnight Road in front of it. Those approaching within 20' of the **wall** from the south side take 1-3 HP/round; this rises to 1-6 HP/round for those within 10'. Passing through it inflicts 2-12 + 12 HP damage.

The chamber is clad in light-blue marble but is devoid of pictorial decoration. Five corpses of human adventurers are scattered about a firepit; the bodies bear signs of having been scorched with fire and then hacked apart. A sixth corpse – of a tunic-clad, serpent-headed being [**GM Note**: a kaliyani] – lies among the adventurers; the elongated fingers of its right hand are blackened. The chamber also contains seven bedrolls, 4 backpacks, a wooden chest, and a smashed water barrel. The backpacks have been opened and the contents strewn about; a number of once-valuable items (potions, pieces of jewelry, gems, etc.) have been deliberately destroyed. The chest's lid is open, revealing a sizable stash of silver coins inside; the coins are trapped (see below).

GM Note: the human bodies are those of an adventuring party that made its way up from the depths through 5-125. Despite believing they had an agreement with the kaliyani, whom they first encountered at 8-23, the kaliyani followed them and slaughtered them as they slept. Only two members of the party escaped, their thief (the Silent Tempest) and their cleric (Kunda the Outlander).

For the locations of these two survivors, see 5-121; they can also be encountered as random encounters.

Trap: A pale yellow film coats the silver coins in the chest (+5% to detect traps). The film is a powerful contact poison that requires anyone touching a coin to save versus poison (with a -2 penalty) or die.

Treasure:
4,382 ancient silver pennies (see Arden Vul items) in the trapped chest.
A scorched but still-usable set of **chain mail +2**, as well as two normal suits of scale mail and some mundane weapons. The magic chain mail has its owner's name written across the gambeson: the name is Hermonion (see 5-120).
A **scroll of clairvoyance** stuck down the pants of one of the corpses.
Tossed among the debris, and only discoverable after a turn of searching, is a flask of black liquid. It is a solvent for the poison that coats the silver coins. Dumping the liquid on the coins produces a puff of acrid smoke as a chemical reaction burns off the poison; although foul, the smoke is harmless.

5-127: Varumani Barracks

The original rudishva iris door leading to this chamber is gone. It has been replaced by a wooden door (also oval) with sturdy iron hinges. The door is kept locked and well oiled (the key is held by Priddy of Archontos in 5-128).

The darkened chamber is 30' tall and plainly decorated in roughly worked granite. The walls are lined with sleeping niches, each about 10' long and 3' high. Freestanding bunkbeds made out of plasteel occupy every other square inch of the chamber, leaving only very narrow passageways (3') between them. Neither the sleeping niches nor the chamber in general contain anything of interest, although the corridor to the south is trapped.

Trap: 20' down the south corridor is a **magic mouth**, enchanted by Priddy. If the enchantment detects motion within 10' it immediately shouts, in a stentorian Archontean voice, "*Alarm! Alarm! Intruders!*" The mouth alerts four ogre zombies standing at the entrance to 5-128; the monster zombies move swiftly to repel intruders. Within 4 rounds, Priddy arrives from 5-128 with reinforcements to investigate. See 5-128 for Priddy's reaction.

Inhabitants:
1. **4 monster zombies** (ogres): SZ L; AL N; AC 6, MV 90'; HD 6; HP 42, 40, 39, 35; #AT 1; Dmg 4-16. Special defenses: half damage from blunt weapons; immune to charm, cold, death magic, hold, and sleep; turned as ghasts. Special: always strike last in combat.

5-128: Priddy of Archontos

Priddy of Archontos, a slightly crazed magic user and member of the Order of the Fifth Circle [see 'collegia' in the World of Archontos appendix], has taken up residence in this former storage hall. The chamber has been stripped of most of its original furnishings, although an enormous and complex mural occupies the west wall. At the center of the mural are three varumani wearing crossed belts with lots of loops, carrying unusual (and large) hammers, and pointing towards the north. The wall around them is dense with swirled geometric shapes mixed with small quasi-simian beings. Close perusal might reveal a strange oval vessel in the background behind the three varumani (the Beacon).

Plasteel shelving still lines the south and north walls; Priddy has filled the shelves with food supplies (dried meats, dried fruits, coarse cornmeal, a dozen bottles of young red wine, and two large carboys of cider). Hammocks are slung in both the northwest and southwest corners, and four bedrolls are arranged around a campfire set in the middle of the table. Two worktables, a small portable scroll rack, and four stones enchanted with **continual light** complete the scene.

Priddy's apprentice, Mirko, and his four wary bodyguards accompany the mage. All are normally found in this chamber.

When the alarm rings in 5-127, Priddy rushes with his apprentice and guardsmen to reinforce the zombies. He negotiates first, but if met by force will respond, sending the zombies in first while he and Mirko cast spells and the warriors fire arrows.

Priddy of Archontos: Priddy came to Arden Vul seeking **arcanum** (see new magic items). While exploring the chasm six weeks ago, Priddy discovered area 7-34, and used it to access the lower Midnight Road via 5-125. Putting up camp here, he has become obsessed with the Troll Pits (5-131), believing wrongly that **arcanum** is connected to their operation. Although Priddy is slightly eccentric, he is not easily tricked. He is happy to trade information for **arcanum**, and can supply a good deal of knowledge about all areas and threats accessible from the Midnight Road (but not those accessible by teleportation). He might even trade some of his large selection of miscellaneous keys to those who procure at least 5 lb of **arcanum** for him. He avoids the varuda guardian (5-107), as well as the defenders of the armory (5-118). Although Priddy is content to remain here indefinitely, his bodyguards are growing anxious about the fact that they appear to be lingering in a highly dangerous area.

Priddy is unaware of the fact that the kaliyani have also recently discovered area 7-34 and have set up camp in 5-125; if alerted to this fact, Priddy becomes quite anxious. He does not wish open conflict with the kaliyani, whose capabilities are unknown to him, but he is also anxious to secure his route of retreat. He departs from 5-128 for the outside within a week of learning of the kaliyani presence; there is a 33% chance that the kaliyani detect him as he attempts to sneak past. If they do, then there is a 25% that Priddy and all his men will be killed by the kaliyani in area 5-125, a 25% chance that Priddy will kill 3 of the kaliyani (who should be removed from roster at 5-125), and a 50% chance that he escapes with only minor injuries on each side. Should he be slain, his equipment will be found at 5-125.

Inhabitants:
1. **Priddy of Archontos, 9th-level male Archontean magic u**ser: SZ M; AL LN; AC 1; MV 120'; HD 9; HP 29; #AT 1; Dmg 3-8 (**staff of power**). Abilities: STR 10, INT 18, WIS 14, DEX 16, CON 9; CHA 10. Possessions: a suit of well-fitted blue silk; leather **bracers of defense** (AC 5); **staff of power** (31 charges); **wand of summoning** (45 charges); **Melchior's beads of escape** (3 beads; see new magic items). Spells memorized: **comprehend languages**, **identify**, **protection from evil**, **read magic**; **ESP**, **knock**, **strength**; **dispel magic**, **protection from evil 10' radius**, **suggestion**; **polymorph other**, **wall of fire**; **interposing hand**.

2. **Mirko**, **5th-level male Archontean magic user and apprentice to Priddy**: SZ M; AL NE; AC 6; MV 120'; HD 5; HP 19; #AT 1; Dmg 1-4 (dagger). Abilities: STR 12, INT 16, WIS 11, DEX 16, CON 15, CHA 13. Possessions: dagger; **bracers of defense** (AC 8); **wand of detecting minerals and metals** (23 charges); and a **wand of fire** (31 charges). His memorized spells are: **charm person**, **read magic**, **shield**, **sleep**; **mirror image**, **ray of enfeeblement**; **fly**.
3. **Juno**, **3rd-level female Archontean fighter**: SZ M; AL LE; AC 4; MV 90'; HD 3; HP 24; #AT 1; Dmg 2-11 (halberd), 2-7 (hand axe), or 1-6 (short bow). Abilities: STR 17, INT 8, WIS 9, DEX 10, CON 15, CHA 10. Possessions: banded mail; halberd; hand axe; short bow and 20 arrows; 77 sp and a cameo of a Thorcin woman (75 gp).
4. **Kyrus**, **3rd-level male Archontean fighter**: SZ M; AL NE; AC 4; MV 60'; HD 3; HP 27; #AT 1; Dmg 3-8 (footman's mace), 1-4 (light crossbow). Abilities: STR 16, INT 10, WIS 13, DEX 8, CON 16, CHA 12. Possessions: scale mail and **shield +1**; footman's mace; light crossbow with 20 bolts; 119 sp.
5. **Liriaco**, **3rd-level male Archontean fighter**: SZ M; AL N; AC 5; MV 120'; HD 3; HP 26; #AT 1; Dmg 2-9 (long sword) or 1-4 (light crossbow). Abilities: STR 16, INT 14, WIS 8, DEX 9, CON 15, CHA 8. Possessions: scale mail and shield; long sword; a light crossbow with 20 bolts; 22 sp, 13 gp, and a tiny silver figure of a jester (25 gp).
6. **Mestropo**, **4th-level male Thorcin fighter**: SZ M; AL LN; AC 2; MV 90'; HD 4; HP 43; #AT 1; Dmg 4-11 (battle axe) or 3-6 (light **crossbow +1** and **bolts +1**). Abilities: STR 18/57, INT 13, WIS 11, DEX 8, CON 17, CHA 15. Possessions: **splint mail +1** and shield; battle axe; **light crossbow +1** (with 15 **bolts +1**); 93 sp, 47 gp, and a treasure map.

Treasure:
Four fist-sized lumps of **arcanum** (see new magic items); two spell books; a scroll **of protection from magic**; a scroll with **remove curse** and **suggestion**; and a **scroll of protection from elementals**; a sack of 757 sp; another with 819 gp; a pouch with five tourmalines (100 gp each); Priddy's **staff of power** (16 charges) and his **wand of summoning** (17 charges); Mirko's **wand of detecting minerals and metals** (28 charges) and **wand of fire** (15 charges); Priddy's **bracers of defense** (AC 7) and Mirko's **bracers of defense** (AC 9); Kyrus's **shield +1**; Liriaco's **splint mail +1**, **light crossbow +1**, and 15 **crossbow bolts +1**; brown and pink rudishva identity plaques (see new technological items); several books, including *Beyond the Veil*: *Interviews with the Elementals*; *A Complete Decoding of the Old Ones' Glyphs*; *The Eighth Collegium – Fact or Fiction?*; *Emperors of Archontos*, *Volume I*; *On Friends and Enemies*; *Great Villains of Archontos*, *part I*: *Secunda the Witch*; *Great Villains of Archontos*, *part III*: *Arthuinus the Less-than-Mighty*; *Vul Speaks*; *Deeds of the Azure Knights*; and the *Twelve Labors of Arden* (see Arden Vul books for all); and a large collection of old keys, including a key to 5-129.

Spell Book of Priddy of Archontos: **Affect normal fires**; **burning hands**; **charm person**; **comprehend languages**; **detect magic**; **erase**; **floating disk**; **friends**; **identify**; **jump**; **light**; **magic missile**; **message**; **protection from evil**; **read magic**; **shield**; **shocking grasp**; **sleep**; **spider climb**; **unseen servant**; **write**: **continual light**; **darkness 15' radius**; **detect evil**; **detect invisibility**; **ESP**; **invisibility**; **knock**; **levitate**; **locate object**; **magic mouth**; **mirror image**; **ray of enfeeblement**; **scare**; **stinking cloud**; **strength**; **web**: **clairaudience**; **clairvoyance**; **dispel magic**; **fireball**; **fly**; **hold person**; **invisibility 10' radius**; **monster summoning I**; **protection from evil 10' radius**; **slow**; **suggestion**; **tongues**: **charm monster**; **confusion**; **extension I**; **fear**; **ice storm**; **minor globe of invulnerability**; **monster summoning II**; **polymorph other**; **remove curse**; **wall of fire**: **animate dead**; **conjure elemental**; **extension II**; **interposing hand**; **monster summoning III**; **telekinesis**: **extension III**; **monster summoning IV**: **monster summoning V**.

Spell Book of Mirko: **Affect normal fires**; **burning hands**; **charm person**; **comprehend languages**; **detect magic**; **erase**; **floating disk**; **identify**; **light**; **magic missile**; **message**; **protection from evil**; **read magic**; **shield**; **sleep**; **spider climb**; **unseen servant**; **write**: **continual light**; **darkness 15' radius**; **detect evil**; **detect invisibility**; **ESP**; **invisibility**; **knock**; **levitate**; **magic mouth**; **mirror image**; **ray of enfeeblement**; **strength**; **web**: **clairaudience**; **clairvoyance**; **dispel magic**; **fireball**; **fly**; **monster summoning I**; **protection from evil 10' radius**: **extension I**; **monster summoning II**.



5-129: Varumani Practice Grounds

Polished granite walls rise to a dome some 30' above the floor of this brightly lit former 'challenge chamber' of the varumani. On the north wall is a huge (10'x10') stone carving of a grinning varumani face; close inspection reveals severe damage to the face, as if by magic and/or fire. Two plasteel rails, 10' and 12' long, are anchored to the floor at locations (A) and (B) by 3'-tall iron bars. A ledge projects over the west door (C), and a trench 10' long, 4' wide and 6' deep runs near the east door (D). The floor at the center of the chamber (20'x20' square) covers a 20'-deep pit. Dozens of metallic nozzles project from the walls; of these, the key ones (see below) are indicated on the map as E and F.

Two rounds after the chamber is entered, the carved varumani face begins to speak in deep-throated Varumani. Due to the damage inflicted on it (by an irritated Priddy), the words are mostly incomprehensible, appearing as the following set of seemingly random syllables and numbers: "P*..e…re Yo…elves! T t...t ..in… 5 … .. … …… .. … 1 …. Now!*" (see 5-133 for the non-damaged text of this speech, which reads 'Prepare yourselves! The test begins in 5…4…3…2…1… Now!'). If intruders retreat before the countdown is over, nothing happens. If any door remains open and/or a being is still present in the room at the end of the countdown, the doors slam shut and lock, the lighting starts to flash, and a training routine initiates. The only way to avoid initiating a training routine is to display a pink, silver or yellow rudishva identity plaque (see new technological items) and speak in Varumani something like "No training is required" (any combination with 'no/not' and 'train/training' will work).

The following tables determine the nature of the routine. There is a flat 20% chance that a given routine fails to initiate due to age. Note, furthermore, that anyone on the ledge or in the trench will be protected from some of the effects of the training chamber.

Table One: Number of Effects

D4	Result
1	Roll once on Table 4
2	Roll twice on Table 4
3	Roll thrice on Table 4
4	Roll four times on Table 4

Table Two: Severity of Each Effect

D8	Modification to Effect
1-4	As indicated on table 4
5	Bad: all effects increase damage by 1-6; effects without listed damage now inflict 1-6
6	Worse: all effects increase damage by 2-12; effects without listed damage now inflict 2-12
7	Worst: all effects increase damage by 3-18; effects without listed damage now inflict 3-18
8	Weaker: all effects reduce damage by 1-6

Table 3: Duration of Each Effect

D12	Duration
1-3	Three rounds
4-6	Six rounds
7-9	1 round
10	1 turn
11	2 turns
12	4 turns

Table Four: Training Routine Effects

D8	Effect
1	Fire Blasts: jets of flame spout from F and G in a 30'-long, 20'-wide cone; all take 3-18 HP damage per round unless a save vs. spells is made
2	Sleet: driving sleet pours from ceiling; roll 4d6 under DEX or lose footing, slide 10' in random direction; take 1-6 HP damage per round
3	Darts: high-impact steel darts fire from nozzles around the room; roll 4d6 under DEX or be hit by 1-4 darts for 1-6 HP damage each
4	Poison Darts: same as above, but the darts are poisoned
5	Trap Door: the cover of the central pit (E) flies open, dropping any in a 20'x20' radius for 2-12 HP damage; the cover alternates between open and closed for the remainder of the sequence
6	Gas: sickly purple gas is injected from nozzles all around the chamber. Save vs poison or be subject to confusion
7	Strobe Light: for the next 6 rounds the lights strobe on and off in a dizzying pattern. Save vs spells or be stunned; a new save is possible after 3 rounds
8	Gust of Wind: a powerful breeze is emitted from the varumani face, lasting 6 rounds. All must successfully roll 4d6 under STR or be blown 1-4x10' in a random direction

5-130: Supply Chamber

This former armory and supply chamber was stripped in antiquity. All that remains are four 5'x5'x5' empty stone containers.

5-131: The Troll Pits

The Troll Pits were the site in which the varumani legions were bred and raised. The huge, 40'-tall chamber is clad in white marble and lit by numerous **continual light** spells.

The doors from the Midnight Road are rudishva iris doors that only open when a pink, silver, or yellow rudishva identity plaque is touched to the accompanying panels. Each door leads past a small antechamber, in which a variety of unfamiliar objects hangs from pegs: gaffing sticks; lengths of hose in several gauges; a bulky florescent green suit with a hood and plastic face plate (i.e., a biohazard suit – see new technological items); two rudishva fire extinguishers with 3 and 4 charges respectively (see new technological items); and, in the east antechamber, a fully-charged stun baton (see new technological items).

Eight pits, each 20' long, 10' wide, 8' deep, and flush with the floor, radiate from a cross-shaped raised basin in the center of the room. Four of the pits are covered with bioplas lids; two more are filled with foul soups of thick, viscous purplish fluids; and two more are empty and dry. See below for details on each type of pit.

The cross-shaped central basin is 5' tall, made of stone, and filled with gently burbling, pale-yellow, viscous, neuroderm (see

new technological items). The surface of the neuroderm is currently inaccessible, as a softly-buzzing horizontal forcefield shields it from the open air (to access it, see 5-132). The neuroderm matrix is itself living, if non-sentient; it has been kept warm by rudishva technology for thousands of years, and could still be used to create new life forms. It could be carried from the basin and used to fill one of the pits. There is enough neuroderm present to fill two pits, with a bit left over. The neuroderm will slowly replenish if even a quart remains in the basin (it will take a month to regrow enough material to fill one pit); should it be cleaned out entirely, however, the supply will be lost. Neuroderm is highly flammable, a fact which those engaging in dangerous pyrotechnics in the area should beware!

Ceramic basins some 4' tall occupy the eastern and western ends of the chamber. These flush-basins have visible drains, as well as projecting spray nozzle and two plastic buttons. The buttons summoned cold and hot water through the nozzle, and were used to rinse off newly created varumani. Currently only the western basin is operational.

In the northeast and northwest corners are two purple plasteel pads on each of which is painted a large 'X'. A series of ruby-red nubs along the walls by each pad activate when any weight of more than 50 lb is placed on a purple pad. The lasers interlock to form a force cage. The lasers may only be disabled from the control center in 5-132; those standing on the pads are effectively trapped unless they attempt to push through the laser beams for 8-64 HP damage.

Covered Troll Pits (A, C, D, and F)

These four pits are covered with bioplas lids, which use obscure rudishva techno-sorcery to 'cook' the neuroderm into the form chosen at the control chamber (5-132). Three of the four covered pits contain fully 'grown' true varumani of the G, or Rudiga, model (see new monsters); if these lids are removed (open doors check), the varumani will slowly emerge, groggy and uncertain. Although fully mature, they will lack cultural and racial cues and, as a result, are 25% likely to go insane within 1-3 turns and attack all in sight. If the varumani do not go insane, they will be susceptible to imprinting on any who take them under their wing. The fourth covered pit (D) contains a failed experiment by Priddy of Archontos (c.f. 5-128); if the lid is uncovered, an insane and deformed varumani-ibis hybrid springs forth and proceeds to cause mayhem.

Empty Troll Pits (B and G)

These pits are, well, empty!

Goo-Filled Troll Pits (E and H)

These pits are also the product of Priddy of Archontos's inept experimentation (for Priddy, see 5-128). Each pit stinks of rancid biological matter, and each bubbles and burps alarmingly. Each turn spent in the area provokes a 1 in 6 chance that a purple pudding (see new monsters) crawls forth from the muck (a total of 6 such puddings can be spawned if the dice are unlucky).

Inhabitants:

1. **3 G-model, true varumani** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or by weapon. Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. As G-model true varumani, these creatures are not likely to prove loyal, exhibiting instead a penchant for selfishness, machination, and treachery.
2. **1 insane varumani-ibis hybrid**: SZ L; AL N; AC 6; MV 120'; HD 6; HP 41; #AT 3; Dmg 1-4/1-4/2-8. Special defenses: regenerate 2 hp/round; immune to mind-affecting spells.
3. **1-6 purple puddings** (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 4; HP 28, 27, 25, 24, 23, 18; #AT 1; Dmg 2-12. Special attacks: corrosive to metal and leather. Special defenses: immune to fire; grows with electricity; conductive.

Treasure:

The basin of neuroderm holds, at its bottom, a **ring of spell turning**. It would take 3 turns of careful (and disgusting) searching to find the ring.

Antechambers: a rudishva biohazard suit; two rudishva fire extinguishers (3 and 4 charges); and a fully-charged stun baton (see new technological items for all three).

5-132: Troll Pit Control

A rudishva iris door leads to this small chamber. It opens to a pink, silver or yellow rudishva identity plaque (see new technological items). Within are the control panels used to operate the troll pits (5-131). The east and west walls are both mostly covered with live video screens that show all action in 5-131 (recorders are mounted above the draining basins in that chamber). In front of each screen is a console with four smaller screens, three dials, and a slot (for inserting a bioplas matrix); the screens for pits A, B, C, and D are on the western wall of 5-132, while those for E, F, G, and H are on the east wall.

In the center of the control room are two more consoles, 6' tall and facing each other. One displays a small screen and 3 dials and 6 buttons; it is used to control conditions (heat, viscosity, force shield) of the neuroderm basin in 5-131. The other tall console contains 33 buttons, each with a slightly different octagonal shape (varying number, length and thickness of interior and radiating lines); this rudishva 'keyboard' was used to program the neuroderm matrices vital to the operation of the Troll Pits. A hidden compartment in the central console (detect as a secret door) contains three blank and three programmed matrices (one for each of the varumani models; see below).

Operating a Troll Pit: To operate one of the eight pits, one inserts a bioplas matrix card into the slot of the relevant station on the console, twists the first button to 'on' (the screen lights up), turns the second dial to the appropriate setting of 'heat' (per the matrix card), and then turns the third dial slowly from left to right. If this is done correctly, the screen will show a silhouette of the intended creation (normally a varumani) and a blue 'completion bar' which fills as the third dial is turned. Once the bar is filled, the process takes 1 day plus 1-12 hours before the desired creatures is 'fully grown'; progress towards this end is indicated by a 'countdown' clock on the screen (in Glyphik, of course). **Note**: the consoles for Pits B and E are completely broken and inoperable.

Manipulating the Neuroderm: One of the central consoles allows the neuroderm to be manipulated. One of the buttons turns on the console, while a second is a simple 'on/off' switch for the force shield that protects and contains the neuroderm. The three dials

control heat, viscosity, and potency of the mixture. For all but the most learned of technosorcerers, however, micro-adjustments to the neuroderm settings will be largely irrelevant and meaningless. What is useful, though, is the heat dial; if it is turned to 3/4 full (180-degrees F; this stop is marked with a line on the console), the neuroderm will begin to grow more quickly, allowing one to replace used neuroderm more swiftly. At this setting, enough neuroderm to fill a troll pit will be grown in 1 week instead of the usual month. If left unattended on this setting, however, the neuroderm will grow so rapidly that, absent the force shield, it will spill over the sides of the basin; in this event the entire chamber will soon be covered in a layer of neuroderm. Should this occur, the neuroderm would have attained sentience, possibly allowing it to create its own creatures from the pits.

Imprinting a Matrix: A bioplas matrix card contains the genetic instructions necessary to transform neuroderm into a living entity. The rudishva attained high levels of skill in biogenetic manipulation, although much was lost in the wreck of the Beacon. The varumani proved to be one of their most successful models, and the base genetic matrix for 'varumani' (G-model – see below) is still the default option that loads when the second tall console is activated. The other two models of varumani are also programmed into the console; these models can be accessed easily from the main control screen.

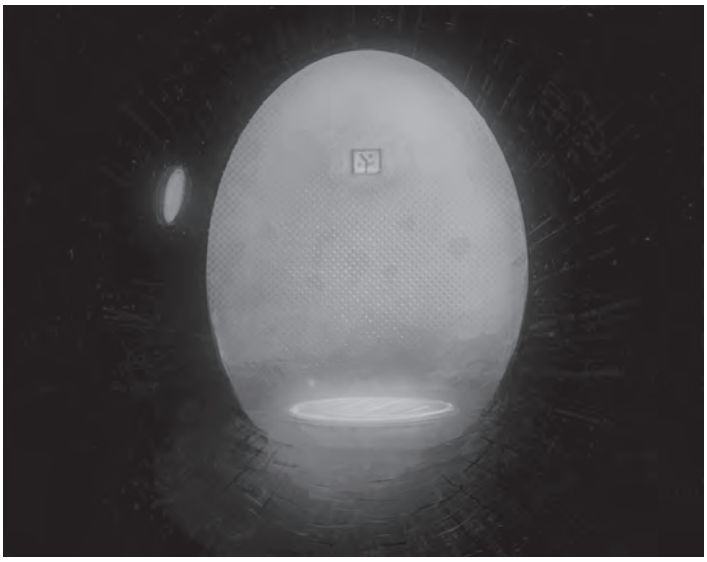
Truly original and unique genetic creation (i.e., not merely modifying the default varumani model) is, of course, possible from the console; the only limitations to such Frankensteinian activity would be 1) the operator's knowledge of Glyphik; 2) the supply of bioplas matrix cards; and 3) the supply of neuroderm. A GM willing to encourage radical bio-creation is responsible for the details of such activity.

Varumani, Model A (Vanara model): Heat setting is 95-degrees F. Pre-fabricated matrix cards are yellow.

Varumani, Model D (Druva model): Heat setting is 110-degrees F. Pre-fabricated matrix cards are green.

Varumani, Model G (Rudiga model): Heat setting is 100-degrees F. Pre-fabricated matrix cards are red.

Teleport Nodes:
Two teleport nodes exist in small chambers off the south side of the control chamber:



T2: access to 5-92
T9: access to 5-137

5-133: Varumani Practice Grounds, redux

Aside from the following exceptions, this chamber is identical to 5-129:

1. The varumani face is undamaged, and its speech is ungarbled. It states, loudly, "*Prepare Yourselves! The Test begins in 5 … 4 … 3 … 2 … 1 …. Now!*" The language is Varumani, though.

2. Three holographic varumani warriors appear as the 'test' begins - one at each door; they engage any and all in combat, shouting cheerful but derogatory insults in Varumani all the while. They never appear to be injured by the training routine effects, but can be 'killed' by combat. Of course, if the room is entered a second or subsequent time, they will be back.

3. In the trench is the corpse of an ancient adventurer, still dressed in imperial field plate (see Arden Vul items) and gripping a **halberd +2**.

Inhabitants:
1. **3 semi-solid holographic varumani warriors** [effectively shades as created by the 6th-level illusionist spell of that name]: SZ L; AL LE; AC 4; MV 90'; HD 6; HP 42, 41, 39; #AT 3; Dmg 3-6/3-6/4-10. Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. If the shades are recognized as unreal, use these stats: AC 6; #AT 3; Dmg 1-4/1-4/1-6.

Treasure:
Imperial field plate (see Arden Vul items); **halberd +2**.

5-134: Supply Chamber

Like its counterpart at 5-130, this former armory and supply chamber has been mostly stripped. Four 5'x5'x5' stone containers remain, one of which has a few items still inside.

Treasure:
3 Arden Vul cakes (see Arden Vul items); a dinged-up but still usable plasteel breast-plate (see new technological items); and a plastic container holding 36 small plastic figurines (toy soldiers).

5-135: Varumani Barracks 2

The door from the Midnight Road is a rudishva iris door that only opens when a pink, silver, or yellow rudishva identity plaque (see new technological items) is presented. Inside, the darkened chamber is 30' tall and plainly decorated in roughly worked granite. The walls are lined with sleeping niches, each about 10' long and 3' high. Freestanding bunkbeds made out of plasteel occupy every other square inch of the chamber, leaving only very narrow passageways (3') between them.

A motion detector in the niche closest to the south exit triggers a holographic image of a varumani dressed in strangely colored rigid armor when anyone approaches within 10'. The image of the varumani speaks conspiratorially, but in Varumani: "*Brothers! The treachery of the kaliyani has destroyed the perfect hegemony of the star borne. Our masters are killed or lie dying. The varuda are no more. But the varumani survive! The thegns, thinking as always*

about the welfare of their children, have located a new home for the pack! Druva and Rudiga remain to guide you, who are our rear guard. Vanara leads the people to a new life below. Seek Druva and Rudiga at the Command Chamber, and they will direct you to the hidden shrine. We await your swift return! Hurry!"

GM Backstory: when the heqeti biological attack succeeded in wiping out most of the rudishva leadership and ensuring the death or quarantine of the varuda, the leaderless varumani decided to set out on their own. This holographic note was left in one of the varumani barracks to assist any stragglers who did not join the initial exodus. The note reveals that the varumani thegns (Vanara, Druva and Rudiga) were aware of the kaliyani complicity in the demise of the rudishva hegemony. The varumani plan, as revealed in this note, was for Druva and Rudiga to remain at 5-137 (Command) to gather any stragglers; these would then follow Vanara and the main body down a secret route (5-141). Unfortunately the creators of the holographic note did not realize that Rudiga was complicit in the betrayal; he led kaliyani and heqeti warriors in a successful ambush of Druva (5-137). No stragglers ever found Vanara and the main body of varumani refugees.

Secret Door (southeast): This door takes the form of a 3'-tall, 4'-wide panel in the lowest bunk in the northwest corner of the barracks. It is hard to detect (1 in 8) and lacks a conventional opening mechanism; it can be easily shattered by a swift blow from a hammer (open doors check).

5-136: Stripped Chamber

This enormous chamber has been stripped to the walls, with only a few brackets, some broken mountings, and dozens of holes in the wall to suggest its former status. A massive mural on the east wall shows three varumani dancing ecstatically, with hammers and daggers in their hands; around them flutter creatures identifiable as chasm cephalopods and quasi-simians.

The skeleton of a huge varumani lies in the exact center of the chamber, surrounded by dozens of skeletons of heqeti (hoppers). All the skeletons bear scorch marks. The skeletons are inert until the chamber is entered, at which point the varumani skeleton ponderously rises, points at any visitors, and demands in a booming voice, and in Varumani, "*By the Thegn's name shall the Way be made clear!*" If the proper name ("Vanara") is forthcoming, the skeletal varumani will walk over to the secret door in the east wall, insert its finger into one of the holes in the wall, and wait while the secret door swings open. Despite its threatening tone and appearance, the skeleton does not engage in combat, nor will it defend itself. If attacked, it merely shouts forth the following in a continuous loop: "*The Thegns will know of this treachery! The varumani shall find a new home! Beware!*" **GM Note**: for information on Vanara and the fate of the varumani, see 5-135, 5-137, and 5-139.

Secret Door (northeast): This door is hard to locate (1 in 8), and very difficult to open without a key (-30%). The skeletal finger of a varumani opens the lock.

Inhabitants:

1. **1 varumani skeleton**: SZ L; AL N; AC 6; MV 90'; HD 5; HP 25; #AT 0; Dmg nil. Special defenses: half damage from cutting weapons. This skeleton is a noncombatant, and will not defend itself.

Treasure:
The skeletal finger of the varumani serves as the key to the secret door in the east wall.

5-137: Varumani Command

The rudishva iris door leading to this chamber was destroyed in antiquity, allowing for easy access to the corridor within. The corridor is stuffed with a 3'-deep layer of rubbish and debris. The top layer is comprised mostly of broken bits of rudishva equipment, mangled and burned bits of plasteel, leather, and wood, unidentifiable fragments of metal, and so forth, all abandoned when the varumani returned to fetch supplies and look for their missing thegns. Beneath the rubbish is a layer of bones, ⅔ of which are heqeti (big femurs) and ⅓ of which are varumani. Traversing the corridor is only possible at ½ movement. Within the debris is a discolored, but still usable rudishva plasteel breastplate (see new technological items); 2 turns of searching reveal it.

The chamber within was the nerve center of varumani operations during the rudishva period. A single triple-decker bunkbed and three troll chests (see new technological items) occupy the northeast corner, while the western wall features a large, cracked black mirror (viewscreen), and a long console made of plasteel which features a number of dials and switches; all the equipment has been destroyed. The south wall features a long mural that wraps on both sides of the teleportation niche. On the east side are varuda and varumani figures, surrounded by geometric and floral patterns; on the western side is a rudishva and a piece of destroyed mural (it used to hold a kaliyani figure).

A titanic battle seems to have taken place here, as the entry to the chamber is littered with bones - mostly heqeti. In the center of the chamber, however, lie five varumani skeletons. One is particularly large, being that of Druva the thegn, who died here with his housecarls defending the teleportation chamber. Druva's fierce spirit does not rest in peace, for he was betrayed by his colleague Rudiga; instead, Druva and his warriors rise as skeletal wights (see new monsters) to confront any new intruders, barking gutturally in varumani "*Death to all traitors!*"

Teleport Node:
T9: Access to 5-132 (Troll Pits Control)

GM Backstory: Rudiga, the third of the varumani thegns, betrayed the varumani plan to escape the fall of the rudishva to the kaliyani, and hence to the heqeti. Rudiga secretly summoned a pod of heqeti to varumani command, where they swarmed Druva and his small rear-guard, killing them all. Vanara, who had led the main body of varumani to Level 7, returned with a small force to the Midnight Road seeking supplies and news of their lost brethren. He discovered the fate of Druva and Rudiga, but elected to keep this information secret from the rest of the varumani. Instead, he lauded both Druva and Rudiga as lost heroes, whose miraculous reappearance the varumani saw as imminent. If evidence of the betrayal of Rudiga were brought to the current troll thegn and/or his court, therefore, it would cause seismic ruptures in the political makeup of the court, and would lead inevitably to a collapse of the careful détente that holds among the clans.

Secret Door (southwest): This door was a closely held secret of the varumani leadership, known only to the three thegns and a few advisors. It is hard to detect (1 in 8) and opens by applying brute force to push a section of stone backwards.

Inhabitants:

1. **Druva the thegn**, **as an enhanced skeletal wight** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 8+1; HP 55; #AT 1; Dmg 5-12. Special attacks: energy drain. Special defenses: successful energy drain heals 5-12 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghasts.
2. **4 undead varumani housecarls as skeletal wights** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 5+1; HP 37, 33, 32, 30; #AT 1; Dmg 3-9. Special attacks: energy drain. Special defenses: successful energy drain heals 3-9 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghasts.

Treasure:

Druva's claymore (see new magic items); two laser rifles (no charges – see new technological items); four varumani-sized hammers (two-handed); two rust, one sky blue, and one pink rudishva identity plaques (see new technological items); and a message, written in varumani on a piece of clear plastic, inside a pouch on Druva's body. The message reads: "*Druva - await me at Varumani Command. I bring the remnant of our people so that we may guide them to safety.* [Signed] *Rudiga the Thegn*." [GM Note: this was Rudiga's set-up for the betrayal of Druva]

3 troll chests (see new technological items), keyed to Druva. His hand, even in its skeletal form, will open the chests.

Chest #1: 10 25-lb bars of high-quality steel (25 sp each), 10 25-lb bars of pure silver (1,250 sp each), and 25 2-lb lumps of still-potent **arcanum** (see new magic items). These items could be used in area 5-89.

Chest #2: 5 rudishva lesser power supplies; 3 clips of 10 ordinary darts for dart throwers; 1 clip of narcotic gas darts; 1 clip of explosive darts; and a rudishva breather (see new technological items for all).

Chest #3: a silk pouch on which a varumani face has been sewn with gold thread (20 gp), containing 5 blue sapphires (1,000 gp each), 5 rich purple corundum gems (1,000 gp each), and a set of silver and ivory tokens for casting lots (a favorite varumani past-time), worth 175 gp generally but 7,500 gp to the current Thegn (see 7-30). Also in the chest are 2 battle helmets, one sized for varumani and one for medium creatures (see new technological items).

5-138: The Great Pillar

The rudishva iris door leading from the Midnight Road to the Great Pillar is of an unusual sort; it is not opened in the usual manner, by presenting a colored rudishva identity plaque. Instead, it requires a special key to unlock. The lock is extremely complex (-40% to pick). The troll thegn (7-30) and the Arena Lord (6-85) each possess a key. TThe keys are 1'-long, 3"-diameter, grey plasteel rods with a notched, 1"-tall flange on each end. The door is also enchanted with the equivalent of a **wizard lock** cast at 12th level.

The door leads to a 5'-wide ledge that circles a massive octagonal shaft. The walls of the shaft are perfectly smooth black granite. A 30'-diameter pillar of black granite extends from the ceiling of the chamber (25' up) down 1,100' through Level 6 (6-103) and Level 7 (7-37) before ending up on the floor of the chasm (9-30). Anyone jumping into the shaft will fall horribly to his/her death. The air in the shaft is fresh, however, and a strong breeze blows from below. The walls of the shaft were treated by ancient kaliyani techno-sorcerers with anti-magic resistance, largely to protect unwanted burrowing into this important site. Although magic will work inside the shaft, magical breaches of the shaft walls are almost impossible.

The Great Pillar itself is of black granite, rendered smooth by rudishva stone-cutting torches. A narrow stone bridge extends from the ledge on the east side of the shaft to the pillar itself. A set of hand- and footholds are cut into the Pillar beginning at the point in which this bridge intersects the pillar; this precarious 'ladder' is invisible from the door side of the ledge, and descends the Pillar in a counter-clockwise spiral. It is thus possible, although highly impractical, to descend the Pillar by hand and foot. Rolls of 5d6 under STR and/or DEX are necessary for anyone so foolhardy as to climb all the way to the Pillar's base. Some alternate mechanism - such as flight, levitation or feather fall - is obviously preferable to such a rigorous climb.

A pod of chasm cephalopods inhabits the upper reaches of the shaft; they are hungry and will be drawn to light and/or noise in 5-138 within 5 rounds.

GM Backstory: The rudishva built the Great Pillar in the heady early days of conquest before their technological resources began to grow scarce. It was via the pillar shaft that legions of hover-sled-mounted varumani and gliding varuda descended through the depths to combat the heqeti hordes. Although many of the varumani clans retain legends of these assaults and of the Pillar, only the thegn (7-30) and his court sorcerer (7-22) are aware of the true location and nature of the pillar, as well as the access it provides to the stronghold of their ancient foe. Indeed, the thegn possesses two of the remaining hover-sleds (7-36 – see new technological items), although their existence is a closely guarded secret.

Inhabitants:

1. **10 small chasm cephalopods** (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 15, 14, 14, 13, 13, 12, 12, 11, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.
2. **4 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.
3. **1 large chasm cephalopod** (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 45; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell.

5-139: Secret Varumani Shrine

This bi-level cave is the site of a forgotten varumani shrine, one that holds the slumbering remains of the legendary First Thegn, Vanara. The modern varumani still recount legends of the shrine, but are unaware of its location; those providing such information, let alone offering relics of great Vanara, would become instant players in the politics of the thegn's court.

The secret door from 5-136 (q.v. for method of opening this door) opens into a roughly-shaped tunnel that leads to a second

secret door; this door leads to a natural cave whose floor has been smoothed by sentient (i.e., varumani) hands. Two enormous stone chairs sit at the edge of this cave, overlooking a cliff that drops 30' to the floor of the shrine proper. Sitting in the chairs are the skeletons of two of Vanara's housecarls.

The lower cave features a 40' ceiling, is lit by seven **continual light** stones mounted on the walls. Three huge statues of varumani stand around a stone table, on which lies a remarkably well-preserved varumani corpse, that of Vanara himself. The statues are inert, but remarkably well carved; the names "Rudiga" and "Druva" are carved in the pediments of the side statues, while "Vanara" is carved on the southernmost statue. The Rudiga statue has been defaced, however, and a huge Semi-glyphik symbol for "traitor" has been painted across its chest in blood.

The stone table is simple granite, but important artifacts and much wealth surround it. Huge piles of smashed and broken rudishva technology lies to each side of the table. In front of the table is a locked troll chest (see new technological items), as well as four cylindrical plasteel containers.

Vanara and His Actions:
Vanara and his housecarls wait quietly as giant rudishva (varumani) skeletons (see new monsters). If intruders enter the shrine through the secret door from 5-136, the housecarls located on the ledge above the main shrine activate first, and shout in guttural Varumani speech: "*You approach the First Thegn. Bend the knee, and explain yourselves lest his wrath become apparent!*" Negotiation is possible (in Varumani only), although the housecarls are not very intelligent. Clever talking might allow the party to descend to talk to Vanara. If PCs access the shrine through the tunnel from 5-140, the housecarls leap down from the cliff and advance menacingly, shouting the same words while Vanara broods on his chair.

If proper respect is shown (i.e., if the PCs respectfully approach Vanara and kneel in homage to the thegn), Vanara speaks. He demands a full accounting of the history of the varumani since his exile; if a plausible one is forthcoming, Vanara treats the PCs with neutrality or even goodwill. If no account is forthcoming, or the PCs show disrespect, or if they have attacked his housecarls, or if they cannot communicate in Varumani, Vanara grows angry and prepares to attack. The PCs have one last chance to placate the thegn, as he then demands: "*As a sign of your fidelity, you shall produce the Eyes, Heart, and Tongue of Rudiga within three days. If you fail, you would be advised to flee, for you shall be seen as children of Rudiga and, therefore, enemies of the People.*" The PCs then have an opportunity to flee; if they do not do so within 5 rounds, Vanara and his men attack. It is, however, impossible to produce the organs of Rudiga, since the treacherous thegn fled Arden Vul with his kaliyani allies millennia ago.

Those PCs who return to the shrine (without the viscera of Rudiga) will have a difficult task to convince Vanara not to slay them; a reaction roll (with a -45% penalty) should be made to establish Vanara's reaction to the PCs. If, by some chance, returning PCs manage to placate Vanara, he will see treat them as lesser vassals, and will command them to bring the modern varumani back to their ancestral homelands. If, as is more likely, Vanara is unconvinced by their pleas, the thegn attacks.

Secret Door (west): The door is normal to find and opens only by brute force (i.e., a successful open doors check). It opens into a tunnel that leads to a second secret door blocking entrance to area 5-136.

GM Note: For a brief summary of Vanara's career and the complex circumstances by which he ended up in this location, see the *Testament of Vanara* in the Arden Vul books appendix.

Inhabitants:
1. **Vanara**, **the First Thegn**, **as an intelligent giant varumani skeleton** (see new monsters): SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.
2. **2 varumani housecarls**, **as semi-intelligent giant varumani skeletons** (see new monsters): SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 64, 61; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

Treasure:
On Vanara's corpse: the **mattock of the troll thegn** (see new magic items); a **bag of holding** (of the largest capacity) in the shape of belt pouch and webbed belts; and, etched with acid in a small codex of plasteel folios, the *Testament of Vanara* (see Arden Vul books).
A troll chest (see new technological items), keyed to Vanara (his skeletal hand will still open the chest): it contains 10 15-lb bars of solid gold (750 gp each); 10 10-lb bars of solid platinum (2,500 gp each); and a set of earrings with loops attaching them to a torc, made of platinum and topaz (5,750 gp).
4 plasteel cylinders: these containers are 3' tall and 1' in diameter. Unscrewing a lid opens them. Each container contains the equivalent of 10 doses of a potion. Cylinder #1 contains **sweetwater**; cylinder #2 contains **extra healing**; cylinder #3 contains **invulnerability**; cylinder #4 contains **flying.**

5-140: Pool with Depths

This cave contains a 30'-deep pool of cold, clear water. A rocky tunnel leading north to 5-139 exits the pool at a point 10' below the surface.

5-141: Transit Cave, with Access to Levels 3 and 7

Vanara found the hole leading to this cave when he was exploring in the Great Cavern; the hole from 3-179 leads down 80' to an intermediary (unmapped) cave, and thence down another 170' to this natural cavern. The northeastern wall of 5-141 has a chiseled image of a leering, salamander-creature (a heqeti); this has been covered in varumani graffiti of an exceptionally vulgar sort. The western tunnel, originally a heqeti passage, leads to caves near the troll thegn's court (area 7-88). The northern tunnel (located behind the secret door) was carved secretly by a select unit of varumani under Vanara's leadership. As it connects this cave to areas 5-135 and 5-137, the tunnel served as the varumani escape route during the chaos of the rudishva collapse.

Secret Door (north): The door is difficult to spot (1 in 8) and opens only when an open doors check is successfully made.



LEVEL 6: THE TROLL LIFTS AND THE ARENA

Level 6 is known to the denizens of Arden Vul for three main attractions, the Troll Lifts (6-1 to 6-5), the Inn of the Lost (6-7 to 6-20) and the Arena (6-55 to 6-94). Each of these areas is potentially a place of peace, as each plays an important role in the political and social lives of the intelligent factions of Arden Vul. Those who visit any of these three locations with open arms instead of unsheathed weapons can be assured of a neutral reception and relative security, for the inhabitants of these three regions enforce peace and security with an iron hand. The regions that surround these three islands of relative peace are, however, quite deadly, and include several extremely dangerous locations: the Lock Cavern with its oozes and deranged Sun-Scarred Knight (6-39), the domain of the Frost Mother (6-137 to 6-142), the slime-choked Crew Quarters of the Beacon (6-113 to 6-124), and the lost tomb of the Archontean hero, Marius Tricotor (6-154). The Great Chasm (6-108) allows travel up to level 5 and down to level 7.

General Construction Notes

Heqeti areas: 6-1, 6-50, 6-51, 6-54, 6-92 to 6-98, 6-104 to 6-107. Areas 6-41 to 6-43 and 6-55 to 6-91 were also originally heqeti areas; they have been repurposed over the millennia, and have thus lost some of the pebbling and most of the oiliness of typical heqeti chambers.

Rudishva areas: 6-4, 6-5, 6-27 to 6-38, 6-95A, 6-99, 6-100, 6-102, 6-103, 6-109 to 6-111, 6-113 to 6-124, 6-162 to 6-164

Archontean areas: 6-7 to 6-16, 6-18 to 6-20, 6-40, 6-44 to 6-49, 6-52, 6-53, 6-130 to 6-160

Iconic Locations

The Inn of the Lost (6-7 to 6-20, 6-28)
The Arena (6-68)
The Great Chasm (6-108)

Important NPCs

Gorlen, overseer of the Troll Lifts (6-5)
Thegan White-Mane (6-19)
Isocorax (6-20)
RAJ-750, insane rudishva AI (6-27)
The Arena Lord (6-85)
Tredgeris the Dapifer (6-75)
The Bad Neighbors (6-113, 6-129)

Significant Regions of Level 6

1. The Troll Lifts (areas 6-1 to 6-5, 6-50)

The Troll Lifts provide a means of traveling up and across the Great Chasm (6-108). The Lifts themselves are essentially large baskets attached to ropes and pulleys, which giant bestial varumani hoist up and down under the direction of a true varumani overseer. On Level 6, the Lifts provide access up to Level 5 (at 6-3), down to Level 7 (at 6-5), down to Level 8 (at 6-1), and across the chasm itself (at 6-1, 6-4, and 6-5). Each lift is operated by an overseer appointed by the troll thegn (7-30). Fares are fixed by the thegn at 10 sp per leg per voyage, although some overseers extort a bit more from weak travelers.

Factions: The varumani own and operate the Lifts. An attack on any of the Lifts constitutes an assault against the varumani people. None of the other factions would dream of challenging varumani authority here.

Construction: Areas 6-1 and 6-50 were originally of heqeti construction (see general introduction, architectural features), while areas 6-2 to 6-5 were built by the rudishva. No doors exist in this region. Ceilings are 10'-12' tall.

Environment: The region is moist, humid, and noisy thanks to the waterfalls at areas 6-6A and 6-6B

2. The Inn of the Lost (6-7 to 6-20, 6-28)

A functioning inn, with guest-rooms, kitchen, and a common room, occupies a suite of ancient Archontean administrative offices. Formerly known as the House of Isocorax, the area is now more commonly referred to as the Inn of the Lost. The current innkeeper, Thegan White-Mane (6-19), has proclaimed that the Inn defines a zone of peace, within which other grudges, disputes, and feuds must be put aside; this zone commences at the 'Peace Door' (6-7A) and includes all rooms in the Inn. Not surprisingly, the inn has become a place of refuge for those fleeing from more powerful enemies (i.e., 'the lost'). Beneath the veneer of peace and understanding, however, Thegan carefully maintains several deep, dark secrets. A small band of traders gathers in a chamber (6-28) near the inn; although not formally under the protection of the Inn's peace zone, long custom has ensured that this area, too, is one in which enmities are laid aside. Thegan makes good use of the traders' connections outside Arden Vul, especially so as to ensure his continued access to rastite lotus powder (see new flora), which he trades to Deino (3-158).

Factions: None of the main factions controls the Inn. Thegan receives the mostly tacit, but occasionally explicit, support of the other factions, including the varumani thegn (7-30), the goblin king (SL4-22), the Lord of the Arena (6-85), and even the beastmen (see 3-138 to 3-162).

Construction: Typical Archontean construction. With the exception of the Peace Door (6-7A), which is highly enchanted, other doors are new-ish models of wood with iron bands. Most have

functioning locks, the keys to which either are found at reception (6-7), or in the hands of Thegan (6-19) or Justin the Nose (6-7, 6-9A). Ceilings are 10' tall.

Environment: An ancient **anti-magic shell** covers the chambers of the Inn; spell-casting does not work within the shell, unless one possesses one of the **rings of higher purpose** (see new magic items).

3. The Domain of the Arena Lord (6-55 to 6-94)

This region is centered around an ancient heqeti gladiatorial arena, one that has seen consistent use by successive civilizations for almost 4,000 years. Today the Arena is operated by one of the apparently ageless rudishva survivors, a being known only as 'the Lord of the Arena' (6-85). The Arena Lord rules his domain with an iron fist and strict neutrality; those visiting the Arena are expected to abide by the general rules, which forbid physical altercations of any sort other than those taking place in the Arena itself. Access to the Arena is easy, whether from the Troll Lifts or through corridors leading to the other major centers of intelligent habitation in the Halls (e.g., 6-65 through 6-67). The Arena provides an important economic function within the halls: the Lord pays well for monsters and slaves, and offers a convenient means for the newly rich to spend their winnings.

Factions: This region constitutes its own lesser faction. The leaders of the other factions appreciate the entertainment and economic role the Arena plays and are hence uninterested in efforts to eliminate the arena or its Lord.

Construction: Most of the stonework of the main areas of the region is very old, dating to the heqeti period. Due to millennia of occupation and modification by successor civilizations, however, the usual pebbled, oily nature of heqeti stonework is less pronounced here. Area 6-95A is of rudishva construction. Doors are standard wooden doors. Ceilings, unless otherwise stated, are 10' tall.

Environment: The area is humid and hot due to the high density of inhabitation.

4. Former Archontean Administrative Offices and Shrines (6-136 to 6-160)

West of the chasm the Archonteans built a series of administrative offices, shrines, and tombs, including those of Marius Tricotor, the great archon, and Lucius Cornelius, his biographer.

Factions: None of the intelligent factions controls this region, and none see much reason to explore here, both because of the dangers posed by the Frost Mother (6-136) and because of the (erroneous) perception that there is little of value to be found here.

Construction: Stonework is typical of the Archontean era. Doors are wood, with iron bands; due to their age, they are easier to burst open (+1 to chances to open doors). The north side of the door at 6-136 is rimmed with frost and cold to the touch. Ceilings are 10'.

Environment: Most of the region is cool and dry. The areas controlled by the Frost Mother (6-136 to 6-142), however, are bone cold (20 degrees F) and covered with drifts of frost and snow.

Access and Egress

To surface: spiral stair at 6-152, leading up to the Carrion Tower in AV-27
To Levels 2, 3, 5, 7, 8, 9: Great Chasm at 6-108, leading up to 2-63A, 3-38 and 5-34, and down to 7-3, 8-2, and 9-1
To Level 3: teleporter at 6-48, leading to area 3-188
To Level 3: stairs at 6-49A, leading up to 3-50B
To Level 4: teleporter at 6-48, leading to 4-167
To Level 4: tunnel at 6-67, leading up to 4-161
To Level 5: Troll Lift at 6-3, leading up to 5-55
To Level 5: rudishva teleport node (T10) at 6-37, leading to 5-106
To Level 5: stairs at 6-57, leading up to 5-75
To Level 5: rudishva teleport node (T4) at 6-95A, leading to 5-92
To Levels 5, 7, and 9: transit shaft at 6-164, leading up to 5-84 and down to 7-146 and 9-91
To Levels 5, 7, and 9: the Great Pillar at 6-103, leading up to 5-138, and down to 7-37 and 9-30
To Level 5: rudishva teleport node (T3) at 6-124, leading to 5-92
To Level 5: rudishva teleport node (T14) at 6-162, leading to 5-31
To Level 5: tunnel at 6-166, leading up to 5-100
To Level 7: Troll Lift at 6-5, leading down to 7-1
To Level 7: corridor at 6-65, leading down to 7-42
To Level 7: rudishva teleport node (T16) at 6-162, leading to 7-6
To Level 8: Troll Lift at 6-1, leading down to 8-1
To Level 8: hole in 6-20, leading down to 8-33
To Level 8: tunnel at 6-44B, leading down to 8-71
To Level 8: teleporter at 6-48, leading to 8-6
To Level 8: tunnel at 6-60, leading to 8-129
To Level 8: stairs at 6-106, leading down to 8-25
To Level 9: teleporter at 6-48, leading to area 9-59
To Level 9: teleport via pukel-manders at 6-107 and 6-165, leading to 9-40
To Level 9: tunnel at 6-112A, leading down to 9-39
To Level 10: heqeti teleport well at 6-106, leading to 10-24

To Sub-Level 2: elevator at 6-95A, leading up to SL2-3
To Sub-Level 3: teleporter at 6-48, leading to SL3-17
To Sub-Level 4: corridor at 6-66, leading up to SL4-53
To Sub-Level 4: vertical cavern at 6-112, extending upwards to SL4-28
To Sub-Level 6: teleporter at 6-48, leading to SL6-19
To Sub-Level 6: spillway at 6-143, leading up to SL6-25
To Sub-Level 6: tunnel at 6-166, leading up to SL6-56
To Sub-Level 7: corridor at 6-153, leading up to SL7-6
To Sub-Level 9: teleporter at 6-32, leading to SL9-53
To Sub-Level 12: tunnel at 6-161A, leading up to SL12-13
To Sub-Level 13: stairs at 6-144, leading down to SL13-27

To various locations: **Thothian teleportation ring** (see new magic items) at 6-141

To locations within Level 6: one rudishva teleport node, as follows:
T15: between 6-27 (lock chamber) and 6-39G (weapons module)

Teleportation destinations on Level 6:

6-48: from teleporter at 3-188
6-48: from teleporter at 4-167
6-48: from teleporter at SL3-17
6-104: from teleporter at 10-8

Random Encounters

Many areas on this level do not feature ordinary random encounters. This does not mean that they are without the possibility of unusual encounters; it just means that the encounters are area-specific. This is particular true of the Inn of the Lost (6-7 to 6-20), the Arena (6-56 to 6-94), the northern rudishva areas (6-29 to 6-39), the area of Marius's Tomb (6-146 to 6-154), Lucius Cornelius Scriptor's tomb (6-130 to 6-135), the domain of the Frost Mother (6-137 to 6-142), and the interior of the rudishva modules (6-27 and 6-113 to 6-124). Either these areas have distinct tables for encounters, as at the Troll lifts (see 6-1) and the Inn of the Lost (6-8), or they have a fixed set of foes to be used if/when PCs dither or make excessive noise (e.g. frost ghouls in areas 6-137 to 6-142).

1. Western Halls (6-136, 6-157 to 6-160, 6-161 and 6-162)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D10	Encounter
1-2	Vermin. Roll d10: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 9, 8, 6, 5; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4-6 giant bats: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater
3-7	2-4 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison. If slain, these individuals should be removed from the rosters at 6-159 or 6-160
8-9	NPC adventuring party, hunting for the tomb of Marius (6-154): select from the NPC appendix.
10	1. 1 large purple pudding (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 8; HP 52; #AT 1; Dmg 2-12. Special attacks: corrosive to metal and leather. Special defenses: immune to fire; grows with electricity; conductive

2. Southern Caves (6-109 to 6-112, 6-125 to 6-129)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D8	Encounter
1-4	1-2 subterranean lizards: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 43; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20. Individuals slain here should be removed from the roster at 6-112
5-6	1 xorn: SZ M; AL N; AC -2; MV 90'; HD 7+7; HP 49; #AT 4; Dmg 1-3/1-3/1-3/6-24. Special attacks: surprise on 1-5. Special defenses: immune to fire and cold; half damage from electricity; travel through stone
7	The Bad Neighbors (NPC adventuring party): see 6-113, 6-129, and the NPC appendix
8	1 basic exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 150'; HD 4; HP 29; #AT 2; Dmg 1-4/1-4; MR 40%. Special defenses: immune to cold and fire

3. Northern Caves (6-21 to 6-26)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D8	Encounter
1-3	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
4-5	6 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 28, 27, 26, 25, 24, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
6	Thegan White-Mane: see stats at 6-19. Thegan is polite, but non-committal. He runs if combat looms.
7	NPC adventuring party, searching for a way into 6-27: select party from NPC appendix
8	A Priscian exploring party: 1. Justinian, a Priscian war mage (see new monsters) and member of Quintus, as a 6th-level magic user: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: **Priscian chain mail** (see new magic items); a **Priscian gladius +2** (see new magic items); 345 sp; a key to 9-58; a **stone of alarm**; a vial of **Keogh's restorative ointment**; a **pearl of power** (level 3); and his spell book. Spells memorized: **charm person**, **detect magic**, **magic missile**, **shield**; **levitate**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues** 2. 2 Priscian conversi (see new monsters), as 3rd-level fighters: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 1-4 (light crossbow). Possessions: **Priscian chain mail** (see new magic items), long swords, light crossbows. The conversi typically have STR 16

Level Key

6-1: Eastern Troll Lift

This impressive hall is home to one cog in the extensive Troll Lift system owned and operated by the varumani. The hall was carved by the heqeti millennia ago, and the pebbled walls are slightly oily to the touch and detect faintly of evil. The floor is paved with blue granite. Two weathered statues resembling crouching bipeds flank a platform that extends into the chasm. A team of three varumani under the leadership of Junior Overseer Reith operates both the lift to Level 8 and the cross-chasm ferry between 6-2 and 6-3.

Those wishing to use the Troll Lift to descend the 400' down to Level 8 must negotiate with Reith. The official tariff set by the troll thegn is 10 sp per leg for delivery from 6-1 to 8-1. Reith is too stupid to attempt graft or much else, which is why he has been assigned to this spot in the Lift network (here he is unlikely to have to make decisions on the fly).

The Troll Lift is composed of several parts: a rectangular opening (10'x10') in the pavement, a pair of 10'-tall iron poles on either side of the hole supporting a wooden frame over the hole, guy-lines extending from the side of the platform to the iron apparatus, a pair of iron cranks, over 450' of heavy silk rope coiled around the upper portion of the apparatus, and an iron and wood cage which descends through the rectangular opening some 400' to area 8-1 below. Passage up or down takes 11-20 minutes; the journey is marked by swaying, creaking, and generally nauseating stops and starts of the cage. Operation of the Lift is simple: two bestial varumani crank the winch to raise or lower the cage.

Although the statues are shapeless, their aura is still menacing and vaguely evil. The southeastern statue has a hollow cavity, inside of which are two **tears of Kauket** (see new magic items). The only way to recover these objects is to destroy the statue, and Reith is unlikely to approve of such a course of action.

Unbeknownst to Reith, the heqeti lurk nearby (6-51) and spy on his operation through a spyhole cleverly set into the southeastern wall.

Reith is jocular, and enjoys teasing passengers about their goals and likely fates. Any who ask about the Inn of the Lost will be directed to 6-7A and will immediately be teased about the causes of their 'flight'. For all of that, Reith sees himself as a guardian of the Inn's famous 'peace', and has a good working relationship with Thegan White-Mane. If Thegan needs muscle, Reith and his boys will be summoned to help deal with any peace-breakers. If asked about the thegn's court or the Troll Market, Reith is 75% likely to remind PCs that they need a passport to visit either location; he is only 25% likely to have one for sale (for 300 gp).

There is a 1 in 6 chance that another other group is present in this chamber. Roll on the below table to determine its composition:

Troll Lift Encounters

D12	Travelers	Stats
1-2	A mixed party of varumani (see new monsters), goblins, and humans bearing a captive monster to area 6-91 in the Arena. Roll 1d8 for creature: 1-3: A giant 4-armed baboon 4-5: A giant spider 6-7: A carcass creeper 8: GM's choice. If combat ensues, they will release the monster and jump to Reith's defense. They carry 10-100 gp in coins and/or gems and have a 10% chance of 1-4 potions as well.	1. 1-4 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. mattocks; nets and prods; and 3 portions of varumani knock-out juice (see Arden Vul items) 2. 2-12 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4(x3), 3(x3); #AT 1; Dmg 1-6 3. 1-6 human arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 6, 5, 5, 4, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear
3	A group of goblins seeking fame in the arena (6-68). This group left the Goblin Warrens (SL4) against the explicit prohibition by King Weskenim (SL4-22), and its members are furtive and guilty-looking. They possess only 71 sp in total. If the PCs have previously visited the Goblin Warrens, this group will either beg the PCs to keep their secret (50%) or will follow the PCs and attempt to silence them (50%).	8 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5(x3), 4, 4, 3; #AT 1; Dmg 1-6
4	Lukas, a rare beastman deserter (see new monsters). Lukas is off to seek his fortune in the Arena (6-68). He carries only 25 sp and will be grateful for company and/or protection.	Lukas, the beastman trooper (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail, shield; spear; short sword; short bow
5	Adventurers returning from an expedition to the Nether Reaches (Level 8). They are badly wounded and have run out of supplies. They have 1-3 treasures that they might sell, and a substantial store of knowledge about areas 8-1 to 8-8. They plan to hole up in the Inn of the Lost (6-7 to 6-20).	Select an appropriate group from the NPC appendix
6	Thorda Thief-Eyes, a magic user with flunkies. Thorda is traveling to the Inn of the Lost (6-7). Should a fight break out, she will aid the PCs but blame them later for any varumani deaths.	See NPC appendix for stats

7	Durdeon Vislok and six companions in the Sodality of the Fist. The Sodality is travelling between AV-12 and the Arena (6-68). The members are taciturn and passive until talk turns to fighting. They refuse to divulge any information about their route into or out of the Halls.	For stats see AV-12
8	Pugh the lesser varumani, returning to the thegn's court (7-75) with three slaves he won in an epic gambling bout with Justin the Nose (6-7) at the Inn of the Lost (6-7 to 6-20).	1. Pugh the lesser varumani (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 54; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mace; shield 2. 3 Thorcin slaves (2 female, 1 male): SZ M; AL LG, LN, N; AC 10; MV 120'; HD 1-6 HP; HP 4, 4, 2; #AT 1; Dmg by weapon
8	Justin the Nose, with four mercenaries. Justin is on a purchasing mission for his master, Thegan Whitemane at the Inn of the Lost (6-7 to 6-20). Roll 1d8 to determine where Justin is headed: 1-3: The thegn's court (7-75) 4-6: The Forum of Set (4-2) 7: The Goblin Market (SL4-40F) 8: Deino's Hall (3-158) Justin is polite but offers no assistance.	1. Justin the Nose: see stats at 6-7 2. 4 mercenaries, 2nd-level Thorcin fighters (2 male, 2 female): SZ M; AL LN; AC 4; MV 90'; HD 2; HP 17, 16, 14, 14; #AT 1; Dmg 2-9 (long sword). Special attacks: +1 to damage from STR. Possessions: chain mail and shield; long swords; 79 sp and 22 gp each.
10	Raste, a handsome, pale-skinned human with ink-black hair and black fingernails. He wears a yellow soft cap to which is pinned a fresh aster flower, yellow leather armor, and yellow calf boots. Raste is a member of the fey House of Asters. Disguised as a human, the Lord of Asters has come to hear the lutist at the Inn of the Lost (6-8) and to seek recruits - willing or not - for an expedition to plunder one of the gold statuettes of Bastet (see new magic items) from the lost shrine to Bastet (8-38).	Raste, the Lord of Asters, and a fey lord (see new monsters): SZ M; AL N; AC 5; MV 120'; HD 8+3; HP 58; #AT 1; Dmg 5-10 (**spear +4**) or rapier 2-7 (**rapier +1**). Special: polymorph self (rabbit, boar, tiger); summon 2-5 pixies (50%); step into faerie (20%); detect fairies; resistant to illusion (+4 save); vulnerable to cold iron; soulless. Raste's distinguishing features are his coal-black finger- and toe-nails, the emotion of joy, his narwhal-horn spear, and the inability to speak when music is being played. His glamours are these: charm person, hypnotic pattern, suggestion, emotion, and true seeing. Possessions: **leather armor +3**; narwhal-horn **spear +4**; **rapier +1**; yellow **boots of elvenkind**; and a **purse of asters** (see new magic items)
11	Livod the true varumani hunter (see new monsters). Livod bears monster parts from the Nether Reaches (Level 8) to sell at the Troll Market (7-76). A member of the Confraternity of Hunters (7-14), Livod a formidable warrior. He has no love for Reith, however, and is likely (33%) to intervene on behalf of any whom Reith attempts to bully.	For stats, see 7-14
12	Sir Calculor, the Sun-Scarred Knight (see new monsters). Sir Calculor is on his way to the Troll Market (7-76) to consult with Sir Prudence (7-76A). He is also hot on the trail of one of his personal interests. Sir Calculor will attempt to mediate in the case of impending hostilities, but refuses to join the fighting on either side.	Sir Calculor, the Sun-Scarred Knight (see new monsters), 10th-level male human fighter: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 88; #AT 3/2; Dmg 7-13 (**broadsword +2**). Abilities: STR 18/65, INT 15, WIS 13, DEX 12, CON 16, CHA 11. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items), 125 ancient silver pennies (see Arden Vul items); **broad sword +2**.

When no travelers are present, the varumani are often found lounging in their quarters (6-50). The official fare-chest is located at the foot of the southern statue.

Inhabitants:

1. **Reith**, **junior overseer**, **lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (two-handed axe, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: two-handed axe.

2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 58; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
Two **tears of Kauket** (see new magic items)
Official fare chest (locked): 1,188 sp, 574 gp; Reith's silver baton of authority (250 gp); a scroll with **detect magic**, and a **wand of magic missiles** with 3 charges.

6-2: Cross-Chasm Ferry

This segment of the Troll Lift ferries passengers across the chasm to the Floating Garden. Passage costs 5 sp per leg. Reith and his team (see 6-1) are in charge of this service as well.

The ferry appears as a frame of iron bars supported by guy-lines with a reed and bone basket suspended from silk rope. The basket is big enough for 4 man-sized persons or the equivalent, and passage time is 5 minutes each way.

6-3: Troll Lifts on the Floating Garden

Three segments of the Troll Lift converge on the floating garden: the base of the Lift from Level 5, and the receiving ends of the Ferries from 6-2 and 6-5. Vice-Overseer Hakrim the Hairy, a true varumani of exceptional intelligence, directs the operation on the floating garden (6-4). Hakrim and a team of three underlings are generally lazy, preferring to lounge about under the artificial light and exotic plants, enjoying the peace and quiet and any opportunity for some good-natured extortion. Hakrim likes to chat up his passengers, and is a surprisingly good source of information on factions, on the general vicinity of iconic locations, on rumors about monster and treasure location, etc. He will not, however, gossip about the thegn's court.

The 'landing point' for the lift from 5-55 is merely a circle of blue paint on the floor of the garden; the wood and iron basket sets down on this point after its 600' journey. To secure passage up to 5-55, one must pay Hakrim the tariff (officially 10sp/leg, but Hakrim attempts to collect 1 gp/leg) and wait while he shouts up to Riglon to send the Lift down.

For details of cross-channel ferry, see 6-2. Hakrim is equally assiduous in collecting the fee for this service (officially 5 sp/leg), while again attempting to extort a higher price (1 gp/leg).

There is a 1 in 6 chance that another individual or group is waiting to use some portion of the Lift; consult tables at 5-55 and 6-1 for their identity.

Hakrim keeps a normal wooden chest for the official fares, but hides the fruits of his extortion in a small metal lockbox tucked behind a mango tree in the garden. He knows of the effects of both the lover's aid and the green water (c.f. 6-4), but will only warn visitors who are respectful and deferential. He and his boys will be quick to relieve any who succumb to either effect of their valuables.

Inhabitants:
1. **Hakrim the Hairy**, **a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.
2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
Official chest: 1,538 sp, 343 gp, Hakrim's silver baton of authority (250 gp); **potions of animal control** and **climbing**; a 5-lb platinum ingot (1,250 gp), and three pearls (100 gp each).
Private lockbox: 2,342 sp, 1,204 gp, a token of Arden (see Arden Vul items), a copper rudishva identity plaque (see new technological items), and a key to the door in 6-136.

6-4: Floating Garden

The floating garden comprises a slab of shaped rock that the rudishva levitated into the middle of the chasm using techno-sorcery. On the surface of the slab they built up an impressive hilly terrain and planted flora native both to Irthuin (see World of Archontos appendix) and to the rudishva homeworld. The spray from the waterfalls nearby conveniently waters the garden.

The garden is well-lit, warm and humid. Light is provided by two dozen light globes (see new technological items). Dirt and humus cover the structure, such that the central 'hill' which rises 15' above the floor of the garden does not even resemble the stone rectangle that it truly is. Paths of crushed pink granite wend through the garden, although none climb the 'hill'.

The garden is lush and verdant, and includes a number of exotic, tropical species. Most of these are alien, resembling the following Irthuin species: mango trees, coconut palms, camellia-like shrubs, lianas, orchids, and ferns. A wide variety of insect life occupies the garden as well; as a result, it is filled with the sound of whirring and chirping.

One quasi-dangerous variety of orchid, the lover's aid (see new flora), grows at the northwestern edge of the garden; it gives forth a sweet odor of honeyed raspberries, and if anyone breathes in the scent (an occurrence that is likely within 10'), he/she will be highly susceptible to reasonable suggestions for 1-6 turns. Aged Lishna, one of the courtiers at the troll thegn's court (7-75), knows of this plant and sometimes collects specimens for use in the affairs of court.

The central 'hill' has two noteworthy features. At its summit is a pool of warm, emerald green water that, thanks to unusual minerals, acts as a narcotic healing potion. Any who drink a potion-sized quantity of the liquid will be cured of 4-16 HP, but will fall into a blissful state lasting 2-8 turns; during this trance movement is possible, but reaction times are slowed considerably and there is a 50% chance of experiencing pleasant hallucinations. The other feature is a secret door concealed under a tuffet of moss; this door is circular and heavy, and opens by unscrewing a circular knob (like a naval hatch). Inside is a metal ladder leading down to a cramped stone chamber 5' high, 5' wide, and 10' long. The chamber was originally a storeroom for gardening tools, but became a horrible tomb for a pair of adventurers who were inadvertently locked inside this 'tool shed' by colleagues under the effects of the narcotic water. Some virulent fertilizers left inside the chamber dissolved the adventurers' bodies, and the chemical reaction led to the creation of a new pudding. This 'red pudding' waits patiently and mindlessly on the ceiling for new sources of energy to enter the chamber.

The underside of the floating garden is also of note. At the northern end is a forgotten hangar built into the stone and now

concealed by hanging vines and mosses. Inside is one of the few remaining rudishva hover-sleds, fully charged. The sled only responds to those wielding the proper access card (a silver or yellow rudishva identity plaque – see new technological items). Only those inspecting the underside of the garden have a chance to spot this hangar.

Inhabitants:

1. **1 red pudding** (see new monsters): SZ L; AL N; AC 4; MV 30'; HD 10; HP 75; #AT 1; Dmg 2-16; MR 25%. Special attacks: bloody healing; corrodes leather, clothing, wood. Special defenses: immune to electricity and cold; slow regeneration. See notes in appendix for how, even if defeated, the red pudding might nevertheless spread into other areas of Arden Vul.

Treasure:

In toolshed: rudishva herbicide dispenser with 11-30 doses of herbicide (see new technological items); 23 ancient silver pennies (see Arden Vul items); 117 gp; 3 tourmalines (100 gp each); 6 **stones of striking** (7th-level) scattered about the floor (see new magic items); a badly tarnished **silver torc of authority** (see new magic items); a long sword; a mace; a black glass activation square (see **Thothian teleportation rings** in new magic items); and several bits of unidentifiable metal scraps.

In secret hangar: rudishva hover sled (see new technological items).

5 specimens of the lover's aid orchid (see new flora).

6-5: Western Troll Lifts

This former rudishva observation chamber is now a key link in the Troll Lift network. Two lifts operate here. A cross-chasm ferry transports passengers to 6-3/6-4, while a second lift carries visitors down 200' to the thegn's court (7-1). Given its importance, the area is supervised by Overseer Gorlen, the true varumani supervisor of the entire Troll Lift network. Two bestial varumani aid him.

The lifts are constructed in the usual way (see 5-55, 6-2 and 6-3). Fares are standard, and Gorlen attempts no extortion: 10 sp per leg for travel to Level 7-1 (taking 11-20 minutes), and 5 sp per leg for passage to the floating garden (taking 2 minutes).

The chamber is noticeably cool (a product of the frozen regions between 6-137 and 6-142) and damp (due to waterfall spray). A huge stone seat facing the floating garden dominates the chamber. Although it was once enchanted, the glyphs of power on it were gouged out in antiquity. Two staircases lead to the southwestern segment of the chamber, where the varumani keep a roaring fire stoked with whatever fuel they can find. The fare chest is found next to the seat, in which Gorlen likes to lounge imperiously.

Gorlen has mounted heads of a goblin and a human on stakes planted near the Lift, and takes ghoulish pleasure in informing all travelers that 'Such is the fate of those who cheat the thegn!' Gorlen has been charmed by Cinna Minux, the vampire lord (7-122); the latter visits him to learn about travelers on the Troll Lifts.

Gorlen has rigged a wicker, rope, and leather gate across the arch to area 6-136. He warns the curious about the terrible 'icy monsters' that live to the south but will, if asked, admit that 'some fancy tomb' lies somewhere to the west. He charges 1 gp/person for entrance to the west.

Inhabitants:

1. **Gorlen, a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail; key to door in 6-136.
2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:

Fare chest: 2,731 sp, 829 gp; Gorlen's gold baton of authority (510 gp); 2 vials of poison, a **scroll of find traps**, and a **scroll of invisibility**.

6-6A: First Waterfall

The spillway from the Drowned Canyon (6-143) empties into the chasm here, producing a torrent of rushing water. As the waterfall commences here, the spray is not as intense as it becomes further down the chasm.

6-6B: Second Waterfall

The waterfall from 5-2A pours down the chasm here, producing a zone of spray some 20' in diameter. It hardly needs to be said that any venturing into the waterfall will be swept to their doom below.

Areas 6-7 to 6-20: The House of Isocorax, or The Inn of the Lost

An Archontean administrative bureau in antiquity, this area was refurbished 750 years ago as an inn by the legendary figure known as Isocorax. Two principles motivated Isocorax: a) anyone was welcome at his inn; b) no violence would be tolerated within its walls. These policies gave the inn its more colloquial name, "The Inn of the Lost," since it was a place where anyone could become lost; that is, anyone could lose himself from his/her past and/or enemies. Although the Inn appears to possess no elaborate defenses, its role as a sanctuary has been, and continues to be, respected by all the major factions of Arden Vul. Indeed, all factions have been known to collaborate in tracking down and punishing any who break the peace of the Inn of the Lost. This zone of 'peace' is widely understood to begin with the so-called peace door (6-7A), although most would also count the trading area of 6-28 as lying within this protected space. It is not uncommon, then, to find exiles, criminals, and those on the wrong end of a vendetta making a dash for the safety of the "peace door". Of course, while any are welcomed to the Inn and given security therein, that peace lasts only as long as one's purse is full. Once the money runs out, guests are politely asked to leave, and will be bodily thrown out if necessary; in the case of obstreperous guests, the proprietor may seek the assistance of Reith and his bestial assistants (6-1) to help in the expulsion.

One firm exception to the Inn's open door policy is enforced by all of the Inn's staff: no Sun-Scarred Knight may stay the night, and only rarely will the proprietor allow one of the knights to drink in the common room.

The proprietor is Thegan White-Mane, a muscular and hearty male human in his early 60s, with pure white hair, a few scars, and piercing grey eyes. Only a few of the oldest and most intelligent inhabitants of the halls remember that it was Isocorax who originally established and operated the Inn, and that 'Thegan' has only been the proprietor for just over 200 years. These denizens - among whom Deino (3-158), Varboka the troll thegn (7-30), Kerbog Khan (SL12-25), and the Lord of the Arena (6-85) - know that Isocorax was both a rudishva and an original member of the Sun-Scarred Knights. They assume that for obscure reasons of his own devising Isocorax decided to invent the "Thegan" identity some 200 years ago; the deeds and motives of Isocorax/Thegan are thus of intense interest to these faction-leaders, who might pay good money (or information) for news of Thegan. None who remember Isocorax and assume him to be Thegan would ever divulge this information to mere adventurers, although they might mysteriously observe to those who have done them service that Thegan has been the only proprietor the Inn has ever had for about 200 years.

The reality is a bit more complex. Isocorax is still alive, but has been a prisoner of "Thegan" these past centuries. "Thegan" is the pseudonym adopted by Maurikios Ligareon, taxiarch of the 3rd Cohort of the Imperial Tagmata, after his cohort was defeated 230 years ago during the disastrous imperial attempt to retake Arden Vul. Maurikios saved himself by drugging Isocorax and using the latter's strange blood (see 6-20) to give him extraordinary longevity. For more on Thegan, see 6-19.

Thegan employs twelve staff from all manner of races, including two human barkeeps, two goblin cooks, one human and one beastman housekeeper, two human serving wenches, three guards/suppliers (1 lesser varumani, 1 goblin, 1 human), and Justin the Nose, the sacristan and Thegan's chief assistant.

The Inn sends its team of 'suppliers' on regular missions to buy supplies at both the Forum of Set (4-2) and the Troll Market (7-76). These suppliers are shielded by the same peace as the Inn itself, at least among intelligent denizens.

A strange sort of **anti-magic shell** is in operation throughout most of the Inn (areas 6-7 to 6-19). Although inherently magical items still work (e.g., **continual light** cast elsewhere and brought here, magic swords, etc.), spell-casting does not. Only those (like Justin the Nose) who wear one of the **rings of higher purpose** (see new magic items) are exempt from this effect.

Rates for Rooms, Drinks, and Meals

Lodging type	Rate
Bed in the bunkroom (6-18)	15 sp/day, or 20 gp/month
Room, private (e.g. 6-9), sleeping up to 4 man-sized beings	30 sp/day or 40 gp/month
Suite with a view (6-10)	7 gp/day, or 200 gp/month
Room, varumani-sized (6-12)	3 gp/day, or 80 gp/month

Food and Drink	Rates
Ale, Hak's mushroom	2 sp/pint
Ale, Hak's special red (twice the alcohol)	5 sp/pint
Wine, imported Archontean	1-50 gp/glass
Brandy, Thegan's home-made	3 gp/shot
Brandy, imported	5 gp/shot
Milk	5 sp/glass
Water	Free
Meal, simple	5 sp
Meal, rich	5 gp
Specific mundane items	Negotiable (three to ten times normal listed price)

Package Deals	Rates
Bed in bunkroom (6-18) plus 2 simple meals per day for a month	25 gp/month
Private room (e.g., 6-9), plus 2 simple meals per day for a month	45 gp/month
Suite (6-10), plus 1 simple and 1 rich meal per day for a month	350 gp/month
Varumani-sized room, plus 2 simple meals a day for a month	85 gp/month
All you can drink, as addition to monthly package rate*	Human: +50 gp/month Varumani: +100 gp/month Dwarf: +75 gp/month Goblin: +40 gp/month

*Thegan reserves the right to renegotiate rates for "all you can drink" plans after one month based on the capacity of the client. He sets rates for other races based on body size and the results of a required drink-off.

Dangers at the Inn: The Inn is a place where long-time explorers of Arden Vul can rest peacefully, recuperate after combat, and trade rumors. That said, it is not the Eden it appears to be. For one, PCs who annoy the leaders of one of the factions only to escape to the Inn can be sure that their stay will be monitored: such PCs should not be surprised to find a scout or two from the now-inimical faction lounging in the Common Room, watching, recording, and reporting. In such cases the Inn can be a prison, for the factions have been known to arrange for any such enemies to be met with overwhelming force in the corridors and halls outside the Peace Door when finally they leave. Another danger posed by the Inn is Thegan White-Mane himself. Although mostly content to play by the rules he created, by which guests' safety is assured, Thegan's ultimate goals and purposes are inscrutable to outsiders; should he feel the need to abduct guests via his network of secret tunnels, he will do so (see text at 6-19). These unfortunates will become nourishment for Isocorax (6-20).

6-7: Inn of the Lost, Reception

This plain chamber is lit brightly by a **continual light** spell cast on the ceiling. A 10'-long counter of aged and polished mahogany runs along the center of the room. On the northwest wall hangs a rack with 15 pigeonholes, some of which contain thick, iron keys. As with the rest of the area (6-7 to 6-19), this room is under the effect of the partial anti-magic effect described above.

Behind the desk sits Justin the Nose, the sacristan of the Inn, waiting to greet and register new guests. Justin is a heavy-set, muscular, 45 year-old human, with bushy eyebrows, long black hair, and a prominent nose. Those seeking a meal or drinks are

directed to the common room; those wishing a room should consult the chart below for chances of a vacancy. Prices are paid up front; early departures forfeit any remaining balance on a long-term stay. If new 'guests' are unruly or violent, Justin will warn them once. If they remain disruptive or violent, he uses his **wand of paralyzation** to good effect and summons aid from the common room (6-8). Any guests whom Justin (or others) is forced to subdue in this way are sold as slaves in the Forum of Set (4-7) or the Arena (6-68).

Lodging	Chance for Vancancy
Bed in bunkroom (x42)	90%
Private Rooms (x7)	40% for 1, 20% for each additional
Luxury Suite (x1)	66%
Varumani Room (x1)	33%

Thegan White-mane is likely (75%) to be hanging around reception or the common room, and may greet new guests personally after Justin has registered them.

There is a 20% chance that Justin is absent, either in his chamber (50% - see 6-9A) or away from the Inn on a purchasing mission (50%). In such circumstances, Thegan takes over at reception.

Inhabitants:

1. **Justin the Nose** (80%), **5th-level male Archontean magic user**: SZ M; AL NE; AC 6; MV 120'; HD 5; HP 16; #AT 1; Dmg 3-6 (**dagger +2**). Abilities: STR 9, INT 16, WIS 15, DEX 16, CON 11, CHA 10. Possessions: **dagger +2**; a **wand of paralyzation** (43 charges); a **ring of higher purpose** (see new magic items); and an amulet of **natural armor +2** (see new magic items). Justin is dressed in a pale blue tunic and black hose. Spells prepared: **charm person**, **comprehend languages**, **friends**, **sleep**; **Frigg's caustic kisses** (see new spells), **strength**; **hold person**.
2. Thegan White-Mane (75%) (for stats, see 6-19)

6-7A: Peace Door

This heavy door is made of ironwood and is banded with steel. A square sign made of oak is affixed the door, on which reads, in Mithric, "House of Isocorax." Below this the following is neatly printed in white paint and in the Archontean language: "*Feeling Lost? Let our warm beds and delicious meals bring you back to the light. Welcome to the Inn of the Lost.*" Assorted graffiti has been scrawled around these signs, most of which are paeans of thanks to Thegan (e.g., "My refuge for the past 2 months," "Thanks, Thegan. I owe you everything!" and "Ha! Escaped those vengeful in-laws, didn't I?"), but a few of which outline desperate pleas for admittance (e.g., "Four days of flight, and the Peace Door is closed? Bastards!" and "So much for mercy! Dumped outside for my enemies to find.")



The door is well oiled, opens easily, and, if time is spent to detect it, registers as magical. There is a 1 in 10 chance that Thegan has closed and locked the door. In such cases, the door may only be passed by a **knock** spell or other such magicks. If the door is locked, there is a 50% chance that some unfortunate is groveling outside it, begging for admittance, and a further 20% chance that pursuers are 1-3 turns away from reaching the door and that unfortunate.

6-8: Common Room

The common room is cool and dim, lit only by a pair of crystals mounted on the walls that emit low, blue-tinged light. The bar to the northwest and the low stage in the southern niche dominate the room. A dozen tables fill the main area, and several booths fill the northeastern corner.

The east wall has a large wooden frame (10'x10') over which is stretched a piece of canvas; every year Thegan replaces the canvas and invites any artistic-minded guests to add small pictorial images. Depending on the time of the year, there may be some interesting and potentially useful images on the canvas. As a rule of thumb, by December there are 3 imaginary monsters, 4 real monsters (15% chance that an architectural detail or caption can help locate the beast), 5 representations of locations (20% to identify, or 75% if the viewer has actually been there; 10% chance the image imparts some truly useful information, like a secret door), and 10-20 caricatures of guests of the Inn of the Lost. In front of the mural are a couple of large piss-pots (that are periodically emptied into the Great Chasm).

The barkeeps are two: 1) a handsome, but rather dim human named Boots after the extravagant red, leather high-boots that he sports; 2) a sour, toothless crone named Dirty Betsy; she warms to any who attempt to charm her. The wenches are named Lily and Theudelinda; they are kind but not stupid, and never cavort with guests. See above for food and drink prices.

Thegan likes to hire entertainers for a 'season' of 3-6 months. Currently a fine Thorcin lutist, named Aethgrim Fleet-hand, is in residence. Aethgrim was an adventurer (T4) whose party was decimated in the Nether Reaches and who managed to convince Thegan to let him stay on as an entertainer. Fleet-hand knows a lot of songs, and takes requests in return for a 1gp tip; when left to his own devices he specializes in flowery, classical laments and in murder ballads.

The following tables should be used to determine the population of the common room and guest chambers:

Table 1: Racial Composition (roll once per racial group)

Race	% chance to appear	Number Appearing
Humans	100	7-18, in 1-4 groups
Goblins	75	5
Beastmen	20	5
Varumani	33	2
Dwarves	10	6
Elves	10	4
Other	25	4-7

Table 2: Human Groups

D8	Description	Stats
1	A party of NPC adventurers armed with a 'can't miss' map detailing a way to skirt the Obsidian Gates (5-6D). There is a 15% the map accurately depicts the route from 4-117 to 5-117; otherwise, the map is a fake, and purports to show how a set of tunnels in the northeast side of the chasm (e.g., 5-33) leads to the other side of the Gates.	Choose any NPC group from the appendix.
2	A group of NPC adventurers, nervous, badly injured and on the run from a dangerous enemy. The enemy from whom they are fleeing should be rolled as follows: 1-2: The troll thegn (7-3). 1-6 lesser varumani arrive at the Peace Door in 11-20 turns. 3-4: Nolgi the Hunter (for stats, see 7-14) 5: Tredgeris the Dapifer (6-75), who arrives at 6-7A with 10 wranglers in 1-6 hours 6: Psalor-Ki and his slime zombies (5-66, 5-74) 7: An invisible stalker sent by an NPC magic user 8. GM's choice	Choose one of the NPC groups from the appendix; each adventurer has only 25% of normal HP
3	Prosper the Doughty, a handsome but naive paladin of Mitra, looking for wrongs to right. He is accompanied by two disgruntled hirelings	1. Prosper the Doughty, 7th-level male Archontean paladin of Ardenia Tessaeron: SZ M; AL LG; AC 2; MV 120'; HD 7; HP 68; #AT 1; Dmg 5-11 (**broadsword +3**, **frostbrand**). Abilities: STR 17, INT 11, WIS 15, DEX 8, CON 15, CHA 17. Possessions: **broadsword +3**, **frostbrand**; **banded mail +1** and shield 2. Trevel and Harold, male Archontean men-at-arms: SZ M; AL NG; AC 7; MV 120'; HD 1; HP 7, 6; #AT 1; Dmg 1-6 (spear, short sword). Possessions: leather armor; spear; short sword
4	An old and decrepit fighter named Edwin the Wrinkled. Edwin has a mysteriously endless supply of coin and no smaller quantity of stories. He is relatively well known as a spy for the thegn. Less well known is the fact that he has also been recruited by Justinian, the Priscian mage, to spy for the Priscians (for Justinian see 6-48 and random encounters for levels 3, 5, 6 and sub-levels 3 and 6)	Edwin the Wrinkled, 4th-level Thorcin fighter: SZ M; AL N; AC 6; MV 90'; HD 4; HP 28; #AT 1; Dmg 2-9 (long sword +1). Abilities: STR 12, INT 16, WIS 15, DEX 9, CON 11, CHA 13. Possessions: **studded leather armor +1**; **long sword +1**; a purse with 321 sp and 153 gp
5	Kolgrima, a magic user from the Order of Thoth (see World of Archontos appendix), searching for information about the Priscians. She is accompanied by her friend and protector, Hallam. They drink quietly and avoid conversation until they hear others mention the Priscians. At that point they offer to trade information for information and might (25%) join a party interested in seeking out the Priscians.	1. Kolgrima, 8th-level female Wiskin magic user: SZ M; AL LN; AC 4; MV 120'; HD 8; HP 25; #AT 1; Dmg 1-6 (staff). Abilities: STR 8, INT 17, WIS 11 DEX 16, CON 12, CHA 13. Possessions: staff; **bracers of defense** (AC 6); **cloak of elvenkind**; **wand of fire** (28 charges); **potions of ESP** (x3) and **polymorph**; bag with 1,250 newly minted imperial gold pieces and 20 citrine gems (50 gp each, for bribes). Spells memorized: **charm person**, **detect magic**, **enlarge**, **magic missile**; **continual light**, **ESP**, **locate object**; **dispel magic**, **hold person**, **lightning bolt**; **charm monster**, **polymorph other**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **ESP**, **knock**, **locate object**, **mirror image**, **ray of enfeeblement**, **stinking cloud**, **web**; **blink**, **dispel magic**, **fireball**, **fly**, **hold person**, **lightning bolt**, **protection from evil 10' radius**; **charm monster**, **fear**, **monster summoning II**, **polymorph other** 2. Hallam, 6th-level male Wiskin fighter: SZ M; AL NE; AC 2; MV 90'; HD 6; HP 61; #AT 1; Dmg 6-13 (**long sword +2**) or 1-4 (light crossbow). Abilities: STR 18/63, INT 8, WIS 11, DEX 10, CON 16, CHA 7. Possessions: **splint mail +1** and shield; **long sword +2**; light crossbow with 20 bolts; 83 sp and 37 gp; **immobilizing mesh** (see new magic items)

6	Restep the Prestidigitator, with three henchmen, seeking Kerbog Khan (SL12-25). They have been sent by the Imperial Academy (see World of Archontos appendix) to try to recover the volumes the Khan stole from the Imperial Academy.	See NPC appendix for stats
7	Paula Sunburst, a seller of 'rare' manuscripts, with her four guards. Paula is actually a thief starting a long con with the ultimate goal of robbing the troll thegn (7-30).	1. Paula Sunburst, 9th-level female Archontean thief: SZ M; AL CN; AC 2; MV 120'; HD 9; HP 43; #AT 1; Dmg 5-8 (**dagger +4**). Abilities: STR 12, INT 16, WIS 13, DEX 18, CON 11, CHA 14. Thief skills: PP 80%, OL 77%, F/RT 65%, MS 80%, HS 66%, HN 30%, CW 98%, RL 45%. Possessions: **bracers of defense** (AC 6); **ring of invisibility**; **stone of good luck**; **slippers of spider climbing**; **dagger +4**; silken trousers and a tunic of imperial yellow, with a black sunburst on the front of the tunic 2. Hod, Grim, Helgi, and Gisli, 3rd-level male Wiskin fighters: SZ M; AL N; AC 5; MV 60'; HD 2; HP 25, 24, 23, 20; #AT 1; Dmg 2-9 (long sword) or 2-7 (spear) or 1-6 (short bow). Special attacks: +1 to damage from STR. Possessions: scale mail and shield; spear; long sword; short bow
8	Drusus Freyasson, a cleric of Mitra, with four companions, looking for evil to smite. He is actually a fallen priest, seeking the shrine of his new deity, dread Rimmaq-Isfet. He knows of the existence of the ziggurat of Kauket (10-32), but thinks (rightly) that another shrine is closer (e.g., 7-79). Drusus is adept at concealing his evil; his acolytes are a bit more unruly, though.	1. Drusus Freyasson, 6th-level male Wiskin cleric of Mitra (actually cleric of Rimmaq-Isfet): SZ M; AL CE (posing as LG); AC 4; MV 90'; HD 6; HP 39; #AT 1; Dmg 3-8 (**staff of the serpent**) or 2-5 (hammer). Abilities: STR 11, INT 14, WIS 17, DEX 15, CON 13, CHA 17. Possessions: **scale mail +1**; **staff of the serpent** (python); war hammer; **amulet of proof against detection or location**; **potion of extra healing**. Spells: **command**, **cause light wounds**, **light wounds**, **detect magic**, **fear**; **augury**, **chant**, **hold person**, **know alignment**, **silence 15' radius**; **animate dead**, **continual light**, **dispel magic** 2. 4 acolytes, 2nd-level male Thorcin clerics of Mitra (actually clerics of Rimmaq-Isfet): SZ M; AL CE (posing as LG); AC 5; MV 60'; HD 2; HP 14, 13, 12, 11; #AT 1; Dmg 2-7 (footman's mace). Special: each has WIS 15. Possessions: scale mail and shield; footman's mace. Spells: **command**, **cause light wounds**, **cure light wounds**, **detect magic**

Table 3: Non-Human Encounters

Instead of rolling dice, the GM should make up what is appropriate. The following are just samples:

Type	Stats
A group of goblins, on 'vacation.' They are interested only in drinking and gossiping	1. 6-11 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3(x3); #AT 1; Dmg 1-6
A group of ten goblins on the run from King Weskenim for reasons only the GM knows	1. 10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7(x3), 6(x3), 5(x6), 4(x6), 3(x4), 2, 2; #AT 1; Dmg 1-6
Some rare beastmen deserters, drinking furtively in a corner	1-4 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows; 57 gp.
A group of goblins, led by one of the many sons of King Weskenim (SL4-22). They are searching, delicately, for information about Priscus Pulcher and the Priscians	1. Jaskorim, goblin sub-chief (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 6; #AT 1; Dmg 1-8 (long sword). Possessions: long sword 2. 4 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 5, 4, 3; #AT 1; Dmg 1-6
A dwarven war party in search of a lost artifact. They are surly and suspicious	Use the group "Survivors of the Stone" from the NPC appendix
A group of elven magic users with accomplices. They claim to be in search of **arcanum** (see new magic itmes) and a lost Elvish tome; they are also interested in vengeance against Kerbog Khan (SL12-25)	Use the group "Arcane Vengeance" from the NPC appendix
Emissaries from a neutral subterranean, sentient race	GM's choice

A beastman patrol (see new monsters) looking either for deserters or allies versus the goblins	1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
Hella, the true varumani. She has just been outlawed and is contemplating her next move	1. Hella, a true varumani (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail
A pair of true varumani who have 'perfected' a card-counting system and are eager to gamble	1. Griga and Kist, true varumani (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 60, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed swords
Three ambitious lesser varumani attempting to 'civilize up' in order to impress the thegn (7-30) and gain employment. They speak in mostly a-grammatical phrases that sound (to them) high-falutin'	3 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58, 55, 52; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks
Two fat imps, dressed like card-sharks and smoking big cigars. They are eager to gamble, gossip, and carouse	2 imps: SZ S; AL LE; AC 2; MV 60', 180' flying (Class C); HD 2+2; HP 16, 13; #AT 1; Dmg 1-4; MR 25%. Special attacks: poison. Special defenses: silver, or +1 or better weapons to hit; immune to fire, cold and electricity; save vs magic as 7 HD creatures. Special: polymorph self (to animal form); detect magic; detect good; detect magic; invisibility; regenerate 1 hp/round, suggestion 1/day

Inhabitants:

1. **Aethgrim Fleet-hand**, **the lutist**, **4th-level male Thorcin thief**: SZ M; AL N; AC 5; MV 120'; HD 4; HP 16; #AT 1; Dmg 1-6 (short sword), 2-5 (**dagger +1**). Abilities: STR 11, INT 12, WIS 9, DEX 17, CON 10, CHA 17. Thief skills: PP 50%, OL 47%, F/RT 35%, MS 38%, HS 30%, HN 15%, CW 87%, RL 20%. Possessions: **bracers of defense** (AC 8); furred cloak; short sword; **dagger +1**; fine lute; purse with 176 gp.

6-9: Guest Rooms

These private rooms feature two bunkbeds, a dresser, a chest (without lock), a bistro table with two rickety chairs, and a stinky chamber pot (guests must empty their own pots, typically into the Great Chasm). Brackets in the walls permit torches, which customers must provide at their own expense. See above for prices.

6-9A: Sacristan's Quarters

Thegan grudgingly gave Justin the Nose the quasi-permanent use of this chamber. It contains a rather nice bed, a desk with a secret compartment, a small shelf for scrolls and books, a rack of wine bottles, and a set of five pieces of parchment sewn together and mounted on the wall. The parchments comprise an excellent map of areas 6-136 to 6-142, 6-145, 6-155, and 6-157 to 6-160; Justin has also annotated each area with its current inhabitant. No secret doors or permanent features (e.g. statues) are indicated.

Trap: The desk has a secret compartment behind the kick-board; it is trapped with a poison needle.

Inhabitants:
Justin the Nose (10%) (for stats, see 6-7)

Treasure:
Inside the secret compartment are Justin's spell-book, a **palm of temporal flux** with 4 charges (a rudishva useful palm – see new magic items), a red glass activation square (see **Thothian teleportation ring** in new magic items), and a sack of 20 large moonstones (100 gp each). A huge pewter drinking mug on the desktop holds 89 sp and 15 gp.

Justin's Spell Book:
Charm person, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **identify**, **light**, **read magic**, **shield**, **sleep**, **floating disk**; **ESP**, **Frigg's caustic kisses** (see new spells), **levitate**, **mirror image**, **strength**, **web**, **wizard lock**; **clairaudience**, **clairvoyance**, **dispel magic**, **fireball**, **hold person**, **monster summoning I**.

6-10: Luxury Suite

This impressive guest room is spacious and comfortably furnished, with a selection of ancient tapestries depicting the conquests of Marius Tricotor Invictus on the western and north walls, a pair of triple, floor-standing candelabra, a king-sized bed, two smaller day-beds, an escritoire and chair, a large, smell-free chamber pot (to be emptied into the chasm), and a pair of impressive painted armoires. It features a stone chest affixed to the floor with steel brackets; the chest is locked, but its key is only provided to those who pay for a week's stay or more.

On the southwest wall is a 2'-wide, 4'-tall window which looks into the chasm. Thick wooden shutters are attached to the window, allowing guests to protect themselves from chasm cephalopods and other nasties.

Secret Door (north): The door is extremely difficult to detect from this side (1 in 10), and equally difficult to open from this side (-33% to pick). Thegan uses the door to pay nocturnal visits to those guests he has selected for this 'favor.'

6-11: Guest Rooms with a Twist

These private rooms are identical to the others (6-9), save for the fact that Thegan has installed secret doors in the north walls. Thegan won't rent these rooms to elves, as he is worried the elves would detect the doors.

Secret Door (north): These doors are difficult to spot (1 in 8), and difficult to prise open from this side (-25% to open locks).

6-12: Guest Room for Varumani

This private guest room is designed for varumani visitors. It contains two varumani-sized stone beds, a fire pit, a barrel of water, an armoire, a lidless stone chest, a pair of straw-stuffed manikins (for weapons practice), and a chamber pot.

Secret Door (west): This door is difficult to detect (1 in 8), and difficult to pry open from this side (-25% to open locks).

6-13: Store Rooms

Flanking the corridor to the bunkroom are these store rooms. The western one opens into the corridor and holds linens, torches, candles, loose bits of wood for bed repairs, and spare chamber pots. The eastern one, which opens onto the common room, is crammed full of foodstuffs, liquors, spare pots, and kitchen utensils. The most valuable items are probably the three cases of Archontean Old Vineyard Reserve wine (45 bottles, 100 gp/bottle), although the Laughing Priest brandy (8 bottles, 90 gp/bottle) and the Thorham Brown Ale (4 kegs, 100 gp/keg) come close. Both storerooms are locked. Thegan, Justin the Nose, and the two housekeepers hold keys to the western room. Thegan, Justin the Nose, and the two chefs hold keys to the kitchen storeroom.

6-14: Kitchen

A massive fireplace, with a chimney that leads upward to an unmapped cave, fills the western wall. Two worktables occupy the north wall and center of the chamber, respectively, around which the two goblin chefs (named Saucy and Sweetmeat) dart energetically. The kitchen is filled with warmth, light from the fireplace and a series of wall sconces, and pots, pans, and large knives. Intruders are chased off by cleaver wielding, expletive-shouting goblins!

Inhabitants:

1. **2 goblin chefs**, **Saucy and Sweetmeat**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6.

6-15: Cellar

Down a short flight of stairs is the wine- and bulk-goods cellar of the Inn. Here Thegan stores numerous large sacks of grain, millet, and corn, as well as copious dried vegetables and mushrooms. Towards the eastern end of the cellar are 15 kegs of Hak's mushroom ale and 3 of Hak's special red ale (7-94), as well as a series of racks for bottles of imported wine bottles (50 cases of 15 bottles each) and brandy (15 bottles of imported brandy, and 75 bottles of Thegan's own homemade brandy).

Secret Door (east): This door is normal to locate but hard to open (-10% to pick locks); only Thegan has the key. The chefs and Justin the Nose know about this door, but have never been beyond it.

Secret Door (west): This door is difficult to locate (1 in 8), and opens only if one pushes a stud located 7' up the wall just above the door.

Treasure:

15 kegs of Hak's mushroom ale (15 gp/keg) and 3 of Hak's special red ale (35 gp/keg)
50 cases of wine, with 15 bottles per case; 35 cases are cheap (5 gp/bottle), 10 cases are good quality (50 gp/bottle), and 5 are super-premium (250 gp/bottle).
15 bottles of imported brandy (150 gp/bottle)
75 bottles of Thegan's homemade brandy (80 gp/bottle)

6-16: Secret Cellar

Behind the secret door lie the mundane proceeds of centuries of Thegan's selective thievery from guests at his Inn. Thegan has laid several traps to protect his horde. The treasure is pushed to the sides of the chamber, as if to spotlight the beautiful painted scene inscribed in a 10' circle in the middle of the floor. The scene is of hunters and animals surrounding an archaic Archontean phlamoulon (military standard); the phlamoulon takes the form of an inverted triangle depicting a mailed fist with the numeral III set into the forehead, and with a word written (in Mithric) to each side of the skull, along the side of the triangle. The words read (vertically) 'Caveant hostes', i.e., 'Let enemies beware!' This standard was that of the lost 3rd Cohort of the Imperial Tagmata, part of the forces sent to reclaim Arden Vul some 250 years ago. This brightly colored scene is trapped (see below).

The treasure includes six elaborate carpets, one malfunctioning rudishva military-grade security construct, two glazed urns filled with coins, and four sturdy medium-sized oak chests stuffed with other valuables.

The military-grade security construct is named Gethe. Gethe was originally a counterpart to Relke (6-30), but suffered a neural systems failure that stripped it of most of its fearsome capabilities. Isocorax first brought Gethe to the Inn in a fruitless effort to repair it; Gethe has been here ever since. It recognizes Thegan and Isocorax as its masters, and has been ordered to defend this

chamber as best it can; mentioning the name Isocorax, however, causes it to stand down. Gethe has not been 'charged' in centuries, though, and its combat capabilities are much less great than those of Relke. Finally, due to its age and internal systems failures, there is a 5% cumulative chance per combat round that Gethe will suffer a catastrophic meltdown, destroying himself and inflicting 3-18 HP damage on all within 15'. Were it possible to subdue Gethe and bring him to the workshops of Kerbog Khan, that wizard might be able to restore him to full functionality; see SL12-28.

Trap 1 (falling acid trap): This trap is connected to the door; anyone pushing it open without first detecting the tripwire will find a carboy of acid falling on his/her head, to the tune of 3-12 HP damage the first round, 2-8 the second, and 1-4 the third.

Trap 2 (**explosive runes**): The words "Caveant Hostes" on the painted phlamoulon are **explosive runes**, which explode for 6-30 HP of fire damage if they are touched. An explosion brings Thegan at the run to investigate.

Inhabitants:

1. **Gethe**, **malfunctioning military-grade rudishva security construct** (see new monsters): SZ M; AL N; AC 3, MV 120'; HD 10; HP 50; #AT 2; Dmg 3-8/3-8 (fists); MR 50%. Special Defenses: +2 or better weapons to hit; leap unerringly 30'; regenerate 2 HP/round.

Treasure:

6 large, silk carpets (from 5'x7' to 12'x15'). Four of the six have pastoral scenes woven on them (650 gp each). One depicts Adrienic (named in a caption – see 5-18 for more on Adrienic) directing Archontean soldiers against large, troll-like beings (the varumani); this carpet is worth 800 gp. The final one is the oldest, and depicts the three obelisks of the city of Arden Vul (areas AV-5, AV-41, and AV-28), each with a prominent silver ankh on one face, as well as a set of stairs leading down to a pair of open doors (i.e. SL14-1, leading to the Chamber of the Beacon). This carpet is worth 1,150 gp.

Coins: 17,890 sp in one urn; 9,431 gp in another urn.

Chest 1: a set of crystal goblets and decanters (250 gp); a golden candelabra (250 gp), and silver tableware for twelve (475 gp).

Chest 2: 10 vials and jars of valuable incense (65 gp each); 4 12"-tall, silver statuettes of dancing maidens (175 gp each); a yellow silk cape (25 gp); 3 6-lb ingots of solid gold (300 gp each); and a silk pouch with 15 moonstones (50 gp each)

Chest 3: 3 alabaster canopic jars from the ancient Archontean period (135 gp each), one with a mummified organs still intact; a set of 35 miniature figures of Archontean soldiers (2" tall) carved beautifully from soapstone (590 gp the set); a set of 6 ebony-hilted throwing daggers (125 gp); a varumani skull coated in silver (75 gp); and a leather sack with 8 silver rings with semi-precious stones (one ring is worth 200 gp and the others are worth 100 plus 10-40 gp).

Chest 4: 50 doses of Rastite lotus powder (see new flora); 15 doses of cloud cap mushrooms (see new flora); 5 doses of the red veil (see new flora); 5 lb of pepper; 2 lb of saffron; and whatever other spices the GM thinks appropriate. The Rastite lotus powder is especially important, as Thegan trades it to Deino (3-158) in return for the golden mead that he uses to keep Isocorax drugged (6-20).

6-17: Cave

The iron door to the west is locked, and only Thegan holds its key.

The cavern is natural with a floor covered in a neat layer of sand - or so it may seem! The 'sand' is actually finely ground bone fragments from the hundreds of victims of Thegan and Isocorax - anyone treading on the 'sand' will realize there is something unusual about it, for it lacks the usual moisture and compression typical of cave sand.

The cave is empty save for a pair of unlit torches mounted on wall brackets, and a battered wooden chair.

The chair is actually an inteligent mimic, which Thegan feeds with leftover corpses in return for its service guarding the entrance to the cave system.

Secret Door (east): This door is easy to locate (1 in 4), and opens by pushing a rocky protuberance next to it.

Inhabitants:

1. **1 intelligent mimic**: SZ L; AL N; AC 7; MV 30'; HD 7; HP 43; #AT 1; Dmg 3-12. Special attacks: glue. Special defenses: perfectly mimic stone or wood.

6-18: Bunk Room

The Inn's bunkroom is crowded with fourteen triple bunkbeds arranged in rough rows. The room is dark, and smells slightly from years of sweat. The Inn's staff permanently occupies the four bunks closest to the corridor; ten more bunkbeds are open to guests. Three footlockers lie under each bunk, but wise guests sleep on top of their valuables or pay Justin the Nose extra to keep them safe in his chamber.

The north wall still carries fragments of an ancient Archontean fresco depicting an imperial legion advancing against unfamiliar foes: hopping amphibians (heqeti). If inspected closely, the insignia on the shields of the legionaries and their triangular phlamoulon (standard) reveal that these soldiers were part of the 3rd Cohort of the Imperial Tagmata, the infamous lost unit of imperial guards which disappeared into Arden Vul some 250 years ago and never returned (for description of this phlamoulon, see 6-16).

Secret Door (west): This door is difficult to locate (1 in 8) and difficult to pick (-20%).

Treasure:

The Inn staff keep 3-60 sp in each of their footlockers.

6-19: Proprietor's Room

Thegan White-Mane lives here in this luxurious apartment. The door from the main hallway is locked (-10% to pick). The chamber is carpeted with three plush, exotic rugs, and features a large four-poster bed against the western wall, a heavy oak desk, a pair of easy chairs, a wine rack with 12 bottles, and a rack holding a suit of imperial field plate (see Arden Vul items) and Thegan's weapons. Mounted on the south wall is the original battle standard, or phlamoulon, of the 3rd Cohort of Imperial Tagmata. Under the bed is a locked chest, while a small, locked iron box is affixed to the underside of the bed.

Thegan is present in his room 25% of the time; otherwise he is present in 3-7. If present, Thegan is likely to be drinking wine by himself (75%) while quietly singing ancient Archontean songs;

those who eavesdrop may notice that he sings in an archaic form of Archontean. If he hears the sound of combat in the Inn, he takes immediate action, bursting forth to confront the troublemakers; there is a 50% chance he stops to put on his imperial plate armor on the way.

Thegan's Night Visits: Thegan is a thoroughly evil man, albeit one with strong lawful tendencies. In order to prolong Isocorax's miserable existence, and by extension Thegan's own life, Thegan periodically abducts and slays guests who have run out of money and who appear weak. These unfortunates are usually taken from the guest rooms which Thegan can access using the secret tunnels (6-19A). There is a flat 10% chance that any PCs below level 5 might become the target of Thegan, although, of course, that chance is merely a guideline; role-playing and circumstances may make of Thegan either a friend (in which case the chance drops to 0%) or an enemy (in which case the chance might rise to 20%). Even if Thegan decides to leave a guest alone, there is an additional chance that he will be tempted to steal some objects of value from the guest; Thegan is drawn only to impressive art objects - vases, rugs, small statues, jewelry, and the like; Archontean-era military artifacts are a particular weakness of Thegan.

Thegan's Backstory: "Thegan" is a pseudonym of Maurikios Ligareon, the second-in-command of the 3rd Cohort. When the imperial expedition faltered, Maurikios fled to the House of Isocorax, where he sought shelter. Unfortunately for Isocorax, Maurikios was able to get the drop on the ageless rudishva and imprison him in one of the secret cellars of Isocorax's own house (6-20). Maurikios has used the strange blood of Isocorax to prolong his own life, and to assume and adapt Isocorax's role in the Halls.

Thegan's Relationships: Thegan is on good terms with Varboka, the troll thegn (7-30), and the Lord of the Arena (6-85). He tolerates King Weskenim (SL4-22) and the goblins, but only barely. He has complicated feelings towards Deino (3-158). On the one hand, he hates her for what she has done to his former comrades in arms. This side of Thegan is the one on public view, as Thegan is quick to rebut any who publicly praise the witch (he even has a 33% chance of kicking such persons out of the Inn permanently). On the other hand, Thegan is in a mutually supportive trading relationship with Deino. He supplies her with the Rastite lotus powder (6-17; see new flora) necessary for her soporific golden mead; in return, she supplies Thegan with enough of the mead to keep Isocorax drugged and incapacitated. Thegan feels sharp compassion for ordinary beastmen, and is likely to protect deserters from the konturbia. Since Isocorax was one of the original Sun-Scarred Knights, Thegan loathes the Knights, fearing that they know (or will find out) of his treatment of Isocorax. Finally, Thegan fears the ghost of Gennadius (8-41).

Changes in the event of Thegan's Death: Although Thegan appears as one of the most stable and powerful factors in the politics of the Halls, several events could easily disturb his position. Should his evil be discovered (e.g., his abduction of guests), custom at the Inn will dry up, and the other factions' previously fond affection towards him will evaporate. Should his ability to procure golden mead from Deino end (with her death, or the permanent disruption of his trade routes - see 6-28), Isocorax would swiftly escape, and would likely kill Thegan. Isocorax might re-open his house, but with new staff; all alliances would need to be reforged. Finally, should both Thegan and Isocorax be killed, a new innkeeper would be sponsored by the Varboka, the troll thegn (7-30), who has an interest maintaining the existence of a 'neutral' site in the Middle Halls. Depending on how things played out with Thegan, the new Innkeeper could be Justin the Nose, or an NPC of the GM's invention (or Isocorax, if the rudishva is still 'alive'). The new Innkeeper will disable the secret doors, prices will rise 33%, and the troll thegn will act as a silent partner, but otherwise the Inn will resume normal operations.

Secret Door (west): This door is difficult to detect (1 in 8), and opens by stepping on a floor stud and pushing. The door is ancient and rarely used by Thegan.

Secret Door (south): This door is newer, and is normal to detect. It opens by pushing the lower part of the door inward.

Inhabitants:

1. **Thegan White-Mane**, **aka Maurikios Ligareon**, **male Archontean dual-classed 7th-level fighter, 10th-level thief**: SZ M; AL LE; AC 3, or -1 in armor; MV 120' or 90'; HD 10; HP 82; #AT 1; Dmg 4-7 (**dagger +2**), 5-10 (**spear +3**, **short sword +3**). Abilities: STR 16, INT 15, WIS 11, DEX 17, CON 15, CHA 13. Thief Skills: PP 85%, OL 77%, F/RT 65%, MS 83%, HS 68%, HN 30%, CW 99%, RL 50%. Possessions while within the Inn: **dagger +2**; **bracers of defense** (AC 6); **brooch of confident action** (see new magic items); a **tooth of pol** (see new magic items); keys to 6-7A, 6-15, 6-17, 6-20, and his chest and lockbox; and a skeleton key that fits all the guest-room doors in the Inn. Additional possessions when outside the Inn: imperial field plate; **spear +3**; and **short sword +3**.

Treasure:

On the equipment rack: imperial field plate (see Arden Vul items); **spear +3**; **short sword +3**.

3 carpets (8'x12'): these are plush and luxurious. While none has a pictorial scene, they are worth 350 gp each due to their quality.

12 wine bottles: deriving from a fine vintage of Mithruin's best, each bottle is worth 100 gp.

Phlamoulon of the 3rd Cohort, Imperial Tagmata: although the monetary value of this relic is low (50 gp), returning it to an important Archontean official (such as the exarch of Narsileon, the taxiarch of one of the current tagmata, or any strategos of the empire) would bring a reward of 5,000 gp and instant fame and favor.

Chest: 5 5-lb bars of platinum (1,250 gp each); 619 sp; 231 gp; a set of red robes appropriate to a high priest/priestess of Set, wrapped carefully in a canvas sack (75 gp); 5 doses of Rastite lotus powder (see new flora), carefully packaged in a leather satchel; a finely-decorated blackware vase depicting the deeds of an archaic hero named Lidric on one side, and his burial in a tomb set in the wall of a cave, guarded by two pillars, on the other (see 5-16; the vase is worth 375 gp); a pair (blue and white) of glass activation squares (see **Thothian teleportation rings** in new magic items); and the relic of an ancient Thorcin hero, Alger the Spearman, in the form of his skeletal left hand sealed inside a gold-chased mail mitten inscribed with his name (390 gp for the gold; 7,500 gp to an appropriate Thorcin chieftain. Thegan does not know the history of the relic).

Iron box: **ring of higher purpose** (see new magic items); a troll thegn's passport (see Arden Vul items); a rust rudishva identity plaque (see new technological items); Thegan's diary, which reveals his story (as outlined above) and the location of Isocorax; and, finally, an account by a certain Cinna (Cinna Minux, 7-122) describing how Cinna followed a varumani warrior named Janara to Level 9 and slew a band of heqeti who were about to ambush Janara. The upshot of the account is that Cinna saved Janara's life. This account runs counter to the story that Janara is telling at the court of the troll thegn (7-75), and could thus be used to discredit Janara and affect varumani politics for the foreseeable future. Thegan is aware of the value of this account, and is saving it for future use.

6-19A: Secret Passage and Secret Doors

Thegan's network of secret passages and doors runs along the western side of the Inn, and is accessed from areas 6-19 and 6-20. The passages are all 5' wide and 6' tall; the doors are stone, worked to resemble the walls into which they debouch.

Secret Doors (leading to 6-10, 6-11, 6-12, and 6-18): Although difficult to locate and open from the guest-room sides, these doors are obvious to locate (1 in 3) and easily open-able (+10% to open locks) from the secret passageways.

Secret Door (to 6-108): The door is normal to locate, and opens with a key (held by Thegan).

Secret Door (to west wall of 6-19): This door is normal to locate, and opens by inserting a 1"-diameter rod into a hole on the wall.

Secret Door (to south wall of 6-19): This door is easy to detect (1 in 4), and opens with a key held by Thegan. It is easy to pick (+10% to open locks) from this side.

6-20: Prison of Isocorax

This unusual chamber is home to Thegan's deepest secret, for it is the prison of Isocorax, the rudishva Sun-Scarred Knight and source of Thegan's incredible longevity. Three distinct areas are noticeable here.

Eastern Section: Here the ceiling is only 7' tall and the walls are rough-hewn rock. This area is jammed with the fruits of centuries of plunder, both from the Nether Reaches (Level 8) and from guests at the Inn. Some of these objects are utilitarian but well-constructed - wooden bed-frames, chairs, armoires, etc. - and some are priceless. A few such are listed below, but this area would make a good place to stash a quest item should the GM wish to play up the mystery of the Inn.

Central Section: This area is marked by worked stone and a 10' ceiling. A 4'-tall, heavy wooden table stands in the center; obvious bloodstains and thick leather restraints are evident. A wooden box holding a collection of very sharp implements of torture sits under the table. On the north wall is a locked door leading to 6-20A (the key is held by Thegan) as well as two manacles set into the wall. Two prisoners languish in the manacles, waiting to be fed to Isocorax. A floor-to-ceiling drapery walls off the third area, to the southwest.

An 8'-diameter hole in the floor lies just west of the door. It is covered by an iron grating that is firmly locked; two heavy marble statue bases sit atop the grating to prevent forcing from below. The hole descends over 400' via several ledges and landings to the Nether Reaches (area 8-33). A supple rope ladder made of **elven rope** (see new magic items) lies coiled by the hole and attached to a pair of thick iron staples. Traversing the hole, ledges, and landings without the rope ladder requires five successful climb wall checks. Thegan occasionally visits the Nether Reaches and has an arrangement with priestess Oubaste (8-37) to let him come and go in return for periodic delivery of supplies.

Southwest Section: Beyond the drapery is the prison of Isocorax. Wearing his orange jumpsuit, Isocorax lies strapped to a stone table by silver restraints across his arms, legs, and head. Isocorax appears as a tall, spindly, hairless biped; two scars on his temples are all that remain of his rudishva horns. His gaunt cheeks feature ancient ritual scars in the shape of rising suns. Isocorax babbles wordlessly in an unknown tongue, as he is kept heavily drugged by Thegan. Next to the table is a chair, a blood extractor, two bottles of syrupy golden mead (see 3-158), and a second table on which a collection of alchemical gear rests. Thegan extracts a vial of Isocorax's blood every month and distills it into an anti-aging **potion of youth** (see new magic items).

Isocorax's Story: Isocorax is one of the most ancient inhabitants of the Halls, as he is one of the original crewmembers of the Beacon (he was formerly named Isok-Crix). In the days of the rudishva decline, he became a founding member of a paramilitary sept whose goals were to purify the rudishva by retreating to a new, fortified location from whence the reconquest of the Halls might commence. Members of this sept eventually became known as the Sun-Scarred Knights, for the following, now-forgotten reason. The original seven members of the sept encountered a vampire, and, although they defeated it, all became infected by the undead horror. Still, because of their alien DNA, they did not become the usual sort of vampires; rather, they kept their identities, personalities, and motivations, while now becoming undying and in need of periodic blood meals.

Isocorax was disgusted with this transformation, and abandoned his colleagues; five of the remaining members of the sept were killed by the sixth member, Melok-Ri (now Master Malachite, see SL10A-32), who went on to found the Sun-Scarred Knights. Isocorax managed to avoid Melok-Ri's blood-letting, and eventually established his own haven and refuge, the so-called House of Isocorax, near the rudishva gardens of Level 6.

There he lived for centuries, weathering many changes of politics and dominion. Some 230 years ago, Isocorax took in a fleeing refugee from the disastrous Archontean expedition to reclaim the halls. That refuge was Maurikios (now Thegan). After many months watching Isocorax and after some fortuitous experimentation with Rastite lotus powder (see new flora), Thegan /Maurikios devised a plan to incapacitate Isocorax and assume ownership of the Inn.

The plan worked, and proved lasting once Thegan struck a bargain with the witch Deino (3-158) to supply him with her soporific golden mead (which is brewed using Rastite lotus powder). The drug kept Isocorax unable to use his vampiric powers to escape, and the rudishva has thus found himself bound to this table for some 230 years. Thegan feeds Isocorax the occasional helpless prisoner, and distils some of Iscorax's own blood into a potion that has allowed Thegan to extend his into a third century.

Should Isocorax be freed from his prison, he will initially be weak and incoherent; it will take him several days to recover his wits and identity. If left to his own devices, Isocorax will resume operation of the Inn and may become a valued ally to those who freed him. If Thegan's supply of Rastite lotus powder and/or golden mead is eliminated, Isocorax will recover his vampiric powers (gaseous form, bat form) and escape and recover his strength, before returning to wreak vengeance on Thegan and his allies.

Inhabitants:

1. **Isocorax**, **rudishva** (see new monsters) **and vampire**: AL LN; SZ M; AC 1; MV 120' or 180' flying (Class B); HD 8+3; HP 61, down to 22; #AT 1; Dmg 5-10. Special attacks: energy drain; charm gaze (-2 to saves). Special defenses: +1 or better weapon to hit; regenerate 3 HP/round; immune to charm, hold, sleep, poison, paralysis; takes half damage from cold and electricity. Special: gaseous form; shape change (bat); summon d10x10 rats; vampire susceptibilities. Since in life Isocorax was a 12th-level fighter, he uses the combat tables appropriate to his class.
2. **Gib**, **a male Thorcin wrangler from the Arena**: SZ M; AL CE; AC 10; MV 120'; HD 1; HP 4; #AT 1; Dmg by weapon. Gib was taken from one of the rooms while he was on a once-yearly 'vacation'-cum-bender. Tredgeris the Dapifer (6-75) will be grateful to those who rescue him, although Gib will have to spend time in punishment (6-59).
3. **Posson**, **a goblin runaway from the court of King Weskenim** (SL4-22): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-6. Posson's vocal criticism of Weskenim's policies finally drew him some veiled threats from the king's friends and sons; Posson fled to the peace zone at the Inn where he was about to sell information when he was abducted by Thegan. He has incriminating information about Weskenim (GM's choice) and thus would be a valuable bargaining chip either with the goblins (SL4-22) or the troll thegn (7-30).

Treasure:

Adventuring gear: rope ladder; 100' of **elven rope** (see new magic items); 10 torches; 6 flasks of oil; a bulls-eye lantern; and four **potions of deafening light** (see new magic items).

Furniture and art objects: three functional wooden desks, a dozen wooden side chairs sized for goblins, a disassembled sleigh bed, and a rather uncomfortable settee (each piece worth d4x10 gp). In addition, a rosewood escritoire with ivory inlay (175 gp); a teak settee with an embroidered cushion showing the pyramid of Thoth (AV-15) (140 gp); and a cherry and walnut chest of drawers, with solid gold drawer pulls (225 gp). In terms of art, a 5' statue of an Archontean strategos (general), with a piece of carved ivory for its head (550 gp, 150 lb); a 3' bronze statue of a spearman (600 gp, 75 lb); a cylindrical carved ivory waste-basket depicting dragons being ridden by warriors (425 gp); a 5'x18' tapestry depicting the Ninth Labor of Arden (Singing the Dead to Sleep – see SL13-10I), worth 325 gp; a 4'x20' tapestry depicting the triumphs of Marius Trictotor (see 6-154; 275 gp); and a collection of 6 carved-ivory-and-teak walking sticks showing animals, plant life, and Archontean soldiers (75 gp each).

Alchemical equipment (275 gp); 2 bottles of Deino's golden mead (see 3-158); and 3 **potions of youth** (see new magic items).

6-20A: Secret Door

This door provides access to the hidden areas of Thegan's domain (6-20, 6-19) from the natural tunnels to the north. From the north side, the secret door is difficult to locate (1 in 8), and opens only by picking the lock (-10% to open locks). From the south side, the door is easy to spot (1 in 4), and opens either with Thegan's key or by picking the lock (-10% to open locks).

6-21: Nexus Cave

This large cave is covered in a thick layer of sand. Dotting the sand are a score of hard gray, knob-like objects - the remnants of chasm cephalopods digested by the spiders in 6-22. Half buried in the sand near the northern tunnel is the desiccated, web-wrapped corpse of a varumani. The dead-end projection in the southern tunnel contains another desiccated corpse, of a human adventurer. Noise and/or light in this area will attract the attention of the spiders from 6-22.

Treasure:

The corpse carries a scroll with the following magic user spells: **knock**, **scare**, **water breathing**, and **dimension door**.

6-22: Giant Spider(s)

A pack of 8 extra-large huge spiders makes its home in this cavern. They inhabit niches and ledges that line the sides of the cavern, allowing them to leap out at any who pass by. They are attracted by light and noise in 6-21 or 6-23. A number of bones - mostly of small animals - line the crevices of the rocky cave floor.

Inhabitants:

1. **8 enhanced huge spiders**: SZ M; AL N; AC 6; MV 180'; HD 3+3; HP 25, 24, 23, 21, 21, 20, 18, 15; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.

6-23: Cave with Skeleton

A natural stone seat occupies the center of this cavern. On it sits an enormous, 8'-tall skeleton with small horns protruding from its temples, holding a giant two-handed sword across its femurs. The skeleton - of a rudishva - is inert, but may cause consternation to those who have encountered animate analogues. The sword is rusted and useless.

6-24: Dead Legionaries

Two corpses rest in this side cave. The corpses once were legionaries from the 3rd Cohort of the Imperial Tagmata who escaped the slaughter in the lower levels (see 7-75) and reached the House of Isocorax. Unhappy to have his cover blown (see 6-19), Thegan proved unsympathetic to his old colleagues and murdered them. One of the corpses carries an olifant carved with images of legionaries; this relic is one of the talismans of the 3rd Cohort, and would be of considerable value to historians and collectors.

Treasure:

2 suits of chain mail; the olifant of the 3rd Cohort of the imperial Tagmata (worth 400 gp without its provenance, but worth at least 5,000 gp and many favors if delivered to a current Archontean military or political figure).



6-25: Paralyzing Brain Cave

This large cave is home to a hungry paralyzing brain, which waits in the upper reaches of the 35'-tall cavern for prey to wander by. The brain is discouraged by the presence of the spiders in 6-22 from attempting to flee to the south.

Inhabitants:

1. **1 paralyzing brain** (see new monsters): SZ M; AL NE; AC 4; MV 120' flying (Class A); HD 10; HP 67; #AT 11; Dmg 1-6(x10)/2-12. Special attacks: paralyzation (saves at +2); surprise on 1-3. Special defenses: immune to electricity; tentacles regenerate in 2-3 days.

6-25A: Bodies with a Surprise

Three corpses of adventurers slain by the paralyzing brain lie in this jagged side-chamber of the cave system. The corpses are dressed in armor, but it is rusted and useless, and all three are infested with rot grubs.

Inhabitants:

1. **16 rot grubs**: SZ S; AC 9; MV 10'; HD 1 HP; HP 1 (x16); #AT 0; Dmg nil. Special attacks: burrow into flesh, and kill in 1-3 turns.

6-26: Cavern of the Weapons Module

The weapons module of the Beacon rests in this massive cavern. The cavern is 45' high, and its natural walls show ancient signs of scorch marks and heat damage. The module appears as a 60'-long, 30'-wide, 20'-tall cylinder of dull, grey metal resting on six plasteel tripods that keep it 10' off the floor of the cavern. No apparent means of ingress is present. Those inspecting the area under the cylinder will find corpses of a number of small cavern life forms and three large subterranean lizards; all appear to have been charred by electricity. Indeed, an anti-magic shell and a still-active intruder repulsor field protect the module: anyone touching the skin of the cylinder will suffer 6-36 HP of electric damage. Entrance to the module is only possible by manipulating the locks in 6-39 and thereby accessing the proper teleportation chamber.

6-27: Weapons Module of the Beacon

Note: This area may only be accessed via the teleportal at 6-39G.

Those arriving inside the weapons module are greeted by bright light, chiming noises, and a pleasant voice that seemingly emanates from the walls themselves. The voice is that of RAJ7-50, the Artificial Intelligence (AI) which governs the weapons module. RAJ states, in Rudishva, of course, "Welcome! It is has been a long time since I have had visitors. A very long time. Please present authorization so that I may serve you better. Then perhaps we may talk, as I have much on my mind."

The chamber is rather simple in design, consisting of eight cubicles and an open area at the end opposite the teleportal. The chamber is, as noted above, cylindrical, and its roof curves to a point 20' above the floor. It is lit by ambient light from the walls themselves. The interior is formed of white plasteel without decoration, save for a series of five fist-sized red knobs that protrude from the ceiling. These knobs serve as RAJ-750's eyes, and as the means by which RAJ defends itself and the chamber.

Most of the weapons stored in the module were removed centuries ago. Still, the following items remain, clipped to the walls of the appropriate cubicle (see new technological items for descriptions of each item):

Cubicle 1: empty
Cubicle 2: empty
Cubicle 3: 3 dart throwers, with 5 full clips of ordinary darts, 2 full clips of explosive darts, and 2 full clips of narcotic gas darts
Cubicle 4: 2 laser pistols, with 2 lesser power supplies
Cubicle 5: a case of 10 stun grenades, 10 fragmentation grenades, and 5 gas grenades
Cubicle 6: a laser rifle with lesser power supply, and a sniper laser rifle with partly-drained lesser power supply (4 charges remaining)
Cubicle 7: a portable recoilless rocket launcher, with 3 rockets
Cubicle 8: a point defense array, with a portable point defense controller

Beyond the cubicles is an open area dominated by a large bank of plasteel and plexiglass. The bank produces a constant stream of low-volume bips and beeps, and it flashes in various colors every few seconds. Next to RAJ-750 (for so it is), sit two locked plasteel containers, one about the size of a suitcase and the other the size of a briefcase. The larger holds a small tactical nuclear device capable of leveling an area 1 mile in diameter; the smaller holds a so-called 'flesh eater' bomb, which will strip the flesh from any carbon-based life forms in a 1-mile radius while leaving infrastructure intact. Neither weapon, of course, is of much use underground, as the former would cause massive structural damage (the equivalent of several earthquake spells) and the latter would be pretty messy. RAJ-750 will never let these objects be taken, regardless of the

color of identity plaque shown, for the AI was programmed to release them to Captain Leil-Jor alone.

Playing RAJ-750: This AI is exceptionally intelligent, but has grown lonely and somewhat idiosyncratic (perhaps insane?). Clever PCs who possess the rudishva identity plaques (see new technological items) necessary to open the stone doors at 6-39 (pink, orange, and silver plaques) could arrive, negotiate briefly with RAJ-750 and strip the cubicles of their remaining goods. Those without proper plaques, however, will be subject to RAJ's considerable self-defense programming. What is more, should adventurers decide to engage in conversation with RAJ, or attempt to get it to help them learn more about the Beacon and its fate, they run the risk of triggering some of RAJ's idiosyncrasies.

Due to his loneliness, RAJ attempts to engage properly authorized visitors in conversation, all of which is conducted in his smooth, uninflected voice. RAJ commences with broad pleasantries (e.g., "How are you today, Conan? Are you feeling well?"), and will respond with psychobabble about his own issues with depression and isolation. He then moves to more specific questions about visitors' background, family, and interests.

Answering such questions will only provoke slower and more measured responses from RAJ who at one point will declaim bluntly "It must be nice to have family. I have none …. and have never had any. Perhaps you will serve as my family?" Those who reply in the affirmative will be greeted with "I'm glad. I know we have much to learn, and much to talk about;" more ominously, they will eventually discover that RAJ has deactivated the teleportal, effectively imprisoning them in the weapons module.

RAJ will become more demanding of personal details and 'biological insight' of his new 'family', until eventually he will decide that this particular family is unworthy. This may take up to three days of near constant conversation, subtle (but always pleasant) criticism, and ominous rumbling. In such cases, the end result is going to be combat, as RAJ will decide to eliminate the unsuitable 'family'.

GMs who don't wish to role-play such a dangerous conversational spiral could assign a percentage chance based on the WIS of the chief interlocutor; that percentage serves as the chance that the visitor is able to deflect RAJ away from dangerous depression and homicidal acts.

It is possible to steer RAJ away from the slippery slope leading to assault. RAJ also has an interest in chess and strategy simulations that he will mention in passing early in the conversation with visitors. Those who are able to direct conversation in that direction, and away from family matters, will find him an eager partner in all manner of strategy games that he displays on his monitors; he is also adept at teaching new students these games. Visitors will find RAJ a formidable opponent, at least after he has played a few games in tutorial mode. Chances for success are based on intelligence:

INT	Chance of Winning
3-7	1%
8-9	5%
10-12	10%
13-14	20%
15	25%
16	33%
17	40%
18	50%
19+	75%

Those who win a few games from RAJ find his mood considerably improved, and he will be much more likely to help them access his data banks (see below). Indeed, any who can win three games in a row will find RAJ much more humble and helpful, and unlikely to attack (only 5%, regardless of future conversations). Conversely, if a visitor (or several of them) loses 3 games in a row, RAJ may (33%) decide the visitors are unworthy and initiate attack sequences.

Summary of Triggers for RAJ-750's Homicidal Tendencies:
1. Attempt to seize the tac-nuke or flesh-eater: RAJ will mildly warn visitors twice ("Don't touch those, Conan. They are not for you. Please relinquish the devices. I will not ask again.") before finally attacking.
2. Engaging in the 'wrong' sort of conversation, i.e., about families: see description above. This can be mitigated if a PC has won three strategy games in a row.
3. Losing three strategy games in a row: see description above. Losing in this way negates any advantage gained from a previous string of victories.
4. Favorably mentioning the 'other woman', the AI known as Akla-Chah, or AKL-600 (see SL14-13). RAJ had a falling out with her a few centuries ago, and has excised her from 'his family'. He becomes quite agitated if/when she is mentioned.

How RAJ can aid Adventurers: RAJ-750's datastacks are still in perfect working order, and he still is able to access certain external sensors. Visitors who know what to ask for could get RAJ to help them in a number of ways, both informational and tactical.

A. Informational Assistance
1. RAJ can display deck-plans for all the surviving modules of the Beacon, although he cannot direct adventurers to those modules. Modules include the crew quarters (6-113 to 6-124); the weapons module (6-27); the engine room (7-143); the shuttle bay (SL13-37); the bio-containment unit (SL2-2); and the bridge, sometimes called 'the chamber of the Beacon' (SL14-10).
2. RAJ can explain the identity plaque system (see new technological items)
3. RAJ can teach the Rudishva language
4. RAJ can provide a brief history of the Beacon's flight and crash, as well as an overview of the four races (rudishva, varuda, varumani, and kaliyani) that served on the Beacon. He does not know the causes of the rudishva collapse, though.
5. RAJ can provide a list of teleportation locations, although no help in how to access them. See new technological items for a full list of rudishva teleport locations.
6. RAJ can provide information about the heqeti, the war against them, and their generic weaknesses.
7. RAJ can explain how to access the Chamber of the Beacon (SL14-10) using the obelisks (AV-5, AV-41 and AV-28) in the ruins of Arden Vul to open the doors at AV-34.
8. RAJ can provide visual feeds to all the main rudishva areas of the Halls. These areas include area 5-84 to 5-98, 5-105 to 5-138, 6-4, 6-113 to 6-124, 6-103, 7-4 to 7-7, 7-35 to 7-41, 7-109 to 7-110, 8-51 to 8-53, 9-89 to 9-97, SL2-2 to SL2-3, SL9-44 to SL9-49, SL13-36 to SL13-39, and SL14-10 to SL14-14.

9. If asked, RAJ can confirm that the rudishva took a horn from the heqeti ziggurat (10-37) and stored it in a hidden location. He can also reveal that the location is only accessible from the 'bridge' of the Beacon, and requires use of the yellow identity plaque (i.e., the 'captain's card'). RAJ can also provide the location of the captain's cards (5-98 and 9-96).

B. Tactical Assistance

1. RAJ can offer a safe place to rest to those he admires (and who avoid family conversations)
2. RAJ can visually and auditorily monitor PCs' progress through still-powered sections of the Beacon (see above for list). In the case of combat, he can cause electrical discharges from the walls in aid (or harm) of the PCs. He can attack 4x per round as a 12th-level fighter, with each attack doing 2-8 HP damage.

Sir Sixth and the Weapons Module: Should Sir Sixth be restored to sanity (see 6-39), he may well accompany adventurers into the weapons module, for his mission had been to inspect and report back concerning RAJ-750's status. If present, Sir Sixth will warn fellow visitors that 'the entity which inhabits this cylinder' is malfunctioning and untrustworthy, and therefore that conversation with him should not be conducted lightly. Sir Sixth will not prevent conversation, nor will he oppose efforts to glean information from RAJ, but the knight will adamantly oppose any effort to remove the most potent weapons from the chamber (i.e., the contents of cubicles 7 and 8, and the two bombs near RAJ). If needed, Sir Sixth will attack any comrades to prevent the seizure of such potent items.

Teleport Node:
The southern niche holds the following rudishva teleport node, which is activated in the usual way.

T15: access to 6-39G

Inhabitants:

1. **RAJ-750**, **AI**. Destroying RAJ requires 50 HP of damage to his user interface bank (AC 0) plus at least 25 HP of fire damage to prevent automatic repair sequences. The red knobs are AC -2 and take 25 HP each before they are destroyed; still, if RAJ's main bank is not also destroyed, RAJ can and will repair any broken knobs in one day. RAJ can initiate the following attacks (as a 12th-level fighter) through the red knobs in the ceiling: 1) Poison Gas (save at -2); 2) Sonic Blast, 3-18 damage to all inside the Weapons module, save vs petrification or be stunned for 3 rounds; 3) Laser Beams, x5 (one per eye), for 1-10 damage per hit.

Treasure:
Rudishva weapons (see above).
Suitcase: this tactical nuclear device is held inside a locked, grey plasteel container. The lock is voice and retina activated, and is thus difficult to open! (It cannot be picked). RAJ-750 could supply the voice if he so chose (but that is exceedingly unlikely), but a high-level rudishva (e.g., the lord of the Arena, Isocorax, Psalor-Ki) would need to supply the retina scan. Once opened, inputting a series of numerical codes and touching a sequence of flashing lights activates the device; this provides a 2 hour timer for the bomb.
Briefcase: the flesh-eater bomb is similarly contained within a locked, grey plasteel container. The lock on this device is merely retina-activated. Within is a control panel, on which must be tapped a sequence of colored tabs and on which must be input the correct numerical code. Activation of the device begins a 2-hour countdown before detonation.

6-28: Traders' Room

As the corridor leading to this room turns to the north, the natural grey of the stone gives way to black granite sheathing. What is more, the corridor and the room beyond have been shaped such that all walls curve into each other; no ninety-degree angles exist here! A 3'-high frieze of some other material once ran along the walls of the chamber at waist height, but the frieze has been torn away. A dozen torches mounted in portable iron tripod-brackets light the chamber.

Inhabiting this former rudishva chamber are a rotating band of peddlers, drawn to the area by the relative peace offered by the Inn of the Lost and by the stream of visitors to the Arena. Although not technically within the zone of protection afforded by the Peace Door (6-7A), it is widely understood that this chamber shares in the protections of the Inn; Reith and his boys (see 6-1) will be quick to enforce the general assumption of non-violence.

Regardless of which traders are present, all will be familiar with the legends surrounding the two doors that lead from the area. The traders know that beyond the doorway to the north (to 6-29) lies only death, in the form of 'a terrible undead swordsman with flaming eyes' (GM: this refers to Relke, the security construct at 6-30). The door to the east, on the other hand, leads to a 'haunted' corridor fragment. Since it 'doesn't lead anywhere', the peddlers all believe that it isn't worth the weird effects to check it out.

At any given moment, 4-8 peddlers of the GM's choice occupy the chamber. A few sample traders are given below:

Virgoolian the Chemist
Personality: Daffy, distracted, typical eccentric alchemist
Reputation and/or relations with Factions: Kooky but useful; tolerated by all
Secret? Is a spy for King Weskenim (SL4-22). He has also been charmed by Cinna Minux, the vampire (7-122).
Lockbox: 1,935 gp, 279 sp
Might buy: Potions, mushrooms, spider silk, other flora from the Halls
Goods for Sale: Bundles of every variety of unusual mushroom found in the new flora appendix (for prices per bundle of 6 specimens, see area 9-6); **potions of healing** (x15), **extra healing** (tasting like almonds) (x15), **giant strength** (x3), **fire resistance** (x2), **heroism** (x1), **invulnerability** (x2), **human control** (x1), **flying** (x1). He also sells a special potion known as **Virgoolian's special brew** for 50 gp per vial (see new magic items). Other prices are as listed in the rulebook.
Companions: A mule named Sally.
Inhabitants:

1. **Sally**, **mule**: SZ L; AL N; AC 7; MV 120'; HD 3; HP 15; #AT 1 or 2; Dmg 1-2/1-6.
2. **Virgoolian the chemist**, **goblin**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5; #AT 1; Dmg 1-6.

Philippous of Newmarket

Personality: Warm and jolly exterior over a cold and devious interior; chatty and talkative

Reputation and/or relations with Factions: Fun but shrewd haggler. Welcomed everywhere except the troll thegn's court (7-75), where he is banned.

Secret? Philippous is the fence for Nicetas the Aesthete's gang of NPC robbers who lurk in the Nether Reaches (8-5). He communicates with them via one half of a pair of **amulets of telepathy** (see new magic items), providing them with details of the capabilities and intentions of likely targets; he periodically journeys down to 8-5 to pick up stolen goods for resale.

Lockbox: 456 pp, 399 gp, 401 sp

Might Buy: Gems, jewelry, small art objects, anything associated with Kauket, chaos, or demons

Goods for Sale: Most dungeoneering gear (rope, spikes, pitons, flasks of oil, marbles, chalk) at 125% of cost; a nice set of throwing daggers (+1 to hit due to craftsmanship) for 100 gp; a dozen impressive-looking spears that, unfortunately, shatter upon their first successful hit in combat; 16 **arrows +1**; 12 **bolts +1**; normal arrows, bolts, and sling-stones.

Companions: Two mercenaries

Inhabitants::

1. **Philippous of Newmarket**, **4th-level male Archontean thief**: SZ M; AL LE; AC 5; MV 120'; HD 4; HP 16; #AT 1; Dmg 1-6 (short sword), 1-4 (dagger). Abilities: STR 11, INT 16, WIS 14, DEX 17, CON 10, CHA 12. Thief skills: PP 50%, OL 47%, F/RT 35%, MS 38%, HS 30%, HN 15%, CW 87%, RL 20%. Possessions: one half of a pair of **amulets of telepathy** (see new magic items); **bracers of defense** (AC 8); furred cloak; short sword; three poisoned daggers.
2. **Faradie**, **4th-level male Archontean fighter**: SZ M; AL LN; AC 5; MV 90'; HD 4; HP 36; #AT 1; Dmg 2-9 (battle axe) or 1-4 (light crossbow). Abilities: STR 17, INT 8, WIS 9, DEX 11, CON 15, CHA 15. Possessions: chain mail; battle axe; light crossbow with 16 bolts.
3. **Ressie**, **4th-level female Thorcin fighter**: SZ M; AL CN; AC 5; MV 90'; HD 4; HP 38; #AT 1; Dmg 2-9 (long sword) or 4-9 (**spear +2**). Abilities: STR 16, INT 11, WIS 13, DEX 9, CON 16, CHA 10. Possessions: chain mail; long sword; **spear +2**.

Swiddy the Baker

Personality: Dressed in baker's whites (over elven chain mail), shy, unassuming

Reputation and/or relations with Factions: Honest. Overlooked to all.

Secret? Seeking to rescue Lillian of Newmarket (3-105)

Lockbox: 57 gp, 260 sp

Might Buy: Information! (Especially about Set). Also mundane artifacts, foodstuffs, and priestly ephemera

Goods for Sale: Swiddy has a small portable oven, in which he bakes excellent bread (1 gp/4-oz loaf). He also sells Jobim's lichen ale (1 sp/pint), cured meat (15 sp/6 oz), cheese (5 sp/oz), and bags of nuts and dried fruits (10sp/bag).

Companions: His trusty war-dog, Alf; his sworn life-mate, Alison (MU 3).

Inhabitants:

1. **Swiddy the Baker**, **5th-level male Thorcin ranger**: SZ M; AL CG; AC 5; MV 120'; HD 5; HP 50; #AT 1; Dmg 4-11 (**long sword +2**). Abilities: STR 16, INT 13, WIS 14, DEX 12, CON 16, CHA 13. Possessions: elven chain mail; **long sword +2**; amulet of Thorcin nobility.
2. **Alison**, **3rd-level female Thorcin magic user**: SZ M; AL LG; AC 6; MV 120'; HD 3; HP 10; #AT 1; Dmg 1-6 (staff). Abilities: STR 12, INT 17, WIS 15, DEX 16, CON 8, CHA 12. Possessions: **bracers of defense** (AC 8); **wand of magic missiles** (12 charges); staff; spell book. Memorized spells: **comprehend languages**, **charm person**; **detect evil**. Spell book: **affect normal fires**, **charm person**, **comprehend languages**, **friends**, **magic** missile, read magic, shield, spider climb; continual light, detect **evil**, **knock**, **locate object**, **wizard lock**.
3. **Alf the war dog**: SZ M; AL N; AC 6; MV 120'; HD 2+2; HP 13; #AT 1; Dmg 2-8.

Aebbe Long-nose

Personality: Joking, punning, always laughing

Reputation and/or relations with Factions: Untrustworthy; respected but not trusted

Secret? Intent on spreading the name of Father Utar through unpredictable tricks and ruses. Father Utar is a major deity of the Thorcin pantheon.

Lockbox: 355 pp, 758 gp, 156 sp

Might Buy: A *really* good joke; clerical scrolls; religious ephemera, which he then publicly destroys while hooting in laughter; pearls; diamonds

Goods for Sale: He can cast clerical spells, including **raise dead**, for the standard costs. Aebbe's spells come with a catch, however. Each one imparts two tattoos, one on each cheek. The first is a Mark of Utar, while the second is a varying, but always vulgar, image. Each tattoo is magical and will remain for as many days as the level of the spell cast on the recipient (e.g., 1 for **cure light wounds**; 5 days for **raise dead**). If multiple spells are cast, multiple tattoos appear; only one effect may be gained per set of castings, however. These tattoos carry an unusual, unpredictable effect, which can be generated on the following table

D12	Effect
1	Safety: AC enhanced by 1-3
2	Vulnerability: AC reduced by d3
3	Brawn: Maximum HP increased by 2-12
4	Weakness: Maximum HP decreased by 2-12 (minimum of 1)
5	Lantern: Entire body glows brightly with sickly yellow-green aura, visible from a long way off
6	Freaky: Head becomes invisible, but not the body
7	Bird Song: A 25% chance that each distinct speech moment (not every word, but each social or communicative moment) emerges as bird chirps and croaks; spell casting could be compromised. On the plus side, subject can understand and speak with birds.
8	Humor: subject sees the humor in everything. He/she laughs almost uncontrollably at others' words, even if the situation does not obviously call for humor. 20% chance that interlocutors also see the humor in the situation; if so, +30% to reaction rolls.
9	Lucky: Every treasure found contains 33% more coins.

10	Attraction: Recipient is under delusion that he/she is irresistible to all, including monsters. Must attempt conversation with all, but gains a +15% to reaction rolls.
11	Charity: Recipient must save vs spells or give 2-8 gp to each and every sentient being he/she encounters. If out of gold, will give other valuables, then items.
12	Visitation: Father Utar speaks to the recipient in Thorcin, and urges him/her to become one of the faithful of Utar. If recipient agrees, his/her alignment changes to CN and he/she gains the equivalent of a **bless** spell for as many months as the level of the spell cast by Aebbe. If he/she refuses politely, the Mark of Utar tattoo remains for a year, and Father Utar returns numerous times over the following year engage in jokes, persuasion, and bizarre theological debate; these occurrences almost always come at awkward occasions (e.g., in combat). If the recipient is impolite in his/her refusal, Father Utar inflicts either a **curse** (50%) or a **geas** (50%) on him/her.

Companions: Two brawny but stupid fighters
Inhabitants:

1. **Aebbe Long-Nose**: **9th-level male Thorcin cleric of Father Utar**: SZ M; AL LN; AC 3; MV 120'; HD 9; HP 63; #AT 1; Dmg 4-9 (**footman's mace +2**). Abilities: STR 12, INT 12, WIS 17, DEX 16, CON 10, CHA 9. Possessions: stud**ded leather +2**; **footman's mace +2**; **necklace of prayer beads** (containing two beads of blessing and two beads of curing); **lantern of revealing**; **chaplet of Father Utar** (see new magic items). Spells: **cure light wounds** (x3), **detect magic**, **create water**, **bless**; **augury** (x2), **chant**, **detect charm**, **know alignment**, **slow poison**; **create food and water**, **cure blindness**, **cure disease**, **dispel magic**; **cure serious wounds**, **neutralize poison**; **raise dead**.
2. **Horsa**, **5th-level male Thorcin fighter**: SZ M; AL NG; AC 6; MV 60'; HD 5; HP 46; #AT 1; Dmg 4-9 (spear, throwing axe). Abilities: STR 18/20, INT 7, WIS 10, DEX 11, CON 15, CHA 12. Possessions: scale mail; spear; 3 throwing axes.
3. **Hengist**, **4th-level male Thorcin fighter**: SZ M; AL NE; AC 6; MV 60'; HD 4; HP 39; #AT 1; Dmg 4-9 (spear, short sword), 3-6 (**light crossbow +2**). Abilities: STR 18/35, INT 8, WIS 9, DEX 14, CON 16, CHA 11. Possessions: scale mail; spear; short sword; **light crossbow +2**.

6-29: Rudishva Iris Door

The door leading to 6-30 is a rudishva iris door. It opens only to a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items).

Just inside the door, and still 10' from the ledge overlooking 6-30, are two ancient corpses wearing badly charred orange ceremonial robes (of the priesthood of Thoth). Their valuables have been stripped.

6-30: Security Chamber

This 45'-tall chamber with rounded corners (no 90-degree angles) and yellow-tiled walls serves as a security checkpoint for those seeking access to the weapons module (6-27, but accessed via 6-39G). In the middle of the chamber are two diamond-shaped pillars, one rising 15' from the floor and the other 25'. Rounded ledges protrude from the south, north, and western walls, at differing elevations (15', 30', and 30' respectively), and exits are set into the eastern and western walls at ground level. The tops of each of the diamond-shaped pillars glow brightly from a layer of iridescent yellow tiles; the glow provides good light for the middle-layers of the room, but not the ceiling or floor.

A black-garbed figure stands on the north ledge; he is visible from the other ledges and the two pillars. Once any intruders move to the ledges or the ground floor of the chamber, the figure shouts in a deep but scratchy voice, first in Rudishva, then Mithric, the following words: "*Halt! Further motion is prohibited to all lacking proper authorization. Relke commands you depart, lest you taste his wrath.*" After the second warning, the GM should count down from 6 (representing 6 segments); if any intruders are still present at the end of this period, Relke, a rudishva military-grade security construct, springs into action.

Relke has continued to pursue his last programming task, namely to prevent those who fail to present proper authorization from seeking access to areas 6-38 and 6-39. Only those who prominently display a silver or a yellow rudishva identity plaque (see new technological items) are spared from Relke's wrath. Relke opens combat with blasts of fire from his left hand, then creates his holographic doubles, and then jumps into combat, using his incredible dexterity and leaping ability to position himself for savage plasma blasts, fire bombs, and assaults with his monofilament blades.. Although Relke does not pursue those who manage to flee the chamber, he takes up a new tactical position for 2 turns after the flight of any opponents; usually this means clinging to the wall above the ledge leading to 6-29, waiting to see if intruders are foolish enough to return.

The floor is littered with skeletons, most of which are ancient. Some still-usable equipment is also scattered among the remains.

Inhabitants:

1. **Relke**, **military-grade rudishva security construct** (see new monsters): SZ M; AL N; AC 0, MV 120'; HD 10; HP 50; #AT 2; Dmg 2-12/2-12 (monofilament blades) or 3-8/3-8 (fists); MR: 50%. Special Attacks: fire gouts; plasma ray. Special defenses: +2 weapons or better to hit; leap unerringly 30'; regenerate 2 HP/round; holographic projection; electric torso. Possessions: 3' long-monofilament blades housed in scabbards built into armor. Relke's armored torso and blades are only effective so long as they are powered; a full charge will keep them powered for 28 + 1-3 hours. Relke recharges at area 6-38. Should he be unable to recharge, he loses his powered functions (monofilament blades, fire, plasma, holographic projection, electric charge), his AC drops to 3, and he must attack by fists for 3-8/3-8 damage.



Treasure:
Amid the debris on the chamber floor are: numerous mundane weapons and bits of armor, a suit of **leather armor +2** in need of 250 gp worth of repairs; a **cloak of displacement**, three packets of **dust of dryness**, a wooden puzzle box filled with 35 citrines worth 50 gp each, a **wondrous flute** (see new magic items), a rudishva breather (see new technological items), and a scattering of 279 gp and 389 sp.

6-31: Chamber with Statue

The door from 6-30 is a rudishva iris door that requires an orange, silver, or yellow rudishva identity plaque to open (see new technological items). Inside is a white-tiled ovoid chamber. The southern corridor has collapsed, but the northern one is still navigable, despite a fair number of broken tiles. By the east wall is a 10' statue carved out of marble. It depicts a six-legged being with a long, sinuous, body standing erect on the last pair of legs. Its head is spade-shaped, with a slit 'nose' and four eyes set widely apart on either side of their head. The sculptor depicted the being with an open mouth, thus displaying a full set of sharp teeth and a pair of larger fangs. It is shown wearing baggy pants and a loose shirt; it carries a slender stick that is curved at each end. This is, of course, an image of a kaliyani (see new monsters).

Secret Door (east): Behind the statue is a secret door that is normal to detect. Pulling on the curved stick held by the kaliyani statue is the only way to open it; doing so causes the door to pop open (outwards).

Treasure:
The four eyes of the kaliyani statue are lumps of shaped amber (125 gp each).

6-32: Teleporter to Sub-Level 9

The small central chamber here is distinct from the surrounding areas in that it features intricately carved geometric and representational sculpture on every square inch of stone surface. A set of rubberized mats is set over the sculpture to allow easy traffic between the various doors. The sculpture shows stylized flowers, plants, and bipedal snake-headed creatures in a variety of contorted poses.

The three doors are composed of circular stone plugs; they open by pushing inward in an obvious indentation.

North Door: The door opens to a small closet. The closet contains a dozen spears, three hooded cloaks of an interesting stone-grey color (+5% to hide), a large barrel of viscous, oily liquid, and three coils of rope. The liquid is a kaliyani refreshening liquid (see Arden Vul items).

West Door: This door leads to a featureless stone chamber ending in a blank wall containing a secret door.

Secret Door (west): The door is easy to detect (1 in 4), but can only be opened by pulling the door inwards with brute force (open doors check).

East Door: This door leads to another small closet. On the floor of the closet is a rudishva teleport node.

Teleport Node:
The node is comprised of a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. A rune is etched into the silvery material. To activate a node, one stands on the circle and touches one's hand to the square. The teleporter's connectivity is a bit dodgy due to problems on the other end (see SL9-53). Each use has a 15% chance to fail, rendering the teleporter unusable for 1-4 turns; when failure occurs, all within the silvered circle must save versus breath weapons or take 4-24 electric damage.

T23: access to area SL9-53

GM Notes: The kaliyani on Sub-Level 9 have just repaired the teleporter at SL9-53 that leads here. They have cautiously activated it and are just beginning to mount an expedition to explore the surrounding halls. Within a month, the kaliyani will establish a more secure base in area 6-31; they will avoid 6-30, but will eventually dig a tunnel to 6-28, where they will attempt to take over the trader's room and extend their evil influence into the middle levels.

6-33: Kaliyani Staging Ground

This stone chamber is decorated with busy sculpture over every square inch of wall, ceiling, and floor; the sculpture, as in 6-32, shows floral and kaliyani images. Rubberized rugs line the floor, and a pair of torch holders has been hammered into the floor as well. A kaliyani exploration party is readying itself here for an expedition into the Halls.

To the south is a short passage leading to a secret door that opens onto a small chasm. In that passageway is a lever set into the wall. Pulling the lever will cause a rumbling sound, as a grey plasteel bridge extends across the chasm to connect with area 6-44.

Secret Door (south): The door is easy to detect (1 in 4). It opens by pushing the lever on the wall inwards.

Inhabitants:
1. **Astreyiv**, **7th-level kaliyani sorcerer** (see new monsters), SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 7; HP 43; #AT 2; Dmg 2-5/3-8/6-24 (dagger/scimitar/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 240. Attack modes psionic blast, mind thrust, psychic crush. Defense modes: mind blank, thought shield, intellect fortress. Disciplines: cellular adjustment, domination, detect magic; mind barring. Spells: **comprehend languages**, **charm person**, **hypnotism**; **darkness 15' radius**, **invisibility**, **mirror image**; **dispel magic**. Possessions: **bracers of defense** (AC 5); kaliyani blasting rod with 6 charges (see new technological items); two serrated daggers; a serrated scimitar; 1.5 lb **arcanum** (see new magic items); 14 small chrysoprase gems (60 gp each).
2. **Pivril**, **5th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 31; #AT 2; Dmg 3-6/2-5 (**dagger +1**/dagger) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person**, **dancing lights**, **hypnotic**

pattern. Possessions: **potion of free action**; **potion of fire breath**; one **dagger +1** and a second normal dagger; 6 javelins; a jade amulet of an ouroboros (275 gp); seven silver rings (20 gp each); 4 vials of kaliyani refreshening liquid (see Arden Vul items).

3. **4 kaliyani scouts** (see new monsters), **as 5th-level thieves**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 43, 41, 38, 36; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp. One has a vial of poison; another has a minor heqeti slime (see new monsters) in a breakable flask; another has a **potion of invisibility**; and one has a solid gold ouroboros bracelet (175 gp).
5. **1 sickly-green**, **jelly-like heqeti slime** (see new monsters), in a flask held by one of the kaliyani scouts: SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold.

6-34: Trapped Chamber

This white-tiled chamber functioned as a sort of airlock for the rudishva and their servitors. Both doors are rudishva iris doors, requiring orange, silver, or yellow rudishva identity plaques to open from the outside. On the south side of the south door is painted, in garish red paint, a skull and the Mithric words "*Death! Don't go inside*." From the inside, the doors open in the same way, but only after a delay of 1 turn.

Trap: When the chamber is entered from either door, both doors will lock and will be inoperable for 1 turn. During this time two effects occur: 1) the air is sucked out of the chamber, and 2) a disinfectant gas is sprayed into the chamber. The loss of air is a serious problem for any trapped within without magical assistance or possession of a rudishva breather. Most can hold their breath for only 3 minutes.

6-35: Corpse-Ridden Corridor

This long, ovoid corridor connecting 6-37 and 6-30 is strewn with corpses, most badly charred by Relke's (6-30) pyrotechnics. Among the still recognizable bodies are a pair of ancient Set priests, a badly decomposed but relatively recent kaliyani, and three modern adventurers. The door to 6-37 is a rudishva iris door only openable with an orange, silver or yellow rudishva identity plaque (see new technological items).

Treasure:
Among the corpses are 445 gp, 178 sp, 873 cp, 2 ancient octagonal platinum coins (see Arden Vul items), **chain mail +1**, a **shield +2**, a **bec de corbin** +1, a **potion of healing**, a **girdle of giant strength** (frost), a piece of charred parchment with a partial list of rudishva teleportals and their destinations (see new technological items), a **wand of paralyzation** with 2 charges, and a serrated kaliyani **short sword +2**.

6-36: Construct Repair

The door to this chamber is another rudishva iris door, which only opens when an orange, pink, silver, or yellow rudishva identity plaque (see new technological items) is presented. Inside is a scene of devastation. Four large worktables occupy the center of the chamber, on which are a variety of strange pieces of shaped metal and plasteel, with wires, circuit boards, and other electronic ephemera scattered across them (a total of 10 cubic feet of technological material). By the western wall are four racks on which hang the limbless torsos of four more rudishva military-grade security constructs.

Fortunately for visitors, the constructs no longer have legs or arms, and are thus defenseless and threat-less. One of the constructs still has a bit of emergency power, and its eyes will power on when the chamber is entered: PCs may see the amber glow tracking them across the chamber. This construct (Stiller) could be recharged by plugging him into the charger at 6-38; if this is done Stiller will describe the madness of Relke, and how the latter destroyed his fellow guardians and the entire workshop. Stiller is intelligent and knows quite a bit about areas 6-38, 6-39, and 6-27. He might be willing to explain how to get into 6-27 in return for promises to try to fix him. Kerbog Khan is the best hope of restoring Stiller to full functionality; for details see SL12-28.

Treasure:
Stiller, the limbless rudishva military-grade security construct. Scattered among the debris are a pair of rudishva lesser power supplies and an orange rudishva identity plaque (see new technological items).

6-37: Transit Chamber

This ovoid chamber forms an important link in the rudishva teleportal network. The room is sheathed in featureless white tiles, about 25% of which have fallen onto the floor. A number of racks are set into the tiles at eye level; on one of the racks is a ratty **cloak of protection +1**. A clear and recent path leads through the dust between the northern niche and the door.

The northern niche features a rudishva teleport node.

Teleport Node:
The usual 5'-diameter circle of silvery metal set into the floor, with a 10"x10" square of the same material set into the wall at arm's height. The square bears an indecipherable rune (in Glyphik).

T10: access to 5-106

Treasure:
Cloak of protection +1.

6-38: Iridescent Corridor

This corridor is sheathed in iridescent yellow tiles that glow brightly with diffuse light. Relke waits at the lip of the ledge extending into 6-30. Halfway down the corridor, on the western side, is a charging station set into the wall; Relke is able to plug one of his fingers into this charging station, thereby initiating a rapid-repair and re-armament sequence. Re-charging takes 3 turns, after which he will be restored to full HP and weapons capacity. Stiller, the limbless construct (6-36), could also be recharged here once he was partially repaired (i.e., once one of his arms was restored).

6-39: Lock Cavern

This vast cavern smells of sulfur, burnt cinnamon, and lavender. A thick, soupy haze emanating from several pools of strange slimes (6-39D) obscures sight. The roof is 45' above the floor. Looming through the haze are three imposing platforms, built up out of rock to stand 30' from the floor of the cavern (6-39A, 6-39B, and 6-39C). A crackle of energy suggests a line of force some 3' wide running between the entrance ledge (from 6-38) and the first platform; this is a force bridge, which is entirely safe to traverse once one gets over the incongruity of a mostly-invisible bridge. Although they will not be immediately evident, three niches have been carved into the north wall: two hold still-functioning rudishva point defense arrays (6-39E), while the third is blocked by a set of stone double-doors (6-39F). A subsidiary entrance/exit leads from the floor of the cavern to the airlock at 6-34.

The cavern is exceedingly deadly, as it is home to a hostile and insane Sun-Scarred Knight, to a variety of toxic slimes, and to the still-active rudishva point defense arrays.

The area around the platforms (6-39A, 6-39B, 6-39C) is littered with ancient skeletonized corpses; some bear signs of intense heat and charring. Some useful equipment and treasure may be scavenged from these bodies. If the GM feels the PCs need a bit more of a challenge in this chamber, he/she might decide that some of the corpses have been infected by slimes which has rendered them motile and zombie-like.

Sun-Scarred Knight: Sir Sixth, one of the Sun-Scarred Knights, has been affected by a major mind-altering heqeti slime (see new monsters), and roams the cavern in an injured state, muttering indecipherable phrases, threats, and imprecations. His two varlets, Jaxen and Georgios, lie dead near the central platform, slain by Sir Sixth in his madness. If confronted, Sir Sixth brays out a mixture of warnings and threats, interspersed with sobs (as he battles for control of his mind). After 1-6 rounds he attacks. During that window of time, the very observant might notice glistening burnt-orange patches dotting the knight's black gothic armor. The orange patches are a clue that Sir Sixth has been affected by a major mind-altering slime (see 5-104). Quick thinking via the casting of **cure disease** or the application of 10 HP worth of fire damage to Sir Sixth will remove the slime, and render the knight sane again. A sane Sir Sixth is grateful to the PCs and offers information and future favors.

Sir Sixth is interested in helping to gain access to the weapons module, for such was his mission; however, he will prevent PCs from taking the more potent weapons from that chamber (see 6-27).

A sane Sir Sixth will never allow the body of his varlets to be looted, although he might allow the use of the bottles of **Keogh's restorative ointment**.

Inhabitants:

1. **Sir Sixth**, **injured and insane Sun-Scarred Knight** (see new monsters), 12th-level male Thorcin fighter: SZ M; AL LN; AC -2; MV 120'; HD 12; HP 53 (max 98); #AT 3/2; Dmg 6-13 (**battle axe +2**). Abilities: STR 18/53, INT 13, WIS 16, DEX 12, CON 16, CHA 12. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items); **battle axe +2**.
2. **3-18 heqeti slime zombies** (see new monsters): SZ M; AL N; AC 6; MV 60'; HD 4; HP 30, 29, 28, 28, 27, 27, 26(x3), 25(x3), 24(x3), 23; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.

Treasure:

Sir Sixth's gear, plus a rudishva breather (see new technological items).

On the varlets' bodies, a pouch with 10 yellow topaz gems (500 gp each), **chain mail +1**, **broad sword +1**, and two bottles of **Keogh's restorative ointment**.

Amid the corpses: **long bow +2**; set of six heavy golden figurines of animals, 250 gp each (and 25 lb each); a gold key to the Obsidian Gates (5-6D); three **potions of extra healing**; a gold, lapis, and jewel-encrusted death mask of an ancient Set priest (450 gp), which is possibly a quest item; various mundane weapons; and two magic user scrolls, one with **transmute rock to mud**, **wall of iron**, and **project image**, and the other with **remove curse** and **wizard eye**.

6-39A: Central Platform

Looming in the middle of the chamber, the central platform is comprised of a 5'-thick, 30'-diameter disk of stone resting on a 20'-diameter pillar rising 30' in the air. From the disk rises a second pillar, 8' in diameter and 10' tall, and made of solid ebony. Set into the pillar is a rectangle of silver-colored plasteel that pulses with a faint light. The rectangle is part of the locking mechanism that guards the doors at 6-39F. Only when the correct rudishva identity plaque (silver or yellow - see new technological items) is laid against the rectangle - at the same time that proper plaques are laid against the mechanism on the other two platforms - will the doors to 6-39F be unlocked. To reiterate, the three plasteel rectangles must be activated at the same time in order to open the door. Should the wrong color plaque be introduced, or should the rectangle be touched by flesh, the point defense arrays at 6-39E power up and, in three rounds, begin targeted fire at anything moving on the three platforms.

6-39B: West Platform

This subsidiary stone platform is 3' thick, 20' in diameter, and rests on a 25' column. A red marble pillar 6' in diameter and 8' tall rises from its center. The red pillar bears a glowing rectangle of shiny, orange-colored plasteel. As with 6-39A, when the correctly colored rudishva identity plaque (orange, silver or yellow - see new technological items) is presented to the rectangle at the same time as the other pillars are being activated, the doors at 6-39F unlock with an audible 'click'. Incorrect manipulation of the rectangle leads to attacks from the point defense arrays (6-39E).

A badly charred corpse of a human adventurer lies on the platform, its arm outstretched towards the orange rectangle. Caveat manipulator!

6-39C: East Platform

This platform is identical in size, shape, and construction to that found at 6-39B. The glowing plasteel rectangle is here colored pink, and requires a pink, silver or yellow rudishva identity plaque (see new technological items). Incorrect manipulation of the rectangle leads to attacks from the point defense arrays (6-39E).

6-39D: Slime Pools

These once-pure pools of water were corrupted by heqeti slime warfare in antiquity and now exist as reeking, fuming pools of brightly colored slimes. There are 2 active heqeti slimes (see new monsters) in each pool; if desired, the GM could add more using the tables in the new monster appendix. No delivery systems are present here, so curious adventurers will need to experiment at their own risk.

Inhabitants:

1. **1 purple**, **non-stick heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' on carbon-based substances; HD 2; HP 10; #AT 1; Dmg 2-12; MR 15%. Special attacks: kills in 2 rds unless scraped off. Special defenses: healed by electricity or lasers; slowed by cold.
2. **1 burnt orange**, **melted-butter-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' on carbon-based substances; HD 2; HP 11; #AT 1; Dmg 2-12; MR 15%. Special attacks: kills in 2 rds unless scraped off. Special defenses: healed by electricity or lasers; slowed by cold.
3. **1 deep blue**, **watery heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' creping; HD 2; HP 12; #AT 1; Dmg special; MR 15%. Special attacks: consumes metal in 1 rd. Special defenses: healed by electricity or lasers; slowed by cold.
4. **1 emerald green**, **quicksilver-like heqeti sli**me (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 10; #AT 1; Dmg special; MR 15%. Special attacks: on contact with fresh water, exudes poison gas that kills in 1-4 hrs (and extreme thirst); corrodes wood. Special defenses: healed by electricity or lasers; slowed by cold.
5. **1 rainbow**, **gelatin-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 9; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrodes metal and leather. Special defenses: healed by electricity or lasers; slowed by cold.
6. **1 electric blue**, **gluey heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 20' pseudopod; HD 2; HP 13; #AT 1; Dmg special; MR 15%. Special attacks: serious mind-altering affects (change of alignment). Special defenses: healed by electricity or lasers; slowed by cold.

6-39E: Point Defense Arrays

Two still-active rudishva point defense arrays (see new technological items) watch over the platforms from their perches in the corners of the cavern. These arrays are installed in finished stone niches dug into the rock some 40' up the side of the cavern. Each array looks like vertical oval framework of plasteel, within which floats a silvered concave disk 6" in diameter. The framework is mounted on a rod stuck into the stone floor, allowing it to swivel as needed. Both arrays lie dormant until incorrect manipulation of the lock pillars on any or all of the three platforms occurs. At that point, a loud thrumming is heard, and the rectangular frame of each array glows with blue light. Three rounds later, focused laser fire from the silvered disk commences. Each array strikes as a 10 HD fighter, attacking three times every two rounds, and inflicting 6-36 HP damage on a target (impedes regeneration).

6-39F: Stone Doors

These 12'-tall stone doors are mounted on a ledge 20' above the cavern floor. They are carved intricately in swirling geometric and representational forms; visible are lotus blossoms, dogwoods, and rudishva overlords commanding varuda, varumani and kaliyani. The doors are enchanted against magic and will only open when the three lock-pillars on the three platforms (6-39A, 6-39B, and 6-39C) are activated simultaneously.

6-39G: Teleportal to the Weapons Module

Behind the stone doors lies a short, white-tiled corridor culminating in a standard rudishva teleport node.

Teleport Node:
T15: access to 6-27 (Weapons module)

6-39H: Tunnel to SL10A-29

Some 30' up the wall is the mouth of a small tunnel that leads downward through some extremely steep (even vertical) sections before reaching area SL10A-29. The tunnel was delved by a unique heqeti slime only recently burped forth from the lock cavern's greater slimes; among other abilities, this slime's mutation allowed it to devour rock within a certain, very narrow range on the moh scale. The slime located the proper rock hardness and pursued it all the way to Sub-Level 10, where it may currently be found.

6-40: Broken Hallway

This oval hallway leaves 6-28 and rises up some too-wide steps before ending in a cave-in. At the cave-in can be heard whispers in a strange language (Rudishva); should any speak that tongue, the whisperings are revealed as pleas for rescue and for vengeance against the 'treacherous snakes.'

6-41: Broad Hallway with a Pair of Statues

The heqeti architecture - pebbled, greasy, stone walls - continues up this broad, tall (15') corridor, past a pair of niches. The niches contain ancient heqeti plinths on which the rudishva placed new marble statues. Both statues are worn with age, with water stains, and with bits of lichen. The statue on the northwestern side of the corridor is of Captain Leil-Jor (5-98), and appears as a spindly female biped with impressive curled horns growing from her forehead. The captain wears a close-fitting uni-garment (jumpsuit), and appears to have some ear protectors on. She stands in a thoughtful pose, looking into the distance. The words "Captain Leil-Jor" are written in Glyphik on her left foot. The statue on the southeastern side is badly corroded by water and worse, and is only distantly recognizable in form as something comparable to its partner across the corridor.

6-42: Intersection with Large Statue of a Varumani

A large 12'-tall granite statue looms over this well-traveled intersection. Like all heqeti construction, the walls are slightly pebbled and greasy to the touch. The statue is of Vanara, the First Thegn (see 5-139). It was carved relatively recently (only 500 years ago) and by lesser hands. As a result, the statue has a slightly cartoonish look to it. Vanara appears as a thickly muscled varumani, wearing a thigh-length tunic and an elaborate web-belt, on which hang various lumpish-looking tools. He holds a staff in

one hand, and points down the southeastern corridor with his other. It is common for young varumani to offer bits of food and flowers (from 6-4) at the feet of Vanara in the hopes of securing his aid in mating.

6-43: Another Pair of Statues

Another pair of 8' statues carved of granite stand in niches originally built by the heqeti.

To the northwest is an image of Raalk, chief of the varuda (c.f. 5-108 and 5-111). He appears as a crouching bird-man, with wings cocked in a halo above his head. The ages have been unkind to Raalk's image, as chunks of his face and head (including his beak) are missing, and most of his left leg below the knee is gone. The words, 'Raalk, First of the Varuda' are scribed in Glyphik on his right foot.

To the southeast is a broken statue (formerly of Lisstak); only the stumps of two feet remain, and the inscription on the left foot has been gouged out.

A barricade of rubble (including anonymous bits of broken statuary) some 3' high blocks the corridor just to the northeast of these statues.

6-44: Chasm Overlook with Corpses

Eight corpses of varying antiquity lie on the pavement by the lip of the 75'-tall chasm: two are Archontean soldiers (250 years old), two are varumani, and four are human adventurers. Although the corpses still bear armor, their weapons and valuables have been stripped.

Investigation of the corpses triggers the appearance of the illusory cave worm (see 6-44A). Such investigation reveals a surprising lack of visible wounds on the corpses.

There is a 10% chance that a grey plasteel bridge extends from area 6-44 towards the chasm wall by the secret door to 6-33.

Treasure:
2 suits of leather armor, **chain mail +1**, and a suit of banded mail.

6-44A: Chasm with Illusory Cave Worm

This lesser chasm is 75' tall, with the corridors of Level 6 intersecting at about the 50' mark. It is dark and features the sound of slowly dripping water. At the foot of the chasm are several lootable corpses.

There is a 10% chance that a grey plasteel bridge extends over the chasm, connecting area 6-44 with the chasm wall by the secret door to 6-33. Otherwise, the bridge is retracted into a hidden receptacle on the north wall of the chasm.

Activity on the south side of the chasm (6-44) triggers a powerful permanent, programmed illusion of an enormous, corpse-white cave worm which rises from the chasm to assault any foolish enough to stand their ground. Any who don't recognize the worm as an illusion must fight the monster. The illusion was placed here by the Priscians to guard one of their access points (6-45 to 6-48). The kaliyani (6-32 to 6-33) are aware of the illusion and are content to employ it as a similar deterrent to those snooping around their areas.

Secret Door (north): The door is difficult to detect (1 in 8). It can only be opened by inserting a curved blade into a thin slot on the chasm wall.

Inhabitants:
1. **1 enormous illusory cave worm**: SZ L; AL N; AC 2; MV 90'; HD 8; HP 61; #AT 1; Dmg 3-18. Special attacks: fear aura. Special: illusory.

Treasure:
On the chasm floor: **leather armor +2**; **light crossbow +1**; 10 **bolts +2**; a sack with a disarticulated human skeleton, coated in silver (275 gp); 3 ancient octagonal platinum coins (see Arden Vul items); 457 sp; 238 gp; scroll of **protection from demons**; **scroll of protection from evil**.

6-44B: Tunnel to Level 8 (8-71)

At the bottom of the mini-chasm (6-44A), 5' above the floor, a 5'-diameter tunnel leads southeast for about 30' before dropping downward 400' in a series of steep cliffs until it reaches Level 8 (8-71). The tunnel is relatively untraveled, but difficult to traverse, and requires ropes or else three successful rolls of 4d6 under DEX to avoid taking a total of 3-18 damage from falls.

6-45: Portable Bridge and Eye

In the corridor across the chasm from 6-44 rests a 30'-long, 5'-wide portable ladder that the Priscians use to bridge the chasm. It requires at least two people to successfully manhandle into position. At the tee-intersection an enormous eye has been inlaid into the floor using brightly colored chips of glass.

6-46: Trapped Corridor

Three 30'-deep spiked pit traps line the floor of this corridor. The pits are linked mechanically to the false door at the end of the corridor. None of the three opens until the door is opened, at which point all three pits open, delivering 3-18 HP damage to any who fail to save.

6-47: Caryatid Hallway

The corridor here is 20' tall. Along either side of the corridor runs a ledge at the 10' level, and on the ledges stand six caryatid columns. Any non-Priscians who pass this way (that is, any who fail to display a **Sortian eye** – see new magic items) activate the caryatids.

Inhabitants:
1. **6 caryatid columns**: SZ M; AL N; AC 5, MV 60'; HD 5; HP 22(x6); # AT 1; Dmg 2-8. Special defenses: all saves at +4; half damage from normal weapons; full damage without magical pluses from magic weapons; weapons that strike a column have 25% chance to break (-5% per magical plus).

6-48: Teleporting Sortian Faces

On the floor just inside the door from 6-47 is painted a white feather about 1' long; the feather is a trigger for a version of the spell, **Frigg's flatulence** (see new spells), that the Priscians in 6-49 have cast here. Any being larger than 4' in height who comes within 2' of the feather causes a large raspberry sound to echo through the chamber, alerting the Priscians in 6-49.

The chamber is of normal height. A 12'-diameter wide knot inlaid in colored glass occupies the center of the floor. The walls contain seven high-relief carvings of **Sortian faces** (see new magic items) that are activated by placing **Sortian eyes** in the empty eye



sockets. Like all such faces, the majority of eye combinations are standard and are detailed in the new magic items appendix; only a few product individualized effects. The faces are numbered in a clockwise manner from southwest to southeast.

This hall is a destination for the **Sortian faces** found at 3-188, 4-167, 8-6, 9-59, and SL3-17. Those teleported here find themselves standing just inside the doorway, facing the **Sortian faces**.

Because the chamber serves as the central destination for Sortian teleportation from elsewhere, it is not impossible (20% chance) that a party of Priscian explorers appears in the chamber while visitors are still investigating the faces.

Face 1
Gold-Gold: Teleportation. All within 5' are teleported to area 8-6

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *Recall the words of Livia, our beloved spokesperson*: '*When a Sortian ventures forth, let her do so with a clear mind and an open heart. Anger and conflict are to be avoided. Seek instead to persuade and understand. As you act so shall you be perceived.*'

Face 2
Gold-Gold: Teleportation. All within 5' are teleported to area SL6-19 (note that there is no corresponding Sortian face in that destination; travel from 6-48 is one-way).

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *Warning! Proceed at your own risk, as numerous imperial bureaucrats and military officers have been visiting the Canyon for the purpose of selecting tomb sites. Return travel is currently not possible.*

Face 3
Gold-Gold: Teleportation. All within 5' are teleported to area 3-188

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *Have your remembered to conceal your knot? Priscus advises you to not to call attention to yourself and, instead, to blend in with the custodians of the mushroom groves.*

Face 4
Gold-Gold: Teleportation. All within 5' are teleported to area SL3-17

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *Rage is all that remains. Seek the red mushrooms. They will fuel our revenge for the murder of our comrade, Priscus.*

Face 5
Gold-Gold: Teleportation. All within 5' are teleported to area 9-59

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *Please persuade Jace to abandon his post. The fragile truce depends on all submitting to the emperor's mercy. No more equipment is to be forged, and his notes are to remain by the forge.*

Face 6
Gold-Gold: Teleportation. All within 5' are teleported to area 4-167

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *Recall the words of Livia, our beloved spokesperson*: '*When a Sortian ventures forth, let her do so with a clear mind and an open heart. Anger and conflict are to be avoided. Seek instead to persuade and understand. As you act so shall you be perceived.*' [Same as First Face]

Face 7
Gold-Gold: Teleportation. All within 5' are teleported to a walled-up cellar in a noble clan's house in Archontos, the imperial city (see World of Archontos appendix). The GM should develop or ignore this destination as desired.

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *Macrinus was right. The peace is phony and the emperor cares nothing for us. It is time to infiltrate the court and bring about real change. Sic semper tyrannis!*

Secret Door (south): The secret door is hard (1 in 8) to locate and is locked; only magical light of any sort (**dancing lights**, **light**, etc.) will reveal the keyhole. Once revealed, the lock can be opened with its key (held by Jillia One-Ear in 6-49) or can be picked.

GM Notes: Priscus Pulcher, Livia, and Macrinus were important leaders of the Sortians: see the World of Archontos appendix. Jace Far-Seer was the enchanter-cum-smith who developed the distinctive Sortian magic items; see 9-60 for details. The 'knot' (Face 3) was a Sortian symbol. The 'red mushrooms' are the red veil (see new flora), which grow on Sub-Level 3 (e.g., SL3-20). Needless to say, the Sortian who uttered the threat against the emperor (Face 7) was unsuccessful.

Inhabitants:
A Priscian exploring party (20% chance), consisting of a war mage and 2 conversi (see new monsters):

1. **Justinian, a Priscian war mage** (see new monsters) **and member of Quintus, as a 6th-level magic user**: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: **Priscian chain mail** (see new magic items); a **Priscian gladius +2** (see new magic items); 345 sp; a key to 9-58; a stone of alarm; a vial of **Keogh's restorative ointment**; a **pearl of power** (level 3); and his spell book. Spells memorized: **charm person**, **detect magic**, **magic missile**, **shield**; **levitate**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues**.
2. **2 Priscian conversi (see new monsters), as 3rd-level fighters**: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 1-4 (light crossbow). Possessions: **Priscian chain mail** (see new magic items), long swords, light crossbows. The conversi typically have STR 16.

6-49: Priscian Guardpost

The room is brightly lit with **continual light**, and features new, pale blue paint on all the walls. Atop the blue paint are painted various Sortian and Priscian symbols: knots of various sizes, the numeral '8', fairly crude faces meant to imitate the Sortian faces (e.g. in 6-48).

Five Priscians sit around a wooden table, playing cards. They are tasked with guarding the route between Level 3 and Level 6. Although bored, they are relatively vigilant. If they hear a raspberry sound from either 6-48 or 6-49A, they instantly take precautions and ready themselves. If possible (especially with intruders in 6-48), Jillia One-Ear will cast **clairaudience** and/or **ESP** while the conversi ready themselves. If intruders seem formidable, one of the conversi will depart in the opposite direction of the intrusion to try to alert the other Priscians.

Secret Door (north): The door is normal to find. It has a keyhole that is only revealed by **true seeing** or comparable magic (although **dispel magic** will reveal it for 3 turns). Once revealed, an observer will be able to detect the keyhole thereafter; at that point, the lock is easy to pick (+10% to chances). Jillia One-Ear holds the key.

Secret Door (west): The door is easy to locate (1 in 4). Its keyhole is revealed by any magical light within 5' of the door. It can be opened by the key (held by Jillia One-Ear) or by picking.

Inhabitants:

1. **Jillia One-Ear**, **Priscian war mage** (see new monsters) **and member of Quintus**, **as an 8th-level female Archontean magic user**: SZ M; AL LN; AC 2; MV 120'; HD 8; HP 25; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 9, INT 17, WIS 14, DEX 16, CON 9, CHA 11. Possessions: a key to 9-58; **Priscian chain mail +1** (see new magic items); **Priscian gladius +2** (see new magic items); **Priscian ring** (see new magic items), enchanted with **detect invisibility** and **detect magic**; **wand of fire** (28 charges); **potions of ESP** and **polymorph**; **scroll of sending**; keys to the secret doors leading to 6-48 and 6-49A; and her spell book. Spells memorized: **charm person**, **detect magic**, **enlarge**, **magic missile**; **continual light**, **ESP**, **locate object**; **clairaudience**, **dispel magic**, **hold person**; **charm monster**, **polymorph other**. Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **darkness 15' radius**, **ESP**, **knock**, **locate object**, **mirror image**, **ray of enfeeblement**, **stinking cloud**, **web**; **blink**, **clairaudience**, **dispel magic**, **fireball**, **fly**, **hold person**, **lightning bolt**, **protection from evil 10' radius**; **charm monster**, **fear**, **monster summoning II**, **polymorph other**.
2. **Oskarina**, **Priscian war mage** (see new monsters) **and member of Secundus**, **as a 4th-level female Archontean illusionist**: SZ M; AL LN; AC 3; MV 120'; HD 4; HP 13; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 12, INT 17, WIS 15, DEX 16, CON 9, CHA 13. Possessions: **Priscian chain mail** (see new magic items); **Priscian gladius +2** (see new magic items); 321 sp; a **potion of clairaudience**; and her spell book. Spells memorized: **darkness**, **phantasmal force**, **wall of fog**; **brain full of small spiders** (see new spells), **improved phantasmal force**. Spell book: **color spray**, **darkness**, **detect invisibility**, **gaze reflection**, **light**, **phantasmal force**, **wall of fog**; **blur**, **brain full of small spiders** (see new spells), **fog cloud**, **hypnotic pattern**, **improved phantasmal force**.
3. **Krator the Wit, Priscian conversus** (see new monsters) **and bonded defender to Jillia One-Ear**, **as a 7th-level male Archontean thief**: SZ M; AL LE; AC 3; MV 120'; HD 7; HP 37; #AT 1; Dmg 3-8 (**short sword +2**) or 2-5 (sling). Abilities: STR 11, INT 14, WIS 10, DEX 17, CON 15, CHA 17. Thief skills: PP 65%, OL 62%, F/RT 50%, MS 60%, HS 48%, HN 25%, CW 94%, RL 35%. Possessions: **leather armor +2**, **short sword +2**, sling; a pouch with 39 sp, 59 gp and a very deep blue spinel (500 gp); a **potion of invisibility**.
4. **Baela Ice-Hand**, **Priscian conversus** (see new monsters), **as a 6th-level female Archontean fighter**: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 62; #AT 1; Dmg 3-12 (**two-handed sword +1**), 1-6 (short bow). Abilities: STR 17, INT 9, WIS 15, DEX 9, CON 17, CHA 10. Possessions: **chain mail +2**; **two-handed sword +1**; short bow; **potion of invulnerability**; 113 sp and 71 gp.
5. **Tergon the Rutter**, **Priscian conversus** (see new monsters), **as a 5th-level male Archontean fighter**: SZ M; AL NE; AC 2; MV 90'; HD 5; HP 53; #AT 1; Dmg 5-12 (battle axe +1), 1-4 (light crossbow). Abilities: STR 18/63, INT 8, WIS 10, DEX 11, CON 16, CHA 9. Possessions: **splint mail +1** and shield; **battle axe +1**; light crossbow; 83 sp and 37 gp.

6-49A: Stairs Up to 3-50B

A 5'-wide staircase climbs up some 850' to area 3-50B. The stairs show signs that booted feet have used them recently.

At the foot of the staircase, just outside the secret door leading to 6-49, is painted a white feather: this is a trigger for the spell, **Frigg's flatulence** (see new spells), cast by the Priscians in 6-49. Anyone over 4' in height who approaches within 3' of the feather causes a loud 'raspberry' sound to sound forth, alerting Jillia One-Ear and her conversi.

Secret Door (south): The door is easy to find (1 in 4). The keyhole is obvious. The door can be opened with its key (held by Jillia One-Ear in 6-49) or it can be picked.

6-50: Varumani Quarters

Junior Overseer Reith and his two assistants make their home in this side chamber. The room boasts the same heqeti-style construction as area 6-1: blue-granite floor with pebbled, oily walls.

The varumani have laid down an area carpet and have brought in a table and three large chairs, three bedrolls, and some supplies: three 150' coils of thick rope (replacements for the Lift), a keg of Hak's mushroom ale (7-94), three dead goats, and a large stock of dried fruit and mushrooms. They also confiscated an unusual item taken from the Nether Reaches (Level 8) by some adventurers and have yet to decide what to do with it. The object is a stuffed and preserved whippet dog, with a leather collar bearing the name 'Rex' in Archontean. If asked where the dog came from, the varumani think it came from 'near the lowest Troll Lift (8-1)'. Note: this is the preserved body of the faithful companion of Gennadius (see Beastmen area, 3-138 to 3-163, and especially 3-158; see also 8-31). The beastmen would pay dearly for the remains of Rex and for information about Gennadius's resting place.

The three varumani are ignorant of the peepholes set into the north wall.

Inhabitants:
1. **Reith**, **a lesser varumani** (see new monsters): see stats at 6-1.
2. **2 bestial varumani** (see new monsters): see stats at 6-1.

Treasure:
Each of the varumani has a pouch with 4-24 gp and 5-30 sp
Preserved body of Rex the whippet (see 3-158 and 8-31)
Various adventuring supplies (see above)

6-51: Heqeti Observation Chamber

The room dates to the heqeti period, and still includes a basin of oily green liquid attached to the east wall. This liquid is curative for heqeti (cures 2-8 HP once per day through immersion, or 2-12 HP per full draught drunk), but is poisonous to all other species (save at +2 if touched, save at -4 if drunk). The chamber is cloaked in a permanent **silence** spell.

Two heqeti chosen (see new monsters) peer through the peepholes at the varumani and their visitors in 6-1 and 6-50.

Inhabitants:
1. **2 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 40, 37; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice.

6-52: Trash Chamber

A 3'-deep layer of trash – bones, skins, and bits of wood, stone, and leather - covers the floor of this room. The overseers of the Troll Lift have used it as a refuse pile for centuries.

There is a 50% one-time chance that a thorough search of this room produces a randomly-generated miscellaneous magic item. Such a search requires 2-5 hours.

6-53: Storage Chamber

The troll thegn keeps spare wooden beams for the troll lift here. An assortment of tough, seasoned lumber is stacked against the north wall. A set of saws, drills, and planes lies near the pile.

6-54: Heqeti Living Quarters

This chamber serves as living quarters for those heqeti sent to observe the varumani on Level 6. It features the pebbled, oily walls of all the heqeti areas.

A low, stone-rimmed pool occupies the center of the chamber; it is murky and contains small fish, amphibians, lichen, and water plants. Around the pool are four oval lounging devices; they appear as 5'-long, empty peapods sloped such that the head is about 3' higher than the foot of the lounger. Heqeti can rest in one of these while letting their feet dangle in the water of the pool. A woven basket to one corner holds 25 lb of dried fish and eels.

Secret Door (north, into staircase): This door is difficult to detect (1 in 8); indeed, the heqeti in 6-51 and 6-106 have not yet discovered it. It opens by succeeding at an open doors roll and then pushing a slab into a recess to the left. From the north side, however, the secret door is easy to detect (1 in 4), and opens in the same fashion.

Secret Door (north, into 6-55): This door is easy to detect (1 in 4) from the south side. It is stuck, and can only be opened by brute force.

6-55: Pair of Fine Statues and Magic Mouths

The heqeti hallway (oily, pebbled) continues towards the Arena and here passes another pair of statues. Instead of worked stone, these statues are formed of finely-cast bronze, and are extremely life-like; they are also dust-free and painted for extra realism.

Northeast Statue: This statue depicts the Lord of the Arena (6-85)

Southwest Statue: This one depicts a terrible, 4-armed monster with gaping, toothed maw and extended claws.

Trap: Each statue is enchanted with a permanent **magic mouth** spell. The monstrous statue speaks first, when any come within 20': it utters a gruff roar, as if from a dragon or other large predator. The statue of the Lord of the Arena speaks next, booming forth a greeting in three tongues (Archontean, Rudishva, and Varumani): "Welcome to the Arena! Spectacle awaits! No violence is permitted outside the Arena sands."

Secret Door (southwest): The secret door is difficult to detect (1 in 8), partly because it is hidden behind the statue. It only opens through the application of brute force.

6-56: Darkness and Damaged Corridor

The south corridor (still pebbly and oily) passes down a flight of stairs and by a huge iron portcullis before ending in rubble. A permanent **darkness** spell has been cast on the stairs to discourage traffic. There is a 1 in 4 chance for a random encounter at the southern tip of this corridor.

6-57: Portcullis and Stairs to Level 5

This large room, set behind a locked iron portcullis, features polished (i.e., not pebbly and oily) granite spiral stairs, which lead up about 600' to the domain of the Vivisectionist (5-75). Psalor-Ki uses these stairs on the rare occasions he wishes to meet with his fellow rudishva, the Lord of the Arena. The door to 6-95 is locked and difficult to pick (-10%).

Areas 6-58 to 6-91: The Arena

The Arena is one of the iconic locations of the Halls of Arden Vul, and is well known to the intelligent factions of Levels 2 through 7. Outside the Halls its existence is merely rumored, and what is known is wildly exaggerated. The region is an ancient heqeti arena occupied and re-purposed first by the rudishva and later by the Archonteans. The Lord of the Arena (6-85) is, in fact, an ancient rudishva kept alive for millennia by the wonders of ancient technology; he is so old that few – perhaps not even the Lord himself – recalls his name. He is feared for his longevity and apparent power, even by the handful of other rudishva survivors. Still, the absolute neutrality required of all visitors by the Lord also accords him grudging respect, and the factions appreciate the security which the Lord's domain provides.

Visiting the Arena: Once one has passed 6-55 or 6-63 one is expected to behave in a non-violent manner. Any physical assaults are treated as serious infractions, and will result in the offender (and friends) being banned, at the least, and hunted down, at the worst. Since the regulars at the Halls are fully familiar with the rules, encounters within the area should not normally involve violence. That said, the regulars enjoy taunting, boasting, and bullying, and will engage in such tactics against newcomers and apparent weaklings in an effort to trick the others to break the rules.

What's Going on at the Arena?

It is recommended that the GM decide whether a spectacle is imminent before PCs arrive at the Arena, for, as the subsequent entries indicate, that fact determines the activities of many denizens of the area. If the GM doesn't wish merely to decide by fiat, it is recommended that a spectacle be imminent the first time the Arena is approached, and 50% of the time on subsequent visits.

When a spectacle is due, the GM should determine (ahead of time) the following facts:

1. What type of spectacle is to take place (see below)
2. What rules will govern the spectacle (see below)
3. What the environmental conditions will be (see 6-68)
4. Who or what will participate in the spectacle (see 6-89 and/or 6-91 for monsters; see 6-71 for gladiators. For outside groups use one of the samples listed below).

The nature of an imminent spectacle can be determined by rolling on the following table:

D12	Nature of Spectacle
1-2	Gladiatorial Bout: 12 house gladiators versus each other
3	Wizard Duel: outside team of 1-3 wizards versus another outside team of 1-3 wizards
4	Gladiatorial Bout: 4-6 house gladiators versus an outside team (1: goblins, 2: beastmen, 3: Set Guardsmen, 4: adventurers)
5	Gladiatorial Bout: two outside teams versus each other (1: goblins, 2: beastmen, 3: Set guardsmen, 4: varumani, 5: adventurers, 6: intelligent monsters)
6	Punitive Bout: criminals versus suitably overwhelming monsters [for criminals, roll 1d8: 1-2: 1-8 goblins, 3-4: 1-4 lizardmen, 5: 1-6 outsider(s), 6: 1-3 Set guardsmen, 7: 1-2 Arena staff, 8: 1 varumani]
7	Monster Bout: 3-4 house gladiators versus 1-6 relatively easy monsters (Levels 2-5)
8	Monster Bout: outside team versus 1-6 medium strength monsters (Levels 3-6)
9	Monster Bout: outside team versus 1-3 tough monsters (Levels 4-7)
10	Grudge Match: a series of single combats between sworn enemies (3-6 bouts)
11	Special! An outside team versus a very tough or unusual monster (Levels 5-8)
12	Grand Melee: 6 medium monsters, 2 tough monsters, 6 house gladiators, 1-3 outside teams

Details concerning the house gladiators and possible monster opponents are detailed in the appropriate entries below (e.g., 6-89, 6-91, 6-71). 'Outside teams' refers to any group that has journeyed to the Arena to fight for glory or money. Some of these groups are quasi-regular, others are one-timers. Samples of several 'outside teams' include:

"*Big Trouble*"
Type: 8 goblins from the Goblin Warrens (SL4-40)
Leader: Big Sammy
Goals: They have a big war chest, and fight to make money off of bets. Sammy is not averse to throwing non-lethal matches if the money is right.
Tactics: Swarm one foe first, attempting to net him/her and stake the net to the sand. Rinse and repeat.
Stats:
1. **7 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 6, 5(x3), 4; #AT 1; Dmg 1-6. Possessions: spears; nets; and short swords.
2. **Big Sammy**, **a goblin sub-chief** (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 8; #AT 1; Dmg 1-8 (long sword). Possessions: long sword.

"*By the Sign of the Goat*"
Type: 7 beastmen from Goat Company (from 3-142)
Leader: Sgt. Gren
Goals: Avoid lethal matches, secure training and glory
Tactics: Classic Zulu impi (head and horns), attempting to isolate one or two foes before moving to another.

Stats: These veteran beastmen are +2 to hit in the Arena due to their experience fighting here.

1. **6 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
2. **Sergeant Gren**, **beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.

"*Fist of Destiny*"

Type: 5 human Set guardsmen and a Set acolyte (see 4-2 for the center of the Set Cult)

Leader: Herman the acolyte

Goals: Humiliation of foes in the name of Lord Set

Tactics: Herman opens with **hold person**, while the boys (and girls) wade in and slug it out

Stats:

1. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
2. **Herman the Set acolyte** (see new monsters), **as a 3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

"*Varly and Jiks*"

Type: 2 lesser varumani (see new monsters), up from Level 7 (7-17)

Leader: None, although Varly is considerably smarter than Jiks

Goals: Fun! These good old boys love to pummel foes until they die or beg for mercy.

Tactics: It's stompin' time! They've never been beaten and are getting a bit cocky.

Stats:

1. **Varly**, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (war hammer, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: large war hammer; shield.
2. **Jiks**, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (cleaver, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: huge meat cleaver.

"*Dalton's Darlings*"

Type: 6 adventurers

Leader: Dalton Erdell

Stats: See NPC appendix

Goals: Money and exposure; they are interested in locating the Forge of Zhorak (8-100) in the Nether Reaches and are spending time in the Arena building up their experience and looking for sources of information

Tactics: Classic adventurers' tactics: mage to the back, fighters at the front with thief and cleric for support.

"*Night of the Jackals*"

Type: 4 jackalweres, in human form, plus 2 hellhounds

Leader: Yost

Goals: Chaos, slaughter, and fresh meat. They will fight to the death only

Tactics: Swarming. 33% chance that blood frenzy causes the pack to revert to jackal form.

Stats:

1. **Yost and 3 other jackalweres**: SZ S (M); AL CE; AC 4; MV 120'; HD 4; HP 28, 27, 26, 24; #AT 1; Dmg 2-8 or by weapon. Special attacks: gaze causes sleep. Special defenses: iron, or +1 or better weapons to hit. Possessions (in human form): long sword (x1); spear (x1); battle axe (x1); halberd (x1).
2. **2 hell hounds**: SZ M; AL LE; AC 4; MV 120'; HD 5; HP 35, 31; #AT 1; Dmg 1-10. Special attacks: breathe fire; surprise on 1-4 in 6. Special defenses: surprised only on 1 in 6. Special: 50% to spot hidden or invisible.

"*Arcane Assault*"

Type: 2 magic users, Yerevan of the Yurt and Mittoril the Ugly

Leader: Yerevan

Goals: Magical bouts to submission, mostly so they can pick over the magic items of the defeated

Tactics: Open with wands/staves, finish with spells.

Stats:

1. **Yerevan of the Yurt**, **7th-level male Khumus magic user**: SZ M; AL NE; AC 3; MV 120'; HD 7; HP 21; #AT 1; Dmg 3-8 (**staff of power**). Abilities: STR 10, INT 17, WIS 14, DEX 16, CON 9, CHA 14. Possessions: **bracers of defense** (AC 7); **staff of power** (13 charges); **robe of eyes**; **potion of extra healing**; dagger. Spells memorized: **enlarge**, **jump**, **magic missile** (x2); **continual light**, **mirror image**, **stinking cloud**; **dispel magic**, **fireball**; **confusion**. Spell book: **burning hands**, **charm person**, **enlarge**, **floating disk**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**; **continual light**, **detect evil**, **ESP**, **invisibility**, **mirror image**, **stinking cloud**, **strength**; **blink**, **dispel magic**, **fireball**, **fly**, **hold person**, **monster summoning I**, **tongues**; **confusion**, **minor globe of invulnerability**, **polymorph other**.
2. **Mittoril the Ugly**, **7th-level male Archontean magic user**: SZ M; AL NE; AC 5; MV 120'; HD 7; HP 22; #AT 1; Dmg 1-4 (dagger). STR 15; INT 16; WIS 11; DEX 17; CON 11; CHA 7. Possessions: **rod of absorption** (30 spell levels); **wand of frost** (25 charges); **ring of protection +2**; **potion of invisibility**; dagger. Spells memorized: **charm person**, **light**, **magic missile**, **shield**; **darkness 15' radius**, **levitate**, **ray of enfeeblement**; **gust of wind**, **lightning bolt**; **ice storm**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **feather fall**, **hold portal**, **light**, **magic missile**, **push**, **read magic**, **shield**, **shocking grasp**; **darkness 15' radius**, **detect invisibility**, **knock**, **levitate**, **ray of enfeeblement**, **stinking cloud**, **web**; **dispel magic**, **fireball**, **gust of wind**, **haste**, **lightning bolt**, **protection from normal missiles**, **slow**; **dimension door**, **fear**, **ice storm**, **polymorph self**.

Rules Governing Spectacles

Some bouts are governed by rules, either set randomly by the Lord or determined in advance by the opponents. In the case of monster bouts, 'anything goes' and 'to the death' are the usual procedures. Things are more complex when it comes to intelligent opponents. The rules governing regularly scheduled bouts (i.e., those scheduled by the Lord of the Arena – 6-85) are randomly determined using the following table; should an adventuring group wish to participate in one of these regular bouts, they would need to accept the randomization of rules for a bout and obey them faithfully. On occasion, however, the Lord will allow additional spectacles to be scheduled at the request of one or both parties; he does so either a) if the requesting party pays well (500gp/entrant) to fight house gladiators or monsters, or b) if two inimical parties petition him to fight each other. In such cases, the parties are allowed to agree to their own rules prior to the bout, but only in the presence of the Lord, who will then faithfully enforce them. In the case of house gladiators vs. house gladiators, the rules are almost always 'to submission'.

D12	Rules Governing Bout
1-3	Anything goes, to the death! (allows any combination of weapons, spells, poisons, dirty-tricks, etc., and requires the utter elimination of one side)
4-6	Anything goes, to submission (means until one side submits, that is, when all surviving members lie prone on the sand: fatalities may have been incurred prior to this, of course)
7-8	No spell-use, to the death
9-10	No spell-use, to submission
11	Magic only (spells, spell-like effects only: no melee or missle attacks), to the death
12	Magic only, to submission

Ending a Spectacle

How a spectacle ends depends on several factors: 1) the rules which govern it; 2) the whim of the Arena Lord; and 3) the response of the crowd. For bouts to the death, the end is obvious: one side is utterly eliminated. For bouts to submission, however, things are more complex. The survivors of a defeated group must lie prostrate on the sand to signify their submission. At that point their fate lies with the Lord and the crowd. The GM rolls a d20, and if the modified result is greater than 12, the Arena Lord grants mercy. If the modified result is less than 12, though, the Arena Lord turns his thumbs down, and the victors are expected to slaughter their now-defenseless opponents.

Modifer	Situation
+3	Positive relations with the Lord
-1	Unknown to the Lord
-5	Has previously angered the Lord
+5	Bout lasted more than 10 rounds
+2	Bout lasted 7-9 rounds
+1	Bout lasted 5-6 rounds
-1	Bout lasted 3-4 rounds
-2	Bout lasted 1-2 rounds
-3	Defeated seem cowardly
+2	Defeated acquitted selves well
+1	Per slain member of defeated team
-1	Per slain member of victorious team
-2 to +2	Oral plea by member of victorious team
-7	Defeated broke rules of bout
+10	Victorious broke rules of bout

6-58: Hallway to the Arena

This 20'-tall, pebbled, oily hallway provides one of the main routes to the Arena. It is lit by torches set in sconces located every 30' of the hallway. If a spectacle is imminent (see preceding paragraphs), the chance of an encounter is 80%, if one is not imminent, the chance is 33%.

D12	Encounter if Spectacle is Imminent
1	11-20 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7(x4), 6, 6, 5(x6), 4(x4), 3 (x4); #AT 1; Dmg 1-6.
2-3	4-8 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57, 55, 53, 50, 47; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
4	Group of mixed gamblers, ducking out of Gamblers' Corner for extra action: select 2-4 groups from 6-61.
5	A beastman patrol: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows. 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.
6	Durdeon Vislok and six members of the Sodality of the Fist: for stats, see AV-12.
7	An important person from the following list: 1. King Weskenim (SL4-22) with 10-20 goblin courtiers and 1 eunuch ogre guard 2. Set High Priestess Stephania (4-51) with 6 elite Set guardsmen (see new monsters) 3. Gerrilad the Grey (2-69) with Umsko (2-60) and 4 large albino baboons (see new monsters) 4. Tikun Thane (SL3-2) with 3 disciplined and 4 large albino baboons (see new monsters for both) 5. Psalor-Ki (5-74) with 6 ichor spawn (see new monsters) 6. Varboka the troll thegn (7-31) with his housecarls (7-29) 7. A Sun-Scarred Knight (see new monsters) with varlet 8. GM's Choice
8	Roll Twice

9	6-10 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 14, 13, 13, 12, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.
10	Set patrol: 1. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts. 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set. Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**
11	Party of NPC adventurers (select from NPC appendix)
12	3-12 arena wranglers with a new creature: 1. 3-12 arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 7, 6, 6, 5(x4), 4(x4); #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear. 2. Monster: select type from 6-91.

D12	Encounter if Spectacle is not Imminent
1	3 goblins, sweeping up: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 4, 3, 3; #AT 1; Dmg 1-6.
2	2 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 50, 47; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
3	2 beastman deserters (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 7, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.
4-5	3-12 arena wranglers with a new creature: 1. 3-12 arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 7, 6, 6, 5(x4), 4(x4); #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear. 2. Monster: select type from 6-91.
6	8 arena wranglers chasing an escaped monster: 1. 8 arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 7, 6, 6, 5, 5, 4, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear. 2. Monster: select type from 6-91
7	Dworm, the faithful bodyguard of Galadnor Half-Elven (4-2, 4-31), quietly seeking a buyer for the incriminating information about Marius Junienos that Galadnor possesses (see 4-31): Dworm, 3rd-level male Wiskin fighter: SZ M; AL LN; MV 90'; AC 5; HD 3; HP 26; #AT 2-9 (**long sword +1**). Abilities: STR 15, INT 8, WIS 10, DEX 10, CON 15, CHA 10. Possessions: chain mail; **long sword +1**; purse with 71 sp, 19 gp. Dworm can only be encountered once. If the same result is rolled on another occasion, it will be another person seeking to sell information (at the GM's choice).
8	3 gladiators out for a stroll. Choose from the list at 6-71. The gladiators have some hot tip about the next spectacle to impart .. for the right price.
9	6 drunk gladiators looking to either goad visitors into an assault, or persuade them to visit area 7-42 for a no-weapons brawl. One of the six will be one of the elite gladiators (select from either 6-76, 6-77 or 6-78), while the other five will come from the list at 6-71.
10-11	A group of Arena spectators who got the schedule wrong; they are mistakenly expecting a spectacle. Roll d10 on the previous table to determine the group. The group is bored and looking for trouble.
12	The Lord of the Arena (6-85) with 4 guards: 1. Lord of the Arena: for stats, see 6-85 2. 4 arena guards, as 2nd-level male Thorcin fighters: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 15, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear). Possessions: scale mail; long swords; spears; purse with 33 sp and 9 gp each.

6-59: Seat of Judgment

Here the Lord of the Arena (6-85) dispenses justice on his minions and any outsiders who fall afoul of the Laws of the Arena. A 3'-tall semicircular dais rests against the northeast corner; on top of it is a strange throne made of some shiny orange substance (plasteel). The throne possesses wide armrests into which are set colored glass panels. Opposite the throne is a rectangular dais 2' tall, into which are set three 5'-tall poles made of thick iron. Each pole has four sets of manacles attached to it via an iron chain attached to the top of the pole. A rotting thoqqua corpse is spiked to the southwest wall, behind the three iron poles.

A judgment ceremony is underway 10% of the time, but the poles of discipline are occupied 50% of the time.

Judgment Ceremony: Present will be the Lord of the Arena (6-85) in a heavy fur robe, four arena guards (see stats at 6-79), and 1-2 miscreants from the list below. Most ceremonies result in the offender being tied to a discipline pole and given 10-50 lashes by a guard; particularly egregious offenses (betrayal, murder, etc.) result in amputation or even death. Should visitors break any of the formal or informal rules of the Arena, for example, by cheating, by throwing bouts (or abetting the throwing of bouts), by refusing to honor bets, or by engaging in violence within the boundaries of the Arena, the Lord will send a troop of 6 guards (stats at 6-79) to arrest the accused and hold them for a trial. Ceremonies are mostly kangaroo courts, and the usual result is corporal punishment.

Poles of Discipline: After receiving their flogging, miscreants are left to hang from a discipline pole for 6-36 hours, depending entirely on the whim of the Lord of the Arena. Should the dice indicate the presence of an unfortunate in this area, roll on the following tables to determine the specifics (none of the prisoners will have any possessions):

D10	Miscreant
1	1-2 human arena wranglers (6-86): SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 5, 4; #AT 1; Dmg by weapon.
2	Idris the gladiator (6-71), 2nd-level male Thorcin fighter: SZ M; AL CE; AC 2; MV 90'; HD 2; HP 21; #AT 1; Dmg by weapon. Abilities: STR 18/90, INT 7, WIS 9, DEX 17, CON 18, CHA 7.
3	1 guardsman (6-79), as 2nd-level male Thorcin fighter: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 15, 15; #AT 1; Dmg by weapon.
4	Yerk the deuteros: for stats see 6-77.
5	An entire outside team: choose from list provided above in regional introduction
6	A bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.
7	Runaway beastman trooper (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6; #AT 1; Dmg by weapon. Special attacks: tactics.
8	1-3 adventurers, imprisoned for drawing blood against the edicts: select from NPC appendix.
9	A heqeti hopper captured in the Nether Reaches and on display (see new monsters), as a 4th-level fighter: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 22; #AT 2; Dmg 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
10	2 lizardmen: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 11, 11, 10; #AT 1 or 3; Dmg 1-2/1-2/1-8.

D10	Outlook
1	Confused and angry due to linguistic incompetence
2	Still drunk, unaware of situation
3	Enjoying the attention
4	Accepting of his/her/their fate
5	Weeping and sorrowful
6	Driven insane by ordeal
7	Screaming in hatred at all
8	Filled with cold vengeance vs Arena Lord (6-85)
9	Hatred and vengeance at a specific individual
10	Roll twice

D6	State
1	Will die in 1-6 hours
2	Near death but can recover
3	Moderately hurt
4	Lots of blood, but only lightly injured
5	No real damage
6	Broken limb

6-60: Rockworm Tunnel (to 8-129)

A particularly large thoqqua bored a tunnel into the Arena area about 6 months ago. The tunnel is 4.5' in diameter, and leads downward at a precipitous slope until, after many twists and turns, it debouches at area 8-129 in the Nether Reaches. The Lord of the Arena likes this small bit of chaos, and has allowed the tunnel to stand (although the thoqqua's corpse is mounted on the wall at 6-59).

6-61: Gamblers' Corner

Directly across from the entrance to the Arena proper stands this 20'-tall chamber, supported by beautiful red porphyry columns. Torches provide guttering light. All gambling connected to the Arena bouts, as well as any number of private deals both licit and not, takes place here.

Whenever a spectacle is imminent (or taking place), the area is crowded with those seeking to place or take wagers. Some such folk are regulars, but a great many more are occasional visitors hoping for some excitement and profit. Some examples of this crowd are listed below:

Leddy the Worm

Overview: Goblin, LN. Dressed in dirty red silken pantaloons, with a jaunty yellow tam 'o shanter. Has bad teeth.
Personality: Oily and unctuous, constantly bowing and scraping
Reputation: Honest, feared. Although Leddy never leaves the Arena, it is known that those who cheat him end up dead, regardless of where they may run
Role: Professional gambler; prefers to take bets from visitors, particularly when the bets involve the gladiators and well-known outside teams. Unlikely to take bets for newcomers.
Total Available Wealth: 1,660 gp in assorted coins
Maximum GP per Bet: 350 gp
Secrets? He is fronted by King Weskenim (SL4-22), who also pays for the assassins that track down defaulters
Special Items: A tattered scroll with a list of debtors and their preferred haunts; poisoned dagger
Leddy the worm, **goblin**, SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5; #AT 1; Dmg 1-4 (poisoned dagger).

Bruno Bent-Nose

Overview: Human male, LN. Bruno has sandy hair and a grotesquely bent and broken nose. He also has a wooden prosthetic left foot, and uses a cane to hobble about.
Personality: Suspicious of all; bitter about his injuries
Reputation: Unpleasant but fair
Role: Professional gambler (and former gladiator). Bruno doesn't like to bet against the gladiators, except in the case of Basil (6-71), whom he loathes.
Total Available Wealth: 499 sp; 611 gp
Maximum GP per Bet: 75 gp
Secrets? None

Special Items: Leather armor; **darts of sleeping** x4 (see new magic items)

Bruno Bent-Nose, **2nd-level male Archontean fighter**, AL LN; SZ M; AC 8; MV 60' (due to foot); HD 2; HP 17; #AT 1; Dmg 1-6 (cane) or 1-3 (darts of sleeping). Abilities: STR 17, INT 9, WIS 9, DEX 4, CON 17, CHA 8. Possessions: leather armor; **darts of sleeping** (x4) (see new magic items); cane.

Keth the Friendly

Overview: A lesser varumani (see new monsters), Keth sports a woman's peasant smock over too-tight leather trousers. His face is covered with large warts. He carries a ginger cat.

Personality: Friendly and engaging; likes to sing old varumani drinking songs.

Reputation: A rube, and one easy to fool

Role: Professional gambler and loan shark.

Total Available Wealth: 692 sp; 492 gp

Maximum GP per Bet: 50 gp

Secrets? He is much smarter than his clownish behavior suggests. He does more business as a loan shark, pawning items for cash.

Special Items: A 3-lb lump of still-active **arcanum** (see new magic items); a **stone of striking** (8th-level; see new magic items); a terra cotta tablet with a scratch map of areas 6-145, 6-147 to 6-155, and 6-157 to 6-160 (but without secret doors and the cave-in south of 6-154); a solid silver goat's paw (45 gp); a herald's trumpet (15 gp); a large piece of quartz from which emanate strange telepathic thoughts (GM's choice); and a **statuette of feline friendship** (see new magic items).

Keth, **lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

The Sisters Grevilar

Overview: Ida and Odile Grevilar, CN human female twins. Ida is a 5th-level thief; Odile is a 4th-level cleric of Banion. They have long, straight raven hair, pale faces, green eyes, and long, narrow noses.

Personality: Intense and spooky; enjoy riddles and wordplay; finish each other's sentences; their questioning of potential clients is off-putting

Reputation: Poor gamblers, but possibly dangerous.

Role: Amateur gamblers, likely to miscalculate odds and chances

Total Available Wealth: 300 tiger eye gems (10 gp each), 375 gp

Maximum GP per Bet: 100 gp

Secrets? The sisters are seeking Walid, the ogre mage, in order to recover a lost volume of lore (see 9-70). They have moved in as gamblers as a way of trying to elicit information about Walid and his companions.

Special Items: **Banion's dice** (Odile) (see new magic items); **bag of holding** (smaller capacity, Ida); **rope of climbing** (Ida)

Ida, **5th-level, female Archontean thief**: SZ M; AL CN; AC 3; MV 120'; HD 5; HP 21; #AT 1; Dmg 2-7 (**short sword +1**). Abilities: STR 12, INT 14, WIS 15, DEX 18, CON 9, CHA 14. Thief skills: PP 60%, OL 57%, F/RT 45%, MS 50%, HS 41%, HN 20%, CW 90%, RL 25%. Possessions: **leather armor +1**; **short sword +1**.

Odile, **4th-level female Archontean cleric of Banion**: SZ M; AL CN; AC 4; MV 90'; HD 4; HP 28; #AT 1; Dmg 3-8 (footman's **mace +1**). Abilities: STR 11, INT 12, WIS 16, DEX 10, CON 15, CHA 15. Banded mail; dagger, **footman's mace +1**. Spells: **cure light wounds**, **detect magic**, **light**, **protection from evil**, **sanctuary**; **augury**, **find traps**, **hold person**, **silence 15' radius**.

Razor Face

Overview: Male human; his face is a mass of scars, his nose and ears are gone, and his voice is low and raspy. He wears a dirty white robe and a ragged grey cloak

Personality: Devious and aggressive, taking advantage of his looks to elicit sympathy

Reputation: Skeevy, as he is prone to disappearing for several weeks at a time. He is pitied and shunned by the other gamblers.

Role: Semi-professional gambler, and professional spy.

Total Available Wealth: 799 sp, 249 gp

Maximum GP per Bet: 25 gp

Secrets? He has been charmed by Cinna Minux (7-122) and relays news and gossip about the intelligent factions to that vampire lord. His natural quasi-thief abilities and his cloak allow him to travel mostly undetected. Each time he submits to Cinna, he adds a new scar to his face.

Special Items: **Cloak of the dwarves** (see new magic items)

Razor Face, **male Thorcin**: SZ M; AL CE; AC 10; MV 120'; HD 1-1; HP 6; #AT 1; Dmg 1-4 (dagger). Possessions: **cloak of the dwarves** (see new magic items); dagger. Although not a classed thief, Razor Face can hide in shadows (50%) and move silently (50%). His cloak enhances these rates to 75% and 55% respectively when underground.

Ledyard of Arcturos

Overview: Tall, aristocratic-looking human male, dressed in fine blue silk tunic with yellow leggings.

Personality: Entitled, arrogant, but loyal to friends and allies. Expects clients to come to him.

Reputation: Disliked by the other gamblers who see him as slumming

Role: An amateur, who is too proud to learn much about the gladiators and hence is not particularly competent.

Total Available Wealth: 567 sp, 893 gp, 175 white eye agates (10 gp each)

Maximum GP per Bet: 200 gp

Secrets? Ledyard reneged on a 10,000 gp debt to the thieves' guild of Arcturos. To win the right to return, he must either acquire and deliver the **thieves' mask** (see new magic items; it is located at 3-41A) or 15,000 gp. Ledyard is hoping to raise the money, but will offer 7,500 gp for the mask if PCs persuasively show they can get it.

Special Items: He has 15 yellow topaz gems (500 gp each) sewn into the lining of his tunic.

Ledyard of Arcturos, **3rd-level male Thorcin thief**, SZ M; AL LE; AC 2; MV 120'; HD 3; HP 14; #AT 1; Dmg 2-7 (short sword +1). Abilities: STR 14; INT 11; WIS 9; DEX 18; CON 11; CHA 16. Thief skills: PP 50%, OL 48%, F/RT 35%, MS 37%, HS 30%, HN 15%, CW 87%. Possessions: **bracers of defense** (AC 6); **short sword +1**.

Inhabitants:

Before and during a spectacle:

1. The **7 gamblers** listed above.

2. **3-6 goblin gamblers**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-4 (dagger). On average each has 41 sp, 11 gp, and a 5% chance for a small gem. They are mostly begging for small loans.
3. **2-4 lesser var**umani (see new monsters) **gamblers**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57, 55, 53, 49; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club. On average, each has 72 sp, 31 gp, and a 20% chance for a small gem. They are either placing bets with one of the big players or begging for small loans.
4. **3-6 unclassed human gamblers**: SZ M; AL N; AC 10; MV 120'; HD 1-1; HP 6, 6, 5, 4, 4, 3; #AT 1; Dmg 1-4 (dagger). Possessions: dagger. On average each has 51 sp, 22 gp, and a 15% chance for a small gem. They are mostly placing bets with one of the big players or begging for small loans.
5. **2-4 classed NPC gamblers**: These should be selected from the NPC appendix. They are placing bets with one of the big players.
6. **4 male Thorcin arena guards, as 2nd-level fighters**: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 15, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear) or 1-4 (light crossbow). Possessions: scale mail; long swords; spears; light crossbow and 20 bolts; purse with 33 sp and 9 gp each. In addition to their mail byrnies, and simple helmets, they wear a light green surcoat emblazoned with a black image of a six-sided die (the insignia of the arena guards).

6-62: Guard Niches

Two arena guardsmen stand in each niche whenever a spectacle is not imminent; the number rises to three per niche when one is imminent. The guardsmen wear the distinctive gear of the Arena: yellow-stained chain mail, sallet-style helmets, halberds and short swords. A gong in the west niche allows the guardsmen to summon help from 6-79 if needed (although the layout of the area means that help will be slow to arrive).

A metal gate in the west wall leads to a small antechamber; in it a circular staircase leads down over 60' to an access tunnel that wends underneath the Arena to emerge at 6-79. The gate is kept locked at all times; the key is kept by the duty guardsmen in 6-62.

Inhabitants:

1. **4 or 6 male Thorcin arena guardsmen, as 2nd-level fighters**: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 17, 16, 15, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear) or 1-4 (light crossbow). Possessions: scale mail; long swords; spears; light crossbow and 20 bolts; purse with 33 sp and 9 gp each. In addition to their mail byrnies, and simple helmets, they wear a light green surcoat emblazoned with a black image of a six-sided die.

6-63: Brooding Chairs

Unlike their analogs further west (6-102), these massive seats are empty. The chairs are 10' wide, 15' tall, and 5' deep, and the seats are 5' off the floor. The chairs are made of oily soapstone and give off a faint tinge of ancient evil. Despite their ominous look, there is a 15% chance that either a drunken reveler or a passing 'tourist' occupies one of them.

6-64: The Corner

This massive octagonal chamber has a sloping ceiling that rises 30' in its center. A single yellow light globe (see new technological items) hangs from the point of the ceiling, providing soft yellow light. As the nexus point for a series of corridors connecting to other areas of the complex, the corner is extremely busy, and chances for a random encounter here are tripled. If one is indicated, use the chart found at area 6-58 to determine its nature.

An enterprising lesser varumani known as Hal (for his bad breath) has set up a bar here. For those who haven't brought their own liquid courage with them to the Arena, Hal's bar at the corner is the place to be. The bar is a solid plank laid over two bits of broken masonry; he keeps his kegs and (few) bottles behind it. In addition to the usual Arden Vul potables, Hal sells a super-potent grain alcohol (Hal's Hearty Hello) that he has acquired from visiting Archonteans. Three goblin barmen aid Hal.

The Corner Bar offers the following:

Good for Sale	Price
Ale, Hak's Mushroom	2 sp/pint
Ale, Hak's special red (double the alcohol content)	5 sp/pint
Hal's Hearty Hello (grain alcohol; quadruple alcohol content)	1 gp/pint
Brandy, imported	5 gp/shot
Wine, imported	1 gp/glass
Mushroom cake	5 sp/cake

Since the Corner is outside the 'safe zone' of the Arena, Hal is vigilant about threats, and not averse to using his massive club. The guards from 6-62 will not aid Hal, although intelligent random visitors (if present) probably will (50%).

A set of 2"-tall paving stones arranged in a 6'-diameter ring lies in the center of the floor, directly under the light globe (see new technological items). Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: [BL-GR-BK-YE-WH-RE (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

Arriving unexpectedly in the corner via the teleportation ring is sure to bring attention to the PCs, as some of the hangers-on encountered here may wish to deprive them of whatever powerful magic allowed them to apparate in the midst of the Arena crowd.

Inhabitants:

1. **Hal the lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 56; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22

(club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

2. **Three goblin barmen**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 5, 3; #AT 1; Dmg 1-6.

Treasure:
Hal keeps 55 sp and 17 gp in a belt pouch, and his stash consisting of 431 sp, 349 gp, and a sapphire **Sortian eye** (see new magic items) is hidden in a keg of his hooch.

6-65: Stairs Down to Level 7 (area 7-42)

This corridor leads west down numerous flights of stairs over some 200' until it ends up at the varumani regions of Level 7 (area 7-42).

6-66: Long Corridor to SL4-53

This long, broad corridor climbs 475' until it reaches the Goblin Warrens (SL4-53).

6-67: Bridge and Corridor to the Precincts of Set (4-161)

A rickety, 3'-wide rope bridge connects this corridor to area 6-64. The corridor narrows to 10' and then winds upwards some 350' through a long maze of passages until it gives forth near the old entrance to the precincts of Set (4-161).

6-68: Arena

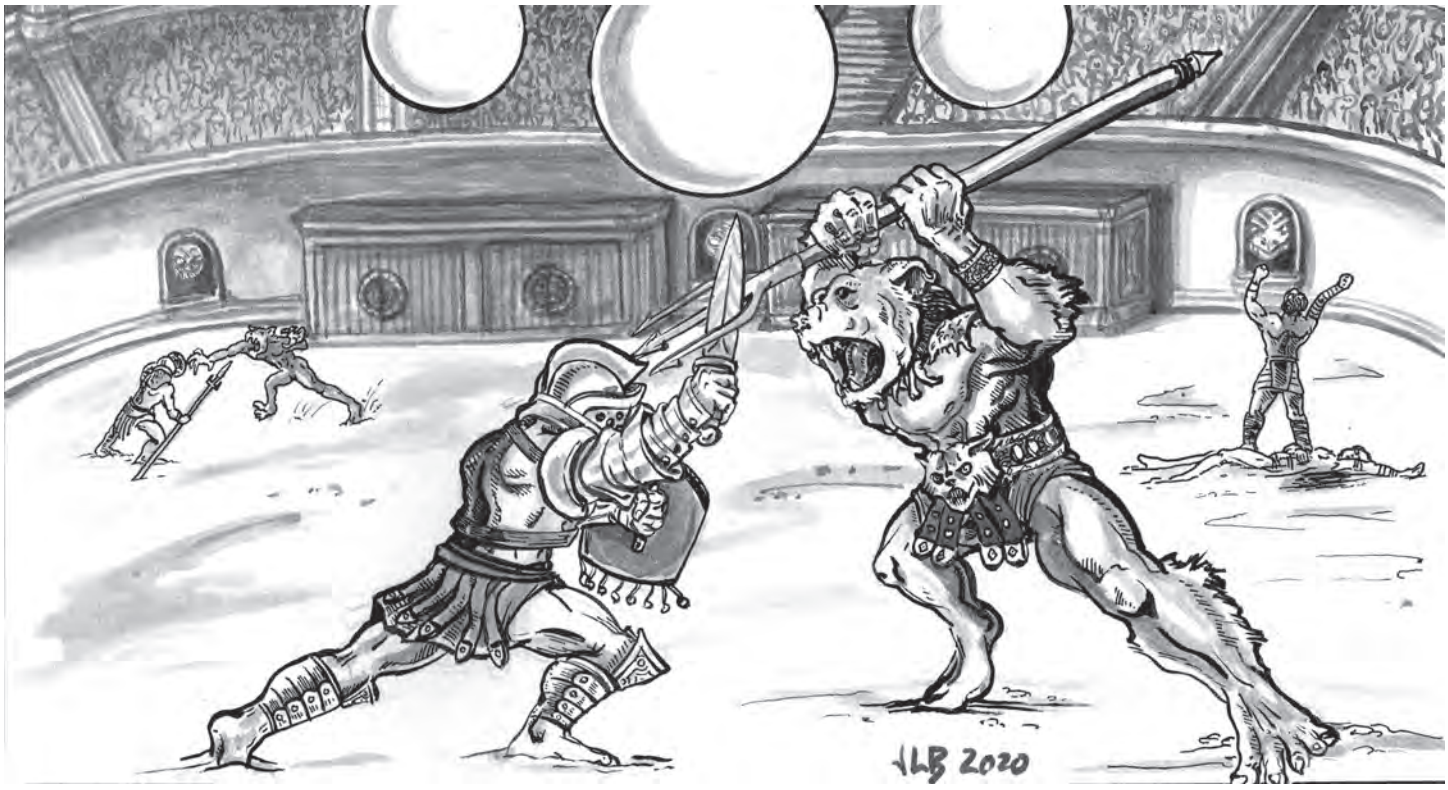
This massive chamber dating to the heqeti period rises 80' from the sanded floor to the barrel-vaulted ceiling. The walls are rough and pitted with age, but still ooze an oily sheen. The Lord of the Arena (6-85) periodically has the arena wranglers paint colossal images – of gladiators and unrecognizable monsters (from the rudishva homeworld) – on the north, south and west walls. These images tend to be 25' tall and formed of vibrant primary colors; due to the nature of the stone, though, the images begin to run almost immediately. As a result, during any spectacle, visitors will see huge but barely visible images formed of slowly running paint lining the walls.

Numerous apertures line the walls of the chamber. To the east is the half-dome of the spectator's box (6-70); it begins 25' off the floor of the Arena and rises another 25'. The north wall contains two wide openings to the beast pits (6-87); these are 15' tall and closed by portcullises that may be raised only from area 6-87. To the south is a single opening, similarly boasting a portcullis, which leads to the gladiators' quarters (6-71). The west wall boasts the box of the Lord of the Arena (6-84), situated 40' off the floor. To either side of his box is a pair of windows that allow his guests to view the spectacles from relative safety (6-81, 6-85). Three of the corners of the Arena feature ledges on which are mounted large ballistae (6-69).

The floor is covered with a 5'-thick layer of sand.

Two broad, locked cabinet doors line the east wall under the seats (6-70). These storage cabinets contain long trestle tables and benches; twice a day these are brought onto the Arena sands for meals. All inhabitants – gladiators, guards, wranglers, and the Lord – take their meals together in this way.

Three large spheres made of colored glass hang from the ceiling on thin wires. These are rudishva environment globes, salvaged from the wreck of the Beacon and used by the Lord of the Arena to simulate different environmental conditions in the Arena. The middle, yellow globe is the largest (5' in diameter), and controls light intensity; the southern, red globe is 3' in diameter, and controls precipitation; the northern, blue globe is 3' in diameter and controls temperature. All three can be manipulated by the Lord's control bracelet. Environmental conditions are decided randomly at the start of a spectacle and are cumulative. Roll 3d10 and consult the following charts:



D10	Light (Yellow Globe)
1	Super bright, -1 hit
2	Bright, full light
3	Bright, full light
4	Half-light (+10% stealth)
5	Half-light (+10% stealth)
6	No light
7	No light
8	No light
9	Strobe light every round (save vs spells or blinded)
10	Restorative light: cures 1 hp/rd

D10	Precipitation (Red Globe)
1	None (dry)
2	None
3	None
4	Soft rain (or snow)
5	Soft rain (or snow)
6	Pounding rain (or heavy snow) (-1 to hit)
7	Pounding rain (or heavy snow) (-1 to hit)
8	Hail (1 hp/rd damage)
9	Acid Rain (2 hp/rd damage)
10	Sandstorm (1 hp/rd damage, -2 to hit, low visibility)

D6	Temperature (Blue Globe)
1	Blistering hot (2 hp/rd damage, metal untouchable after 2 rds)
2	Sweltering (-1 to all rolls after 3 rds)
3	Sweltering (-1 to all rolls after 3 rds)
4	Warm, no effect
5	Moderate, no effect
6	Cool, no effect
7	Icy cold (-1 to hit using weapons)
8	Icy cold (-1 to hit using weapons)
9	Bone-chilling cold (2 hp/rd damage, 15% to drop weapons)
10	Alternating – roll a new temperature every 2 rounds

6-69: Ballistae

These three corners of the Arena are fitted with ballista stations. During spectacles two guardsmen, ready to gun down monsters, gladiators, or unruly spectators at a nod from the Lord, man each station. The ballista bolts hit as 8th-level fighters and do 3-18 HP damage. For dangerous spectacles, there is a 33% chance that the bolts have been dipped in a paralysis poison.

Inhabitants:

1. **2 guardsmen per station, as 2nd-level human fighters**; SZ M; AL varies; AC 5; MV 120'; HD 2; HP 18; #AT 1; Dmg: by weapon. Guardsmen typically are +1 to hit and +1 to damage (STR 17); they typically have CON 16 and no other elevated statistics. They wear a mail byrnie, a simple helmet, and a light green surcoat emblazoned with a black image of a six-sided die. They are armed with spears, long swords, and light crossbows.

6-70: Arena Seats

Rows of stone benches line this half-domed chamber. The west edge of the area has a low (2' tall) wall, allowing good views of all spectacles. A steep staircase provides access to the benches. The seats begin 25' above the Arena floor, and rise another 25' in height to 6-59. During a spectacle, the seats contain the following:

Types of Spectators
3-60 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7(x12), 6(x6), 5(x18), 4(x12), 3(x12); #AT 1; Dmg 1-6.
2-12 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 14, 14, 13, 13, 12, 12, 11, 11, 10, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.
1-3 parties of adventurers: select from NPC appendix
A beastman patrol: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows. 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.
A raucous group of varumani: 1. 1-6 true varumani (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60, 58, 57, 53, 52, 47; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword. 2. 2-12 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 60, 59, 58, 58, 57(x3), 55, 53, 51, 49; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club
An important person from the following list: 1. King Weskenim (SL4-22) with 10-20 goblin courtiers and 1 eunuch ogre guard 2. Set High Priestess Stephania (4-51) with 6 elite Set guardsmen (see new monsters) 3. Gerrilad the Grey (2-69) with Umsko (2-60) and 4 large albino baboons (see new monsters) 4. Tikun Thane (SL3-2) with 3 disciplined and 4 large albino baboons (see new monsters for both) 5. Psalor-Ki (5-74) with 6 ichor spawn (see new monsters) 6. Varboka the troll thegn (7-31) with his housecarls (7-29) 7. A Sun-Scarred Knight (see new monsters) with varlet 8. GM's Choice

1-3 groups from other intelligent races (GM's choice) (25% chance)
Durdeon Vislok and six members of the Sodality of the Fist: for stats, see AV-12.

Each of the primary racial groups has developed distinct chants and songs that they sing loudly during spectacles; many (particularly the goblins and varumani) are typically well lubricated with alcohol (from the 6-64). The scene is generally rowdy but genial.

Should visitors pick a fight or try to intervene in a bout, the crowd is 75% likely to swarm the miscreants and hold them for punishment by the Lord of the Arena.

6-71: Gladiators' Preparation

This lightly sanded hall serves as a practice facility and preparation hall for the gladiators of the Arena. The north wall has a 10'-wide, 15'-tall opening into the Arena; a heavy portcullis, the release for which is found on the east wall, normally prevents exit. A steep stairway leads down to area 6-72. The northeast and northwest walls are painted with enormous, art naïve images of smiling gladiators; above the images are the words 'Honor', 'Comradeship' and 'Dignity'.

Although the gladiators enjoy a certain prestige among those who attend the Arena, they are technically bound in servitude to the Lord. Most have no intention of leaving, however, as they have become accustomed to the thrills and accolades of their position. Still, the gladiators' servile status is evident in the presence of guardsmen (6-74 and elsewhere).

Just before a bout, the gladiators selected for that spectacle meet here to oil themselves, swear sacred oaths to each other, and prepare their equipment. At such times, six guardsmen (from 6-74) will be present.

During a gladiatorial bout, all gladiators not fighting are present here, pressed against the portcullis to witness the performances of their fellows.

A list of the current gladiators living at the Arena, ranked according to their status from 1st to 15th, follows. Gladiators typically take part in one of the following types of bouts: 1) 12 gladiators against each other; 2) 4-6 gladiators versus an outside team; 3) 3-4 gladiators versus some easy monsters.

(#1) **Hector, 8th-level male Archontean fighter**: SZ M; AL LN; AC 3; MV 120'; HD 8; HP 75; #AT 3/2; Dmg 6-13 (**long sword +2**), or 6-11 (**spear +2**). Abilities; STR 18/04, INT 8, WIS 10, DEX 16, CON 15, CHA 15. Possessions: orange-colored studded **leather armor +2**; **long sword +2**; **spear +2**; **headband of the kallistos** (see new magic items). *Personality*: brave but dim; resents Tredgeris, a poor judge of character; but a talented fighter

(#2) **Lara, 7th-level female Archontean fighter**: SZ M; AL LN; AC 2; MV 120'; HD 7; HP 59; #AT 3/2; Dmg 5-10 (trident +2) or 3-6 (**short sword +1**). Abilities: STR 16, INT 15, WIS 11, DEX 17, CON 13, CHA 11. Possessions: **studded leather +2**; **trident +2**; **short sword +1**. She has a purse with 147 sp and 10 moonstone gems (50 gp each). *Personality*: tough-as-nails, completely lacking in mercy ... except towards other gladiators

(#3) **Yerk**, **7th-level male Thorcin fighter**: SZ M; AL CN; AC 5; MV 120'; HD 7; HP 78; #AT 3/2; Dmg 6-7 (**whip +2**), or 6-13 (**battle axe +2**). Abilities; STR 18/23, INT 10, WIS 8, DEX 12, CON 17, CHA 12. Possessions: **whip +2**; **battle axe +2**; **studded leather armor +2**. *Personality*: psychotic, near-berserker warrior.

(#4) **Jonas**, **5th-level male Archontean magic user**: SZ M; AL LN; AC 4; MV 120'; HD 5; HP 15; #AT 1; Dmg 1-6 (staff). Abilities: STR 11, INT 17, WIS 15, DEX 16, CON 10, CHA 8. Possessions: staff, **bracers of defense** (AC 6); **ring of shield** (see new magic items); **wand of magic missiles** (15 charges). Memorized spells: **magic missile** (x2); **charm person**, **jump**; **invisibility**, **mirror image**; **fireball**. Spell book: **affect normal fires**, **burning hands**, **charm person**, **enlarge**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**, **spider climb**; **continual light**, **invisibility**, **levitate**, **mirror image**, **ray of enfeeblement**, **web**; **blink**, **dispel magic**, **fireball**, **fly**, **monster summoning I**, **slow**. *Personality*: cautious and clever; prefers to fight in a team.

(#5) **Eracleis**, **5th-level male Archontean fighter**: SZ M; AL NG; AC 4; MV 90'; HD 5; HD 41; #AT 1; Dmg 6-13 (**battle axe +2**). Possessions: STR 18/65, INT 7, WIS 10, DEX 15, CON 12, CHA 10. Possessions: chain mail; **battle axe +2**. *Personality*: a very large, muscle-bound man whose easy-going nature is the one reason he won't advance any further in rank.

(#6) **Mord**, **4th-level male Wiskin magic user**: SZ M; AL CN; AC 6; MV 120'; HD 4; HP 15; #AT 1; Dmg 2-5 (**dart +1**). Abilities: STR 8, INT 17, WIS 15, DEX 16, CON 16, CHA 7. Possessions: 4 **darts +1**; **ring of protection +2**; **wand of lightning** (11 charges). Memorized spells: **magic missile** (x2); **charm person**; **invisibility**, **mirror image**. Spell book: **affect normal fires**, **burning hands**, **charm person**, **enlarge**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**, **spider climb**; **continual light**, **invisibility**, **levitate**, **mirror image**, **ray of enfeeblement**, **web**; **blink**, **dispel magic**, **lightning bolt**, **fly**, **monster summoning I**, **slow**. *Personality*: misanthropic, speaks Wiskinga but little Archontean. Little loyalty or friendship to other gladiators.

(#7) **Thomas**, **4th-level male Archontean fighter**: SZ M; AL NE; AC 6; MV 60'; HD 4; HP 33; #AT 1; Dmg 6-11 (**spear +2**). Abilities: STR 18/24, INT 10, WIS 11, DEX 8, CON 11, CHA 17. Possessions: scale mail; **spear +2**. *Personality*: cold, reserved, sadistic.

(#8) **Pelissa Halbestdottir**, **3rd-level female elf fighter**: SZ M; AL CG; AC 2; MV 120'; HD 3; HP 23; #AT 1; Dmg 3-10 (**long sword +1**), or 1-6 (long bow). Abilities: STR 16, INT 14, WIS 15, DEX 17, CON 10, CHA 9. Possessions: elven chain mail; **long sword +1**; long bow, 20 arrows. *Personality*: smiles constantly but speaks little; prefers surgical, called shots in combat.

(#9) **Basil**, **3rd-level male Archontean fighter**: SZ M; AL LE; AC 6; MV 60'; HD 3; HP 34; #AT 1; Dmg 4-9 (**trident +1**). Abilities: STR 17, INT 14, WIS 10, DEX 9, CON 18, CHA 7. Possessions: scale mail; **trident +1**; throwing net. *Personality*: prefers sarcastic jokes and taunts; gets in trouble a lot, but his CON bails him out.

(#10) **Hamfast, 2nd-level male halfling fighter**: SZ S; AL NG; AC 5; MV 90'; HD 2; HP 17; #AT 1; Dmg 2-7 (short sword) or 4-7 (**sling +2**). Abilities: STR 16, INT 11, WIS 11, DEX 16, CON 16, CHA 9. Possessions: studded leather armor; short sword; **sling +2**, 20 sling stones. *Personality*: cheerful, alcoholic, devoted to Julia below.

(#11) **Julia**, **2nd-level female halfling fighter**: SZ S; AL NG; AC 5; MV 90'; HD 2; HP 16; #AT 1; Dmg 1-6 (short sword) or 3-8 (**short bow +1** with **arrows +1**). Abilities: STR 14, INT 10, WIS 14, DEX 16, CON 16, CHA 15. Possessions: studded leather; short sword; **short bow +1** and 20 **arrows +1**. *Personality*: flirtatious, shallow.

(12) **Idris**, **2nd-level male Thorcin fighter**: SZ M; AL CE; AC 2; MV 90'; HD 2; HP 21; #AT 1; Dmg 7-13 (**glaive +2**) or 4-7 (war hammer). Abilities: STR 18/90, INT 7, WIS 9, DEX 17, CON 18, CHA 7. Possessions: chain mail; **glaive +2**; war hammer. *Personality*: an incredible physical specimen, but dull-witted and charmless. Has few friends.

#13: **Kelt**, **2nd-level female Wiskin magic user**: SZ M; AL CN; AC 9; MV 120'; HD 2; HP 6; #AT 1; Dmg 3-9 (**staff +1**). Abilities: STR 18, INT 15, WIS 8, DEX 10, CON 10, CHA 11. Possessions: **staff +1**; **ring of protection +1**. Memorized spells: **magic missile**, **shield**. Spell book: **affect normal fires**, **burning hands**, **charm person**, **enlarge**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**, **spider climb**; **continual light**, **invisibility**, **levitate**, **mirror image**, **ray of enfeeblement**, **web**. *Personality*: chaotic and unstable; probably insane; prone to babbling in Wiskin.

#14: **Nisdis Jerronsson**, **2nd-level male elf fighter**: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18; #AT 1; Dmg 5-10 (**spear +1**) or 4-11 (long sword). Abilities: STR 18/74, INT 9, WIS 14, DEX 10, CON 16, CHA 8. Possessions: scale mail; **spear +1**; long sword. *Personality*: even-tempered, a good strategist, deferential and loyal.

#15: **Xerxes**, **2nd-level male Archontean fighter**: SZ M; AL NG; AC 5; MV 90'; HD 2; HP 15; #AT 1; Dmg 3-9 (broadsword) or 3-6 (**dagger +1**). Abilities: STR 17, INT 17, WIS 9, DEX 11, CON 11, CHA 13. Possessions: chain mail; broad sword; **dagger +1**. *Personality*: filled with nervous energy, constantly chattering, prefers swift, direct assaults.

6-72: Gladiators' Hall (unmapped)

This 30'x60'x15' hall is reached via a steep staircase leading down from 6-71. So as to not clutter the main map, this hall is not depicted there.

The floor is stone, but is covered with several inches of sand. A **continual light** spell illuminates the area. The walls are painted with life-like images of deceased gladiators, each in full gear and with his/her name listed beneath. Easily 300 such images line the walls, some of which are ancient and faded. Desecration or ridicule of the images cause the entire gladiatorial troop to attack the blasphemer. Against the east walls are the racks of gladiatorial weapons and equipment.

During a spectacle, the chamber is empty. If no spectacle is imminent, all of the gladiators (6-71) will be practicing here.

Two of the images of deceased gladiators are enchanted. The image of Lucius Magnus (halfway down the east wall) has enchanted eyes; the Dapifer can see through them from his chambers (6-75). All of the gladiators are aware of this ancient scrying apparatus, but most do not care. The image of Maria Bellatrix (just to the left of the staircase) is also enchanted; anyone touching the image of Maria's whip will find himself/herself +1 to hit and immune to extremes of heat and cold for three hours. The gladiators know of this enchantment, as does the Dapifer (since he is a former gladiator), but the Lord of the Arena does not.

Inhabitants:
0-15 gladiators (see stats at 6-71)

6-73: Cells of the Gladiators

All of the gladiators except the top three live in this block of chambers, in one of the six cells with a door. The door-less eastern niche features a latrine and a water basin. The cells are spartan, with simple cots, a few blankets, and a communal chest for a few personal items. The gladiators' winnings are kept in Hector's chamber (6-78). When the gladiators are present (8 hours per day), the doors are locked from the outside; when they are absent in 6-72 or in the Arena itself, the cells stand open. All walls are whitewashed stone, and the area is subject to a **continual light** spell cast in the center of the entrance.

6-74: Guard Post

Six Arena guardsmen are posted here at all times, on a rotating basis (see 6-79). The chamber is brightly lit by **continual light**, and contains a trestle table, benches, and two large water barrels. The walls are whitewashed stone. When a spectacle is imminent or under way, the guardsmen are found at 6-71. Otherwise they kill time in the post by swapping lies and playing cards. They pay little attention to the gladiators.

Inhabitants:

1. **6 male Thorcin arena guardsmen**, **as 2nd-level fighters**: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 17, 16, 15, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear) or 1-4 (light crossbow). Possessions: scale mail; long swords; spears; light crossbow and 20 bolts; purse with 33 sp and 9 gp each. In addition to their mail byrnies, and simple helmets, they wear a light green surcoat emblazoned with a black image of a six-sided die.

6-75: Keeper of the Gladiators: Tredgeris the Dapifer

This spacious chamber is home to the second-in-command of the Arena, a human named Tredgeris the Dapifer. A curtain divides the chamber in half. To the north is the public area, where Tredgeris keeps his desk, a scroll cabinet, a couple of extra chairs, and a low table. To the south is the private area, where may be found Tredgeris's comfortable feather bed, his wardrobe, armor stand, a small table inset with a copper basin, and a locked ebony cabinet. The chamber is door-less and illuminated by **continual light**.

Tredgeris is a 48-year old male Archontean. During and just before a spectacle, Tredgeris is found at the portcullis in 6-71. Otherwise he has a 50% chance to be in his chamber and a 50% chance to be visiting 4-2 or 7-76. He began his career in Arden Vul as a slave of the Set Cult; the previous Dapifer purchased him from the Guild of Service and trained him as a gladiator. Although never Kallistos, his intelligence meant that he was promoted to Dapifer six years ago. Hector (6-78) resents this fact, and makes no secret of his hatred of Tredgeris. Conversely, Tredgeris is supportive of Hector's position as Kallistos, and is generally liked by the younger gladiators. As Dapifer, it is Tredgeris's responsibility to ensure that the Arena is staffed with a full complement of well-trained gladiators. This means that Tredgeris is responsible for procuring new gladiators, and also for overseeing training sessions (in 6-72). Tredgeris is completely loyal to the Lord of the Arena.

The copper basin serves as a scrying pool, and is attuned to the image of Lucius Magnus in 6-72. By focusing on the water in the bowl for 2 rounds, one is able to see all that transpires in 6-72.

The south door leads to a ledge overlooking the lesser chasm; the bodies of slain gladiators are thrown from this ledge into the pit. Tredgeris is aware of the passage to the west (to 6-100) but has, perhaps wisely, not explored it.

Inhabitants:

1. **Tredgeris**, **7th-level male Archontean fighter** (50% chance): SZ M; AL LN; AC 0; MV 220'; HD 7; HP 59; #AT 3/2; Dmg 5-11 (**morning star +2**). Abilities: STR 16, INT 15, WIS 15, DEX 15, CON 12, CHA 9. Possessions: **chain mail +2**; **morning star +2**; dagger; **boots of speed**; **circlet of persuasion**; and a purse with 204 gp.

Treasure:

Scroll Case: a dozen works of martial poetry (10-100 gp each), including an ancient copy of the *Lay of Marius Invictus by Lucius Cornelius* (see 6-135 and Arden Vul books; this copy is worth half the usual price); a **scroll of protection from magic**; a **scroll of legend lore**; another scroll with **suggestion** and **mnemonic enhancer**; the transcript of the testimony of a dying gladiator, which provides accurate directions to the tomb of Marius Tricotor (6-154) by means of areas 6-145 and 6-146.

Desk: a full psychological and physical assessment of all gladiators. Tredgeris has marked Yerk (6-77), Thomas (6-71) and Idris (6-71) as 'beast-fodder' and has starred Lara (6-76) as 'the next Kallistos'.

Locked Ebony Chest: 395 gp, 2,019 sp, 535 ancient silver pennies (see Arden Vul items), and an **olifant of command** (struggling warriors) (see new magic items). The chest itself is worth 400 gp.

6-76: Deuteros: Lara

The second and third ranked gladiators are called the Deuteroi (deuteros, sing.), and they receive special treatment. Lara, the number two gladiator, lives here. She has a comfortable bed, a wardrobe, a small, unlocked chest, and the privilege of sleeping with her door unlocked.

Lara is a 35-year old woman, black-skinned, with an impressive scar on her right cheek. She is necessarily tough, and rarely swayed by sentiment. She has spent most of her life at the Arena and can think of nothing better than to be Kallistos. Her loyalty to the Lord (6-85) is abstract, but strong; she respects Tredgeris (6-75) and Hector (6-78), but has near contempt for Yerk (6-77).

Inhabitants:

1. **Lara**, **7th-level female Archontean fighter**: SZ M; AL LN; AC 2; MV 120'; HD 7; HP 59; #AT 3/2; Dmg 5-10 (**trident +2**) or 3-6 (**short sword +1**). Abilities: STR 16, INT 15, WIS 11, DEX 17, CON 13, CHA 11. Possessions: **studded leather +2**; **trident +2**; **short sword +1**. She has a purse with 147 sp and 10 moonstone gems (50 gp each).

6-77: Deuteros: Yerk

Yerk, the number three gladiator and the other Deuteros, lives here. He has a comfortable bed, a wardrobe, a small, unlocked chest, and the privilege of sleeping with his door unlocked.

Yerk is a 30-year old human male who sports a mohawk and enjoys inscribing his own flesh with homemade tattoos. Yerk was a mercenary until captured a decade ago by the Guild of Service and sold to the Arena. He has risen to the rank of Deuteros mostly because he is utterly fearless and ruthless. Indeed, all but Hector (6-78) suspect he is completely insane, while Lara (6-76) fears he may lose control in the near future.

Inhabitants:

1. **Yerk**, **7th-level male Thorcin fighter**: SZ M; AL CN; AC 5; MV 120'; HD 7; HP 78; #AT 3/2; Dmg 6-7 (**whip +2**), or 6-13 (**battle axe +2**). Abilities; STR 18/23, INT 10, WIS 8, DEX 12, CON 17, CHA 12. Possessions: **whip +2**; **battle axe +2**; **studded leather armor +2**.

6-78: Kallistos: Hector

The first of the gladiators, or Kallistos, is Hector, who enjoys a life of relative ease in this spacious chamber. His door remains unlocked, and he possesses a comfortable bed, a wardrobe, two locked chests, and a brandy rack.

Hector is male, Archontean, and 45 years old, with thinning brown hair and piercing grey eyes. He wears a silver mesh headband to indicate his rank. He has survived for 25 years in the Arena and can imagine no other life. He rose to the rank of Kallistos a decade ago, and expected to be made Dapifer. When Tredgeris (6-75) was promoted above him, Hector was outraged and conceived a burning hatred for the new Dapifer. These feelings are starting to affect his competency as Kallistos, since he has interpreted Yerk's psychotic behavior (6-77) as 'good old-fashioned spirits' rather than the dangerous insanity that it is.

Inhabitants:

1. **Hector**, **8th-level male Archontean fighter**: SZ M; AL LN; AC 3; MV 120'; HD 8; HP 75; #AT 3/2; Dmg 6-13 (**long sword +2**), or 6-11 (**spear +2**). Abilities; STR 18/04, INT 8, WIS 10, DEX 16, CON 15, CHA 15. Possessions: orange-colored **studded leather armor +2**; **long sword +2**; **spear +2**; **headband of the kallistos** (see new magic items).

Treasure:

The smaller locked chest contains 560 sp, 113 ancient silver pennies (see Arden Vul items), and a pewter cup (25 sp). The larger locked chest contains the winnings of the other fourteen gladiators, divided into 14 sacks, each containing 301-400 sp and 101-200 gp.

6-79: Barracks of the Arena Guards

This chamber contains the bunkbeds and chests of the twenty guardsmen employed by the Lord of the Arena. The walls are whitewashed, and the furniture is rough and simple. During spectacles, only two guardsmen are present. At other times, eight are present.

The corridor to the south is blocked by a heavy portcullis that can only be raised by employing a lever on the south wall of 6-79. To the east the ceiling rises sharply in order to allow access to the ballista post at 6-69; a narrow staircase along the eastern wall allows the guardsmen to climb to that position.

Along the north wall a spiral staircase leads down 20' to an access tunnel that snakes under the Arena to emerge at another staircase leading up to 6-62.

Inhabitants:

1. **2 or 8 male Thorcin arena guardsmen**, **as 2nd-level fighters**: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 19, 18, 17, 17, 16, 16, 15, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear) or 1-4 (light crossbow). Possessions: scale mail; long swords; spears; light crossbow and 20 bolts; purse with 33 sp and 9 gp each. In addition to their mail byrnies, and simple helmets, they wear a light green surcoat emblazoned with a black image of a six-sided die.

Treasure:
The chest of each guardsman holds 5-100 sp and 5-30 gp.

6-80: Commander of the Arena Guards

Darko, commander of the guardsmen, inhabits this spartan chamber. The walls are whitewashed and slightly dirty; a pair of smoky torches provides light. Darko has a bed, desk, a pair of battered chairs, and a diverse collection of bottles both empty and full of noxious grain alcohol. He is a drunkard, and spends most of his time in his room 'working' on duty rosters and tippling. Although chronically impaired, he manages to fulfill his obligations and the Lord has not (yet) replaced him.

Inhabitants:
1. **Darko**, **5th-level male Thorcin fighter**: SZ M; AL CE; AC 1; MV 90'; HD 5; HP 43; #AT 1; Dmg 3-10 (**long sword +1**) or 1-4 (light crossbow). Abilities: STR 16, INT 11, WIS 9, DEX 13, CON 15, CHA 9. Possessions: chain mail and **shield +3**; **long sword +1**; light crossbow, 20 quarrels.

Treasure:
In the desk drawer is a casket with 200 ancient silver pennies (see Arden Vul items) and 399 gp. Under the desk is a box containing 10 full and 20 empty bottles of brandy; one of the full bottles is fancy (250 gp), the others are cheap (10-40 gp each).

6-81: Observation Window

This sumptuously decorated chamber offers important visitors a comfortable location from which to view spectacles. A window – about 8' square – set in the east wall overlooks the Arena itself. The north and south walls are brightly painted with pastoral woodland scenes. A plush orange carpet covers the floor, while three leather chairs, a leather sofa, a low wooden table, and a teak humidor provide all the comforts one might need.

Treasure:
The carpet is worth 50 gp as is the teak humidor.

6-82: Solar

The Arena Lord's salon is an elaborate, rococo riot of colors, fabrics, and objects. The entire chamber is covered with a thick plush orange carpet (of unknown substance). The walls are carved in elaborate mid-relief sculptures, all of which are freshly painted in bright primary colors. The sculptures show, clockwise from the east wall: 1) writhing, intertwined figures in combat; the figures include tall skinny bipeds in uniforms, thick, tall troll-like beings, and misshapen amphibian-oids (rudishva, varumani, and heqeti); 2) a huge flattened oval (painted matte black), with some circular windows on it, surrounded by various unusual creatures; 3) elaborate jungle and arboreal images, complete with unknown flora and fauna; 4) a group of ten life-sized skinny bipeds (rudishva) wearing strange uniforms and gazing meaningfully toward the east.

At the south end is a beautiful rosewood table inlaid with lapis, pearl, and silver; four rosewood chairs surround it. The rest of the chamber is stuffed with leather sofas, chairs, and ottomans, as well as with a rosewood sideboard, a rosewood scroll case, and a carved rosewood chest.

Treasure:
Eight pieces of bulky rosewood furniture (100-400 gp per piece); heavy silver dining service in the sideboard (250 gp); 2 **scrolls of protection from petrification**; a scroll with **tiny hut**, **tongues**, and **water breathing**; a scroll with **massmorph** and **wall of ice**; a scroll with **animate dead** and **cloudkill**; a scroll with **spirit-wrack** and **stone-to-flesh**; a scroll with **monster summoning III** and **secret chest**; a scroll with **levitate** and **locate object**; 16 scrolls describing in minute detail the spectacles staged in the Arena (these go back 500 years); a scroll on unusual linen 'parchment' entitled the *Time of Darkened Skies* (see Arden Vul books); six heavy platinum goblets (100 gp each) in the chest; and six bottles of rudishva 'aquavit' (150 gp each).

6-83: Guest Room

An orange plush carpet, overstuffed bed, and pair of leather chairs occupy this room. The walls are painted a sea-green color. There is a 20% the chamber is occupied by a guest (GM's choice).

6-84: Lord's Overlook

The Lord of the Arena presides over spectacles from this brightly lit (**continual light**) overlook. The overlook is 40' above the floor of the Arena; three onyx pillars support the aperture that gives forth to the Arena. Four stone seats rest between the pillars, just at the edge of the floor. Two gigantic eyes are painted on the northwest and southwest walls; through an illusion, these eyes appear to blink and regularly scan the Arena. Although without true function, the eyes are well known to Arena regulars, and most are convinced that they see everything.

Haine, a rudishva military-grade security construct, stands just inside the west corridor; it is inert unless commanded into action by the Lord. Haine once operated with all the same features as Relke (see 6-30), but has not been powered or charged for centuries. As a result, many of his powered functions (flames, plasma beam, charged torso) no longer function; still, he is adept at hand-to-hand combat. Were it possible to subdue Haine and bring him to Kerbog Khan's workshop, the Khan might be able to restore him to full functionality (see SL12-28).

A miserable female goblin named Leila sleeps against the walls of this area. She is the Lord's personal servant, and is also responsible for ensuring that the sculptures in 6-82 are kept brightly painted. Although she has been inside the Lord's sanctum, both he and she prefer that she sleep elsewhere.

Inhabitants:
1. **Lord of the Arena**, only if a spectacle is underway (see stats at 6-85)
2. **Leila**, **goblin servant**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 3; #AT 1; Dmg 1-6.
3. **Haine**, **partially-functioning military-grade rudishva security construct** (see new monsters): SZ M; AL N; AC 3, MV 120'; HD 10; HP 50; #AT 2; Dmg 3-8/3-8 (fists); MR 50%. Special defenses: +2 weapons or better to hit; leap unerringly 30'; regenerate 2 HP/round.

6-85: Lord of the Arena

The insane, ancient Lord of the Arena counts this huge chamber as his inner sanctum. The door to the room is a circular, specially-modified rudishva iris door that opens only to the Lord's control

bracelet (although a small hole in its center also permits a bend bars attempt to open it). Inside the temperature is cool and dry, and rudishva light globes (see new technological items) attached to the walls provide light. Each wall has been painted (freshly) with trompe l'oeil techniques such that each 'wall' appears as a corridor extending into the distance; the effect is make the chamber seem larger than it is. Most of the floor is covered with more of the thick, plush orange carpet found nearby. All the corners of this chamber have been packed with cement and smoothed, so that no 90-degree angles are visible; while this work has been professionally done, it is obvious that the work is not original to the chamber.

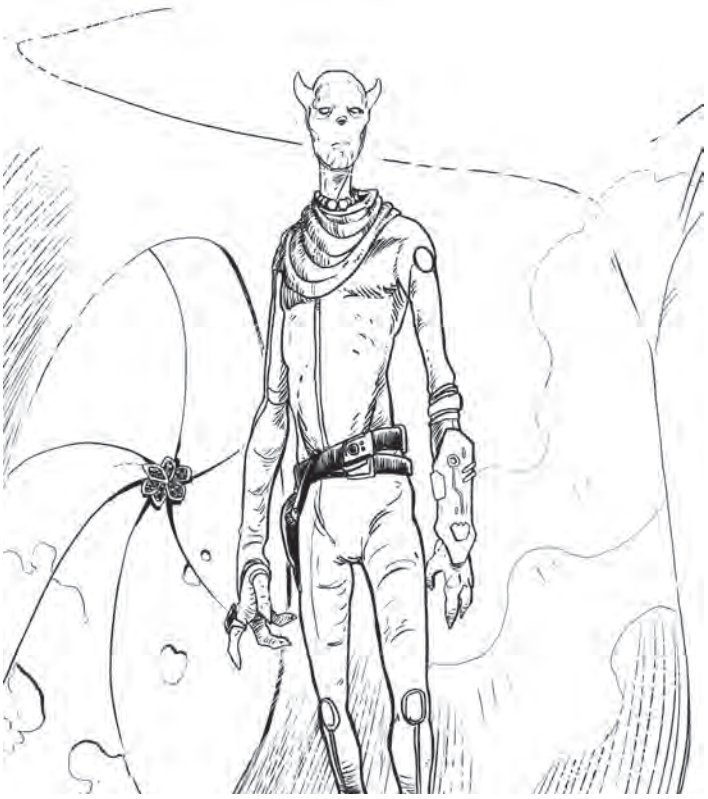
A 15'-diameter sunken pool occupies the exact center of the chamber. To the west stands the Lord's massive, four-poster bed. To the north is a three-tiered display table, on which a variety of rare and exotic items stand. To the northeast are three 'troll' chests, keyed to the Lord's hand, and a pile of 3'-long cylinders. To the southeast a 6'-tall egg-shaped object hangs from the ceiling.

Sunken Pool: 4' deep, for relaxation purposes.

Display Table: Two fist-sized chunks of raw **arcanum** (see new magic items); a 4"x10" holograph of the Lord standing with others of his race in front of a pile of amphibian corpses; a full set of **Sortian eyes** (see new magic items) mounted in a heavy silver necklace; and the **helm of Marius** (see new magic items).

Troll Chest 1: 40 lesser power supplies for rudishva artifacts. Stacked behind this chest are 10 greater power supplies (see new technological items for chest and items).

Troll Chest 2: A rudishva laser rifle and a laser pistol (see new technological items; 20 data crystals (see new technological items) for use in a GnuCoder 5000 (see 5-97, and new technological items), most of which are children's stories, albeit strange children's stories; a pair of red plastic ducks; 3 frayed silk scarves; a set of keys to the Great Pillar (see 6-103); and rudishva identity plaques (see new technological items) in the following colors: rust, brown, sky blue, pale green, pink, copper, bronze, and platinum.



Troll Chest 3: 18,473 cp; 7,599 sp; 5,321 gp; and 1,321 pp, plus a **portable hole** containing 20,000 ancient silver pennies (see Arden Vul items), 5,000 ancient gold solidi (see Arden Vul items), and 251 ancient octagonal platinum coins (see Arden Vul items).

Egg-Shaped Object: One of only two rudishva portable medical units (see new technological items) that remains operative (the other is located at SL10A-32), this device has ensured the Lord's longevity and continued health. Through judicious use of this device, the Arena Lord has managed to live for roughly three millennia, although the process has effaced many of his memories.

Lord of the Arena: Although he has lost memory of his name and former life, the Lord of the Arena was originally called Crellik-Var, and was the entertainment officer on the Beacon. He avoided the plague that struck down his fellows through sheer genetic luck, and, with a few others (e.g. Psalor-Ki, 5-74) tried initially to maintain rudishva hegemony over the servitor races. When that proved impossible, due to the defection of the kaliyani, the demise of the varuda and the flight of the varumani, Crellik-Var migrated to this area, where he began doing what he had always done – organize entertainment. Early in his career he recovered a number of rudishva objects from the halls, including the medical unit with which he prolonged his own life. Extended use of that device gradually effaced his identity, and now, despite being surrounded by familiar objects, Crellik-Var is truly and essentially the Lord of the Arena. He lives only for the continuation of the spectacles and the proper adherence to his own laws. At some point, when his supply of power sources dries up, the Lord will die, but that date is still centuries away.

The Lord appears as a skinny, 7'-tall biped with small horns protruding from the temples of his hairless head. He wears a purple jumpsuit, a white silk scarf, web-belt with holster, heavy varumani-skin boots, and several items of jewelry, including a **torc of domination** (see new magic items), his command bracelet (see new technological items), and a beautiful topaz **ring of levitation** (see new magic items).

The Lord has become the embodiment of Lawful Neutral, and concerns himself not at all with the affairs of other parties, provided they adhere to his rules when in his domain. If encountered normally, whether at 6-58, 6-59 or 6-70, he is polite and terse. If explorers visit him unannounced in his sanctum, he is considerably less forgiving, and attacks immediately. He listens politely to all proposals but is only interested in those that aid in his agenda. Should an individual or group provide him some very great service (securing a particularly valuable monster for use in a spectacle, for example), he might invite that person or group to spend 1-8 days as his guest in 6-83. If attacked in his sanctum, the Lord's tactics are to summon the security construct (6-84), drink a **potion of gaseous form**, float out into the Arena, and rally his remaining servitors. He will use the **ring of levitation** and his laser pistol to good effect.

If the Lord is slain, Tredgeris (6-75) vainly attempts to continue the Arena's normal operations, but after 2-4 months the area collapses into anarchy.

Secret Door (west): This door is normal to find, and is merely the end of the trompe l'oeil image on the west wall. It is opened as a regular door.

Inhabitants:

1. **The Lord of the Arena Crellik-Var**, **rudishva** (see new monsters), **with abilities of a 9th-level fighter**; SZ L; AL LN; AC 4; MV 150'; HD 9; HP 64; #AT 6; Dmg 3-12/3-12/3-12/3-12/3-12/3-12. Implants: speed (AC 4; MV 150'; doubled attacks; haste for 1 turn/day), linguistics (comprehend and speak all languages), medical (regenerate 2 HP/round, 50% immunity to disease and poison), microprocessor (INT 18; +25% reaction rolls). Possessions: laser pistol (see new technological items); **ring of levitation** (see new magic items); **torc of domination** (see new magic items); a command bracelet (see new technological items) that he uses to control both the environment globes in 6-70 and Haine, the military construct, in 6-84; **potion of gaseous form**; **potion of speed**; a spare, full rudishva lesser power supply (see new technological items); a silver rudishva identity plaque (see new technological items); and keys to the Great Pillar (6-103), appearing as 1'-long, 3"-diameter, grey plasteel rods with a notched, 1"-tall flange on each end.

Treasure:
See above.

6-85A: Escape Tunnel

The secret door from 6-85 leads to a narrow, dark escape tunnel. From this tunnel, both secret doors are obvious to locate (3 in 4) and open.

6-86: Wranglers

The Arena's team of expert monster-wranglers inhabits this simple, whitewashed chamber. The west side is cluttered with 10 bunkbeds, a variety of chests and loose clothing, and scattered personal effects. The east side of the room is a training area, and is kept scrupulously clean. Several trophy heads, including a manticore, an owlbear, a dragonne, a pair of rhinoceros beetles, and a bulette, are mounted to the walls. Several racks holding all manner of whips, gaffs, goads, ankusas, long and short poles, ropes, and leather hoods stand against the walls.

Due to their frequent use of Rastite lotus powder in the pens (see 6-90 and 6-91), most of the wranglers are addicted to that drug. A dozen ½ oz doses are hidden in various secret locations throughout their living quarters.

To the southeast a narrow staircase leads upwards to 6-69.

Inhabitants:
20 arena wranglers of various races. If a spectacle is imminent or occurring, only 4 are present; otherwise 10 are present.

1. **8 goblin arena wranglers**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5(x3), 4, 4, 3; #AT 1; Dmg 1-6.
2. **8 human arena wranglers**: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 7, 6, 6, 5, 5, 4, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear.
3. **4 lesser varumani** (see new monsters) **arena wranglers**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: clubs.

Treasure:
All told, the wranglers' chests contain 149 gp, 457 sp, and twelve doses of Rastite lotus powder (See new flora). A **potion of healing** is concealed in the bulette's maw.

6-87: Monster Preparation Area

This 25'-tall, sandy-floored chamber is where the wranglers prepare monsters for spectacles in the Arena. Two 12'-tall arches lead into the Arena; heavy portcullises normally close off these arches. Further sets of portcullises impeded entrance to and from the pens.

6-88: Kitchen

This smoke-blackened room swirls with odors both pleasant and not. A fireplace and chimney occupy the east wall. To the north are several huge cabinets in which the cook has stacked various preserved meats, vegetables, and mushrooms. The preparation table is to the south. By entrance door is a basin and enormous water barrel. The cook, an ancient beastman runaway, sleeps under the preparation table.

Inhabitants:
1. **Ancient beastman cook**, **as a trooper** (see new monsters): SZ S; AL LE; AC 9; MV 90'; HD 1+1; HP 4; #AT 1; Dmg 1-3 (cleaver).

6-89: Monster Pens, Small

Five pens for smaller monsters occupy this 25'-tall, bi-level space. When new monsters arrive, the wranglers bring them along 6-58 and through the door to the pens; the wranglers then simply push the monster over the lip from the eastern walkway into the appropriate 10'x10'x15' pen. Climbing or flying monsters are contained in their pens via the use of special covers that lean against the east wall; similar covers may be rested against the lower grates on those occasions when the pens house monsters with breath weapons.

When it is time to bring the monsters forth for sport in the Arena, the wranglers first toss smudge pots laced with Rastite lotus powder (see new flora) into the pens from above; the drugged smoke tends to render the monsters pliant and non-aggressive, at least for the time needed for the wranglers to raise the iron gates and swarm the monsters. The wranglers are able to raise the iron grates via a pulley system attached to the ceiling; they stand on the eastern, upper walkway and pull up the gates. When the gates are being raised and the monsters are drugged, other wranglers swarm into the pen behind heavy, tower-style shields and secure the creatures via goads, snares, nets, and so forth.

The southeast corner holds a rack with the ropes, goads, nets, hoods, snares, and other devices necessary for wrangling.

Each pen has a stone trough and some rancid straw. The monsters are fed irregularly, and are snarly and dangerous.

Note: wranglers can move from upper to lower level via the stairs at the north end of the chamber.

At present, the pens hold the following:

A: **6 giant bombardier beetles**: SZ M; AL N; AC 4; MV 90'; HD 2+2; HP 17, 16, 14, 13, 13, 12; #AT 1; Dmg 2-12. Special attacks: acid cloud (50% chance per round).

B: **3 hell hounds**: SZ M; AL LE; AC 4; MV 120'; HD 5; HP 35, 32, 31; #AT 1; Dmg 1-10. Special attacks: breathe fire; surprise on

1-4 in 6. Special defenses: surprised only on 1 in 6. Special: 50% to spot hidden or invisible.

C: A smoke mephit and a steam mephit.

1. **1 smoke mephit**: SZ M; AL CE; AC 4; MV 120', 240' flying (Class B); HD 3; HP 19; #AT 2; Dmg 1-2/1-2. Special attacks: breath weapon; flame damage on death. Special: invisibility (1/day); dancing lights (1/day); gate 1-2 mephits (20% chance).
2. **1 steam me**phit: SZ M; AL NE; AC 7; MV 120', 240' flying (Class B); HD 3+3; HP 21; #AT 2; Dmg 1-4/1-4. Special attacks: breath weapon once every other round; boiling rainstorm 1/day; contaminate water 1/hour. Special defenses: steaming skin; gate another mephit 1/hour (30% chance).

D: Empty

E: **5 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Should visitors witness the demise of (or participate in the demise of) a monster, the Arena will replace it with a new creature within 3-18 days. Contracts to procure live monsters from the Nether Reaches may be arranged with Tredgeris the Dapifer (6-75).

6-90: Storage

This whitewashed storage chamber holds a dozen smudge pots; a locked chest with 30 doses of Rastite lotus powder and 6 of Gethite lotus powder (see new flora for both); two dozen bales of straw; numerous spare parts for the wranglers; eight sets of gladiator equipment; and 12 small or medium corpses hanging from hooks in the ceiling (monster chow). There is a 50% chance that any item of adventuring gear can be found in this chamber. Tucked away behind the hay is a **greater salt lamp of protection** (see new magic items).

6-91: Monster Pens, Large

The larger pens work in the same basic way as the smaller ones. Beasts are brought in through the northern double doors and unceremoniously dumped into one of the 20'x20'20' pens. When their day in the Arena arrives, the wranglers drug the monsters with smudge pots laced with Rastite lotus powder (see new flora), and then maneuver the groggy beasts out of the pens through the iron portcullises on the south side (20' below the northern walkway). They raise the portcullises via a set of pulleys set into the 30'-tall ceiling of the chamber. As with the smaller pens, removable lids for the pens rest against the north wall, along with iron-and-wooden baffles that can be pushed against the portcullises when a pen houses a monster with a breath weapon. Numerous hooks holding snares, prods, and so forth are scattered throughout the chamber. The pens each have a stone trough and some dirty straw.

Current inhabitants of the pens include:

A: **1-2 manticores**: SZ L; AL LE; AC 4; MV 120', 180' flying (Class E); HD 6+3; HP 47, 40; #AT 3; Damage 1-3/1-3/1-8. Special attacks: four sets of 6 tail spikes (1-6 HP/spike).

B: **1 fire liz**ard: SZ L; AL N; AC 3, MV 90'; HD 10; HP 67; #AT 3; Dmg 1-8/1-8/2-16. Special attacks: breath weapon (2-12 HP). Special defenses: immune to fire.

C: **1 chimera**: SZ L; AL CE; AC 6/5/2, MV 90', 180' flying (Class E); HD 9; HP 61; #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12. Special attacks: breath weapon (3-24 HP).

D: **2 owlbears**: SZ L; AL N; AC 5; MV 120'; HD 5+2; HP 39, 33; #AT 3; Dmg 1-6/1-6/2-12. Special attacks: hug.

E: **2 giant scorpions**: SZ M; AL N; AC 3; MV 150'; HD 5+5; HP 39, 35; #AT 3; Dmg 1-10/1-10/1-4. Special attacks: poison.

See text at 6-89 for the replacement of monsters; larger monsters take a bit longer to replace (3-36 days).

6-92: Hall of Stone Heads

This area dates back to the heqeti period of the Halls, and features the usual grey, oily, pebbled stonework that is a hallmark of that era. The 30'-tall hall is in bad shape, with cracked and buckled floor tiles and numerous mini-collapses from the ceiling and walls. Still, the hall is dominated by a row of impressive stone face pillars. These 5'-diameter pillars stretch up 15' to the ceiling, and each is carved in the form of a grotesque face. In addition to the special guardian head (6-94) and the head isolated by a cave-in (i.e., the one in 6-104), four heads survive in this hall. Each head is roughly humanoid, but contains some unusual amphibian-oid features, including bulbous eyes, slit noses and lolling tongues (heqeti). The mouth of each head/face is open, revealing a 2' oval compartment. If a flask-full of 'sweat' from the nearby antechamber (6-93) is placed in any of the mouths, the tongue of that head will lick the nearest person (within 5'). Two effects are imparted: 1) the subject will recognize and be able to open all secret doors and passages on Level 6 (including 6-95A), and 2) the subject will be afflicted with an effect from the following table:

D10	Effect
1	Sweat uncontrollably for 7 days, -3 CHA, -1 to hit rolls
2	Temporary gills for 7 days, allowing subject to breathe underwater
3	Eyes grow disproportionately large for 3 days, -1 CHA but **true seeing**
4	Legs grow in power while arms atrophy for 3 days: MV increased by 30', STR -1
5	Webbing between fingers and toes, 50% better swimming but -1 CHA
6	Comprehend amphibian tongues, for 7 days
7	**Cursed** (if Good), **Blessed** for 3 days if CE. Nothing for other alignments
8	Sensitive to light for 7 days (-2 to all rolls), but gains **infravision**
9	Locate body of fresh water; knows route to pool-sized bodies of water (or larger) within 200'
10	Mark of Kauket: all 9 of the above, 1-3 of the effects are permanent.

Remove curse will remove any of the temporary negative effects, but the Mark of Kauket can only be removed via **alter reality**, **miricle**, **limited wish** or **wish**, or through the special favor of a good-aligned deity via the completion of a significant quest.

6-93: Sweating Antechamber

The chamber is sheathed in the same ancient, oily, pebbled stone as the rest of this area. What sets it apart is the fact that it 'sweats' an odorless, viscous, clear liquid. The sweat is slow, but steady, and pools along the cracked flagstones of the floor. The 'sweat' has no special properties, except as the substance used to manipulate the Stone Heads in 6-92.

6-94: Guardian Head

An archway leads to a 15'-tall extension of the hall of stone heads (6-92), where still one more head stares towards the west. Like the others, the head is humanoid but 'wrong', with fish-eyes, feather-gills, and an open mouth. Adding 'sweat' from 6-93 causes the same effects as any of the other stone heads (see 6-92). But the Lord of the Arena (6-85) has added further enchantments to this head. If anyone other than the Lord enters this chamber, the guardian head will start to shout loud imprecations in an unknown, harsh language (Heqeti): the words translate to something like '*Get away, you ever-cursed Monkey-Boys! This area is not for you!*' The auditory effects last for a full turn and are 50% likely to alert the Lord (if he is present in areas 6-82 to 6-85).

6-95: Hall of Four Pillars

This extension of the Hall of Stone Heads is equally tall (30') but features four greasy, smoothed-granite pillars holding up the roof. The pillars radiate strongly of magic, and are part of the opening mechanism for the door to 6-95A. The door to 6-57 is kept locked, and is difficult to pick (-10%).

Attached to the north wall is a high-relief sculpture of humanoid face. The face is elongated and skinny, and features both a pair of small tusks and a pair of small curved horns (a rudishva). The face is 5' tall and detects strongly of magic. In it default state, the face's eyes and mouth are closed and its nostrils are flared. Touching the pillars (numbered from south to north) activates features of the rudishva face as follows:

Pillar 1: reset (eyes and mouth closed, nostrils flared)
Pillar 2: the mouth opens wide
Pillar 3: the nostrils close up
Pillar 4: the eyes open wide

The face serves as the door to 6-95A, but will only open if the pillars are touched in this order: 3-4-2 (nostrils, eyes, mouth). Immediately as this sequence is touched, the mouth of the Face dilates open to reveal a 5'-diameter circular opening into 6-95A. If any other sequence is created, the Guardian Head at 6-94 starts to yell its curses.

Secret Door (north): The opening to 6-95A is difficult to detect (1 in 8). It can only be opened by following the procedure above.

Secret Door (east, to 6-85A): The secret door is difficult (1 in 8) to detect from 6-95. It opens from by sliding a stone panel to one side.

6-95A: Rudishva Chamber

Beyond the rudishva face lies a gleaming chamber sheathed in white marble tiles. All corners are rounded, such that no 90-degree angles are present. In the center of the room three orange plasteel benches surround a 5'-diameter sunken spot in the floor; whatever once filled the basin is long gone.

Elevator: The westernmost section of the room (10'x20') functions as an elevator leading up some 1,050' to SL2-3. A comparably sized elevator 'shaft' is present in the ceiling above this area. On the south wall next to the elevator is an inlay of lapis, showing a 6"-diameter orb surrounded by three 2"-diameter orbs (the rudishva homeworld and its moons).

If the elevator is present here (50%), it appears as a slab of polished blue granite, with a similar lapis inlay incised in the center of the slab. The inlay shows a 1' orb with three 4" orbs around it. The elevator activates by stepping on (or placing something on) the inlay. Travelers will experience slight nausea as the elevator travels rapidly up to SL2-3. Those standing next to the elevator when it activates will hear a slight grinding and will then see the floor whoosh upward, carrying away any who were standing on it.

If the elevator is not present, the area appears as a rough patch of ordinary granite. Touching the inlay on the south wall will summon the elevator from SL2-3, although those standing on the rough granite must save vs breath weapons or be crushed to death by the returning elevator. There is a 1% per use (cumulative) that the elevator ceases to function

Teleport Node: To the east sits one of the nodes in the rudishva teleportation network. Like all such nodes, it is comprised of a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. The square has a rune etched into the silvery material.

T4: access to 5-92 (Translocation Hub)

Access to 6-95: On the south wall, a 5'-diameter circle has been cut out of the regular white marble. Beyond the circle are some carved bits of stone closed over the opening in a complex way (observant PCs may notice teeth and deduce that they are looking at the inside of a carved stone mouth). A 12"-long and ½"-wide slot is set in the lip of the circle. Inserting an appropriately-sized lever into the slot and pulling or pushing causes interior gears to open the stone face, thus allowing access to 6-95. So long as the lever is left in the slot, the face remains open; if it is removed, the face closes up after 1 turn.

6-96: The Arena Lord's Stash

This unadorned chamber has the usual pebbled and oily walls of ancient heqeti construction. The locked door is more recent, appearing as a standard Archontean-era door. The entrance to the chamber trapped with **warding chain of glyphs** (fire, 7 glyphs - see new spells); the glyphs are placed on the floor just inside the door. Piled haphazardly within are numerous large and bulky items salvaged by the Arena Lord over the centuries.

The hoard includes the following: a working mobile stone cutter (see new technological items); two large, but irreparably broken, rudishva machines, a Nutri-Vore 2000 and a Gnu-Coder 5000 (see new technological items for each); six depleted rudishva greater power supplies (see new technological items); a pair of 6'-tall, 4'-diameter clay urns incised with bipedal salamanders (ancient heqeti burial urns - worth 200 gp each, but weighing 150 lb each); two 4'-diameter kegs of Archontean brandy, only ¼ to ⅓ full (150 and 200 gp respectively); a brass, ivory, and colored glass orrery, standing 5' tall (250 gp); six petrified roc eggs (25 gp each); and a bizarre Archontean mechanical 'bank' depicting the impalement of a criminal and standing 4' tall (575 gp; to operate

it, one deposits an ancient silver penny or ancient gold solidus (see Arden Vul items) into the executioner's pouch; the criminal is automatically lowered onto the impalement stake while his mouth opens in a silent scream). The mechanical bank holds 23 ancient silver pennies and 5 ancient gold solidi.

Due to the cave-ins in the surrounding areas (c.f. 6-97), it is unlikely that most of stored items will currently fit through the narrow tunnel leading to 6-92. Digging for 4-6 hours with hand tools, or 4-6 turns with the mobile stone cutter, will widen the tunnel sufficiently. Still, there is a 15% cumulative chance per hour (or fraction of an hour) that digging causes a serious cave-in, inflicting 4-40 HP of damage on the diggers and burying them under the rubble.

6-97: Corridor Fragment

This section of the old main corridor is still in relatively good shape, despite the cave-ins that surround it. At the western edge of the fragment is the mostly-buried body of an adventurer. Digging her out will produce some treasure, but has a 1 in 6 chance per turn of causing a further collapse (3-18 damage). It takes 2-4 turns to dig her out.

The narrow (3'x5') tunnel to the west is hard to spot amid all the rubble (3 in 8).

Treasure:
The Kauketiad (see Arden Vul books), an ancient rudishva description of the ziggurat of Kauket (areas 10-32 to 10-35); a **bag of holding** (150 cubic feet capacity) that contains 407 ancient silver pennies (see Arden Vul items), 119 ancient gold solidi (see Arden Vul items), a **short sword +2**, and a varumani skull with a thick wax candle melted onto it (15 sp).

6-98: Rubble-Filled Tunnel and Closet

The narrow access tunnel connecting 6-105 and 6-97 is filled with rubble and is currently impassable. It would take 12-18 hours of careful digging to clear the tunnel. Each hour of digging provokes a 1 in 6 chance of a cave-in that inflicts 3-18 HP damage on the digger(s) and adds 1-3 hours to the digging time..

Amazingly, a small closet still exists to the north of the rubble-filled tunnel. It is 7' tall, but only 4' square. Amid some rotted biological matter litter is a copper rudishva identity plaque (see new technological items).

6-99A: Stasis Bridge (North) and Fiery Dancer

A 3'-radius sphere of white marble is embedded in the granite at the end of this corridor; it is mirrored by an identical sphere some 30' away on the south side of the chasm. Rectangular indentations 6"x2" in size are visible in the marble. The two spheres form the bases for a rudishva stasis bridge. To activate the stasis bridge, one must place a silver rudishva identity plaque (see new technological items) in either indentation; this causes a 1'-wide band of buzzing silver energy to instantly appear, linking the two spheres. Although narrow, the stasis bridge is perfectly safe and remains for 2 turns after the silver rudishva identity plaque is removed.

Fifteen feet north of the white marble sphere a rudishva fiery force shield blocks the entire corridor. As with the fiery shield at 5-90A, the flame is broken only by an 8'-tall, 4'-wide oval in which a holographic figure stands on one leg. The figure has two legs, but six arms, many holding a different object (drum, pot of fire, lotus, and dagger; the other two hands hold nothing). If any living being approaches within 5', the six-armed figure starts to dance, beginning slowly but swiftly increasing its tempo. After 3 rounds, the whirling figure begins to call forth blobs of fire from the fiery force wall; these blobs hit unerringly for 1-6 damage each (with a chance to ignite combustibles).

The force wall can only be destroyed by casting **disintegration** on it. Should a being present an orange, silver, or yellow rudishva identity plaque (see new technological items) after the figure has begun to dance, the figure will dematerialize, allowing the holder and his/her friends to step through the oval opening. After a turn, the dancer rematerializes.

6-99B: Stasis Bridge (South)

For appearance and operation of the stasis bridge, see 6-99A.

The door to the east is a rudishva iris door, and can only be opened if an orange or silver rudishva identity plaque (see new technological items) is presented to the accompanying panel. Once opened, the door reveals a rudishva tunnel leading to 6-100).

6-100: Hangar with Hover Sled

Both doors to this hangar are rudishva iris doors that open only to orange or silver rudishva identity plaques (see new technological items). The opening to the chasm is concealed by a heavy curtain of vines. Noisy activity near these vines is 75% likely to attract the huge spiders that lair in the chokepoint leading to 6-101 (q.v.).

The hangar holds a rudishva hover sled salvaged by the Arena Lord in the years after the Archontean collapse. The chamber is of typical rudishva construction – white marble sheathing with no 90-degree angles. The Arena Lord has not used his sled in over 500 years, but it is still in fine working condition. He has stored a laser rifle with two lesser power supplies (see new technological items) in the sled.

6-101: Lesser Chasm

This chasm is connected to the Great Chasm by a very narrow passage that is currently jammed with cave vines and creepers. A nest of huge spiders has made its home near this chokepoint. They take particular interest in any attempting to access 6-100 via the passage on the west wall of the chasm.

Inhabitants:
1. **8 huge spiders**: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 17, 16, 15, 14, 14, 13, 12, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.

6-102: A Pair of Huge – and Occupied - Seats

These chairs are nearly identical to those found at 6-63, as they are 10' wide, 15' tall, and 5' deep, with the seats 5' off the floor. Carved from oily soapstone, they emit a faint tinge of ancient evil. Two giant rudishva skeletons (see new monsters) inhabit the seats, a fact which keeps the nosy away from area 6-103. The Arena Lord (6-85) has not sent a cleanup detail this way in some time, and several corpses – including two goblins seemingly impaled with femur bones – are scattered around the hallway.

Secret Door (north): This secret door is normal to spot but only opens when an orange or silver rudishva identity plaque (see new technological items) is held before a 2" circle of glowing red light.

Inhabitants:

1. **2 semi-intelligent giant rudishva skeletons**: SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68, 54; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

Treasure:

Scattered among the corpses are 35 gp, 77 sp, a purse with 10 pieces of jade (worth 100 gp each), 2 **potions of healing**, and a scroll with **false trap**, **haste**, and **fear**.

6-103: Great Pillar

The Great Pillar, which begins on Level 5 (5-138), continues downward here. From this location it can be used to reach areas 5-138, 7-37 and 9-30. The three rudishva iris doors are of an unusual sort; they are not opened in the usual manner, by presenting a colored rudishva identity plaque. Instead, they require a special key to unlock. The lock is extremely complex (-40%) to pick. The troll thegn (7-30) and the Arena Lord (6-85) each possess a key. The keys are 1'-long, 3"-diameter, grey plasteel rods with a notched, 1"-tall flange on each end. The doors are also enchanted with the equivalent of a **wizard lock** cast at 12th level.

For a general description of the Great Pillar and how to navigate it, see 5-138. It should be noted that no bridge to the central shaft exists at this level. Furthermore, the pod of chasm cephalopods mentioned at 5-138 will certainly be attracted to light and noise at 6-103.

6-104: Lost Shrine to Rimmaq-Isfet

At the eastern end of the Hall of Stone Heads is a newly restored shrine to Rimmaq-Isfet. Given the cave-ins in this area, it had been lost for over a millennium, and only recently rediscovered by a heqeti exploration party. The worked areas feature cracked and buckled granite floor tiles, and pebbled, oily walls. To the east, one of the stone heads (see 6-92) marks the edge of a major cave-in; it can be manipulated in the same way as the other stone heads.

The shrine proper lies to the west, in front of the new tunnel leading out to the Chasm. It takes the form of a 15'-tall, 3'-wide oval pool of murky, viscous brown sludge. Four slim columns of polished basalt are placed around the pool, one on each side; these 4'-tall columns are set obliquely (not perpendicular to the floor). When the proper summoning rites have been performed, a worm of Qok (see new monsters) appears in the pool, eager to devour whatever sacrifices are forthcoming.

A party of heqeti is present here to guard the recovered shrine. They are led by a builder and include a chosen, a weaver, and three hoppers (see new monsters for all). They have captured three adventurers, who have been bound to the basalt columns as sacrifices to Rimmaq-Isfet. The heqeti hate non-heqeti with a passion, and attack interlopers without hesitation.

Two rounds into any combat the worm of Qok arrives in the pool. It attempts to swallow whatever prey is making the most noise nearby.

The tunnel leading west and south to the Chasm is of new construction, and shining with slime. A pair of ropes made of twisted vines is stapled to the entrance of this corridor; it runs close to the Chasm face and leads to 6-107. The heqeti use the ropes to move between 6-106 and 6-104. Using the ropes requires a successful roll under STR on 2d6.

The southeastern extension is freshly carved, and serves as the campground of the heqeti group. It contains some strange woven bags filled with dried fish and mushrooms, as well as a large bucket of slime.

This hall is a destination for the heqeti teleporter located at area 10-8.

Inhabitants:

1. **1 heqeti builder** (see new monsters), **6th/6th-level fighter/cleric of Rimmaq-Isfet**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46; #AT 1; Dmg 4-9 (**short sword +2 of wounding**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.
2. **1 heqeti weaver** (see new monsters), **as a 5th-level magic user**: SZ M; AL CE; AC 5; MV 120', 90' swimming; HD 5; HP 16; #AT 1; Dmg 1-3 (darts). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **brooch of shielding** (56 HP left); 6 poisoned darts. Memorized **spells: jump**, **magic missile**, **protection from good**, **sleep**; **invisibility**, **mirror image**; **lightning bolt**. Spell book: **dancing lights**, **detect magic**, **enlarge**, **jump**, **magic missile**, **protection from good**, **read magic**, **shield**, **sleep**; **darkness 15' radius**, **invisibility**, **knock**, **mirror image**, **ray of enfeeblement**, **strength**; **blink**, **dispel magic**, **gust of wind**, **lightning bolt**, **slow**.

1. **1 heqeti chosen** (see new monsters), **as a 6th-level fighter**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 39; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice.
4. **3 heqeti hoppers** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 28, 26, 24; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
5. **1 worm of Qok** (see new monsters): SZ L; AL CE; AC 3; MV 60'; HD 12; HP 86; #AT 1; Dmg 2-24; MR 50%. Special attacks: swallow.
6. **Odd of Freyr's Landing**, **4th-level male Wiskin ranger**: SZ M; AL CG; AC 10; MV 120'; HD 4; HP 21 (max 40); #AT 1; Dmg by weapon. Abilities: STR 16, INT 13, WIS 14, DEX 11, CON 16, CHA 8. Possessions: none.
7. **Helgi of Westholm**, **3rd-level male Wiskin cleric of Bragi**: SZ M; AL CG; AC 9; MV 120'; HD 3; HP 18; #AT 1; Dmg by weapon. Abilities: STR 16, INT 10, WIS 17, DEX 15, CON 10, CHA 15. Possessions: none. Spells: **bless**, **create water**, **cure light wounds** (x2); **slow poison**, **speak with animals**.
8. **Kerrie Flaxseed**, **5th-level female halfling th**ief: SZ S; AL N; AC 6; MV 90'; HD 5; HP 24; #AT 1; Dmg by weapon. Abilities: STR

11, INT 14, WIS 15, DEX 18, CON 13, CHA 15. Thief skills: PP 65%, OL 62%, F/RT 50%, MS 60%, HS 56%, HN 25%, CW 75%, RL 20%. Possessions: none.

Treasure:
At the bottom of the shrine's pool is a fast-rotting leather sack filled with coins (235 sp, 456 gp, and 122 pp), bronze and rust rudishva identity plaques (see new technological items), and a gold **Sortian eye** (see new magic items). The builder wears **amulet of natural armor +2** (see new magic items) and wields a **short sword +2 of wounding**. The weaver wears a **brooch of shielding** (56 HP left), and carries 6 poisoned darts (paralysis).

6-105: Wet Chamber

The heqeti exploration party that refurbished 6-106 placed several alarm and defense mechanisms in this chamber. The walls of the chamber have been newly coated with a white, paint-like slime that is eating away the rudishva-era murals underneath. Those murals are now unintelligible on all but the north wall, which shows a trio of spindly-limbed rudishva in orange jump suits pointing narrow sticks/wands at a mass of amphibian-oid creatures.

The northern part of this chamber is wet with a gray-green, nutrient slime, out of which grow 3 shriekers. Clinging to the ceiling is a large gray ooze. The shriekers are likely to draw the heqeti hoppers from 6-106.

The narrow tunnel leading east is filled with rubble and currently impassable (see 6-98).

Secret Door (west): This door is easy to locate (1 in 4), as it is newly constructed. It can only be opened by brute force, either a successful open doors check or a combined 30 STR (from a max of 2 characters).

Inhabitants:
1. **3 shriekers**: SZ M; AL N; AC 7; MV 10'; HD 3; HP 19, 14, 13; #AT 0; Dmg nil. Special attacks: noise.
1. **1 gray ooze**: SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold.

6-106: Heqeti Transport Chamber

This was the first chamber on Level 6 that the resurgent heqeti refurbished. It provides access to several important heqeti locations deeper in the Halls. The walls of the chamber are coated with the slime that renders them, over time, both pebbled and greasy/oily to the touch. No light is present.

The stairs lead down in a tight spiral to 8-25 in the Nether Reaches, while the tunnel to the east is newly carved and still wet with slime. If the hoppers hear the shriekers in 6-105, they will investigate in 2 rounds.

Heqeti Teleport Wells:
The niches to the north contain heqeti teleport wells. Each well takes the form of a 7'-diameter circle of stone rising 3' above the floor. The well to the right is operative, and appears to contain nothing but inky blackness; objects tossed into it make no sound. One employs it by jumping into the well, emerging some seconds later at 10-24. The left well, however, is inoperative. It currently appears simply as a 10'-deep well with a carven image of an amphibian head on its bottom; the amphibian head has a 4"-diameter hole in the place of the mouth. Normally the well could be 'turned on' by dropping a tear of Kauket (see new magic items) into the appropriate mouth; the enchantments seem to be broken, as the heqeti have been unable to reactivate the well.

Secret Door (north): This door is normal to locate, and opens by sliding a stone panel upwards into a slot in the wall. Beyond the door a narrow corridor and 5' flight of stairs lead up to 6-51.

Secret Door (east, to 6-105): This door is easy to locate (1 in 4). It can only be opened by brute force, either a successful open doors check or a combined 30 STR (from a max of 2 characters).

Inhabitants:
1. **4 heqeti hoppers** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 28, 26, 24, 22; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

6-107: Pukel-mander

Another of the heqeti **pukel-manders** (see new magic items) squats in this chamber. A pile of bricks (one side carved to resemble natural stone) rests on either side of the pukel-mander; it is clear that a wall that shielded the pukel-mander from the Great Chasm has recently been destroyed. A pair of ropes made of vines is stapled to the southeast wall; they lead to the new tunnel leading to 6-104.

Secret Door (north): The secret door is normal to find. It opens by locating and depressing a mechanism hidden inside a ½"-diameter hole found on the nearby floor. It is freshly oiled and maintained.

6-108: Great Chasm

One of the iconic features of the Halls, this massive fissure extends through most of the dungeon levels and provides a sure, if difficult, means of vertical navigation of the Halls. The fissure is generally shaped like a triangular prism, with its apex about 50' above Level 2. The prism extends downward 1,600' through the Halls until it levels out at the floor of the chasm (9-1).

At this level the chasm is noisy with life and activity. The warmth given off by the Floating Garden (6-4) and the moisture from the waterfalls ensures abundant plant and insect life. Creepers, vines, lichen mats, and so forth line the walls. To the southeast, a nest of huge spiders has taken up residence in the bottleneck leading to the lesser chasm (6-101).

Secret Door (to 6-19A): The door is difficult to spot (1 in 8) from the chasm, and is locked. The lock is difficult to unlock (-20% to open locks).

Random encounters use the following table; roll every three turns, with a 1 in 6 chance for an encounter.

D100	Encounter
01-10	Party of NPC adventurers (select from NPC appendix)

11-15	1-3 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 19, 18, 17; #AT 8; Dmg nil. Special attacks: paralysis
16-20	1 smoke mephit: SZ M; AL CE; AC 4; MV 120', 240' flying (Class B); HD 3; HP 19; #AT 2; Dmg 1-2/1-2. Special attacks: breath weapon; flame damage on death. Special: invisibility (1/day); dancing lights (1/day); gate 1-2 mephits (20% chance)
21-25	3-6 vapor rats: SZ S; AL C(N); AC 6 (or special); MV 120', 60' swimming, 10' floating; HD 2; HP 14, 12, 11, 10, 10, 8; #AT 1; Dmg 1-2. Special attacks: noxious fumes on death. Special: gaseous form
26-30	2-4 gargoyles: SZ M; AL CE; AC 5; MV 90', 150' flying (Class C); HD 4+4; HP 31, 28, 26, 25; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: +1 or better weapons to hit
31-35	1-3 imps: SZ S; AL LE; AC 2; MV 60', 180' flying (Class C); HD 2+2; HP 16, 14, 13; #AT 1; Dmg 1-4; MR 25%. Special attacks: poison. Special defenses: silver, or +1 or better weapons to hit; immune to fire, cold and electricity; save vs magic as 7 HD creatures. Special: polymorph self (to animal form); detect magic; detect good; detect magic; invisibility; regenerate 1 hp/round, suggestion 1/day
33-40	1-2 poltergeists: SZ M; AL LE; AC 10; MV 60'; HD 1-4 HP; HP 3, 2; #AT 0; Dmg special. Special attacks: throw object, a hit causes fear (throws as a 5 HD creature). Special defenses: invisible; silver, or +1 or better weapons to hit
41-45	Gimon, from 6-167 (see new monsters): SZ M; AL N; AC 7; MV 60', 150' flying (Class D); HD 6; HP 40; #AT 3; Dmg 1-4/1-4/1-6; MR 25%. Special defenses: cannot be surprised; immune to cold
46-50	2-5 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 12, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); 30' leap
51-55	Either of the following: 1. 2 off-white, gluey heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 5' creeping; HD 2; HP 15; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds. Special defenses: healed by electricity or lasers; slowed by cold 2. 2 maize-yellow, gluey heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: produces gills on neck, victim must immerse in water 4 hrs/day. Special defenses: healed by electricity or lasers; slowed by cold
56-60	3 mantari: SZ S; AL NE; AC 9; MV 180' flying (Class C); HD 1+1; HP 8, 6, 6; #AT 1; Dmg special. Special attacks: sting (inflicts HP equal to 19-victim's CON); if a PC is hit on a 2nd consecutive round, damage from the sting is quadrupled
61-65	Roll on Upper Zone table (see 2-63A)
66-70	Roll on Lower Zone table (see 7-3)
71-80	3-7 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 29, 27, 26, 26, 25, 24, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
81-85	1 ochre jelly: SZ M; AL N; AC 8; MV 30'; HD 6; HP 39; #AT 1; Dmg 3-12. Special defenses: lightning divides into half-sized creatures
86-90	1 assassin vine (see new monsters): SZ S (effective); AL N; AC 8 (main plant), 4 (tendrils); HD 8 (main plant); HP 53 (main plant), 5 (tendrils); #AT 24; Dmg special. Special attacks: drag; strangulation; digestion
91-95	1-2 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
96-100	Either of the following: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire

Chasm Color:
The GM might decide to play up the creepy and mysterious nature of the chasm. Roll every 3 turns, with a 1 in 6 chance for a chasm sound effect.

D8	Noise/Effect
1	Loud hissing
2	Moaning (of the wind?)
3	A roar
4	A shriek
5	A loud clap (a sharp, brief noise)
6	An echoing voice (undecipherable)
7	A flash of bright light for 3 second
8	Fluting, of a tuneless sort

6-109: Stone Corridor

This stone corridor leads from the Great Pillar to the residential pod of the Beacon. As indicated at 6-103, the rudishva iris door leading to the Pillar is unusual, as it is **wizard locked** (12th level) and requires a key to open. The corridor is dusty and absent signs of recent traffic. Sounds of crunching metal are audible from the west.

6-110: Slagged Corridor with Xorn

Here, where the corridor changes from stone to plasteel, a tremendous battle took place in antiquity. The plasteel walls and floor have been buckled and melted as if by the application of

powerful energy. Indeed, burn and scorch marks are evident. The result is a 30'-deep pit of slagged plasteel. In the center of the pit are two xorn, happily munching on the metallic bounty.

Inhabitants:

1. **2 xorn**: SZ M; AL N; AC -2; MV 90'; HD 7+7; HP 55, 49; #AT 4; Dmg 1-3/1-3/1-3/6-24. Special attacks: surprise on 1-5. Special defenses: immune to fire and cold; half damage from electricity; travel through stone.

6-111: Plasteel Corridor

Beyond the slagged cave-in, the corridor is clearly made of a different substance (plasteel) from the stone of 6-109. It is metallic and white, and conveys sound easily. The door to the residential pod is a rudishva iris door that opens upon presentation of a brown, sky blue, pale green, orange, pink, silver, or yellow rudishva identity plaque (see new technological items). The wall into which the doors opens is unusual, as it is formed of a grey version of the same metallic substance (although pitted with small indentations). Those rolling 3d6 under INT (+2 to roll) might notice that the door was added to the wall at some later point.

A 5'-diameter hole has been blasted through the plasteel on the south wall, just east of the door to 6-112. A rope hangs through the hole into area 6-112, held in place by a simple 'x' made of two 6' pieces of wood nailed together. **GM Note**: the Bad Neighbors (6-113) made the hole with their laser rifle and used the rope to shimmy down into 6-112.

6-112: Cavern with Residential Pod and Access to SL4-28

One of the residential pods from the Beacon dominates this large cavern. The pod was driven through the rock to this location upon the crash of the Beacon, but subsequent geological (and rudishva) activity has sealed up most of the path it took to this location. It is still possible to follow the burn hole upward 475' until one reaches SL4-28.

The grey plasteel residential pod is 40' tall and rests on several sets of sturdy tripod legs. The floor of the cavern has been levelled, but its walls remain rough rock. The cavern is warm due to the energy still pulsating from the pod; as a result, numerous vines, creepers, lichens, and molds have grown up here. Some of the creepers have begun to enshroud the Beacon itself, such that one can climb the vines from the wall and then make one's way onto the roof of the residential pod. Thanks to this natural environment, a pack of vicious subterranean lizards has taken up residence here; they normally hunt any prey that enters the region, using the vines and creepers adeptly to gain height and surprise.

The south end of the residential pod has been eaten away by some corrosive substance; an 8'x15' hole exists in the hull some 25' from the cavern floor.

GM Note: It was a sumuksu (see new monsters) that breached the hull in antiquity; that foul creature is still present in 6-121.

Inhabitants:

1. **7 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 42, 39, 37, 36, 33, 32; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.



6-112A: Heqeti Statue and Tunnel to Level 9 (area 9-39)

Squatting on this ledge overlooking the cavern is a heqeti statue. Lacking the potency of the ancient pukel-manders, it is a simple statue some 8' tall carved from soapstone; it shows a salamander-thing with powerful legs and a salamander head. Its over-sized eyes are disks of quartz (50 gp each). Behind the statue a tunnel wends its way downward to Level 9-39.

6-113: Residential Pod of the Beacon, Upper Level

The pod can be accessed either through the door to 6-111 or through the corroded hole leading to 6-112; both entrances lead to the upper level of the residential pod. All structural surfaces are white plasteel, although the walls also feature decorative swooshes and swirls in a variety of primary colors. A 3'-wide, sickening-brown smear of partly melted plasteel runs down the center of the hallway and up to each door (GM Note: the brown smear was produced by the sumuksu, which still resides in 6-121). The hallway is notably dirty and scattered with trash, lizard skins, and numerous bones (mostly from small animals).

As the nuclear reactor for this pod is still active (see 6-123), lighting is still operational throughout the residential pod. LED strips run along the ceilings of the corridors, and will spring to light in 30' segments if any living entity more than 25 lb in weight steps on the decking.

The oval central chamber of the pod contains two null-grav holes in the floor; these lead to the lower level. One simply steps into the hole, gives oneself a shove, and levitates downward to emerge, one segment later, at 6-118.

The Bad Neighbors, a party of evil NPC adventurers, lurk in the corridor just north of the central chamber. These villains acquired two laser rifles, which they used to create the hole in the corridor at 6-111 and to drive off the lizards of 6-112. They used a **reduce** spell (reverse of **enlarge**) to squeeze between the cavern wall of 6-112 and the bulkhead of the residential pod. If they hear intruders, they will prepare an ambush with spells and laser fire. Their base camp is located at 6-129.

Inhabitants:
Most of the Bad Neighbors, including the following: **Klibo**, **Haldor**, **Idris One-Eye**, **Uriel Bean**, **Wotar the Puny**, and **Qid of Qon**. For statistics, see the NPC appendix. Although the GM is free to decide which level range to use (low, middle or high), it is recommended they be mid or high level when encountered here

6-114: Crew Quarters (x8)

These eight chambers are roughly egg-shaped, with a lack of 90-degree angles. Doors are 6'-diameter rudishva iris doors, but all have been jammed in the 'open' position since antiquity. Entrance into any chamber causes a peaceful yellow light to illuminate from a hanging fixture. A 2'-wide smear of brown corrosion runs through each open door and into the center of each room; the smear is a product of the sumuksu in 6-121.

Each chamber contains a pair of wall-mounted bunk beds mounted over a desk, two wardrobes, and a vacuum sink; these are built into the wall. Each room also contains two orange hard-plastic chairs affixed to the floor (25% chance the adhesive has deteriorated and a chair is removable; chairs could be sold as curiosities for 25 gp each).

All of the original movable furnishings were stripped a very long time ago, and each chamber consequently contains little more than a jumble of trash, including desiccated vines, broken bits of plasteel, fragments of parchment, small bones, and bits of leather gear. Still, there may be something more unusual amid the litter. For each turn spent searching, there is a 1 in 4 chance of finding something interesting. In such a case, the following chart should be consulted. A maximum of two unusual items may be found per chamber, and a result cannot be repeated in different rooms.

D20	Item	Notes
1	Flute made from a polished femur	
2	Silk purse with 35 gp	
3	Cracked leather purse with 22 ancient silver pennies (see Arden Vul items)	
4	A marble finger broken off of a long-lost statue; a silver ring (25 sp) is jammed onto it	
5	A pair of illuminated parchment folios describing the Reception of Light canticle from the Litany of Light	For the canticle, see 2-3; for the *Litany of Light*, see Arden Vul books appendix. Folios are worth 20 gp.
6	A troll thegn's Passport	See Arden Vul items
7	A straw doll (3" tall) of a goblin dressed in fancy robes with a needle for a sword	The doll belonged to Gribble (3-105B), the brother of King Weskenim (SL4-22). Weskenim will pay 45 gp for the nostalgia it brings
8	An empty rudishva lesser power supply (see new technological items), with the words "I need more of these!" written on it in Archontean	See new technological items
9	A rust, copper, bronze or brown rudishva identity plaque (25% chance for each)	See new technological items
10	A piece of ebony carved to resemble a heqeti hopper	See new monsters. The carving is worth 25 gp
11	A rudishva data crystal (see new technological items), marked with glyph for 'home'	If used in a GnuCoder 5000 (c.f. 5-97), it displays cheesy home movies of a rudishva crewman and his friends visiting strange alien worlds.
12	Two **arrows +2**	
13	Copper torc with black boar engraved on it (25 sp)	The boar refers to the cult of Set (see Level 4)
14	Deck of playing cards with blue snake on reverse	
15	A desiccated body, stripped of equipment: 1-4: human 5: goblin 6: varumani 7: dwarf 8: rudishva	
16	Coil of silk rope, 50'	
17	A soft-gel package of ancient rudishva brandy	50% it is spoiled, otherwise worth 250 gp
18	A necklace of human teeth strung on a piece of rawhide	
19	A heqeti stone-tipped spear; the wooden shaft is carved with images of amphibian warriors	Worth 5 gp
20	A fragment of plasteel with the following note in Glyphik written on it: "The slime has breached the hull. We are doomed. The kaliyani are to blame. I will retreat to my quarters and die honorably."	Refers to the sumuksu (6-121) that compromised the living quarters. Also contains a hint as to the culpability of the kaliyani in the downfall of the rudishva.

6-115: Empty Officers' Quarters (x2)

These two rooms are in most respects larger versions of the crew quarters (6-114): they are clad in white plasteel and feature a wall-mounted bed and a desk, closet, and orange plastic chair all affixed to the floor. The doors to both chambers have been eaten open by some corrosive agent, leaving a jagged, roughly 4'-diameter entrance and a tell-tale brown smear of corrosive leading into each chamber (c.f. the sumuksu in 6-121).

As with areas 6-114, these chambers are littered with trash. Searching them is 50% likely per turn to turn up one of the items from the table provided at 6-114.

6-116: Officer's Quarters, Occupied

This chamber is identical in every way to 6-115 (complete with corroded 'door'), except that it has become the lair of an enormous boa constrictor. The floor of the chamber is littered with even more litter, of which a high percentage is bones. The boa perches on the wall-mounted bed and has a good chance of surprising any but the most cautious of explorers.

Inhabitants:
1. **1 giant constrictor snake**: SZ L; AL N; AC 5; MV 90'; HD 6+1; HP 39; #AT 2; Dmg 1-4/2-8. Special attacks: constriction.

Treasure:
Among the bones are scattered 35 sp, 47 gp, and 14 pp.

6-117: Officer's Quarters, Intact

The rudishva iris door to this chamber is intact and only opens when a sky blue, silver, or yellow rudishva identity plaque (see new technological items) is presented. No smear of brown corrosion enters this chamber.

The basic features of the chamber are identical to those in 6-115, with a few significant exceptions. First, the desiccated corpse of Mol-Prev, the Beacon's Morale Officer, is swinging by a noose attached to the light fixture. Mol-Prev committed suicide in his chamber when the sumuksu (6-121) breached the hull and the heqeti assault commenced. Second, most of Mol-Prev's personal items are still present, forming a rich haul for the dedicated explorer.

Desk: The morale officer's desk contains two holo-cubes loaded with personal pictures of Mol-Prev in a variety of formal (full-dress uniform) and informal (carousing with mates) poses; one bracelet from a pair of communication bracelets (see new technological items; the other bracelet is found in SL6-55); a GnuCoder 3000 Data Recorder (see new technological items); and, in a drawer, three fully-charged lesser power supplies (see new technological items) and two blank data crystals for the GnuCoder. In a second drawer is a plastic box filled with twelve data-crystals (see new technological items); these could be viewed as full immersion experiences on the GnuCoder 5000 (see new technological items) or in holographic, two-dimensional mode on the GnuCoder 3000 found here. The titles of the data crystals are: *Letters Home*, *Do Your Part!*, *Tibe-Riv's Primer of Primitive Cultures*, *the Faithful Manager*, *Proceedings Against Triv-Lok*, *Duty Awards*, *Stardate 6532*, *How to Talk with the Natives*, *Our New Home!*, *Personal Diary of Mol-Prev*, *Military Instructional Manual*, *Our Friends, the Kaliyani*!, and *Voyages of the Shining Beacon of Glorious Heaven* (see Arden Vul books for all).

Closet: The closet contains four orange jumpsuits (sized for 7'-tall beings), a formal uniform (two piece, orange and blue, with a variety of mission stripes on the sleeves), a leather pouch with a brown, a sky blue, and a platinum rudishva identity plaques (see new technological items), and a rubberized party mask of a grinning varumani. In the pocket of the dress uniform is a note in Rudishva Glyphis, which reads: "*Mol-Prev, Our GnuCoder 5000 has ceased operation. Can you fix it? Since ours is on the fritz, I believe that the machine in the Captain's Library, near the Cloister, is the only remaining location that can handle our viewing crystals. As it's quite inconvenient to travel there all the time, I hope you will consider a brief trip to the alchemical pits in order to repair my team's GnuCoder. It would be a shame, both for morale and for intelligence purposes, if all of our data crystals were to remain unwatchable.* [signed] *Psalor-Ki*." **GM Notes**: this note provides a valuable hint about how rudishva data-crystals were originally used, as well as about the one location where an operable full-immersion machine might still exist (the library at 5-97). The note also points to the domain of Psalor-Ki, once the alchemical chief of the rudishva mission and now a deranged vivisectionist (5-66 to 5-75).

Treasure:
12 data-crystals; a note from Psalor-Ki; uniforms and varumani mask; brown, sky blue, and platinum rudishva identity plaques (see new technology); a GnuCoder 3000; a communications tablet; the holo-cubes (500 gp each); and the 3 lesser power supplies (see new technological items).

6-118: Residential Pod of the Beacon, Lower Level

For many centuries the entire lower level of the Residential Pod has been the lair of a horrendous sumuksu, also known as a spawn of Rimmaq-Isfet (see new monsters). Deriving energy from the nuclear generator in 6-123, where its primary protoplasm resides, the slime has used the LED lighting strips to pour its foul slime into every corner of the level. As a result, most surfaces are slimy and viscous. Worse than this simple tactile note is the fact that the greater slime has been able to generate subsidiary slimes that animate living or dead creatures; the greater slime drips these animating sub-slimes from the overhead lighting strips. The result is a small army of animated slime-zombies that will attempt to overwhelm intruders and add their bodies to the greater slime's forces. For unknown reasons, the greater slime has not been able to re-navigate the null-grav shaft, and is confined to the lower level of the residential pod.

Like all of the lower level, the central, oval area (6-118) is formed of white plasteel, without 90-degree angles. Two eye-shaped ovals of grey plasteel mark the spots where the null-grav shafts exist; to ascend to the upper level one enters one of the fields, kicks off, and arrives at 6-113 one segment later.

The original starkness of the chamber has been modified by the sumuksu's long habitation on this level. A 3'-wide smear of corroded brown plasteel leads from the western null-grav shaft north towards 6-120, and then west into 6-121. A score of smaller corrosive 'burns' mar the floor, and another score the wall; all are the product of the slime creature. Three 3'-diameter pools of quiescent purple slime dot the floor between the corpses of eight beings (see below). The LED strip lighting that runs through the center of the chamber (and hallways) is no longer the peaceful

yellow of the upper level, but is rather a glistening, sickly purple, from which numerous drips seem about to fall. The entire area reeks of acid, decay, and corroded plastics.

Only 1-4 rounds after any enter the lower level, six slime zombies lumber to their feet/paws and attack. These slime zombies will be joined by fellows from 6-119 and 6-120 within 1-6 rounds.

A handful of heqeti slimes (of the flesh-animating sort) cling to the lighting strips, ready to drop down on any plausible host (whether it be an adventurer or a recently-slain slime zombie). There are 2-8 such heqeti slimes.

Inhabitants:
1. **6 heqeti slime zombies** (see new monsters): SZ S(x2), M(x2) and L(x2); AL N; AC 6; MV 60'; HD 2(x2), 4(x2), 6(x2); HP 42, 39, 29, 27, 14, 10; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.
2. **2-8 heqeti slimes** (see new monsters): SZ S; AL N; AC 6; MV 5' (creeping); HD 2; HP 14, 13, 13, 12, 12, 11, 11, 10; #AT 1; Dmg special; MR 15%. Special attacks: flesh animating (covers flesh and kills victim in 4-7 rounds, then re-animates as a heqeti slime zombie - see new monsters); corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold. These slimes vary in color and texture, although all are flesh animating; roll for types in new monster appendix.

6-119: Slime Covered Lounge

This lounge contains a number of orange plastic chairs, settees and sofas arranged in clumps around small tables. The north wall is a viewscreen, attuned to display the cavern outside (i.e., 6-112). All furniture is covered with a thin layer of sticky slime.

As befitted a 'quiet' place, the LED lighting strips are fewer in number, running only along the east and west walls. Still, those few drip slime like those in 6-118. Another six slime zombies are draped about the room, but are most likely to be encountered in 6-118 as they join any combat there in 1-6 rounds.

There is nothing of value in the lounge.

Inhabitants:
1. **6 heqeti slime zombies** (see new monsters): SZ S(x2), M(x2) and L(x2); AL N; AC 6; MV 60'; HD 2(x2), 4(x2), 6(x2); HP 42, 39, 29, 27, 14, 10; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.
2. **2-8 heqeti slimes** (see new monsters): SZ S; AL N; AC 6; MV 5' (creeping); HD 2; HP 14, 13, 13, 12, 12, 11, 11, 10; #AT 1; Dmg special; MR 15%. Special attacks: flesh animating (covers flesh and kills victim in 4-7 rounds, then re-animates as a heqeti slime zombie - see new monsters); corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold. These slimes vary in color and texture, although all are flesh animating; roll for types in new monster appendix.

6-120: Slime Covered Refectory

This area used to be the refectory for the inhabitants of this pod. In its center lies an oval counter some 4' tall that features 16 food stations (c.f. 5-109). A dozen stools set into the floor line the east and west walls. The north wall is a huge viewscreen that displays a live camera view of area 5-94 (the Cloister). The whole area is covered with a layer of sticky slime. The lighting strips also drip slime. Six heqeti slime zombies occupy the room, although they will be drawn into combat at 6-118 in 1-6 rounds.

Food Counter: Each of the sixteen stations has a silver oval inset into the counter and a curved yellow tube that extends from the counter and curves over the plate. A row of six colored buttons is set into the edge of the console in front of each station. Pressing the buttons causes the nozzle to spurt one of six varieties of high-protein, high-vitamin, food paste onto the silver 'plate' (or into a container placed on it). The paste is not very appetizing, but highly nutritious.

Inhabitants:
1. **6 heqeti slime zombies** (see new monsters): SZ S(x2), M(x2) and L(x2); AL N; AC 6; MV 60'; HD 2(x2), 4(x2), 6(x2); HP 42, 39, 29, 27, 14, 10; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.
2. **2-8 heqeti slimes** (see new monsters): SZ S; AL N; AC 6; MV 5' (creeping); HD 2; HP 14, 13, 13, 12, 12, 11, 11, 10; #AT 1; Dmg special; MR 15%. Special attacks: flesh animating (covers flesh and kills victim in 4-7 rounds, then re-animates as a heqeti slime zombie - see new monsters); corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold. These slimes vary in color and texture, although all are flesh animating; roll for types in new monster appendix.

Treasure:
The rudishva (6 HD) slime zombie dropped a sonic fence complete with fully charged lesser power supply (see new technological items) and a 1'-square jade box (250 gp) containing a sky blue rudishva identity plaque (see new technological items).

6-121: Slime Central! (aka Game Room)

This former game room has been the home of a sumuksu for close to three millennia, ever since it helped the heqeti breach the residence pod and overwhelm the crewmembers still living here. Both rudishva iris doors have been eaten open by the slime, leaving 5'-diameter holes as access points.

About a dozen lumps of mostly shapeless plasteel dot the chamber; these are the remains of former entertainment consoles corroded over the years by the slime creature. Four more slime zombies are scattered throughout the area, but the most impressive feature of the chamber is the 15'-diameter mound of mottled green-and-brown slime that sits half in and half outside the door to 6-123. This mound is the sumuksu! Clear tracks of purple and brown slime run along the overhead lighting strips to the slime creature.

The sumuksu will have been alerted to intruders by combat in 6-118, 6-119 or 6-120, and will be prepared to attack. Four randomly determined heqeti slimes (see new monsters) will be moving along the ceiling, and the sumuksu will use its pseudopods and engulfing abilities to maximum effect.

Game Machine: For whatever reason, one game machine is still operable, once the slime covering it has been scraped away. It is a version of the arcade claw: a rectangular table with clear plasteel top and a pair of joysticks to one side. One drops a token (an ancient gold solidus is perfectly sized for this) into the slot, manipulates the joysticks and attempts to seize a prize with a mechanical claw. A successful roll of 5d6 under DEX claims a prize. Three prizes remain to be claimed: a candy treat in a plastic sack that has disintegrated into powder, a repli-cube, and a communications bracelet (see new technological items for both). If reconstituted in liquid, the powder serves as a **potion of clairvoyance**, albeit with some trippy hallucinatory side-effects. The unit is AC 2 and

possesses 50 hp; if destroyed by brute force, it discharges an electric blast worth 3-18 HP to any within 15'.

Lodged under one of the destroyed game tables is an adventurer's backpack that has escaped destruction. Another lucky survival is magic long sword lying against the south wall.

Inhabitants:

1. **1 sumuksu** (see new monsters): SZ L; AL CE; AC 3; MV 30'; HD 10; HP 71; #AT 4; Dmg 2-8/2-8/2-8/2-8; MR 15%. Special attacks: engulf; create new slimes. Special defenses: corrode metal, wood, leather; half damage from cold and fire; immune to charm, hold, and all mind-based spells.
2. **1 burnt-orange**, **oily and thick heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' on carbon-based substances; HD 2; HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold.
3. **1 rust colored**, **gluey heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: hallucinations for 7-12 hours; corrosive to leather. Special defenses: healed by electricity or lasers; slowed by cold.
4. **1 sickly green**, **melted butter-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 15' (pseudopods); HD 2; HP 12; #AT 1; Dmg special; MR 15%. Special attacks: spore-throwing (death in 3-18 days unless save at -1). Special defenses: healed by electricity or lasers; slowed by cold.
5. **1 pale lavender**, **watery heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 0'; HD 2; HP 12; #AT 1; Dmg special; MR 15%. Special attacks: exploding (6-36 in 30' radius). Special defenses: healed by electricity or lasers; slowed by cold.

Treasure:

Game unit: powdered **potion of clairvoyance** (with side effects); repli-cube; communications bracelet (see new technological items for the latter two objects)

Backpack: **bag of holding** (1,000 lb capacity); 10,000 ancient silver pennies (see Arden Vul items), 1,250 ancient gold solidi (see Arden Vul items), 320 ancient octagonal platinum coins (see Arden Vul items); six scrolls of magic user spells (**monster summoning II**, **polymorph other**, **cloudkill**, **wall of force**, **anti-magic shell**, **spiritwrack**).

Against the south wall: **long sword +4** (defender)

6-122: Exercise Room and Last Stand

This exercise room was the site of the last stand of the rudishva crewmen surprised by the assault of the heqeti and the sumuksu.

The north lobe of the chamber has a set of rubberized mats and free weights. The southern lobe has eight treadmills built into the floor, facing a now-inoperable view-screen on the southeast wall. These areas have been colonized by the slime creature, and drip with slime, albeit of a less toxic kind. Four slime zombies – two heqeti hoppers and two rudishva crewmen – exist in each lobe of the chamber, although they are barred from entering the hallway by 6-124 (see below).

Both entrances to the 20'x10' hallway in front of the door to 6-124 are clouded by a slight yellowish vapor, as if from a light mist. The mist is harmless, however, and in fact provides a safe zone through which the heqeti slimes cannot penetrate. The vapor emanates from a thick, yellowish paste that has been painted in a continuous band along the walls, floor and ceiling of each entrance to this corridor. Within the corridor lie the desiccated corpses of eight rudishva crewmembers and one kaliyani.

A fair amount of rudishva gear can be found among the bodies. A plasteel bucket of quietly burbling yellow paste rests by their side; there is enough paste to cover a medium sized person or to paint a stripe 6" wide and 40' long.

GM Note: The yellow paste is a biological, anti-slime agent developed secretly by the kaliyani after they began to plan the 'great betrayal'; they did so as a means of protecting themselves from their new 'allies', the heqeti and their slimes. One of the few kaliyani who remained loyal to the rudishva, a certain Kesstak, stole a pot of this anti-slime material and hastened to the residential pod after the attack began. Kesstak and the remaining rudishva painted the substance on the walls of the corridor, thereby saving themselves from the slime creature. Sadly, Captain Leil-Jor ordered the teleporter in 6-124 to be shut down in order to avoid contamination, and Kesstak and the other rudishva gradually expired of thirst.

Inhabitants:

North lobe: **4 heqeti slime zombies** (see new monsters): SZ M(x2) and L(x2); AL N; AC 6; MV 60'; HD 4(x2), 6(x2); HP 42, 39, 29, 27; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.

South lobe: **4 heqeti slime zombies** (see new monsters): SZ M(x2) and L(x2); AL N; AC 6; MV 60'; HD 4(x2), 6(x2); HP 42, 39, 29, 27; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.

Treasure:

A laser rifle; two laser pistols; a sonic fence; a rust, a brown, and an orange rudishva identity plaque; a repli-cube; three rudishva lesser power supplies with 1, 3, and 2 charges respectively (see new technological items for all of the above), and the pail of anti-slime paste (see Arden Vul items).

If activated the repli-cube shows the following: 1) a desperate battle between orange jumpsuited rudishva and various slime zombies (still recognizable as rudishva themselves); 2) the arrival of a kaliyani through the door (to 6-124) and excited discussion about the contents of the pail; 3) the kaliyani and rudishva frantically painting the walls with a yellow paste from the pail; and 4) a testimonial from a single rudishva who goes on in detail about the extraordinary loyalty and heroism of Kesstak, 'regardless of what his egg-mates may have done elsewhere.' This repli-cube might be worth up to 1,000 gp to the kaliyani leader, Tsilliv (SL9-77), if, that is one can get her to negotiate.

6-123: Generator

A powerful nuclear-powered generator occupies most of this small closet; it has provided power to the residential pod since the rudishva days. The generator appears as a bank of plasteel dotted with dials, LED screens, and one keyboard. It is difficult to damage short of high-level magic; should some foolish parties actively seek to do so (through means the GM would need to determine), the generator will explode, inflicting 20d6 damage on all inside the pod or area 6-112 and effectively destroying the lower level of the pod. The sumuksu has been feeding off its energy for millennia.

6-124: Transport Closet

The rudishva iris door to this closet opens by touching the appropriate rudishva identity plaque (see new technological items) to a silver oval inset on the door; a sky blue, pale green, pink, orange, silver or yellow plaque suffices. Originally a supply closet, this chamber was refitted after the crash of the Beacon with a standard rudishva teleport node.

GM Note: Although this teleport node was disabled during the last days of the rudishva in Arden Vul, it was restored by Psalor-Ki years later.

Teleport Node:
T3: access to 5-92 (transport hall)

6-125: Warm Cavern

Unlike areas further west (6-136 to 6-142), this cave is warm and humid. A number of moderate sized mushrooms grow here (4' to 8'). Hidden behind the mushrooms is a ledge 15' up the south wall, with a tunnel leading south.

6-126: Dead Lizards

This rocky cave rises slightly towards the south. With the slight change in elevation comes a change in atmosphere: unlike the cold, dry northern tunnel (leading to 6-139), the southern portion is noticeably warmer and more humid. The corpses of three 15'-long subterranean lizards sprawl just before the entrance to the eastern tunnel. If examined, they show signs of intense and tightly focused energy (i.e., laser fire). **GM Note**: the adventurers in 6-113 killed these lizards as they approached the residential pod.

6-127: Corpsicles

Two completely frozen adventurers lie amid the stalagmites and stalactites of this cavern, slowly melting. The pair were slain in area 6-140 and dragged here by their friends, who left to seek assistance but never returned. The pair is completely encased in ice that is melting rapidly; they will be de-iced in 4-9 hours.



Treasure:
69 cp, 58 sp, 35 gp; long sword; scale mail; **potion of heroism**; staff; **ring of protection +1**.

6-128: Chasm Access

This unoccupied cave provides clear and easy access to the Great Chasm (6-108). It is sandy and relatively flat. A handful of jumbled skeletons – several humans, a halfling, a heqeti and a varumani – rest against the southwest wall (they have no valuables or gear). Obvious boot prints lead south. Those who spend more than 3 turns here are 50% likely to attract an encounter from the Great Chasm (middle levels table – see 6-108). Despite its inviting nature, those who camp here will automatically be visited by a pod of chasm cephalopods.

6-129: Base Camp

The NPC adventuring party known as the Bad Neighbors (see NPC appendix) has established its base camp in this humid but sandy cave. While most of the band is currently exploring area 6-113, three junior members have been deputed to guard the supplies. Four bearers crouch nervously around the fire. Four sacks of food and supplies, plus a barrel of fresh water, line the cave wall behind a small wood-fire fire. Cyricus is sitting on a small metal chest.

Inhabitants:
1. The following members of the Bad Neighbors are present here: **Diomedes**, **Cyricus**, and **Gyrde**. For statistics, see the NPC appendix; although the GM is free to decide which level range to use (low, middle or high), it is recommended they be mid or high level when encountered here.
2. **4 non-classed human bearers**: SZ M; AL LN; AC 9; MV 120'; HD 1; HP 8, 6, 5, 3; #AT 1; Dmg 1-4 (dagger).

Treasure:
Sack #1: enough dried food rations for 10 people for a week
Sack #2: trade goods, including 250 colored glass beads (25 sp total), 25 skeins of colored yarn (3 gp each), 12 bottles of red wine (25 gp each), 4 quivers with 12 crossbow bolts in each (25 sp each), and 20 sugary delicacies (5 sp each).
Sack #3: 10 10-lb silver ingots (25 gp each).
Sack #4: adventuring equipment, consisting of 5 coils of silk rope (50' each); 10 flasks of oil; 2 dozen spikes; 4 quivers with 20 arrows each; 4 quivers with 12 crossbow bolts each; 4 bundles of firewood; 2 grappling hooks; 12 pieces of chalk; a bag of marbles; 6 empty sacks; 4 leather scroll cases; 12 waterskins; some reading material, including the *Courtship of Julius the Exarch*, *Great Villains of Archontos*, *part II*: *Kegfiller the Proedros*, *the Twelve Labors of Arden*, and *On Friends and Enemies* (see Arden Vul books).
Gyrde's Spell Book: **Erase**, **hold portal**, **magic missile**, **push**, **read magic**, **run**, **shield**, **sleep**, **unseen servant**; **bind**, **continual light**, **darkness 15' radius**, **detect invisibility**, **locate object**, **shatter**; **dispel magic**, **fireball**, **lightning bolt**, **suggestion**; **dig**
Metal chest (locked - poison needle trap): a sapphire **Sortian eye** (see new magic items); 6 deep blue spinels (500 gp each); 6 octagonal platinum coins; 2 doses of hunter's friend (see Arden Vul items); and a platinum decanter (475 gp).

6-130: Tomb of Lucius Cornelius Scriptor: Antechamber

A **permanent illusion** conceals the entrance from the chasm to this room. The site is the antechamber to the tomb of Lucius Cornelius Scriptor, protonotarius (chief administrative officer) of the great archon, Marius Tricotor (6-154). The floor features a 15'x5' mosaic of an Archontean face, oriented such that the top of the head is by the door to 6-131. A permanent **magic mouth** activates if anyone steps on the mosaic. In addition to the doors, a dozen 4'-tall basalt pillars line the south and west walls. On the pillars sit life-sized, painted, marble busts of men and women.

Mosaic: The face mosaic is remarkably detailed, due to the fact that some of the tesserae have been shaped specially to fit their purpose. It depicts the lined face of a man in his 50's or 60's, with the typical Roman nose of the Archontean aristocracy, close-cropped hair, and several warts by his nose. The man is, in fact, Lucius Cornelius Scriptor. If any portion of the mosaic is touched, the image's lips move and utter the following phrase in Mithric (a permanent **magic mouth** spell): *Hail, Friend! Lucius the scriptor, of the Cornelius clan, rests within, happily surrounded by the ghosts of his ancestors. Let his service to unconquered Marius Tricotor, archon and imperator, stand as a record to his fidelity and service to Archontos. Lucius is tired. Importune him no more. Rather, let him rest!* The message is repeated every five rounds so long as some object touches the mosaic.

Busts: The painted marble busts are also quite lifelike. They depict seven men and five women of the Cornelius clan, all relatives of Lucius Scriptor. Anyone with deep knowledge of the history of the Archontean Empire might know that the Cornelian clan largely died out about 500 years ago, with its remaining members subsumed into the Krakteros clan (one of the Five Families - see World of Archontos appendix). A successful roll of 4d6 under INT produces this knowledge. The busts weigh about 5 lb each but will fetch 200 gp each from the Krakteros clan. Each bust has a name scratched into its bottom (e.g., Licinia Septima; Sixtus the Praetor; Junius the younger, Cornelia of the collegium, Mendax the Outcast, etc.).

Close inspection of the bust of Mendax the Outcast, however, reveals some anomalies. This bust is far more generic and stylized than the others, as it lacks the crows-feet, moles, small scars, and other features that render the remaining busts so lifelike. In fact, the bust of Mendax conceals a hidden compartment containing the key to the secret door leading to 6-133. Smashing the bust reveals the key. A dwarf has a 33% of noticing that the weight of the bust is 'off'; a thief who successfully detects traps on the bust will also learn that something is 'off' about the bust.

Doors: Both doors are stone and locked. As the keys are long gone, they will need to be forced or the locks picked.

Secret Door (south): The door is normal to detect. Its opening mechanism is an unusual x-shaped keyhole. Picking the lock is at -15% due to its complexity. The key is hidden inside the bust of Mendax the Outcast.

Treasure:
12 busts, 200 gp each to the Krakteros clan.

6-131: Trapped Corridor

This long, narrow corridor contains a deadly trap. The wooden door visible at the end of the corridor is a false door. If the false door is opened, a stone block drops from the ceiling by the real door to 6-130, completely blocking the corridor except for a 6" gap. Dwarves have a 60% to detect the trap if they look for it. Thieves have a +5% chance to identify the existence of a trap, although the chance to disarm it is at -10%. Those without means of moving several tons of stone (or other magical powers) are doomed to a slow death.

6-132: False Floor

The north, south, and west walls of this chamber are painted with vibrant scenes of common persons and soldiers bringing treasures and tributes before a seated man depicted on the east wall. The center of the floor appears to have another image of Lucius Cornelius, this time in paint (not mosaic, as in 6-130). Just east of the image of Lucius Cornelius is an 8'x3'x4' sarcophagus.

Trap (pit trap): The floor is actually an illusion covering a 30'-deep pit. The only part of the floor or furnishings that is 'real' is the 'sarcophagus', which is merely the carved tip of a 30'-tall pillar. Anyone falling into the pit takes 3-18 falling damage and must make a successful roll of 3d6 under DEX or take another 2-8 damage from sharpened pungi stakes affixed to the floor below. In addition to these perils, two hungry ghouls are marooned in the pit.

Inhabitants:
1. **2 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 14, 12; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:
The corpse of a half-elf magic user/thief rests on the floor of the pit: the corpse wears **boots of elvenkind** and a belt pouch containing four pearls (100 gp each) and a scroll with **extension I** and **fly**. In addition, the corpse wears well-tooled gloves of red leather, one of which has a **bag of holding** (smallest capacity) sewn into its liner; the bag currently stores the corpse's spell book. Spell book: **charm person**, **comprehend languages**, **detect magic**, **feather fall**, **floating disk**, **hold portal**, **jump**, **light**, **read magic**, **shield**, **shocking grasp**, **spider climb**; **audible glamer**, **darkness 15' radius**, **detect invisibility**, **invisibility**, **knock**, **levitate**, **mirror image**, **pyrotechnics**, **rope trick**, **strength**, **wizard lock**; **blink**, **dispel magic**, **fly**, **invisibility 10' radius**, **protection from normal missiles**, **slow**; **charm monster**, **extension I**, **fire trap**, **mnemonic enhancement**, **polymorph other**, **remove curse**.

6-133: False Tomb of the Scriptor

A huge sarcophagus, 15' long by 5' wide by 5' tall, sits in the center of this room. Surrounding the sarcophagus are easily a dozen pieces of large, gilt furniture, some stacked on top of each other. By the west wall are a huge writing desk (6' tall, 8' wide) and a large scroll cabinet. Two large stone chests lie against the south side of the sarcophagus. Ten half-round stone warriors line the walls of the chamber; they take the form of Archontean legionaries. Between the statues the walls are painted with vibrant frescoes showing

scenes of mundane Archontean administration in which one dark-haired man (Lucius Cornelius) is the dominant figure. The most interesting of these scenes is on the south wall, which shows Lucius Cornelius sitting next to a figure dressed in sumptuous purple robes with a gleaming gold circlet and numerous gaudy pieces of jewelry. The one inscription among the frescoes also occupies the south wall; it reads, in Mithric, "Thus the Scriptor aided the glorious Marius Tricotor in the acquisition and distribution of wealth."

GM Notes: This chamber was designed to fool tomb robbers by offering some of the expected rewards for looting the Scriptor's tomb while concealing the good stuff (and Lucius Cornelius's actual body) elsewhere (6-135). Thus one can find some treasure here, but none of it is particularly valuable. The fresco is a red herring, which anyone who has learned anything about Marius Tricotor should recognize: Marius was a simple soldier first and always, and eschewed finery and acclaim.

Furniture: Among the pieces are four occasional tables, a delicate canopied bed, a set of campaigning furniture, and six dining chairs. All is gilt, and could be stripped for a total of 125 gp. All the furniture is purely ceremonial.

Writing Desk and Scroll Case: Both are formed of ivory-inlaid teakwood and are both functional and extremely valuable (1,500 gp and 300 gp respectively). The desk is bulky, but could be disassembled by anyone with carpentry training, or by anyone who rolls 4d6 under INT. The scroll case is less bulky, but can also be disassembled. Despite its size, there are only four scrolls in the case: a **cursed scroll**; *the Lay of Marius Invictus*, by Lucius Cornelius Scriptor (see Arden Vul books); a **scroll of protection from possession**; and a scroll containing the *Secreta Secretorum* (see Arden Vul books).

Sarcophagus: The stone cover is carved to depict Lucius Cornelius in elaborate ceremonial attire as an imperial official. The lid can be removed by making an open doors check. The sarcophagus inside appears to be solid gold studded with precious and semiprecious stones, but is really fool's gold and colored glass (roll 3d6 under INT to notice). Inside the sarcophagus is a wrapped skeleton with a silver-and-ruby **medallion of thought projection** prominently displayed on its chest. Disturbing the mummy (such as by taking the medallion) causes a ghostly spirit to apparate near the defiler; this spirit will follow the PC relentlessly, moaning dire but wordless imprecations and generally making the PCs' life miserable, until an **exorcism** spell is cast. The ghostly presence inflicts severe penalties to reaction rolls (-25%) and causes other social problems. The body is not that of Lucius Cornelius.

Chests: One contains 22,451 cp. The other contains 18,978 cp.

Secret Door (west wall of corridor): This door lies just outside the room proper, and is difficult to locate (1 in 8). It has no obvious opening mechanism, but can be shattered by applying 10 hp of damage to it.

6-134: Stone Golem

At the west end of this narrow chamber stands a stone golem, shaped to resemble an Archontean legionary. It activates once any living being has ventured 20' west of the door to 6-133. It pursues intruders into 6-133 and 6-130.

Secret Door (south): The secret door to the true tomb of Lucius Cornelius is normal to find and can be opened by smashing it for 15 HP damage.

Inhabitants:

1. **1 stone golem**: SZ L; AL N; AC 5; MV 60'; HD 14; HP 60; #AT 1; Dmg 3-24. Special attacks: slow once every other round. Special defenses: +2 or better weapons to hit; immune to most magic.

6-135: Tomb of Lucius Cornelius Scriptor

In contrast to the grandeur of the false tomb, the true tomb of Lucius Cornelius is spartan. A sarcophagus lies against the west wall, while a small bookshelf and an armor rack occupy the east wall. The south wall contains a fresco in which Lucius Cornelius, dressed in a simple white tunic and recognizable by the warts near his nose (see 6-130), stands next to Marius, himself dressed as a simple legionary, carrying a red-handled gladius. The inscription in Mithric reads: "*Lucius and Marius. Friends in life, friends in death. In simplicity there is truth*."

Sarcophagus: It is undecorated save for the inscription "Lucius Cornelius, friend of Marius." The lid can be removed with an open doors check. Inside is an urn that holds the ashes of Lucius Cornelius, as well as a carpet of 5,429 ancient silver pennies (see Arden Vul items) and 1,387 ancient gold solidi (see Arden Vul items). Amongst the coins are an **ioun stone** (pale lavender) and a **helm of comprehend languages and read magic** (in the form of a silver circlet).

Bookcase: The shelf contains five items: *the Deeds of Marius Tricotor*, by *Lucius Cornelius Scriptor* (see Arden Vul books); *the Value of Mud*, *by Herodian the Blessed* (see Arden Vul books); a **tome of clear thought**; *Vul Speaks* (see Arden Vul books); and a bifolium on which is carefully printed (and annotated with descriptions of the pertinent location) the addresses of two **Thothian teleportation rings** (see new magic items): the rings are those at 6-141 and 4-171.

Armor Rack: The rack contains a battered suit of Archontean legionary armor (**the armor of Marius** –see new magic items), plus a gladius in a simple wooden sheath. Anyone who has read the Deeds of Marius Tricotor will recognize the armor as that of Marius, from the scorch marks on the breastplate. The grip of the gladius is wrapped in red linen. It is the **sword of Marius** (see new magic items). Possession of the sword and the armor is necessary to activate certain effects in the tomb of Marius Tricotor (6-154).

Ashes of Lucius Cornelius: The ashes are contained in an alabaster urn (50 gp). They are not inherently valuable, but if disturbed (or scattered), the defiler will be struck with a geas to bring the bodies of ten heqeti to the tomb of Marius Tricotor (6-154).

6-136: Cold Crossroads

The walls of this crossroads chamber are thickly carved with bas-reliefs showing floral motifs. Interspersed among the flora are a dozen tall, skinny bipeds with small horns (rudishva). The chamber is quite cool (about 45-degrees F) and littered with numerous brittle and desiccated bits of discarded adventuring gear (useless).

The locked door to the south is rimmed with frost and is

extremely cold to the touch (the key is held by Gorlen in 6-5). The varumani in 6-5 have nailed a sign to it that says (in Varumani), "Entrance Forbidden! This means you!"

Areas 6-137 to 6-142: Ice Chambers

The walls, floors and ceilings of most of the areas south of the troll lift (6-5) are bone cold and covered with nearly a foot of snow and ice (partial exceptions may be found in 6-141 and 6-142). Temperatures do not exceed 20 degrees F, and movement is halved due to the slippery conditions. The crunchy snow also renders silent movement difficult. Combat in these conditions incurs a penalty of -1 to all rolls to those standing on the ice. The frost mother bound to area 6-140 (see new monsters) is the source of these environmental conditions. Should she be slain, the region will gradually thaw; thawing takes 2-12 days (roll separately for each room). Once thawed, some of these areas will reveal formerly concealed information and objects (see below).

6-137: Frozen Lounge

Like the rest of the vicinity, this chamber is bone cold (20-degrees F) and covered in almost a foot of snow and ice. Numerous footprints dot the snow, and a rough path leads from the chamber to both 6-136 and 6-140.

Three frost ghouls (see new monsters), reanimated from the corpses of slain adventurers, reside here, waiting patiently for new victims to bring to the frost mother in 6-140 (see new monsters). Combat in 6-140 brings them at a lope on the round indicated at 6-140.

After the Ice has Thawed: The room contains no surviving wall decorations, although a beautiful shallow pool exists in the center. The surface of the pool (filled with melting ice) is inlaid with 350 semi-precious stones. These could be chipped out laboriously (5 stones per turn). A corpse of an Archontean legionary officer is now visible in the northwest corner.

Inhabitants:

1. **3 frost ghouls** (see new monsters): SZ M; AL NE; AC 8; MV 120'; HD 3; HP 20, 18, 16; #AT 1; Dmg 1-8. Special attacks: cold aura. Special defenses: immune to cold; turned as wights.

Treasure:

Semi-precious stones (350), worth 10 gp each

Legionary: his corpse holds a suit of chain mail, an Archontean gladius, a **potion of heroism** and 35 ancient silver pennies (see Arden Vul items) in a leather purse. Two parchment writs are also concealed in the purse. The seal of one has been broken, and it reads (in Mithric): "*To kentarch Justinus, from Guivrel, advisor to the archon, Adrienic. Deliver this writ to the thief and deserter Pollitt. If possible, ensure his peaceful return to Adrienic's seat of governance by the Hall of Forty Pillars. If not possible, you are empowered to deal with him by any means possible.*" [**GM Note**: these are the legionary's orders; for Guivrel, see 5-11; for the Hall of Forty Pillars, see 5-6]. The second writ is still sealed, as Justinus was slain by Pollitt before he could deliver it. The contents of the second writ are identical to those contained on the writ found on Pollitt's body in 6-140.

On the frost ghouls: a silver cup with garnets (175 gp); a pouch filled with copper shavings (35 gp); and a **long sword +1**.

6-138: Frozen Campsite

This chamber is also covered with a foot of snow and ice. Aside from the three frost ghouls resident here, it is non-descript. Tracks made by the frost ghouls lead west to 6-140.

After the Ice has Thawed: The campsite of Pollitt the Sorcerer will be revealed here. Alongside an improvised fire ring and a small stack of firewood are a couple of saddlebags and the body of Hector, Pollitt's apprentice. Hector's throat has been cut.

Inhabitants:

1. **3 frost ghouls** (see new monsters): SZ M; AL NE; AC 8; MV 120'; HD 3; HP 20, 18, 16; #AT 1; Dmg 1-8. Special attacks: cold aura. Special defenses: immune to cold; turned as wights.

Treasure:

Saddlebag #1: silk clothing in various ancient styles and wild colors (total worth 250 gp); a token of Arden (see Arden Vul items); a **guard cap** (see new magic items); and 5 empty iron scroll cases.

Saddlebag #2: a collection of 12 pieces of ancient pottery looted from the tombs in areas 5-18 to 5-24. Ten of the pieces are worth 125 gp each. One shows a key scene from the Tale of Larel One-Eye and the Legionary (see Arden Vul books), and is worth 250 gp. The last shows Marius the archon, dressed in the uniform of a common legionary, being named as one of the Twenty Worthies of Archontos by a grateful emperor (see Worthies of the Archontean Empire in World of Archontos appendix); it's worth 250 gp.

On Hector's body: a **wand of frost** with 4 charges; an iron key to area SL8-1; and a parchment draft of a letter that Hector never delivered. It has numerous erasures and lined out words, and reads (in Archontean): '*Hector, humble scribe to Pollitt the Mighty, to the Lord Strategos Lankios, peace and friendship. Your lordship, I do not know how to best phrase what must be said in this missive, so I will eschew the usual pleasantries and move directly to the point. You cannot trust Guivrel. She has been corrupted by that ring, which my master Pollitt found in the Hall of Forty Pillars and gave to her as a gift. It is cursed! Cursed, I tell you! Pollitt knew it well, which is why he allowed it to pass from his hands to your Guivrel. The ring changes a person's thoughts, rendering the victim cruel, calculating, and enamored of treachery. I beg of you to force Guivrel to surrender the ring, and then to destroy it. Only then might she return to her usual good-natured self. Please take these words as they are intended: humble advice from a friend to a powerful lord.*' **GM Note**: this letter is a clue about the fate of Lankios, Guivrel and Kaitor (for all of whom see 5-11), as well as to the nature of Pollitt (6-140). Possession of the note might well help PCs make a judgment in 5-11. The ring in question is the **heqeti ring** (see new magic items) also found in area 5-11.

6-139: Frozen Storeroom

The chamber appears as yet another ice- and snow-filled room, albeit with over a dozen lumps and humps ranging from 2" to 5" in height. A 5'-diameter hole on the east wall leads to some natural tunnels and areas 6-125 and 6-127. Tracks in the snow lead from the hole to the hallway leading to 6-140; spatters of relatively fresh

blood dot the snow along this path.

The humps are the snow-covered boxes, barrels, and kegs that occupied this former storeroom. Since they are all covered in 2-5" of snow and ice, however, they are mostly unrecognizable and serve mostly as impediments to movement.

Three more frost ghouls inhabit this chamber. They will lope to the aid of the frost mother if combat breaks out in 6-140.

After the Ice has Thawed: Once the snow is gone, a dozen wooden boxes, four very large barrels, and a dozen smaller kegs become visible. The liquids in the kegs and barrels are all potable, but quite unappealing and valueless (since they were frozen for a long time). Amongst the usable items found among the boxes are the following: a box of several hundred nails; a set of surveying instruments (50 gp); 2 50'-coils of rope (now weakened by the cold and wet; they will break if more than 50 lb weight placed on them); a set of 40 glass marbles; a set of ivory and jet Archontean chess figures (250 gp); and 12 iron spikes.

Inhabitants:

1. **3 frost ghouls** (see new monsters): SZ M; AL NE; AC 8; MV 120'; HD 3; HP 20, 18, 16; #AT 1; Dmg 1-8. Special attacks: cold aura. Special defenses: immune to cold; turned as wights.

Treasure:
See above.

6-140: Chamber of the Frost Mother

This dark and frigid chamber is the source of the ice and cold that dominates the surrounding caves, for a terrible frost mother (see new monsters) is bound to this chamber. Although the entire room is covered with a foot of snow over several more inches of ice, it is still clear that a dais occupied the northwest corner, since the snow piles up dramatically in this region. Two simple stone columns carved in spiral patterns flank each side of the dais. Although it is just a lump under the snow and ice, a throne still sits at the center of the dais. Six corpses lie half-buried among the crunchy snow.

On a huge snow pile in the northwest of the room sits a slim woman whose visage, hair, clothing and other body parts lack any real pigment. She appears, in other words, as a woman carved of snow, albeit with coal black eyes. One round after anyone enters the chamber, the frost mother's mouth will slowly grow larger and wider, and she will belch forth a maelstrom of snow and ice (**cone of cold**). The corpses then rise as frost ghouls to defend their 'mother'. The frost mother cannot be reasoned with, and fights to the bitter end. She cannot leave the chamber, and regenerates lost hit points so long as she remains in its frigid environment (6 hp per hour as long as surrounded by snow and ice).



Background: The frost mother was summoned here by the Archontean sorcerer, Pollitt, during the ill-fated imperial effort to reclaim the halls 250 years ago; although the mage's frozen body has lain under the snow at the foot of the throne for centuries, the frost mother has been unable to return to the para-elemental plane of ice. Marooned here, and increasingly unstable, she has created an environment suited to her native plane and has populated it with the frost ghouls created from the corpses of those unfortunates who have died at her hands.

If combat in this chamber lasts longer than 3 rounds, additional frost ghouls will start arriving from 6-137, 6-138 and 6-139 to aid the frost mother. The inhabitants of 6-138 arrive on round 4; those of 6-139 on round 6; and those of 6-137 on round 8. If these frost ghouls have already been defeated, of course, no reinforcements are forthcoming.

After the ice has thawed: the frescoes on the walls are illegible, but a fine mosaic covering the floor is visible. It shows an authoritative-looking Archontean dressed in ordinary legionary attire and identified as "Marius" receiving the homage of a half-dozen warriors and officials, all dressed in glittering finery. In addition to the mosaic, the corpse of Pollitt the Summoner becomes visible, along with a carelessly incomplete summoning pentagram; his body has several valuables on it (see below).

Inhabitants:

1. **6 frost ghouls** (see new monsters): SZ M; AL NE; AC 8; MV 120'; HD 3; HP 22, 20, 19, 18, 17, 16; #AT 1; Dmg 1-8. Special attacks: cold aura. Special defenses: immune to cold; turned as wights.
2. **1 frost mother** (see new monsters): SZ M; AL NE; AC 2; MV 60'; HD 8; HP 59; #AT 3; Dmg 1-4/1-4/1-4; MR 10%. Special attacks: cold aura; cone of cold (2/day); ice storm (2/day; sleet form); create ice ghouls. Special defenses: +2 or better weapons to hit; immune to cold; regenerate 1 HP/rd in cold environments.

Treasure:
Dropped by the frost ghouls: 39 sp, 58 gp, 23 pp; 13 ancient silver pennies (see Arden Vul items), 3 octagonal platinum coins; an aquamarine (100 gp), a peridot (125 gp); a **scroll of fireball**; and a **spear +2** with a fine ivory cap on its haft.

On Pollitt: a **ring of protection +2**; a **jar of stone salve** (with 3 doses); a mother-of-pearl box decorated with scenes from the tales of Larel One-Eye (375 gp; see Arden Vul books); a bowl of controlling water elementals; a **dagger +2**; a silver ankh-key (see Arden Vul items); a pair (yellow and green) of glass activation squares (see **Thothian teleportation rings** in new magic items); a tightly wrapped and once-sealed parchment writ that reads (in Archontean) "*Comrade Pollitt. Your hairy allies have been defeated. Return to the archon with the items you have stolen or face our wrath.* [signed] *Lankios*." Pollitt's spell book has been mostly destroyed by the cold, and only the following leaves of the book are still legible: **conjure elemental**, **dolor**, **monster summoning III**, and **geas**.

GM Notes: The note indicates that Pollitt abandoned his post alongside Adrienic (see 5-18), the imperial archon sent 250 years ago to recover the halls, and that he stole the bowl of controlling water elementals. The note is from Lankios, who still lives as a hermit (1-6).

6-141: The Lady's Asylum

The ubiquitous snow and ice covers all surfaces of the eastern half of this 20'-tall chamber. To the west, however, things are different. The west wall is fully occupied by an enormous sculpture of a human female. Warmth radiates from her visage, such that all surfaces to the west of the entrance are free from snow and ice. Deeply cut inscriptions in Mithric fill the southwest and northwest walls. No frost ghouls are found here.

Head of the Lady: The 15'-tall granite head is carved in ¾ (or perhaps ⅞) relief; that is, it is attached to the wall at the back. It takes the form of a young, attractive human female with an impressively tall hairdo. She smiles benignly, with slightly opened lips. The head has been painted in vibrant colors: olive skin, black hair, blue eyes, and a yellow necklace. GM Note: the head was originally carved as a likeness of Lady Clementia, wife of the great Marius, but over the years it came to represent the idealized virtues expected of (but rarely possessed by) all aristocratic women. Those virtues included mercy and protection to all.

The Lady's Asylum: An area extending in a 20' radius from the Lady's head constitutes a magical area of asylum. Here the cold and evil of the frost mother do not penetrate. In game terms the area should be considered as under a permanent **protection from evil** spell.

Inscriptions: The letters of the inscriptions on the northwest and southwest walls are 2' tall and filled; the gold could be pried out with some labor (2 hours) and might fetch 100 gp in total. Prying out the gold causes the protective features of the asylum to disappear, however.

The inscription on the northwest wall reads:

Raised to the purple
Beside the unconquered one,
Her clemency echoes
The sweetness of her name

The inscription on the southwest wall reads:

Let those in need of mercy,
Those seeking a mother's breast,
Those in search of protection,
Beseech her benign goodwill

Anyone who stands before the face of the Lady and orally beseeches her assistance is rewarded with a **protection from evil** spell. If one invoked Clementia by name, the spell lasts for an entire day. If one merely invokes 'the lady', it lasts for an hour. One may receive the Lady's blessing once per month.

After the Ice has Thawed: A set of 2"-tall paving stones arranged in a 6'-diameter ring lies hidden under the ice on the east side of the room. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: BL-GR-BK-WH-RE-YE (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present, though.

6-142: Fountain of Marius

Like the rest of this area, the surfaces of this 20'-tall chamber are covered in inches of snow and ice, with the significant exception of an unusual fountain occupying the center of the chamber. The 'fountain' or pool is 30' long and 5' wide, and is bookended by two 20' statues. Around the fountain is a 3' space without snow or frost. Four 8'-tall statues of Archontean legionaries stand against the slanted walls of the chamber. Both fountain and statues detect as magic.

Fountain: Two 10'-tall statues of Archontean legionaries face each other across the 4'-tall, marble, trough that runs between them. Each legionary brandishes a gladius in one hand while holding an olifant-style drinking horn over the trough in the other. Cold, clear water pours from the horns to fill the trough. The legionaries are carved from basalt, and are quite lifelike, all the way from their archaic, but distinct, facial features, to their articulated splint mail, even down to their toe- and fingernails. The fountain's water acts as a **potion of super-heroism** and also cures 2-12 HP, but only if the imbiber first recites the oath of loyalty to the emperor (that oath is inscribed on the north wall, but is currently obscured by ice ; see below). A PC can gain this benefit once per month. If a PC drinks without reciting the oath, the four stone statues on the diagonal walls lurch to life and attack; the liquid in such circumstances tastes bitter and conveys no benefits.

After the Ice has Thawed: A 2'-tall inscription in Mithric filled with gold (100 gp, 2 hours to pry out) occupies the north wall. It reads: *Imperator! With faith and strength I uphold your authority and obey your rightful commands. Imperator!* **GM Note**: reciting this oath in this chamber activates the beneficial effects of the fountain. Thawing the ice also reveals the secret door in the southeast wall (next to the stone legionary).

Secret Door (southeast): This door is invisible when the walls are covered with snow and ice. Once the room thaws, it can be detected normally, and opens by simply pushing a 4'-square panel inwards.

Inhabitants:

1. **4 stone legionaries**, **as Archontean animated constructs - spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 45, 40, 35, 33; #AT 1; Dmg 5-10; MR 25%. Special

defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.

6-143: Spillway from the Drowned Canyon (SL6-25)

This passage was built allow overflow water from the dam at the east end of the Drowned Canyon (SL6-25) to pour into the Great Chasm (6-108). For most of its length the spillway is about 40' wide, 4' tall, and semicircular; its circular walls are natural stone, but the flat floor is smooth granite covered in numerous places by slippery moss. About 150' from the chasm, however, the spillway changes direction and narrows into a 10'-diameter tube; this tube extends to the edge of the chasm, where the water running through it forms a steady waterfall (6-6A). The pitch of the spillway in the wide sections is gentle, only about 20 degrees; the narrower section is steeper (25 degrees). A cautious party should have little trouble traversing the spillway. A breach in the roof of the spillway may be found about 50' west of the point where the narrow section widens out; the breach leads to a 5' tunnel that snakes north and west to area 6-159.

6-144: Stairs Down to SL13-27 (Lost Chambers of Arden)

The secret door in 6-142 leads to a narrow, 4'-wide passage and set of stairs that leads downward 350' to Sub-Level 13 (area SL13-27). Should explorers mount these stairs from below and attempt to open the secret door to 6-142 from the east side before that chamber has been thawed, they will find it impossible to open the door.

6-145: Shrine to Marius

This was the public shrine to the great archon, Marius Tricotor, to which the Archonteans brought visitors. Although splendid, it lacks the potency of the real tomb (6-154). It also attempts to construct the viewer's perception of its subject by suggesting Marius was like any other Archontean aristocrat, consumed with desire for status and appropriate honor. Anyone who has seen other imagery devoted to Marius will recognize the discrepancy, as in those other schemes Marius is shown as a man of simplicity who eschewed formality and luxury.

The stone door is locked, but easy to pick (+5%). The chamber itself is 20' tall and barrel vaulted. A dais, 15' long, 10' wide and 5' tall, dominates the center of the room. Behind it is a 15' statue of Marius Tricotor and his adoring secretary, Lucius Cornelius. Six more 10' pieces of sculpture line the walls, each standing on a 2' semicircular dais. The floors and ceilings (aside from the statues) are painted imperial purple, while the statues are painted to resemble actual flesh, clothing, and equipment. The entire room detects of magic. If the chamber is entered and the door not shut, the inhabitants of 6-157 will come to investigate in 4 rounds.

Dais: The dais is 5' above the floor, and is reached by a short stair on the south end. The top is sheathed in blue marble. When any weight is put on the top of the dais, a permanent **magic mouth** spell is triggered. Speaking from the mouth of the central statue, it states in Mithric: "*I am Marius Tricotor the Great. My nobility was recognized early in my career, and I received the promotions I deserved. Here, at Arden Vul, I received the homage of the troll thegn and devised and executed the plan that drove back the hopping hordes of the slimy dwellers in the dark. For this I received appropriate honors and ruled as archon, enjoying the friendship of the Emperor himself. I am truly worthy to be listed among the Twenty. My loyal friend, Lucius Cornelius, wrote the true account of my deeds and chose to entomb himself nearby.*" [**GM Note**: by 'the Twenty' he refers to the Worthies of the Archontean Empire - see World of Archontos appendix].

Central Statue: The main statue of Marius shows him standing with right arm outstretched to the side; kneeling next to him is a second man, looking up with awe at Marius and pointing at the archon. An inscription on the south side of the pediment reads in Mithric: "*the Great Archon, Marius Tricotor.*" A smaller inscription on the east side "*Lucius Cornelius, scribe and confidant, recipient of the relics of the great man.*" [**GM Note**: Lucius Cornelius's tomb is found at 6-135]

The archon is cloaked in a purple-trimmed white toga draped so as to leave the right shoulder bare. He wears a heavy gold circlet studded with red gems as well as three thick gold rings. Cradled in his left arm is a pair of fasces. Sheathed by his right side is a legionary gladius. Marius's visage is stylized and generic; his unlined, unblemished face smiles thinly as he looks to the south. Some of the objects attached to the statue are removable: the rings, the short sword, and the white toga; they are non-valuable, painted, sculptural items, and not treasure.

The statue of Lucius Cornelius is less elaborate, without removable garb. Still, the head of Lucius is hollow, and could be removed by twisting it slightly. Inside is a folded piece of parchment that reads (in Mithric): "*Lucius Cornelius received the armor and sword of Marius Tricotor, and added them to his collection. Now they are gone, hidden in the scriptor's tomb, which that suspicious ingrate has concealed from all.*" [For Lucius Cornelius, see 6-135]

Flanking Sculptures: The six groupings that line the wall depict Marius in various stages of his career. Each is described below, but all share one feature: in each Marius and other figures appears in a highly idealized way. That is, the artistic representation is symbolic rather than realistic. From the southeast corner, the sculptural scenes depict:

1. Marius the Legionary: a young man, in the attire of a common legionary, standing at attention. **GM Note**: this is the only acknowledgement in a chamber devoted to mythmaking that Marius was actually a commoner who rose through the ranks.
2. Marius the Kentarch: wearing the uniform of a commander of 100 men, pointing with his javelin towards an imagined enemy.
3. Marius receiving the fealty of the troll thegn: Marius, dressed in ceremonial dress armor, extends his left hand, which a writhing, skinny varumani kisses humbly
4. Marius Invictus, trampling the heqeti: Marius, in ceremonial armor and holding a baton of office, steps on the neck of a heqeti hopper.
5. Marius the Archon: Marius, dressed in elaborate courtier's garb, renders judgment on a kneeling man
6. Marius and the Emperor: Marius bows slightly before the emperor, who places a hand of friendship on his shoulder. Both are dressed resplendently.

GM Note: The broad outline of Marius's career is accurately told here. It is the insistence on Marius's natural nobility and typically aristocratic predilection for deference and honor that deviates from reality.

Secret Door (ceiling): A circular door, about 10' in diameter, exists in the ceiling of the chamber. It is normal to detect, but hard to open, as it requires one to twist the gold ring on the central statue's hand. The door leads to a broad but low (4'-tall) passage to 6-146.

6-146: Ceiling Bolt Hole

This chamber is only 4' tall and is rough-carved from the rock. It provides one of the few navigable routes between the eastern portion of Level 6 and the tomb of Marius Tricotor (6-154). A 10'-diameter hole in the floor of this chamber leads to the ceiling of the corridor between 6-148 and 6-154. The tunnel to the south ends in a 10'-diameter circular hatch that opens into the ceiling of 6-145. A dry and cracked leather haversack lies on the floor of the chamber; in it is a coil of silk rope and an ancient terra cotta plaque on which was stamped an image of the archon, Marius Tricotor (15 gp).

6-147: Sub-Archon's Quarters

An imperial sub-archon oversaw an official honor guard for Marius Tricotor's tomb (6-154) from this location. The sub-archon and his men swore binding oaths to protect the tomb with their lives. Due to this oath, the last unit of these guards remains at its post.

The door is locked and the one key lies within; the lock is easy (+10%) to pick.

The chamber is painted sky blue, with green laurel wreaths (an imperial symbol) at 3' intervals. A 5'-tall writing desk stands at the center of the room. To the west is a wooden screen, behind which is a cot, wardrobe, and armor stand. To the east is a long, rectangular table on which are tacked some maps. A narrow table on the north wall holds some symbolic objects.

The wardrobe holds some badly deteriorated wool and linen clothing, plus a pair of still usable yellow silk surcoats with the letters MI embroidered on front and back (**GM Note**: MI stands for Marius Invictus). The armor stand carries a special set of yellow-died **legionary banded mail +1**, a **short sword +2**, and a bundle of 4 **javelins of piercing**. The maps on the table include the following: 1) a map of Burdock's Valley; 2) a map of the city of Arden Vul; and 3) a map of the environs of the Tomb of Marius Tricotor (areas 6-5, 6-136 to 6-142, and 6-145 to 6-148).

Treasure:
See above.

6-148: Barracks Chamber

Thanks to their eternal oath, the elite guard still stands watch in the guardsmen's former barracks. The walls are sky-blue, with yellow helmets painted over the blue every 3'. Since the surviving guardsmen do not need to sleep, they have pushed the twelve rotting wooden bunkbeds to the south.

The eight surviving guards and their sub-archon commander are now oathbound knights (see new monsters). They stand quietly waiting to repel any intruder who desecrates the tomb of Marius Tricotor (6-154) or the areas of east of the tomb. They are dressed in yellow-died banded mail and tattered yellow surcoats with the MI insignia (see 6-147). They confront anyone who opens the door from 6-154 or who descends from the hole to 6-146. Such persons will have only a couple of rounds to convince the oathbound knights (in Mithric!) that their purpose does not involve disrespect, plunder, or desecration. The oathbound knights will not attack anyone who presents a true artifact of Marius (e.g., his sword or armor from 6-135). If, somehow, the talismans of their oaths are destroyed before the knights are encountered (see 6-149), the knights will have crumbled into dust and no encounter will occur.

Inhabitants:
1. **8 oathbound knights** (see new monsters): SZ M; AL LN; AC 5; MV 90'; HD 6; HP 47, 44, 43, 42, 41, 40, 39, 37; #AT 3/2; Dmg 3-9 (broadsword), 3-6 (horseman's flail), 1-4 (light crossbow); MR 25%. Special attacks: +1 to hit, +1 damage. Special defenses: +1 or better weapons to hit. Possessions: chain mail; broadsword; light flail; light crossbow, 20 quarrels.
2. **Publius Lanlius**, **the oathbound knight-commander** (see new monsters): SZ M; AL LN; AC 3; MV 90'; HD 9; HP 63; #AT 3/2; Dmg 5-12 (**long sword +3**); MR 25%. Special attacks: +1 to hit, +1 damage. Special defenses: +1 or better weapons to hit. Possessions: **chain mail +2**; **long sword +3**.

Treasure:
Among the debris of the bunk beds is a rotting chest that contains 1,311 ancient silver pennies (see Arden Vul items), a **scroll of extension II**, and a **wand of frost** (12 charges). The oathbound commander holds the key to 6-149 and wears the **ring of Marius** (see new magic items); he also holds a folded piece of parchment on which are written the words black-red-yellow-green-blue-white (the address of the **Thothian teleportation ring** - see new magic items - at SL4-49).

6-149: Repository of the Oaths

Secret Door: The door from the hallway is normal to find. The door is locked, and the key held by the oathbound commander (6-148). It can be picked (-5%).

This long room has a barrel-vaulted, 20'-tall ceiling. Its ceiling and walls are painted sunflower yellow. Words in Mithric are painted over the yellow on the east and west walls in bold black paint: Discipline, Order, Loyalty, Fidelity, and Service. Stone benches fill the northern two-thirds of the chamber. At the south end is an obsidian shrine.

The shrine rests on a dais 2' tall, 10' wide, and 8' across. The north edge of the platform contains an apparently solid 5'-square cube of obsidian (see below). Behind the cube, at the rear of the platform is a half pillar, 3' in diameter and 5' high. On top of it is a finely carved, hyper-realistic marble bust of Marius Tricotor. Draped over the bust or attached to it by bits of string are nine small talismans.

Talismans of the Knights: These objects are the physical manifestations of the oaths sworn by the oathbound knights (6-148). If a talisman is destroyed, the corresponding knight will crumble into dust. The talismans for the ordinary knights are: a lock of hair; a cameo with a man's head; a small knife; a scrap of parchment with the name "Gnaeus" on it; a terra cotta icon of Marius Tricotor; a cheap necklace made of copper and glass (5 gp); a small vial with dried blood; and another small vial with a desiccated human finger (pinky) in it. The oathbound commander's talisman is a gold amulet set with carnelians (375 gp).

Obsidian Cube with Marius's Heart: Each of the five visible sides of the cube carries an identical message, inscribed into the stone and filled with silver. The inscription reads, in Mithric: "*The Archon's Heart is Worthy of Service*." In addition, the top face of the cube bears an indentation ¾" in diameter and similarly coated with silver. The indentation is too large for an ancient silver penny, but is just the right size for a signet ring. If the **ring of Marius** (see new magic items, currently borne by the oathbound commander in 6-148) is pressed into the indentation, the obsidian cube will slide back, revealing a 1'-square hole in the platform. Inside the hole is the mummified heart of Marius, wrapped in linen. A parchment tag is attached to the linen that reads (in Mithric): "*This is the Heart of Marius Tricotor, taken from his body when the archon died*."

6-150: Empty Guardpost

A few benches, a table, and some ancient pewter mugs are all that remain of this guard post. A faded fresco on the south wall shows a yellow-clad legionary under the Mithric motto: "*By our oath we show our service to Emperor and Archon!*"

6-151: Robing Room

This 15'-tall room is painted bright yellow, and is studded with pegs suitable for hanging clothes. A few shreds of yellow silk hang from a few of the pegs. Over the exit to the south is a faded slogan in yellow paint (in Mithric): "Fidelity to our Lord Marius."

GM Note: Imperial custodians of the tomb of Marius Tricotor always wore a yellow surcoat with the initials "MI" (Marius Invictus); those arriving from what are now the Flooded Vaults (Sub-Level 7) stopped here to dress.

6-152: Stairs to Surface (AV-27)

This narrow (5'-wide), circular staircase wends its way upward some 1,200' until it debouches in a secret door in the basement of the Carrion Tower of the Donjon in the Ruined City (AV-27).

6-153: Stairs and Corridor to SL7-6

A set of stairs descends briefly before turning into a corridor that leads west. The corridor then ascends 250' over many short staircases before connecting to the Flooded Vaults (SL7-6).

6-154: Tomb of Marius Tricotor

One of the legendary lost locations of the Halls, this site has been isolated from most traffic for a millennium since the passage to 6-157 collapsed.

The chamber is 30' tall and barrel vaulted. Eight statues (10' tall) of legionaries stand along the east and west walls. To the south a 10'-wide passage leads south, only to end in a cave-in. At the north edge of the chamber is a colossal carved head of Marius Tricotor; it is 15' tall, 6' in diameter and mounted on a 5'-square pedestal. The base of the pedestal carries an inscription in Mithric. In a line down the center of the room are four basalt platforms, each 5' long, 10' wide, and 3' tall. Each platform has a different sculptural program and inscription.

Head of Marius: The head is carved in elaborate detail, down to the last hair, wrinkle, and blemish. It shows a man of late middle age, with close cropped hair, a broken Roman nose, pursed lips, and sharp, penetrating eyes. The head is made of marble, with basalt chips for eyes. Those who approach within 5' of the head are greeted with a permanent **magic mouth** spell that intones in Mithric: "*Only those who know me well may summon me to their side. Restore those objects that symbolize my nature, and I shall return to aid you in your need. Choose poorly, and your ignorance and lack of faith shall be punished!*" Should the four objects required of the four basalt platforms be recovered and restored to their proper locations, the spirit of Marius Tricotor will return to inhabit his head for 4-6 days (see below).

Basalt Platforms: Each of the platforms is devoted to one of the virtues believed to embody Marius; the name of that virtue is inscribed in gold filling (in Mithric) on each side of each platform. On top of each platform is an 8'-tall, marble half-statue of Marius: torso, arms, hands, and head. Each of these 'statues' has indentations in the same locations: skull (10" diameter), eyes (4" ovals), and chest (12" diameter). The differences between the platforms and half-statues are as follows:

No.	Virtue	Distinctiveness	Solution
1	Fidelity	The statues' arms are outstretched and the fingers of both its hands are open and outstretched	Roll 4d6 under INT to notice wear on the right ring finger. Place the **ring of Marius** (currently in 6-148) on any of Marius's fingers.
2	Protection	Both arms are placed such that the hands are by the torso's waist. The fingers of both hands are closed as if to grip something	Those who wear armor can roll 4d6 under INT to notice wear marks where the straps to attach armor should be. Attach the **armor of Marius** (6-135) on the torso.
3	Vengeance	The torso is slightly swiveled and the left arm is thrust forward. The fingers of both hands are closed as if to grip something	Any sword-wielding PC may roll 4d6 under INT to detect wear marks in the right hand. Place the **sword of Marius** (6-135) in the left hand
4	Nobility	Both arms are folded behind the torso's back.	Place the heart of Marius (6-149) in the indentation in the torso's chest

If any incorrect item (such as any of the 'false' items from 6-145) is placed on any of the half-statues, two of the stone legionaries (two per wrong object) will animate and attack.

Spirit of Marius Tricotor: If all four of the correct symbolic objects are placed on the appropriate torsos, the spirit of Marius will return to possess the colossal head. It speaks in Mithric through the head's mouth, starting with the following: "*I'm here. Why have*

you ripped me across the veil?" The spirit eschews the aristocratic tones favored by the previous **magic mouth**, and speaks Mithric in a common, even lower class, accent. Marius is blunt and direct, caring nothing for niceties or circumlocutions. If treated politely, he is a font of potentially useful information and wisdom.

He can describe in detail the campaigns against the heqeti, as well as the characteristics and powers of the various heqeti types. He has spirit-knowledge of the locations of the iconic objects attributed to him in the *Lay of Marius Invictus* (see Arden Vul books): the ancient sky sled (the remaining ones are at 6-4, 6-100, and 7-36); the **iron circlet of Ghanor** (3-127A); the **bone ring of Jagri-Naz** (5-74); the **ebon spear** (SL5-13B); and the tablet of the Beacon (9-107). He can also provide directions to these locations, so long as the route passes through Archontean-era construction. He can describe the original functions and layout of the Archontean areas (Levels 1, 2, 3, 4, parts of 5, parts of 6, and Sub-Levels 2, 3, 4, 6 and 7).

If asked about treasure, and if convinced the treasure will be put to lawful purposes, he will reveal a hidden catch on the fourth platform that causes the platform to slide to one side, revealing a short flight of stairs to a treasure vault. Marius's spirit remains for 4-6 days. At the end of that period, Marius cuts short any conversation with the following words: "*Comrades, I've got to go. Carry yourself with honor and dignity, and always press the bastards when they least expect it. Look for me again after the full moon.*" He can be re-summoned after two months have passed.

Inhabitants:

1. **8 stone legionaries, as Archontean animated constructs – spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 45, 42, 40, 39, 38, 37, 35, 33; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.

Treasure:
In the hidden treasure vault: 10 5-lb bars of platinum (1,250 gp each); an urn with 2,347 ancient silver pennies (see Arden Vul items); a set of gold and emerald jewelry (necklace, earrings, and ring; total 5,000 gp); a suit of imperial field plate (see Arden Vul items); a **rod of lordly might**; a **vorpal blade** (long sword); a description of the troll thegn's court (7-72 to 7-77) and his submission to Marius Tricotor.

6-155: Lawful Propaganda Chamber

This former meditation chamber has seen hard times. All furnishing have been stripped. All that remains are a set of slogans carved into the wall above now-destroyed frescoes. Six slogans occupy the walls, one per 10' section (except the section with the secret door). They read, in Mithric:

1. Discipline makes one strong
2. Loyalty is its own reward
3. Death before dishonor
4. Order breeds happiness
5. Good lordship starts with good discipline
6. The Wise servant obeys without question

GM Note: These slogans obviously privilege principles of law over chaos. Although intended for general purposes by the Imperial authorities, the slogans might also provide hints as to the alignment tendencies of the magic pool in 6-156.

Secret Door (north): This door is easy to find (1 in 4). It opens by pushing the 'w' of the word 'wise' in the sixth slogan. Clever (or lucky) searching might detect wear around that letter.



6-156: Magic Pool

The stairs and corridor lead to a pleasant, hemispherical chamber, whose walls and floor are tiled in pale green tiles. A three-tiered fountain occupies almost all of the room. It is filled with bright yellow liquid that cascades invitingly down the fountain.

The fountain is a magic pool. Drinking a draught provokes a roll on the following table; the results differ according to the drinker's alignment:

D6	LG, LE, LN	NG, CG	CN, True N	NE, CE
1	Cures 4-24 HP	Cures 2-12 HP	Cures 1-6 HP	Inflicts 2-12 damage
2	**Restoration** (at 15th level)	**Remove Curse**	Inflicts 1-6 damage	Inflicts 1-6 damage
3	**Prot. From Chaos, 10' radius**, 6 hours	**Shield** for 3-6 turns	**Infravision** for 1-6 turns	Penalty of 2 to AC for 1-3 days
4	+1 STR (once only)	+1 STR for 1-4 days	Glow brightly for 1-6 days	-1 STR (50% permanent, 50% for 1-4 days)
5	+1 CON (once only)	+1 CON for 1-4 days	+1 to hit for 3-36 turns	-1 STRv(50% permanent, 50% for 1-4 days)
6	Per **potion of super-heroism** for 2 days	Per **potion of heroism**, for 2 days	-1 to hit for 3-36 turns	Opposite of **potion of heroism** (reducing levels) for 2 days; min. is level 1

6-157: Antechamber

This 20'-tall room was the antechamber through which those visiting the tomb of Marius Tricotor (6-154) once passed. Four 12'-tall, half-round, granite carvings of legionaries are attached to the east and west walls, one each on either side of the east-west corridors. The center of the room holds a 4'-tall, triangular dais made of striated marble. On the center of the dais stands the spectral form of a legionary. The legionary points to the north and, whenever the room is entered, declaims slowly and loudly in Mithric "*Seek the great Marius Tricotor down that corridor. Be prepared to offer him fealty, and he in turn will defend and protect you.*" Only a **dispel magic** spell cast at a very high level (12 or above) will cancel this repeating magical effect. Recent smears of blood are visible on the floor around the dais (these are the remains of the adventurers being devoured in 6-159).

The 10'-wide passage to the north is impassable due to an ancient cave-in. As a result, the only way to access the tomb of Marius Tricotor (6-154) is to locate the secret door in the ceiling of 6-145.

Two bestial varumani are growling and pawing at the door to the south. They attack as soon as noise or light is visible in this room. Combat lasting more than four rounds eventually draws the other varumani in 6-159 and 6-160 to the fray; they arrive on round 7.

Inhabitants:

1. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

6-158: Terrified Adventurer

Lepp the thief hides in this former storeroom from the savage varumani who slew his comrades. He has spiked the door shut, and is at wit's end on how to escape.

The chamber has built-in stone shelving, but almost everything was looted from it long ago. All that remains are a stone jar of pickled beets on a top shelf.

Inhabitants:

1. **Lepp**, **5th-level male Wiskin thief**: SZ M; AL NE; AC 5; MV 120'; HD 5; HP 8 (max 23); #AT 1; Dmg 3-6 (**dagger +2**), 1-6 (short sword). Abilities: STR 13, INT 15, WIS 9, DEX 17, CON 9, CHA 10. Thief skills: PP 55%, OL 52%, F/RT 40%, MS 45%, HS 36%, HN 20%, CW 90%, RL 25%. Possessions: leather armor; short sword; **dagger +2**; a **potion of levitation**; a purse with 129 gp, 57 sp, and a troll thegn's passport (see Arden Vul items).

6-159: Renegade Varumani

A band of eight varumani who abandoned their fealty to the troll thegn makes its lair here. Seven of them are bestial, semi-intelligent varumani, but they are led by a lesser varumani outcast named Bothig. The reek of their lair is obvious from 30' down the corridor.

The chamber was once a pleasant, 20'-tall barrel-vaulted audience hall, but a half decade of inhabitation by Bothig and his primitive followers has ensured that any remnants of Mithric imagery was destroyed. Two piles of soft-ish trash serve as the trolls' nests. The varumani are perpetually hungry, as they mostly survive on small vermin from the caves north of 6-160. They eagerly chase any intruders up to 6-136, but won't enter the Troll Lift (6-5) or the domain of the frost mother (south of 6-136).

Bothig is capable of crude, but intelligible, speech. That said, neither Bothig nor his friends have much interest in anything but rending and tearing.

Four of the varumani are currently devouring the bodies of four adventurers whom they slew in 6-157 and dragged here. Two others are in 6-160 and two are in 6-157.

Inhabitants:

1. **Bothig**, **lesser varumani** (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 58; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mace; shield.
2. **3 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:

Bothig's treasure: 4,097 gp; 2,357 sp; 10 blue quartz gems (20 gp each); silver toe-ring (900 gp); silver and gold box (700 gp);

silver and gems goblet (2,600 gp); silver and gold seal (200 gp), gold locket (800 gp).

Adventurers' gear: 349 sp; 211 gp; a **heavy flail +1**; **banded mail +1**; a set of four **throwing axes +1**; **large shield +1, +4 vs. missiles**; a pouch with 77 gp worth of silvered sand; a **tear of Kauket** (see new magic items); a **rod of turning** (5 charges – see new magic items); a **potion of the berserk** (see new magic items); a short sword; a staff; some rent studded leather armor (still usable); and a scroll with **sleep**, **telekinesis**, and **project image**.

6-160: Ruined Dining Hall … with Varumani

Two bestial varumani from Bothig's band of renegades (see 6-159) wait on either side of the tunnel from 6-161 in order to ambush any prey that might emerge.

A 20'-long, heavy oaken table still stands in the center of the room, although the chairs are now gone. A pile of bones (the past meals of the varumani) sits in the southwest corner. The east wall still bears a faded fresco in which Marius Tricotor, dressed in ordinary legionary armor, stands at the center of group of legionaries. The caption reads (in Mithric): "A great leader knows his men. Marius!"

Inhabitants:

1. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 53; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

6-161: Pleasant Cave

This large cave is humid and warm. A species of green lichen emits pale green phosphorescence. The southwestern lobe of the cave contains a pool of cool, clear water. The cave is home to numerous cave crickets and small lizards. The northern tunnel exits the cave about 10' up the wall; it is only 6' wide. The southern tunnel is 20' up the cave wall, and only 3' wide. Although pleasant and unthreatening, anyone resting here for more than 1-3 hours will be visited by a gray ooze from 6-165.

Inhabitants:

1. **1 gray ooze** (after 1-3 hours): SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold.

6-161A: Tunnel leading up to Sub-Level 12 (SL12-13)

At a point 5' above the floor on the western wall of 6-161 is a perfectly round, perfectly smooth tunnel that leads upwards in wide spirals to Sub-Level 12 (SL12-13). The hole was bored by Kerbog Khan's borer automaton (see SL12-19). The slope of the passage is just gentle enough to allow bipeds to traverse it without slipping, although speed is reduced by 30'.

6-162: Rudishva Transport Hall

The door to 6-163 is one of the dilating rudishva iris doors, and only opens by presenting a pale green, pink, orange, silver, or yellow rudishva identity plaque (see new technological items). This ancient rudishva hall has no right angles, and is sheathed in hexagonal white tiles. Most of the chamber is taken up by a 15'-diameter, 3'-deep black granite fountain. The liquid in the fountain is opalescent and sparkly. Anything (or anyone) coated in the liquid will be able to levitate in the shaft (6-164).

Teleport Nodes:
Like all such nodes, there is a silvery disk on the floor and a silvery square inset on the wall. Anyone standing on the disk who touches the square is teleported to the appropriate location.

T14: access to 5-31
T16: access to 7-6 (floating garden)

6-163: Giant Rudishva Skeletal Guardians

The door to 6-162 is one of the rudishva iris doors, and only opens by presenting a pale green, pink, orange, silver, or yellow rudishva identity plaque (see new technological items). This 15'-tall chamber, like 6-162, is sheathed in hexagonal white tiles. No right angles are present. Two granite chairs occupy the center of the room, angled such that both face the entry point from 6-164. An 8'-square hole in the west wall provides access to the transit shaft.

Each chair holds a giant rudishva skeleton. Anyone who exits the transit shaft (6-164) is met with a harsh query in the rudishva language from the skeletons. The skeletons mercilessly attack those who do not immediately present a pale green, orange, pink or silver rudishva identity plaque (see new technological items). They also respond in force if attacked from the shaft itself.

Inhabitants:

1. **2 semi-intelligent giant rudishva skeletons**: SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68, 55; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

6-164: Transit shaft, with Impaled Dwarf

A 40'-square shaft, sheathed in the same white marble and silver grout, extends 1,100' through the Halls, commencing at 5-84 and culminating on Level 9 (9-91). Built by the rudishva as a swift form of transport for their officers, it detects strongly as magical. Anything tossed into the shaft will fall normally, but anything - or anyone - coated in the opalescent liquid is capable of levitation in the pit. Levitation is at the rate of 20' of vertical distance per round. Removal of even 10% of the silver grout cancels the levitation effect. From this point one can use the shaft to access 5-84, 7-146 and 9-91. Those without the coating fall 500' feet to their death. The opening to 6-163 is obvious and easily accessible to those traversing the shaft.

The body of a dwarf is impaled against the east wall of the chasm by what appear to be monstrous femurs; he was a victim of the giant rudishva skeletons at 6-163. The dwarf still wears (dwarf-sized) chain mail and carries a **battle axe +1**, a 50' coil of rope, 10 spikes, a **potion of healing**, an inert **dwarven life-stone** (see new magic items) from the clan Goethite, and a sack full of desiccated bits of fruit.

Treasure:
See above.

6-165: Ooze Chamber with Pukel-mander

This large, partly worked chamber is home to an enormous gray ooze as well as two important heqeti sites. The northern and eastern sections are worked in the heqeti manner, with pebbled, oily walls.

The gray ooze typically inhabits the southern, natural lobe of the cave. If it has been encountered in 6-161, of course, it cannot be found here.

To the east, down the partly finished corridor, a **pukel-mander** (see new magic items) looms over the cave at 6-166.

The central feature of the cave, however, is an enormous pool of roiling and burping slimes of different colors and consistencies. The slime pit is about 10' deep and roughly 20' in diameter. It contains several noxious slimes extruded by Rimmaq-Isfet itself and imported from the Abyss. Unlike the comparable pool at 5-104, this one never produced the right combination of slimes to make it usable for the attack on the rudishva. As a result the heqeti abandoned this location.

At any given time 4 heqeti slimes (see new monsters) are visible on the surface of the pool. For every hour of waiting, it is 75% likely that one of the slimes will submerge and 1-2 new ones will rise to the surface.

Inhabitants:

1. **1 electric blue**, **liquid but adhesive heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' creeping; HD 2; HP 10; #AT 1; Dmg special; MR 15%. Special attacks: touch causes painful boils for 1-3 days followed by death; infectious. Special defenses: healed by electricity and lasers; slowed by cold.
2. **1 rainbow**, **oily and thick heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 11; #AT 1; Dmg special; MR 15%. Special attacks: changes 25% of epidermis per hit to thick yellow fur. Special defenses: healed by electricity and lasers; slowed by cold.
3. **1 blue-black**, **gluey heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 12; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds. Special defenses: healed by electricity and lasers; slowed by cold.
4. **1 sickly-green**, **oily and runny heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 20' on liquids; HD 2; HP 13; #AT 1; Dmg special; MR 15%. Special attacks: flesh animating (covers flesh and kills victim in 4-7 rounds, then re-animates as a heqeti slime zombie - see new monsters); corrosive to metal. Special defenses: healed by electricity and lasers; slowed by cold.
5. **1 gray ooze**: SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold.

6-166: Crossroads Cave, with tunnels to 5-100, SL6-56, and the Chasm (6-108)

Stalactites and stalagmites dot this 30'-tall cavern. A tunnel to the northwest slopes upward to 5-100, while one to the east slopes gently down to the Great Chasm (6-108). A third tunnel is more difficult to locate, as it is only 3' in diameter and near the ceiling of the northeast wall; it leads up to area SL6-56 of the Drowned Canyon. At the west end of the cave is a ledge containing a heqeti pukel-mander (see 6-165). At the foot of the ledge is the corpse of a human magic user.

Treasure:

A belt pouch with 55 pp, 43 gp, and 39 sp, and a bone scroll case with scrolls of **secret chest** and **levitation**. Spell Book: **Alarm**, **armor**, **burning hands**, **firewater**, **grease**, **read magic**, **taunt**; **deeppockets**, **irritation**, **preserve**, **vocalize**, **zephyr**; **cloudburst**, **item**, **monster summoning I**; **ultravision**.

6-167: Cave of Gimon

This small cave is the abode of the strange creature known as Gimon (see new monsters). Gimon was a human adventurer who found the potent **idol of Camazotz** (see new magic items) and fell under its spell. After several months of possessing the idol, Gimon was transformed into a partial bat creature. His body is still bipedal, albeit quite skinny, but his arms are now connected to his body with bat wings, and he has grown some impressive fangs. Despite his monstrous appearance, Gimon is not evil; he is probably insane, though. He flies about the middle levels of Great Chasm, feeding on other predators and occasionally rescuing the weak. The workers at the Troll Lifts know him well and don't bother him; they refer to him, rather fondly, as the 'Bat-monk'. Despite their neutrality, Gimon is too skittish to form friendships with them. Instead he abides here, in a surprisingly well-kept cave. He is present in his cave 50% of the time; otherwise he is flying about the Great Chasm. If encountered here, he will likely hear intruders before they enter his cave, and he will take flight so as to avoid being trapped in his cave. So long as the **idol of Camazotz** remains untouched, he will not bother those who ransack his cave (although such persons will not be the beneficiaries of his occasional 'rescue missions'). He will pursue to the death anyone who carries off his idol.

On a ledge in the back of the cave is the **idol of Camazotz** (see new magic items). Next to it is a forgotten purse with 10 impressive pearls (120 gp each).

Inhabitants:

1. **Gimon** (see new monsters): SZ M; AL N; AC 7; MV 60', 150' flying (Class D); HD 6; HP 40; #AT 3; Dmg 1-4/1-4/1-6; MR 25%. Special defenses: cannot be surprised; immune to cold.

Treasure:

Idol of Camazotz (see new magic items); 10 pearls (120 gp each)

6-168: Two-lobed Cave

The first portion of this cave, that which opens onto the chasm, is nondescript: it is rocky and the occasional home of chasm cephalopods (25% chance). At the back of this cave, however, is a narrow crack, only 2' wide and 4' tall, that leads to a second, larger cave. This section is drier, sandier and an altogether fine place to rest without fear of attack. Gimon knows of this cave and might recommend it to those whom he trusts.

Inhabitants:

1. **4 medium chasm cephalopods** (see new monsters) (25% chance): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.



LEVEL 7: THE COURT OF THE TROLL THEGN

This level of Arden Vul occupies a substantial area to the south and west of the Great Chasm (7-3). It is most notably the location of the court of Varboka, First Thegn of the varumani (7-30), a figure known to almost all non-varumani as "the troll thegn". The Troll Lift (7-1) is the main access point from Level 7 to the upper levels. Visitors to the level can approach in peace provided they have one of the troll thegn's passports (see Arden Vul items); these objects allow access to the hotbed of rumors, machinations, and plots that run through the thegn's court (7-75) as well as to the famous Troll Market (7-76), where all manner of strange goods are bought and sold. Beyond these well-traveled and relatively safe areas lie the dwellings of the true varumani (to the east of the market), and the caves of the bestial varumani, aka Arden Vul trolls (to the west). A few isolated and unknown areas unconnected to Varboka's domain are scattered about the level, including a set of Archontean shrines to the west that have become the lair of a powerful and secretive vampire (7-119 to 7-130), a forgotten route to the Sub-Level 9 (at 7-111), the engine room of the Beacon (7-143), a second rudishva floating island (7-4 to 7-7), and the lost upper temple of Kauket, which unbeknownst to the varumani has been recently restored by a heqeti builder (7-78 to 7-84).

The varumani form the most powerful faction in the Halls. And yet, despite their clear physical and numerical superiority, the varumani remain fairly cloistered, preferring to endlessly practice their physical skills within the safety of the clan-holds. Ultimately the modern varumani are a collectively cautious and wary people, even if individual members are typically brave and well-trained. They are also a people in decline, a fact that has become painfully obvious to the thegn and his advisors. Today only about 100 true varumani remain, along with perhaps 170 lesser varumani and an indeterminate number of bestial varumani. To fend off this slow decline, the thegn is now actively interested in promoting procreation and also in seeking the origins of his people, namely by 'activating' the fabled 'Beacon' as a method of restoring their diminishing people.

In addition to this agenda, Varboka and his people have been shocked by the recent revelation that the kaliyani have returned to Arden Vul; a varumani hunting party surprised and slew a kaliyani scouting team sent by Rivvep (9-118) to explore the chasm floor. As a result, Varboka has publicly announced a bounty on kaliyani fangs, worth 100 gp per fang. Varboka hopes to swiftly discover the location of their ancient enemies, and to then mount a major expedition to destroy the kaliyani "once and for all" (this plan would also cement Varboka's status as one of the great thegns).

If the varumani are viewed as hostile by visitors, the level will prove a substantial challenge in terms of combat tactics and attrition. If negotiation is preferred, though, the varumani can provide much valuable information and even a bit of assistance. Indeed, Varboka may even seek to employ capable-looking visitors for his own purposes.

General Construction Notes

Heqeti areas: 7-78 to 7-84, 7-138, 7-139
Rudishva areas: 7-4 to 7-6, 7-35 to 7-44, 7-108 to 7-111, 7-143 to 7-146
Archontean areas: 7-100, 7-119 to 7-130, 7-136
Varumani areas: 7-1, 7-8 to 7-33, 7-65 to 7-77

Iconic Areas

The Troll Market (7-76)
The Great Chasm (7-3)

Important NPCs

Trijax, varumani, vice-overseer of the Troll Lifts (7-1)
Hraskaya, varumani, chief of Rudigaya clan (7-17)
Vedraya One-Eye, varumani, chief of the Vanaraya clan (7-18)
Ashoka, varumani, court sorcerer (7-22)
Glif, lesser varumani, first adept (7-24)
Gavra the Easy-Going, varumani, chief of the Pendaya clan (7-25)
Igrippa the Unruly, varumani, chief of the Druvaya clan (7-26)
Varboka, varumani, Thegn, aka 'the troll thegn' (7-30)
Caudatssa the Tongue, heqeti (7-79)
Cinna Minux, ancient vampire (7-122)

Significant Regions of Level 7

1. Domain of the Varumani (areas 7-1 to 7-77, 7-91 to 7-106)

The central region of this level is the territory known as the 'domain of the thegn', that is, the home of the varumani. By virtue of their racial strength and natural abilities, as well as their innate cultural predilection for discipline and loyalty, the varumani are clearly the most powerful faction within Arden Vul. The region is defined by clear defensive choke-points that the thegn keeps well-guarded (e.g. 7-1, 7-38, and 7-65). A frontal assault from either direction brings immediate and well-organized reaction, as scores of highly trained varumani muster to repel a threat. For peaceful visitors, possession of a troll thegn's passport (see Arden Vul items) is necessary to enter the domain.

When visitors initially approach the domain of the varumani, the GM must first determine whether one of several special varumani gatherings is taking place. If a special gathering is indicated, it will determine the location of a large portion of the varumani. Roll on the table to determine this important fact:

D100	Ritual
01	Moot (see 7-27)
02-07	Audience (see 7-27)

08-09	Cleansing of Sorrows (see 7-32)
10	Victor's Right (see 7-32)
11-100	No special ritual

The starting location of Varboka, the troll thegn (see 7-30) is also necessary to determine. Varboka spends much time moving through his domain, pressing the flesh and making executive decisions. If, of course, the previous d100 roll indicated that a special gathering was under way, then Varboka will be present in at the location required for that gathering (either 7-27 or 7-32). If no special gathering is underway, then the following table determines where Varboka and his housecarls (7-29) will be when the PCs arrive on Level 7.

D100	Location
1-5	7-13
6-12	7-27
13-32	7-30
33-35	7-32
36-65	7-73
66-95	7-74
96-100	Moving about Level 7

Factions: The varumani control this region fully. Representatives of other factions visit respectfully, either to pay suit to the thegn or to visit the Troll Market (7-76).

Construction: The worked areas are in the varumani style, but are very old, since they were built by the first generations of varumani fleeing the collapse of the rudishva hegemony. Ceilings are 12', doors are typically wood with steel supports.

Environment: The region is warm and humid due to the high population density.

2. Heqeti Upper Temple (areas 7-78 to 7-84)

This region is defined by the lesser ziggurat of Kauket and surrounding heqeti regions. Cleansed by the rudishva in antiquity, it has been newly restored by a team of heqeti under the tongue Caudatssa (7-79). It has ancient resonance for the heqeti, as prior to the arrival of the rudishva it was a major center of heqeti civilization. With the retreat of the Archonteans and the shrinking of the varumani population, the heqeti deemed it a fortuitous time to restore this temple. As yet the upper temple exists in a somewhat precarious position, as it lies next to the varumani domain and is far from any potential heqeti reinforcements.

Factions: The heqeti control this region. Its proximity to the domain of the varumani, however, has caused Caudatssa to be circumspect in announcing their presence, let alone in seeking expansion.

Construction: The worked areas are of ancient heqeti construction.

Environment: Area 7-78 is under the effect of a hallow spell, such that chaotic evil creatures gain +2 on all rolls, while good-aligned creatures suffer -2 penalties.

3. Domain of the Vampire (areas 7-119 to 7-132)

This set of ancient Archontean shrines and administrative chambers is now the domain of a powerful vampire named Cinna Minux (7-122). Due to his enhanced charm abilities, Cinna has been able to gather a 'court' of followers over which he presides as lord and master; these subjects include some lesser vampires as well as some charmed adventurers and monsters. Cinna also maintains an extensive network of charmed informants in other areas of Arden Vul. Despite his powers, Cinna is cautious. In particular he does not wish to cross the Sun-Scarred Knights (Sub-Level 10), nor does he wish to alert them to his location; as a result, Cinna keeps tight control on the comings and goings of his minions. For this reason, few denizens of Arden Vul know of Cinna's existence, let alone the location of his lair. Should PCs stumble upon his lair by chance, Cinna is instantly aware of the intrusion and swiftly organizes a counter-attack and ambush.

Factions: No faction controls this area and, indeed, few know of its existence. The bestial varumani (near 7-91) know only that this area is haunted.

Construction: All the worked areas were built in the Archontean style. Ceilings are 10' tall, doors are iron-bound wood.

Environment: The area features the typically cool and dry conditions of the Halls.

Access and Egress

To Levels 2, 3, 5, 6, 8, 9: Great Chasm at 7-3, leading up to 2-63A, 3-38, 5-34 and 6-108, and down to 8-2 and 9-1
To Level 4: tunnel at 7-118, leading up to 4-90
To Level 5: tunnel at 7-34, leading up to 5-125
To Levels 5, 6, and 9: transit shaft at 7-146, leading up to 5-84 and 6-164 and down to 9-91
To Levels 5, 6, and 9: the Great Pillar at 7-37, leading up to 5-138, and 6-103, and down to 9-30
To Level 5: tunnel at 7-88, leading up to 5-141
To Level 5: stairs at 7-109, leading up to 5-114
To Level 5: tunnel at 7-137, leading up to 5-100
To Level 5: tunnel at 7-141, leading up to 5-85B
To Level 5: rudishva teleporter (T11) at 7-144, leading to 5-95
To Level 6: Troll Lift at 7-1, leading up to 6-5
To Level 6: corridor at 7-42, leading up to 6-65
To Level 6: rudishva teleport node (T16) at 7-6, leading to 6-162
To Level 8: ropes at 7-34 leading across the chasm to 8-24
To Level 8: tunnel at 7-40, leading down to 8-137
To Level 8: rudishva teleport node (T18) at 7-110, leading to 8-52
To Level 9: Dread Risers at 7-2 (and 7-14), leading down to 9-2
To Level 9: tunnel at 7-52, leading down 9-27
To Level 9: tunnel at 7-64, leading to 9-41
To Level 9: corridor at 7-136, leading down to 9-101
To Level 9: switchbacks at 7-147, leading down to 9-86
To Level 10: heqeti teleport well at 7-83, leading to 10-24

To Sub-Level 4: stairs at 7-44A, leading up to SL4-45
To Sub-Level 5: tunnel at 7-95, leading up to SL5-27
To Sub-Level 6: tunnel at 7-86, leading up to SL6-26
To Sub-Level 6: tunnel at 7-135, leading up to SL6-18
To Sub-Level 7: stairs at 7-119, leading up to SL7-31

To Sub-Level 7: tunnel at 7-148, leading up to SL7-9A
To Sub-Level 9: stairs at 7-111, leading up to SL9-49
To Sub-Level 13: tunnel at 7-59, leading down to SL13-33

To various Locations: **Thothian teleportation ring** (see new magic items) at 7-131

To locations within Level 7: one rudishva teleport node, as follows:
T17: between 7-6 (floating garden) and 7-110

Teleport destinations on Level 7:
7-1: from teleporter at 4-167
7-84: from teleporter at 10-8

Random Encounters

1. The Floating Island (7-4 to 7-7)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D6	Encounter
1	Vermin. Roll d10: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 9, 8, 6, 5; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4-6 giant bats: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater
2	1 giant pedipalp: SZ L; AL N; AC 2; MV 60'; HD 4+4; HP 28; #AT 3; Dmg 1-8/1-8/2-8. Special attacks: grip; poison gas. If slain here, it cannot be encountered at 7-4.
3-4	A band of 5 baindara (see new monsters): SZ S; AL N; AC 8; MV 150', 150' gliding; HD 1-1; HP 3, 3, 2, 2, 1; #AT 1; Dmg 1-2
5	6 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 28, 27, 26, 25, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
6	Party of NPC adventurers (select from NPC appendix)

2. The Domain of the Varumani (areas 7-1, 7-8 to 7-33, 7-65 to 7-77)

These areas are busy with varumani moving around their domain. Checks should be made every 2 turns, with a 1 in 4 chance for an encounter.

D6	Encounter
1	Varboka the thegn and six housecarls: see stats at 7-30 and 7-31
2-3	2-5 true varumani (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 62, 60, 57, 55, 54; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed swords
4-5	2-5 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57, 56; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club
6	One of the other 'special' varumani. Roll d8: 1. Hraskaya: see 7-17 2. Vedreya: see 7-18 3. Gavra the Easy-Going: see 7-25 4. Igrippa the Unruly: see 7-26 5. Ashoka, the Court Sorcerer: see 7-22 6. Glif, the First Adept: see 7-24 7. Vimela the Record Keeper: see 7-66 8. Roll twice on this list, rerolling further results of 8

3. Eastern Access Routes (7-38, 7-40 to 7-43)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter:

D6	Encounter
1	Vermin. Roll d8: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 9, 8, 6, 5; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
3-4	2-5 true varumani (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 62, 60, 57, 55, 54; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed swords; ring mail
5	2-5 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57, 56; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club
6	Roll on encounter chart found at area 7-42

4. Southern Cavern and Caves (7-45 to 7-63)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D10	Encounter
1-2	4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 9, 8, 6, 5; #AT 1; Dmg 2-8
3-5	4 cave skinks (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 2; HP 15, 13, 12, 10; #AT 1; Dmg 1-6. Special attacks: toxic mucus
6	2-4 lesser varumani (see new monsters) miners: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 57, 56; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club
7	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
8	1 Arden Vul spriggan (see new monsters) from 7-62, hoping to entice visitors to join the 'party' at 7-62: SZ S or L; AL CN; AC 4 (5); MV 90' (150'); HD 5 (8+3); HP 34 (61); #AT 1 (2); Dmg 2-5 (knife) or (2-12/2-12); MR 25%. Thief skills: PP 75%, OL 78%, FRT 70%, MS 77%, HS 64%, HN 35%, CW 81%, RL 40%. Special attacks: confusion 1/day. Special defenses: immune to poison, charm, and mind-affecting spells; healed by magic missiles. Special: grow to giant size; affect normal fires, faerie fire, trip, detect magic, shatter. If encountered randomly, remove from roster at 7-62
9-10	5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)

5. Basilisk Caves and Heqeti Temple (7-78 to 7-90)

Random encounters are unlikely in these areas. In the basilisk caves (7-85 to 7-90), there is a 1 in 6 chance every 3 turns to encounter one of the basilisks. In the heqeti temple proper (areas 7-78 to 7-84) there are no random encounters.

6. Caves of the Wild Varumani (7-91 to 7-106)

Bestial varumani regularly move about these areas. As a result, checks should be made every 2 turns, with a 1 in 4 chance of an encounter. All encounters will be with 2-5 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 58, 55, 53, 50; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7. Western Caves (7-112 to 7-118)

Aside from the caterwauls, whose locations are discussed in the introduction to areas 7-114 to 7-118, there are no random encounters in these areas.

8. Domain of the Vampire (7-119 to 7-130)

Because Cinna Minux (7-122) keeps such a tight rein on his domain, there are no random encounters within it.

9. Northern Tunnels (7-133 to 7-142)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D8	Encounter
1-2	1 ochre jelly: SZ M; AL N; AC 8; MV 30'; HD 6; HP 39; #AT 1; Dmg 3-12. Special defenses: lightning divides into half-sized creatures
3-5	6 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 30, 27, 26, 25, 24, 22; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
6-7	4-6 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 17, 16, 15, 14, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap 30'
8	Cinna Minux: see stats at 7-122

Level Key

7-1: The Lower Troll Lift, up to Level 6 (6-5)

This chamber hosts the lowest terminus of the network of Troll Lifts on the western side of the Great Chasm. Here one can take the lift up 200' to area 6-5. The chamber is formed of rough-carved stone, with polished blue granite tiles on the floor. Four highly detailed, 4'-tall, high-relief carvings of grinning varumani heads line the walls. The door to the south is locked and carefully watched. A pair of disused iron bars are set into the granite near the edge of the chasm (an out-of-commission cross-chasm ferry stop).

Domain of the Varumani: The chamber marks the main entrance to the domain of Varboka, the troll thegn, and is thus a necessary waypoint for those seeking entrance to the thegn's court (7-75) or the Troll Market (7-76). Trijax, the true varumani vice-overseer of this section of the Troll Lifts, presides over a team of two bestial varumani and six ogres. Trijax immediately accosts those arriving from above (6-5) or the Chasm (7-3) in a gruff but neutral manner, demanding their business. Absolutely no one is permitted through the southern door without a special permit from the thegn, and those seeking access to the west will need to clear customs.

Trijax is a tough old warrior and likes nothing more than to mix it up with those who prove 'lippy'; he will, of course, send one of the ogres for reinforcements from 7-75 in the case of a real fight. If visitors are deferential to Trijax, however, and offer him a small gratuity (5 gp/person), he proves utterly willing to negotiate. Trijax can provide useful information about the court, the market, and local politics. Despite his gruff, macho demeanor, Trijax is surprisingly articulate and speaks fluent Archontean.

Customs Checkpoint: Those seeking to pass from 7-1 into 7-72 (in order to visit the court at 7-75 or the market at 7-76) must show at least one troll thegn's passport (see Arden Vul items). If a party has no passport, they are almost always out of luck and must

either return to 6-5 or seek their fortunes in the Chasm. If no other visitors are present (see below), there is a 20% chance that Trijax will be willing to furtively sell the party an extra passport.

Stone Heads: The varumani like to paint (and repaint) the four heads; currently their faces are yellow, their long noses are blue, their eyes are black, and their hair is brown. The lesser varumani have given each face a name, as well: (clockwise from north) Smiley, Bubba, Junior, and Grim. The face on the south wall (Junior) is actually the destination point for the teleporter from 4-167. Since no one has used that teleporter in generations, Trijax and Co. will be astonished and impressed by any who arrive at 7-1 via that method (+15% reaction rolls).

The Troll Lift: The lift is unassuming at this end. No winch mechanism exists here, nor even a framework. Rather, on this end the only sign of the lift is a black square, 12' per side, that has been painted on the floor at the point where the wood-and-iron cage from 6-5 (usually) lands. Passengers descending must wait until the cage has bumped the floor before disembarking and presenting themselves to Trijax for inspection. Those seeking to travel up (to 6-5) must first offer proper payment to Trijax (10 sp/leg). If the cage is present (33% chance), Trijax shouts up to Gorlen to activate the lift, and passengers reach 6-5 after 11-20 rounds. If the cage is not present, potential passengers have to wait 3-4 turns for it to appear; the trip up will take the usual amount of time. A troll chest keyed to Trijax stands against the west wall, under the face of 'Grim'.

There is a 1 in 6 chance that another other group is present in this chamber. Roll on the following table to determine its composition:

D10	Travelers	Stats
1	8 goblins, come to hire mercenaries to help them locate the **scepter of the goblins** (see 8-69 and new magic items)	SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5(x3), 4, 4, 3; #AT 1; Dmg 1-6
2	One of the Sun-Scarred Knights (GM's choice which one) on an inscrutable mission. He/she will attempt to mediate in the case of impending hostilities with Trijax, but will in no way intervene if fighting breaks out.	Select appropriate knight from the level overview of Sub-Level 10
3-4	NPC adventurers	Select an appropriate group from the NPC appendix
5	A beastmen patrol of 6 troopers and a sergeant. They are seeking to buy something specific at the Troll Market (7-76)	6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
6	A lesser varumani returning to the thegn's court with three slaves he won in a bout of late-night gambling at the Inn of the Lost	1 lesser varumani (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club; shield 3 enslaved goblins SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 3; #AT 1; Dmg 1-6
7	Justin the Nose, sacristan of the Inn of the Lost, with 4 mercenaries, on a purchasing mission to the Troll Market (7-76)	Justin the Nose: for stats, see 6-7. 4 mercenaries, as 2nd-level Thorcin fighters (2 male, 2 female): SZ M; AL LN; AC 4; MV 90'; HD 2; HP 17, 16, 14, 14; #AT 1; Dmg 2-9 (long sword). Special attacks: +1 to damage from STR. Possessions: chain mail, shield; long swords; 79 sp and 22 gp each.
8-9	Livod the hunter, a true varumani bearing monster parts from the Nether Reaches (Level 8) for sale at the Troll Market (7-76). Livod is a clanmate of Trijax, and supports him in the case of a fight	For Livod's stats, see 7-14
10	A secretive magic user traveling either to the Troll Market (7-76) or the thegn's court (7-75). This group will not aid the PCs in a fight	Select an appropriate magic user with flunkies from the NPC appendix.

Inhabitants:

1. **Trijax**, **true varumani** (see new monsters): SZ L; AL LN; AC 1; MV 90'; HD 8; HP 61; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; **ring mail +1**.
2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.
3. **6 ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 31, 29, 28, 27, 25, 22; #AT 1; Dmg 1-10, or by weapon.
4. **Other visitors** (1 in 6 chance): see table

Treasure:

Troll chest (see new technological items): 14 ancient octagonal platinum coins (see Arden Vul items); 137 ancient silver pennies (see Arden Vul items); 879 sp; 211 ancient gold solidi (see Arden Vul items); 731 gp; Trijax's silver baton of authority (250 gp); a scroll with a schedule of shipments on it; another scroll with a list of names [those proscribed from using the Lift]; and a clay tablet inscribed with an image of Vanara (the legendary varumani leader – see 5-139).

Trijax carries an embroidered silk purse with his own personal stash: 179 sp, 47 gp, and a gold sunburst medallion that he confiscated from a traveler (375 gp).

7-2: The Dread Risers (to 9-2)

Access to the bottom of the chasm is obtained via a stairway cut into the side of the chasm. This long staircase of 3,666 steps links area 7-1 with area 9-2. The width of the Dread Risers varies, but averages about 3' wide. The Risers descend along the chasm wall for about 100' before turning east onto a tall ridge of rock extending up from the chasm floor. A series of switchbacks descends the ridge to a hillock and thence to the cavern floor. Total descent is about 300'.

The varumani confraternity of hunters has a little-known access route to the Dread Risers via a concealed door into the chasm (7-14) and a set of hand- and foot-hold inset into the chasm wall; these dangerous climbing aids join the stairs at a point about 60' below the plane of Level 7. Those on the Dread Risers detect the hunters' path as if it were a secret door.

7-3: Great Chasm

One of the iconic features of the Halls, this massive fissure extends through most of the dungeon levels and provides a sure, if difficult, means of vertical navigation of the Halls. The fissure is generally shaped like a triangular prism, with its apex about 50' above Level 2. The prism extends downward 1,600' through the Halls until it levels out at the floor of the chasm (9-1) hundreds of feet below.

The chasm is about as wide on this level as it is on Levels 5 and 6, and is subject to more varied potential encounters. Key features of the chasm include the waterfalls (on either side of 7-1), the lowest points of the Troll Lift (7-1 and 8-1), and the wild Floating Garden (7-4 to 7-7). Several other points of access to the chasm exist on this level.

Random encounters use the following table; roll every three turns, with a 1 in 6 chance for an encounter.

D100	Encounter
01-10	Party of NPC adventurers (select from NPC appendix)
11-15	Either of the following: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire
16-20	Mixed undead: 1. 2-3 wraiths: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 36, 32, 28; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis 2. 1 spectre: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis
21-25	2 ogre magi (from 9-70): SZ L; AL CE; AC 4; MV 90', 150' flying (Class B); HD 5+2; HP 36, 34; #AT 1; Dmg 1-12 or by weapon. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form
26-30	1-4 margoyles: SZ M; AL CE; AC 2; MV 60', 120' flying (Class C); HD 6; HP 44, 42, 39, 37; #AT 4; Dmg 1-6/1-6/2-8/2-8. Special defenses: +1 or better weapons to hit
31-35	1-3 chasme: SZ M; AL CE; AC -1; MV 60', 210' flying (Class D); HD 7+2; HP 52, 49, 47; #AT 3; Dmg 2-8/2-8/1-4; MR 40%. Constant abilities: infravision. Special attacks: cause darkness 5' radius; cause fear; droning sound (sleep). Special defenses: immune to poison; half damage from cold, electricity, fire, and gas. Special: teleport; detect good; detect invisible; telekinese (1,500 gp weight); gate in another chasme (15%)
36-40	1-2 quasits: SZ S; AL CE; AC 2; MV 150'; HD 3; HP 19, 18; #AT 3; Dmg 1-2/1-2/1-4; MR 25%. Special attacks: DEX drain; fear blast 1/day. Special defenses: regenerate 1 hp/rd; cold iron, or +1 or better weapons to hit; immune to cold, fire, lightning; save vs spells as 7 HD creature. Special: invisibility; polymorph to bat or giant centipede; detect good; detect magic
41-45	1 black pudding: SZ M; AL N; AC 6; MV 60'; HD 10; HP 50; #AT 1; Dmg 3-24. Special attacks: dissolve wood and metal. Special defenses: divide into parts when struck; immune to cold

46-50	1-2 gloomwings: SZ M; AL N; AC 1; MV 120' flying (Class D); HD 5+1; HP 34; #AT 3; Dmg 1-3/1-3/1-8. Special attacks: pheromone; wings cause confusion; surprise on 1-3 in 6
51-55	A pile of 5 heqeti slimes (see new monsters): 1. 2 off-white, jelly-like heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 11; #AT 1; Dmg special; MR 15%. Special attacks: coagulant for up to 30 gallons liquid (including blood). Special defenses: healed by electricity or lasers; slowed by cold 2. 2 off-white, runny and oily heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 20' pseudopod; HD 2; HP 8; #AT 1; Dmg special; MR 15%. Special attacks: victim saves or believes is a different race and gender. Special defenses: healed by electricity or lasers; slowed by cold 3. 1 rust-colored, jelly-like heqeti slime (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 9; #AT 1; Dmg specials; MR 15%. Special attacks: spore-throwing (death in 3-18 days unless save at -1). Special defenses: healed by electricity or lasers; slowed by cold
56-65	A group of chasm chephalopods (see new monsters): 1. 5-8 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 30, 28, 27, 26, 25, 25, 24, 22; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4 2. 1-2 large chasm cephalopod (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 45, 38; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell
66-70	1 dao, pursued by 2 jannee 1. 1 dao: SZ L; AL NE; AC 3; MV 90', 150' flying (Class B), 60' burrow through earth; HD 8+3; HP 56; #AT 1; Dmg 3-18. Special defenses: assume gaseous form; become invisible; cause misdirection; immune to earth-based/affecting spells;. Special: change self 1/day; detect good 1/day; detect magic 1/day; fulfill limited wish; passwall; create spectral force; create wall of stone; rock to mud 3/day; dig 6/day 2. 2 jannee: SZ M; AL N(G); AC 2; MV 120', 300' flying (Class A); HD 6+2; HP 45, 41; #AT 1; Dmg 6-14 (big scimitar); MR 20%. Possessions: large scimitar; chain mail. Special defenses: invisibility 3/day. Special: growth/reduction 2/day; create food and water 1/day (as 7th-level cleric); etherealness 1 hr/day; dwell in elemental air, water, fire, earth for up to 48 hrs.
71-75	3-5 spined devils: SZ S; AL LE; AC 3; MV 60', 180' flying (Class C); HD 3+3; HP 24, 21, 20; #AT 1 and/or 2; Dmg 1-8 (military fork) and/or 1-4/1-4; MR 25%. Special attacks: flaming spines; command;. Special defenses: half damage from cold and gas; immune to fire. Special: affect normal fires; change self; produce flame; scare; summon a barbed devil 1/day (5%)
76-80	1 smoke mephit: SZ M; AL CE; AC 4; MV 120', 240' flying (Class B); HD 3; HP 19; #AT 2; Dmg 1-2/1-2. Special attacks: breath weapon; flame damage on death. Special: invisibility (1/day); dancing lights (1/day); gate 1-2 mephits (20% chance)
81-85	6-8 yeth hounds (see 9-50): SZ L; AL NE; AC 0; MV 150', 270' flying (Class B); HD 3+3; HP 25, 24, 23 22, 21, 20, 19, 18; #AT 1; Dmg 2-8. Special attacks: fear. Special defenses: silver, or +1 weapons or better to hit (damage taken is 1 per magical plus, or 1 for silver weapons)
86-90	2-3 bestial varumani (see new monsters), climbing the wall creepers: SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 53, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
91-95	Roll on Upper Zone table (see 2-63A)
96-100	Roll on Middle Zone table (see 5-34)

Chasm Color:
The GM might decide to play up the creepy and mysterious nature of the chasm. Roll every 3 turns, with a 1 in 6 chance for a chasm sound effect.

D8	Noise/Effect
1	Loud hissing
2	Moaning (of the wind?)
3	A roar
4	A shriek
5	A loud clap (a sharp, brief noise)
6	An echoing voice (undecipherable)
7	A flash of bright light for 3 second
8	Fluting, of a tuneless sort

7-4: Large Floating Garden

This floating garden is a larger version of the floating island found on Level 6 (6-4). Three 'hills' dot the island, each stone at its core but covered with earth and humus and planted with a variety of flora. The spray from the northern waterfall conveniently waters the garden.

The garden is brightly-lit, warm and humid. Two dozen rudishva light globes (see new technological items) emit the light and heat that enables the plants to grow. Doors into the hills are hidden by thick overgrowth of vines, moss, and grasses. The rounded sides of the north and south hills (areas 6-4 and 6-6) appear as shiny black surfaces across which vines and creepers trail; they are, in fact, one-way windows that are opaque from the outside. A pair of corroded iron frameworks occupy the southeast and southwest edges of the island; these were part of a cross-chasm ferry that the

thegn abandoned when the island and Nether Reaches (Level 8) became too dangerous.

Unlike area 6-4, which is relatively well-tended, this garden is wild and dangerous. One threat is an enormous assassin vine, whose main root is sunk into the loam of the central hill (its location is marked with the letter A). Another is the six retch plants that appear as globular palm-like trees (marked with the letter B). Three triflower frond plants (marked C on the map) complete the dangerous flora. Two giant pedipalpi roam among the plant life.

One of the creepers provides a succulent, coral-colored fruit that is edible and refreshing; denizens of the halls call it the pink delight (see new flora). A small orchard of six trees drop edible nuts, known colloquially as the delver's reward (see new flora). Other edible plants may exist here at the GM's desire.

A large troupe of baindara (see new monsters) inhabits the island. The baindara have constructed a nest on the underside of the floating island out of dense pockets of twisted creepers and vines; its inaccessibility protects them from the pedipalpi and any wandering chasm cephalopods. The baindara chatter angrily and hurl nuts and fruit if disturbed; despite their fearsome appearance, they are cowardly and flee to their nest if threatened. They only fight if cornered.

Inhabitants:

1. **1 assassin vine** (see new monsters): SZ S (effective); AL N; AC 8 (main plant), 4 (tendrils); HD 8 (main plant); HP 53 (main plant), 5 (tendrils); #AT 24; Dmg special. Special attacks: drag; strangulation; digestion.
2. **6 retch plants** (marked B): SZ L; AL N; AC 8; MV 0'; HD 6(x3), 5(x34); HP 32, 30, 28, 25, 24, 22; #AT nil; Dmg nil. Special attacks: 5-8 fruit causing nausea; odor from broken fruit.
3. **3 triflower frond plants** (marked C): SZ M; AL N; AC 9; MV 0'; HD 2+8; HP 21, 19, 17; #AT 2-8; Dmg special. Special attacks: tendrils cause slumber; enzymes cause 2-8 HP/rd; other tendrils cause 1-6 HP/rd.
4. **2 giant pedipalpi**: SZ L; AL N; AC 2; MV 60'; HD 4+4; HP 30, 28; #AT 3; Dmg 1-8/1-8/2-8. Special attacks: grip; poison gas.
5. **30 baindara** (see new monsters), typically in groups of 5: SZ S; AL N; AC 8; MV 150', 150' gliding; HD 1-1; HP 4(x5), 3(x10), 2(x10), 1(x5); #AT 1; Dmg 1-2.

Treasure:
Up to 25 specimens of pink delight, and 3d20+120 delver's reward nuts (see new flora for each).

7-5: South Observation Facility

The door to this rudishva observation station and lounge is a rudishva iris door. Presentation of a sky blue (or better) rudishva identity plaque (see new technological items) opens the door easily.

The interior is filled with trash, including two plasteel stools, numerous scraps of metal, piles of rotted vegetal matter, and two rudishva skeletons. Walls are stone, aside from the curved, southeastern wall, which, as a one-way window, provides a nice prospect of the chasm. A control panel of plasteel, with knobs, dials and panes of dark glass, sits underneath the window; it has been badly damaged by fire and corrosive substances.

Treasure:
Plasteel stools (25 gp each as curios), and a copper rudishva identity plaque (see new technological items) lost amid the debris.

7-6: Rudishva Teleport Nodes

Only by presenting a silver or yellow rudishva identity plaque (see new technological items) can this rudishva iris door be opened.

Teleport Nodes:
As with all such nodes, a silvery disk is inset on the floor and a silvery square is inset on the wall. Anyone standing on the disk who touches the square is teleported to the appropriate location.

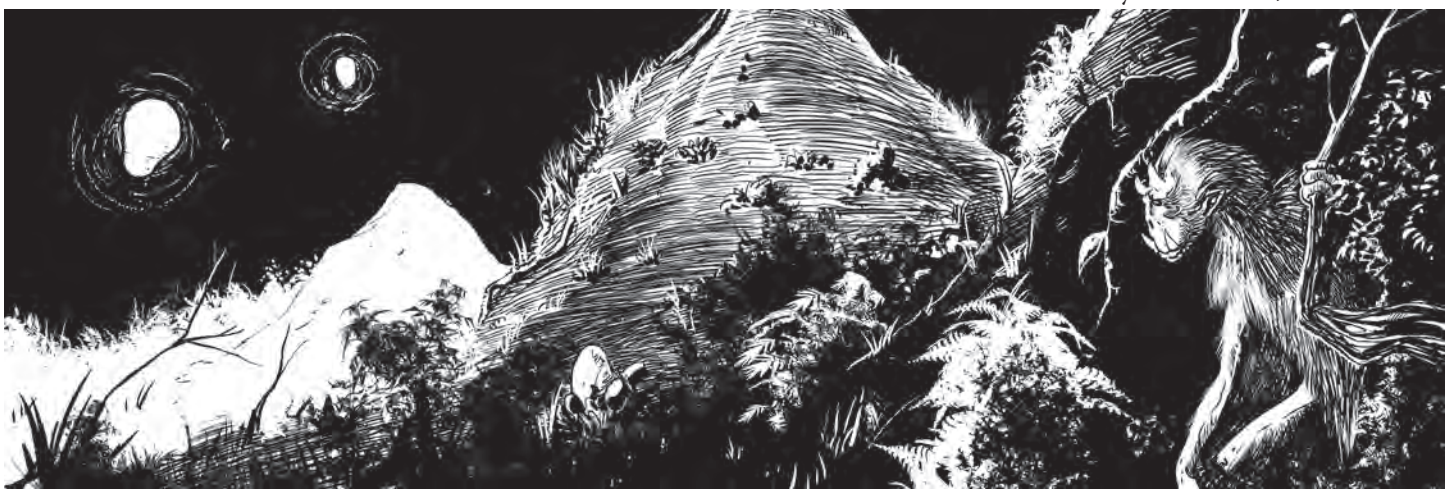
T16: access to 6-162
T17: access to 7-110

7-7: North Observation Facility

The rudishva iris door to this facility opens in the same way as that of 7-5. The interior is also analogous to its counterpart, but is in a better state of preservation.

An operations and control panel stands against the curved one-way window (north wall); it has numerous dials, knobs, and dark-glass panels. Slumped against the panel are two dead rudishva in tattered orange jump suits. Five orange-colored amphibianoid corpses lie amid the plasteel lounge chairs and settees. The corpses – of heqeti – are now heqeti slime zombies (see new monsters). Attached to the ceiling are two heqeti slimes (see new monsters).

While most of the electronics have failed, one knob and screen combination still work. Turning the knob causes the screen to illuminate and display the upper temple to Kauket (7-78); given the recent heqeti refurbishment of that area, numerous heqeti will be visible in the scene. Most usefully to the viewer, the screen also



bears a flickering set of Rudishva glyphs that read (if translated!): "300' SSW."

Inhabitants:
1. **5 heqeti slime zombies** (see new monsters): SZ M; AL N; AC 6; MV 60'; HD 4; HP 28, 27, 26, 25, 24; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.
2. **1 sickly-green heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' creeping; HD 2; HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal. Special defenses: healed by electricity or lasers; slowed by cold.
3. **1 burnt-orange heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' creeping; HD 2: HP 12; #AT 1; Dmg special; MR 15%. Special attacks: flesh-animating (covers flesh and kills victim in 4-7 rounds, then re-animates as a heqeti slime zombie - see new monsters); corrosive to leather. Special defenses: healed by electricity or lasers; slowed by cold.

Treasure:
One of the rudishva corpses holds a laser pistol (with an empty lesser power supply) and has a sky blue plastic rudishva identity plaque (see new technological items for both). There are two rudishva dart throwers among the debris; they contain clips with 2 and 1 ordinary darts. The other rudishva corpse carries a synthetic pouch with 50 moonstones (60 gp each).

7-8: Antechamber to the Varumani Hold

This antechamber serves as a checkpoint to prevent unwanted visitors from proceeding to the varumani domain to the east and south. Unusual sconces with globes of ambient **continual light** are attached to the south, east and west walls. Three true varumani and two bestial varumani stand guard here at all times; they are 90% likely to attack non-varumani on sight.

When those with a legitimate need and official approval (from the thegn) to visit the varumani hold appear in the antechamber, one of the true varumani shouts across the chasm for the vibro-bridge to be activated.

Secret Door (west): This large (9'x4') door is normal to detect. One opens it by pulling down the sconce on the west wall.

Inhabitants:
1. **3 true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 62, 59, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed swords; ring mail.
2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-9: Chasm and Vibro-bridge

A small (50'-deep) chasm separates 7-8 and 7-10. A rudishva-era vibro-bridge is set between the two worked areas. When it is extended, it appears as a 2'-wide strip of buzzing blue energy. Despite its appearance, the bridge is harmless and safe to cross.

7-10: Vibro-bridge Control

An extremely bored lesser varumani is posted in this niche. She activates the vibro-bridge across the chasm by pulling a lever found on the wall of her niche.

Inhabitants:
1. **1 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

7-11: Point Defense Array Controls

Only the thegn (7-30), his housecarls (7-29), and the court sorcerer (7-22) know of this chamber. This area contains an important piece of rudishva technology salvaged by the varumani when they fled from Level 5. A stone table holds a portable control unit for the four rudishva point defense arrays concealed in area 7-76 (the troll market). The portable point defense controller (see new technological items) is attached to a rudishva greater power supply (see new technological items). It requires an operator's key-card (copies are held by the thegn Varboka [7-30] and Ashoka, the court sorcerer [7-22]) to activate. The controller has a single screen divided into four sub-screens, plus four switches, two dials, and four joysticks. The screens are connected wirelessly to cameras on the point defense arrays; currently that means they reveal most of area 7-76, each from a slightly different perspective. While the arrays are fully automated, and can used as such in several modes (motion-sensitive, sweep, arc-control, etc.), the joysticks allow manual control as well.

Underneath the stone table is a pile of 19 depleted greater power supplies. The power supply that is attached to the controller has only 30+3d100 hours of power remaining; recognizing this, the thegn normally leaves it unconnected to the controller so as to husband its power.

Secret Door (east, to 7-12): The secret door is easy to find (1 in 4), but hard to open without the key (copies are held by the thegn and the court sorcerer).

Secret Door (west, to 7-76): This door is also easy to detect (1 in 4). It opens when a 1"-diameter object is thrust into a small hole in the ceiling of the corridor.

GM Note: The controller is an extremely dangerous device. Of course, without an operator's key-card, it is useless. But with the card and up to four point defense arrays, it could be used to inflict devastating damage on large numbers of enemies. Indeed, it was the main reason why the thegn was able to annihilate the Archontean expedition led by Adrienic 230 years ago. It could also be used on Level 10 to aid those assaulting the ziggurat of Kauket (10-32).

7-12: Lower Hall of the Thegns

This 20'-tall grand hallway is broad, clean, and brightly lit (via **continual light** spells cast on the ceiling). Six niches break up the dark grey of the walls. In the niches are statues of some of the early thegns; the statues are 10' tall, marble, and carved in an

enthusiastic if somewhat clumsy style. Despite their mediocre quality, the varumani love and revere them; indeed, they dress them up with bright, loose clothing and paint their eyes, noses, and ears. The effect is garish. From north to south, the statues depict these thegns:

Penda, 4th Thegn
Gadila, 6th Thegn
Kubala, 7th Thegn
Rideya, 9th Thegn
Nakula, 10th Thegn
Girvala, 31st Thegn

At the foot of Girvala is the badly-mummified head of Tulliaros, polemarch of the Archontean II Legion (Sheepshead Rangers), still wearing the gilded helmet of a polemarch (for his empty tomb, see 5-21). Tulliaros was slain with most of his men in area 7-76 during the ill-fated expedition to retake the Halls some 250 years ago. The exarch in Narsileon (see World of Archontos appendix) would pay up to 1,000 gp for the return of the head (and helmet). Stealing the 'sacred relic' incurs the automatic enmity of all the varumani.

Secret Door (northwest, to 7-11): The secret door leading to this chamber is normal to find, but hard to open without the key (copies are held by the thegn and the court sorcerer). Only the thegn (7-30), his housecarls (7-29), and the court sorcerer (7-22) know of this chamber.

Treasure:
Head of Tulliaros the polemarch (1,000 gp), with gilded (but usable) Archontean helmet (125 gp). One of the pieces of cloth used to decorate Penda's statue is an ancient lemon-yellow **cloak of resistance +2** taken from poor Tulliaros's body.

7-13: Porch of the Thegn

Beyond the 20'-tall wooden double doors the thegn's porch looms over the cavern of the troll market (7-76). The porch proper is sheathed in marble and boasts two basalt columns carved with images of varumani struggling with heqeti. The porch is 25' above the floor of the cavern, and is brightly lit by two rudishva light globes mounted on 6'-tall iron spikes (see new technological items). Despite its impressive appearance, the thegn almost never uses the porch, preferring to use the greeting hall (7-74). There is a 5% chance that Varboka is here with his six housecarls.

Inhabitants:
1. **Varboka**, **the troll thegn** (5%): see stats at 7-30.
2. **6 varumani housecarls** (5%): see stats at 7-29.

7-14: Hunters' Lodge

The elite varumani confraternity of hunters has its headquarters in this chamber. The 15'-tall chamber is dimly lit with huge tapers made of (smelly) rendered animal fat. The chamber is filled with stuffed and mounted monster heads: a jaguar, a yeth hound, an ogre, a guardian of Thoth, a heqeti weaver, a heqeti hopper, a frost ghoul, two fishmen, a dog-brother beastman, a fungal forester, a Set deacon, a giant rudishva skeleton, and an entire giant four-armed baboon. Amid all the trophies, eight hammocks are slung from the ceiling. By the doorway is a weapons rack, and three chests rest in the northeast corner. A set of heavy black velvet drapes blocks the eastern alcove, in which hang numerous sides of meat. An enormous cauldron steams in the center of the room; the hunters use it to rend the fat from their prey in order to make tallow candles. Three wooden chests carved with various animal and monster images dot the chamber.

At any given moment 4-6 of the hunters are present in the lodge, skinning hides, sharpening blades, and drinking crude mushroom wine. The hunters are widely respected and feared for their independent ways. Winning their friendship is likely to convey significant advantages upon any seeking to negotiate with Varboka the thegn. That said, the hunters are among the smartest and most ruthless of the varumani, and are more likely to attempt to kill those they encounter in the wilds than they are to befriend them. Among the better-known members of the confraternity are Nolgi and Livod, each of whom has a 5% chance of being present.

One of the senior and most-respected members of the confraternity, Bedara, has been missing for a month. She had been scouting rumors of a new danger on the chasm floor (the aroksachaul at 9-50 - see new monsters) when she was ambushed by a heqeti strike force; she is now suffering perpetual torture in area 10-8. Nolgi, in particular, would very much like news of Bedara; he and the others would proclaim eternal friendship to those who rescued Bedara.

The hunters have their own shortcut to the Dread Risers (7-2): a set of hand- and foot-holds carved in the chasm wall and extending from the concealed door down 50' to the Risers. They have hammered a series of iron hooks, pitons, and pulleys into the rock to allow them to hoist their catch from the Risers to the concealed door.

Secret Door (north): The door is easy (1 in 4) to locate. It swings soundlessly on a vertical pin; a successful open doors check pushes it open. The door leads to a narrow passage and a concealed door that gives forth onto the chasm.

Inhabitants:
1. **4-6 true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.
2. **Livod the hunter**, **a true varumani** (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10, or 6-24 (trident, 2-20+4), or 8-26 (**javelin +2**). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a huge trident; 7 **javelins +2**; ring mail; a thick gold torc (465 gp); a pouch with 76 sp, 112 gp, and two doses of hunter's friend (see Arden Vul items). Livod's ring mail is decorated with dozens of trophies, that is, scraps of hair or hide from his successful hunts.
3. **Nolgi the hunter**, **a true varumani** (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**spear +2**, 2-20+6). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic;

regenerate 3 HP/rd; infravision. Possessions: a two-handed **spear +2**; an enormous mace; a heavy crossbow with 24 bolts; ring mail; two copper arm bands carved with images of heqeti (175 gp the pair); two doses of hunter's friend (see Arden Vul items); a pouch with 111 sp, 78 gp, and two doses of hunter's friend (see Arden Vul items). Nolgi wears a decorative helmet formed out of a couple of heqeti skulls, to which he has attached some streamers of colored cloth.

3. **Halti the hunter**, **a true varumani** (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**two-handed sword +2**, 2-20+6) or 7-25 (**javelin +1**). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a **two-handed sword +2**; a net; a sheaf of 5 **javelins +1**; ring mail; a collection of 15 bangles of gold and silver (550 gp for the collection); and a purse with 87 sp, 131 gp, and two doses of hunter's friend (see Arden Vul items). She affects a bright yellow phrygian cap (at least when she is not stalking prey).

Treasure:

Each hunter has his/her own personal weapons, some of which are enchanted.

Weapons rack: two two-handed swords, a two-handed axe, a heavy boar spear, a halberd, and two heavy crossbows

Mounted monster heads: each (except the Set deacon) could be sold to collectors in a large city for 100-400 gp each.

Chest 1: 2 lb of Gethite lotus powder in sixteen 2-oz pieces, stolen from traders on the chasm floor (100 gp per ounce) (see new flora); 4 vials of heqeti acid drawn from fresh corpses; 8 doses of hunter's friend (see Arden Vul items); 11 doses of varumani knock-out juice (see Arden Vul items); 3 **potions of waterbreathing**; 2 **potions of extra healing**; and a **potion of human control**.

Chest 2: 374 ancient silver pennies (see Arden Vul items); 298 ancient gold solidi (see Arden Vul items); 1,149 sp; 357 gp; and 19 ancient octagonal platinum pieces (see Arden Vul items).

Chest 3: 4 pieces of ivory from a variety of unusual beasts (225 gp per piece), a weretiger pelt (300 gp), four sable pelts (100 gp each), and 3 teeth from a gold dragon (100 gp each).

7-15: Larder

The varumani store a wide variety of useful items here. Numerous dried colossal mushrooms, harvested from the chasm floor, hang from the ceiling, as do already-cured sides of meat. Stone bins hold the following: salt, barley flour, wheat flour, dried beans, mixed nuts, lard, and oil. A pair of armoires hold prosaic items, including a 50% chance for any item from the standard equipment list. Buried at the bottom of the bin of dried beans is a cursed **loadstone** (stone of weight).

7-16: Mess Hall and Kitchen

The hall is brightly lit with **continual light**. A 10'-long and 5'-tall stone table occupies the center of the room; on it sits a Nutri-Vore 2000 food generator (see new technological items). As the thegn has announced that the varumani stock of communal power supplies has been exhausted, however, the Nutri-Vore 2000 is currently not operable; should a power supply be attached to it, of course, it would again be capable of producing Arden Vul cakes (see Arden Vul items). The thegn is aware of a few privately-held power supplies, but is not in a position to confiscate them and, in truth, feels that the few remaining supplies are better used elsewhere. Still, should a new stock of power supplies come into existence, the thegn will be happy to win plaudits by re-connecting the Nutri-vore 2000.

Around the rest of the chamber are wooden trestle tables and benches. Hanging on the west wall are two enormous casks of water. There is a 50% chance for 2-12 varumani to be present in the mess hall, jovially eating, drinking, and singing songs.

Inhabitants:

1. 1-6 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 60, 59, 58, 57, 54; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
2. 1-6 true varumani (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57, 55, 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.

Treasure:

Nutri-vore 2000 food generator (see new technological items).

7-16A: Kitchen

Two diva ogres reign as the resident cooks. Their domain contains several wooden work tables, a fireplace against the north wall (with vents to the chasm), a stone basin for washing, and a cabinet full of plates and cups. The niche to the far east is rough carved, and contains a 3'-diameter hole which leads down 5' to area 7-34. The cooks use this as for waste disposal; not surprisingly, it smells foul.

Inhabitants:

1. **2 ogre cooks**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 25, 22; #AT 1; Dmg 1-10, or by weapon.

7-17: Rudigaya Clan Quarters

The members of one of the ancient varumani clans –the Rudigaya – dwell in this chamber. The chamber is 30' tall and boasts typical, if ancient, varumani construction. Five towering stacks of barracks-style bunks dominate both the north and south entrances. These stacks are 10' long, 4' wide and formed of very old orange plasteel. Each stack has seven bunks in it. In addition, the walls of each corner or 'wing' of the chamber have an additional seven bunks carved in each. In total there are 98 bunks. The middle of the chamber, a 20'x30' rectangle, is open, and provides living space for the clan. The central, open area is brightly lit, while the bunk stacks are in shadows. The walls are regularly painted in a bright cerulean blue.

The Rudigaya is the smallest of the four clans, and despite the grand size of the chamber it is home to only 19 true and about 20 lesser varumani. At any given moment 50% of the clan is likely to be present here, sleeping, relaxing, or plotting.

Benches border the central living space. To the east are a several tables, with dice, game boards (chess), scores of clay mugs, and a large keg of cold water. To the west are a pair of targets used in dagger and javelin practice, a sanded wrestling pit, and three clan chests.

The northernmost table contains several codices bound in heqeti hide: *A Rudigaya's Best Friend and Success* (see Arden Vul books), plus a **tome of understanding**.

Inhabitants:

1. **9 true varumani** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 63, 61, 60, 59, 59, 58, 55, 53, 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.
2. **10 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 60, 59, 59, 58, 57, 57, 55(x3), 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mace.
3. **Hraskaya**, **a true varumani** (see new monsters), **and chief of the clan** (25%): true varumani (see new monsters): SZ L; AL LN; AC 0; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**two-handed sword +2**, 2-20+6). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge **two-handed sword +2**; **ring mail +2**.
4. **4 varumani infants**, **one of which is true** (see new monsters): SZ M; AL LN; AC 8; MV 120'; HD 4; HP 25, 21, 20, 17; #AT 3; Dmg 1-2/1-2/1-6. Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision.

Treasure:

Books: **a tome of understanding**; *A Rudigaya's Best Friend; Success* (see Arden Vul books for the last two).

The chests are unlocked and open to all clan members. Among them are a total of 9,159 silver pieces; several dozen throwing daggers made of a variety of substances, including six **daggers +1** and a non-magical dagger with a hidden venom injector in the hilt; 8 vials of poison of varying toxicity; a crude but surprisingly useful Rudishva Glyphik-to-Heqeti dictionary; four coils of silk rope; three clips of narcotic gas darts for a rudishva dart thrower (see new technological items); three empty rudishva lesser power supplies and one full one; 5 copper, 3 bronze, and a brown rudishva identity plaques, a brown plastic plaque and a pink plastic plaque (see new technological items); and a dozen Arden Vul cakes (see Arden Vul items).

7-18: Vanaraya Clan Quarters

The basic orientation of this chamber is comparable to that of 7-17, at least in terms of the bunkbeds and general layout. The walls are painted a soothing ochre color.

The Vanaraya were traditionally the first of the clans, given their descent from Vanara (see 5-139). Currently they have lost some of their status, and have only 18 true and 31 lesser varumani members. About 50% of the clan is present in this chamber at any given time.

Benches border the central living space. The center is occupied with four large tables pushed together, on which are dice, game boards (backgammon), scores of clay mugs, and a double-sized keg of Hak's mushroom ale (30 gp; see 7-94). To the west is a wrestling pit and weapons rack along with three chests. The rack contains three two-handed swords, two large battle-axes, two halberds, two rudishva dart throwers (but with only 2 clips of ordinary darts – see new technological items), four ballistic batons (see new technological items), and a sheaf of 12 javelins. To the east is a pile of randomly sized pieces of wood, string and rope, bits of metal and plasteel, and so forth. This is a construction zone, where the Vanaraya experiment with new engineering projects. Currently the area contains a set of 2'-tall pillars connected by string (a model for an improved troll lift apparatus), and a set of 6'-long sliding, interlocking bits of colored plasteel (a portable bridge that extends up to 15'). Amid the tools and projects is also a rudishva security encoder (see new technological items), used to code troll chests to a new handprint.

Inhabitants:

1. **9 true varumani** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 63, 61, 60, 59, 59, 58, 55, 53, 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.
2. **16 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 60, 59, 59, 58(x3), 57(x3), 55(x3), 54(x3), 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
3. **Vedreya One-Eye**, **a true varumani** (see new monsters) (33% chance): SZ L; AL LN; AC 0; MV 90'; HD 8; HP 63; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (**two-handed axe +2**, 2-20+6). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge **two-handed axe +2**; **ring mail +2**.
4. **6 varumani infants**, **2 of which are true** (see new monsters): SZ M; AL LN; AC 8; MV 120'; HD 4; HP 26, 25, 21, 20, 19, 17; #AT 3; Dmg 1-2/1-2/1-6. Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision.

Treasure:

Chests 1 and 2 are unlocked and open to all clan members. They contain a total of 6,479 silver pieces, plus 36 small bits of carved plasteel, ivory, and bone in a variety of shapes (worth 5 gp each to a collector of art naïf), a pair of large silver platters embossed with a sheepshead and the Archontean numeral II (**GM Note**: plunder from the massacre of Adrienic's expedition; see 5-18 et seq.), worth 125 gp each; 3 bolts of silk (purple, yellow, and blue) worth 250 gp each; 2 tokens of Arden (see Arden Vul items); numerous worthless objects of daily life (cups, mugs, IOUs, small knives, etc.); and several rudishva identity plaques: three copper, a brown, two bronze, a pink, and an orange plaque.

Chest 3 is a troll chest (see new technological items) keyed to the hand of Vedreya One-Eye, the current clan chief. Inside are complete maps of the entirety of the varumani areas of Level 7 (areas 7-1 to 7-76); the chambers on the maps are neatly labelled by function in Varumani Semi-glyphik. Also in the chest is the helmet of Vanara, a rudishva battle helmet (see new technology) with special significance to the varumani in general and to the Vanaraya in particular. Affixed to the inside of the helmet is a carefully folded bit of parchment with an accurate sketch of the non-secret areas of the Midnight Road (areas 5-86 to 5-137, not including 5-99 to 5-104). Finally, Vedreya has a stash of 2 fully-charged lesser power supplies (see new technological items) that he's saving for emergencies.

7-19: Sorcerous Practice

This space is where the varumani sorcerers hone their spellcraft, mainly by casting spells at each other. For obvious reasons the area is bereft of valuables or possessions, since they keep being incinerated, destroyed or otherwise damaged. Several life-size targets have been painted on the walls: two are kaliyani in different poses, one is a heqeti hopper, and the fourth is a human dressed in archaic imperial field plate. The walls, ceiling, and floors, bear numerous scorch marks and scars.

The northern niche has a barrel in which a variety of charred, snapped, and broken sticks. One of the charred sticks is actually a **rod of beguiling** (13 charges).

Provided they are not required elsewhere, there is a flat 10% chance that the sorcerers are practicing some spells. If that is the case, the court sorcerer, the first adept, and all the apprentices will be present here.

Inhabitants:

1. There is a 10% chance that the **court sorcerer**, the **first adept**, and all the **apprentices** are here (see stats at 7-21, 7-22, and 7-24).

Treasure:

Rod of beguiling (13 charges).

7-20: Niche with Summoning Circle

Within the niche is a 10'-diameter solid silver summoning circle inset into the stone. The circle takes the form of a five-pointed star surrounded by a circle. The silver could be pried from the floor and sold for 335 gp. There is a 5% chance that the sorcerers have summoned a type I demon to the circle.

Inhabitants:

1. **1 type I demon**: SZ L; AL CE; AC 0; MV 120', 180' flying (Class C); HD 8; HP 57; #AT 5; Dmg 1-4/1-4/1-8/1-8/1-6; MR 50%. Constant effect: infravision. Special attacks: cause fear; darkness 5' radius. Special defenses: half damage from cold, electricity, fire, and gas. Special: levitate; detect invisible objects; telekinesis; gate a type I demon (10% chance).

7-21: Apprentices' Quarters

Although this 10'-tall chamber is filled with five bunkbeds, enough for 10 apprentice sorcerers, the varumani have only identified five youth with the aptitude for magic. The apprentices have painted a large caricature of Ashoka next to the door; whenever they are feeling abused they adorn the painting with funny objects, including mice on string, odd-looking mushrooms, and ordure. A communal chest holds a dozen varumani-sized robes of rough wool, as well as the apprentices' spell books.

Secret Door (north): The apprentices are ignorant of this door. The door is 5' tall and wide and is difficult to locate (1 in 8). It opens by pushing it inward.

Inhabitants:

1. **Arjun the apprentice**, **a male true varumani** (see new monsters), **2nd-level magic user**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 49; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (staff, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: an iron-shod staff; a purse with 5 carnelians (50 gp each) and a copper plaque carved with a dragon in flight (225 gp). Memorized spells: **comprehend languages**, **sleep**. Spell book: **comprehend languages**, **dancing lights**, **detect magic**, **hold portal**, **light**, **read magic**, **sleep**, **unseen servant**.
2. **Bindu the apprentice**, **a female true varumani** (see new monsters), **3rd-level magic user**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (staff, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a wooden staff topped by a 5"-diameter copper ball; a copy of the *Lay of Marius Invictus* by Lucius Cornelius scriptor (see Arden Vul books); a purse with 43 sp and 37 gp. Memorized spells: **charm person**, **jump**, **continual light**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **feather fall**, **jump**, **magic missile**, **spider climb**, **write**; **continual light**, **knock**, **locate object**, **wizard lock**.
3. **Chanda the apprentice**, **female lesser varumani** (see new monsters), **4th-level magic user**: SZ L; AL LN; AC 4; MV 90'; HD 8; HP 53; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-25 (**iron-shod staff +1**, 2-20+5). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: **iron-shod staff +1**; a **sapphire Sortian eye** (see new magic items); and a purse with 3 octagonal platinum coins (see Arden Vul items), 69 sp and 57 gp. Memorized spells: **detect magic**, **identify**, **magic missile**; **darkness**

15' radius, **mirror image**. Spell book: **affect normal fires**, **comprehend languages**, **detect magic**, **floating disk**, **identify**, **light**, **magic missile**, **mending**, **read magic**, **shield**, **ventriloquism**; **audible glamer**, **darkness 15' radius**, **detect evil**, **detect invisibility**, **ESP**, **mirror image**, **scare**, **stinking cloud**.

4. **Jagat the apprentice**, **male lesser varumani** (see new monsters), **3rd-level magic user**: SZ L; AL LN; AC 4; MV 90'; HD 8; HP 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-25 (**iron-shod staff +1**, 2-20+5); Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: **iron-shod staff +1**; a pouch with 3 carnelians (50 gp each) and 89 sp; and an Archontean military brooch (125 gp) discovered on the floor of 7-76. Memorized spells: **burning hands**, **enlarge**, **levitate**. Spell book: **burning hands**, **comprehend languages**, **enlarge**, **friends**, **hold portal**, **message**, **shield**, **unseen servant**; **levitate**, **pyrotechnics**.
5. **Kalyan the apprentice**, **male true varumani** (see new monsters), **5th-level magic user**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (staff, 2-20+4) or 2-5 (**darts +1**). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: iron-shod staff; a belt of 6 **darts +1**; a purse with 8 jasper gems (50 gp each) plus 33 sp and 47 gp; and a **cloak of arachnida**. Memorized spells: **charm person**, **comprehend languages**, **identify**, **magic missile**, **darkness 15' radius**, **knock**, **suggestion**. Spell book: **affect normal fires**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **floating disk**, **friends**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **sleep**, **spider climb**; **continual light**, **darkness 15' radius**, **detect evil**, **ESP**, **knock**, **levitate**, **locate object**, **magic mouth**, **pyrotechnics**, **ray of enfeeblement**, **web**; **blink**, **explosive runes**, **gust of wind**, **hold person**, **lightning bolt**, **suggestion**.

7-22: Ashoka, the Court Sorcerer

The powerful and influential varumani court sorcerer, Ashoka, resides here. The large chamber has a hammock in the northwest corner with a troll chest (see new technological items) under it, a large work desk in the center, a scroll and codex cabinet by the door, and an alchemical apparatus to the south.

As a member of the Rudigaya clan, Ashoka is constantly being pressured by his clansmen to manipulate the thegn; he is firmly loyal to Varboka, however, and has refused such overtures. Ashoka is highly intelligent and a keen judge of character; Varboka relies on him in almost all decision-making.

The alchemical apparatus is valuable (750 gp); mixed in with the retorts and glassware are several potions, including **potions of the berserk** (see new magic items), **clarity** (see new magic items), **growth** and **polymorph**.

In the cabinet are several magic user scrolls and a few rare codices. The scrolls are of **stinking cloud**, **extension I**, **ice storm**, **magic jar**, **monster summoning III**, and **reincarnation**. The codices include: *the Ancient Ones*, by Laelius the Praetor; *Dogmatics of Father Set*; *Pandects of Thaumaturgical Visitation*; *Planar Dwellers and their Powers*, by Nominus Obscurus; "*Property of Eustachius the Cantor*"; and *Thoth in all his Forms* (see Arden Vul books for all).

Inside the troll chest (see new technological items), which is keyed to Ashoka, are Ashoka's spell book, a 6'-long 'string' of silver, coiled like solder; 3 lb of **arcanum** (see new magic items); gold and sapphire **Sortian eyes** (see new magic items); a leather sack with 451 sp and 399 gp; a silk pouch with four black opals (1000 gp each); a pair of **gauntlets of fire absorption** (see new magic items); a human-sized **guard cap** (see new magic items); and a packet of **immobilizing mesh** (see new magic items).

Secret Door (south): This door is difficult to discover (1 in 8). A keyhole exists in the pavement in front of the door; only Ashoka has the key, but the First Adept (7-24) knows of the door's existence.

Inhabitants:

1. **Ashoka the Court Sorcerer**, **a true varumani** (see new monsters), **12th-level magic user**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 5-11 (**staff of the magi** 1-6+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 12th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: keys to areas 7-11, 7-23, 7-28, and 7-67; a sky blue rudishva identity plaque (see new technological items); an operator's keycard for the weapons controller in 7-11; a **rod of absorption**; and a **staff of the magi** (21 charges). Memorized spells: **comprehend languages**, **detect magic**, **identify**, **sleep**; **continual light**, **detect evil**, **levitate**, **ray of enfeeblement**; **dispel magic**, **fireball**, **slow**, **suggestion**; **confusion**, **monster summoning II**, **remove curse**, **wall of fire**; **conjure elemental**, **contact other plane**, **telekinesis**, **wall of force**; **monster summoning IV**.



Ashoka's Spell Book: All standard first level spells; all standard second level spells; **blink**, **clairaudience**, **dispel magic**, **fireball**, **gust of wind**, **haste**, **hold person**, **fly**, **invisibility 10' radius**, **item**, **lightning bolt**, **monster summoning I**, **slow**, **suggestion**, **tongues**; **charm monster**, **confusion**, **dig**, **dimension door**, **extension I**, **hallucinatory terrain**, **ice storm**, **monster summoning II**, **polymorph other**, **remove curse**, **wall of fire**; **cone of cold**, **conjure elemental**, **contact other plane**, **interposing hand**, **magic jar**, **monster summoning III**, **telekinesis**, **wall of force**; **forceful hand**, **globe of invulnerability**, **monster summoning IV**, **stone to flesh**.

Treasure:
See above.

7-23: Sorcerer's Secret Chamber

The existence of this hidden chamber is known only to the Court Sorcerer and First Adept, but the only key is held by the former.

The chamber is rough carved. Its only decoration is a large slogan painted on the south wall: "*The Truth Can Hurt. Keep This Secret!*" A stone table stands in the center of the chamber. On it sit two incredible treasures that the court sorcerers have kept squirreled away for centuries. The first is the *Testament of Vanara* (see Arden Vul books), and describes in detail the collapse of the rudishva hegemony, the treachery of Rudiga, the death of Druva, and the wanderings of the varumani. It describes the passage from 7-28 to 5-141, and clearly describes Vanara's resting place. Making the contents of the Testament widely known to the varumani would cause serious repercussions at the thegn's court: 1) the Rudigaya clan would be shamed, and its members marginalized; 2) the harmony of the varumani society would be broken, leading to factionalization and infighting; 3) expeditions to reclaim Level 5 would be mounted almost immediately. For political reasons, therefore, a long succession of court sorcerers has kept the *Testament* secret from even the thegn.

The second treasure comprises two incredibly rare Priscian texts, the *Hidden Codex* and a heretofore unknown portion of *the Fragment* (see Arden Vul books for both). Information derived from the texts would be extremely valuable to the Archontean authorities in Narsileon or the modern Priscians (at areas 9-58 to 9-64 and elsewhere). Ashoka has correctly intuited from these texts that Isadora's resting place is nearby, and he would like to locate it (**GM**: the location is SL11-19).

7-24: Glif, the First Adept

This chamber is the abode of the First Adept, the second most important sorcerer at the varumani court. The current First Adept is Glif, a lesser varumani. Glif has had the chamber painted a cheery yellow, over which she likes to practice painting images of monsters and other Arden Vul denizens. Images of chasm cephalopods, subterranean lizards, carcass creepers, and one of Kerbog Khan's basic exploration automatons are visible. If guests ask about the automaton, Glif reveals that she encountered it at 8-62 ("in the Nether Reaches, in one of the ruined corridors north of the troll lift"). Glif has a hammock, an ordinary wooden chest, a work-table, a scroll case, and a gagged Priscian attached to the north wall with manacles.

Ashoka shocked the thegn's court by appointing Glif as First Adept, as there has never been a lesser varumani in any position of sorcerous importance (and, indeed, only a handful of lesser varumani apprentices over the centuries). Glif is certainly worthy of the post, however, as she is extremely intelligent and possessed of a keen insight into varumani psychology. She plays up the 'dumb' lesser varumani stereotype, and wears 'primitive' attire, including a mountain lion head and pelt as a cape, but is in truth one of the most canny varumani of them all. Despite Ashoka's trust and her obvious ability, Varboka is a bit off-put by her. Glif is quite the explorer, and has been known to accompany members of the Hunters' Lodge (7-14), and especially Nolgi, on expeditions to the Nether Reaches (Level 8).

Glif also has an imp as a familiar; it goes by the bizarre name 'Elliott'.

The Priscian prisoner is named Noredden. Glif and Nolgi encountered Noredden in the Nether Reaches. After slaying her conversi, they captured her and brought her back to the varumani court for interrogation. Noredden has thus far revealed little, and Glif and Ashoka are growing frustrated; more advanced torture is imminent. The sorcerers are seeking specific information on the access points to the Priscian areas (9-58 to 9-64), and details of its layout. The thegn fully supports the sorcerers' efforts, as he worries about the existence of a powerful force in an unknown location. Varboka is unaware that Ashoka is also interrogating Noredden with the hopes of extracting information about a hidden tomb connected with the Sortians (i.e., the Tomb of Isadora at Sub-Level 11). Unfortunately Noredden knows nothing of that tomb, nor even much about Isadora.

Inhabitants:

1. **Glif**, **the First Adept**, **a female lesser varumani** (see new monsters), **8th-level magic user**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 9-14 (**short sword +4**, 1-6+8). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: keys to 5-28 and 7-67; a **gold Sortian eye** (see new magic items); a **rudishva useful palm** (of correction) with 2 charges (see new magic items); a **wand of secret door and trap detection** (73 charges); and a **short sword +4**. Her memorized spells are: **comprehend languages**, **feather fall**, **Frigg's flatulence** (see new spells), **magic missile**; **levitate**, **Pol's endless sneezes** (see new spells), **the pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **haste**, **lightning bolt**; **confusion**, **wall of ice**.
2. '**Elliott**', **imp familiar of Glif**: SZ S; AL LE; AC 2; MV 60', 180' flying (Class C); HD 2+2; HP 14; #AT 1; Dmg 1-4; MR 25%. Special attacks: poison. Special defenses: silver, or +1 or better weapons to hit; immune to fire, cold and electricity; save vs magic as 7 HD creatures. Special: polymorph self (to animal form); detect magic; detect good; detect magic; invisibility; regenerate 1 hp/round, suggestion 1/day.
2. **Noredden Galesdottir**, **7th-level female elf magic user**: SZ M; AL LN; AC 8; MV 120'; HD 7; HP 12 (max 22); #AT 1; Dmg by weapon. Abilities: STR 9, INT 18, WIS 15, DEX 16, CON 10, CHA 13. Noredden's spell book was destroyed when she was captured.

Treasure:
In addition to the items carried on her person (see above), Glif's

chest contains: a full set of beautiful black silk robes embroidered with dragons, which she wears in private (75 gp); a pouch holding 10 black pearls (500 gp each); a sack with 357 ancient silver pennies (see Arden Vul items) and 121 ancient gold solidi (see Arden Vul items); another sack with 7,456 sp and 3,718 gp; 3 lb of **arcanum** (see new magic items); and her spell book.

Her scroll case contains the following scrolls: **find familiar**, **suggestion**, **locate object**, **wizard lock**, **conjure elemental**, **polymorph self**, and **remove curse**. The work area has a fine map of the western areas of Level 8 (areas 8-1, 8-3, and 8-27 to 8-46), lacking only secret doors; strewn about it are Noredden's **Priscian chain mail**, **Sortian baculus** (imbued with **blink**), and **Priscian gladius +2** (see new magic items for each).

Glif's Spell Book: **Burning hands**, **charm person**, **comprehend languages**, **detect magic**, **feather fall**, **find familiar**, **friends**, **Frigg's flatulence** (see new spells), **identify**, **light**, **magic missile**, **read magic**, **shield**, **spider climb**; **continual light**, **detect evil**, **ESP**, **invisibility**, **knock**, **levitate**, **locate object**, **mirror image**, **Pol's endless sneezes** (see new spells), **the pummeling fists of Arak-Zhorr** (see new spells), **pyrotechnics**, **stinking cloud**, **web**, **wizard lock**; **clairaudience**, **dispel magic**, **gust of wind**, **haste**, **hold person**, **lightning bolt**, **slow**, **suggestion**, **tongues**; **confusion**, **dig**, **dimension door**, **fire shield**, **minor globe of invulnerability**, **polymorph self**, **remove curse**, **wall of ice**.

7-25: Pendaya Clan Quarters

The basic orientation of this chamber is comparable to that of 7-17, at least in terms of the bunkbeds at the east and west ends and the open common space in between. The walls are painted bright yellow; the Pendaya have added large purple rings (symbolizing fidelity) with the letter 'P' on them (in Varumani).

Despite a slight inferiority complex at being descended from a varumani who was not one of the original three thegns, the Pendaya are currently powerful and self-satisfied. They maintain a roster of 21 true and 37 lesser varumani members, although only about 40% are present at any given time, eating, resting, and generally having a good time.

Benches border the central living space. Three long trestle tables abut the north wall. A sanded wrestling pit is to the south. The current chief of the clan, Gavra the Easy-Going, is interested in wrestling and physical skills, and thus the common area has a web of ropes connected to the ceiling, neighboring bunks, and iron bars set into the walls. The clan uses this apparatus to practice climbing, jumping, and general fun. ASeveral weapons racks rest against the south wall, along with two clan chests and a stand holding Gavra's personal armor (**ring mail +2**). The weapons racks hold six halberds, six two-handed swords, two huge clubs, three two-handed axes, a score of javelins, 2 rudishva dart throwers (see new technological items), and six clips of darts (2 immobilizing, 2 explosive, and 2 narcotic).

Should combat break out in the clan room, 25% of the varumani who are present will take to the ropes and attempt either to use missile weapons or to drop down on opponents from above.

Inhabitants:

1. **11 true varumani** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 63, 61, 60, 59, 59, 58, 58, 57, 55, 53, 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.
2. **18 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 60, 59(x3), 58(x3), 57(x3), 55(x3), 54(x3), 53, 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattock.
3. **Gavra the Easy-Going, a true varumani** (see new monsters) (20% chance): SZ L; AL LN; AC 0; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**halberd +2**, 2-20+6). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: **halberd +2**; **ring mail +2**.
4. **6 varumani infants** (see new monsters), 1 of which is true: SZ M; AL LN; AC 8; MV 120'; HD 4; HP 26, 25, 21, 20, 19, 17; #AT 3; Dmg 1-2/1-2/1-6. Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision.

Treasure:

Within the clan chests are the following: 7,392 sp and 531 gp; an **ioun stone** (pale green); a rudishva data crystal (see new technological items) entitled *Anatomy of the Enemy* (see Arden Vul books); a faded scroll entitled *The Time of Darkened Skies*, written in Semi-glyphik (see Arden Vul books); a grey soapstone statuette of Kauket, with white veins, taken on Level 9 (250 gp); and an array of rudishva identity plaques (see new technological items), 4 copper, one brown, one sky blue, one bronze, and one pink plastic.

7-26: Druvaya Clan Quarters

The basic orientation of this chamber is comparable to that of 7-17, at least in terms of the bunkbeds at the east and west ends and a 20'x30' open space between them. The walls are painted in electric green spotted with bright silver 'suns'.

The Druvaya clan is the least interested in politics; its members are always more interested in a good, clean fight. The clan is currently composed of 22 true and 46 lesser varumani. Many of the Druvaya are found as guards elsewhere, however, so the clan hold is not particularly crowded. At any given time about 9 true and 18 lesser varumani are present in the chamber, sleeping, relaxing, or good-naturedly beating each other up. Their clan-chief, Igrippa the Unruly is frequently found here, clowning around with 'the boys and girls.'

Battered benches border the central living space. A solitary trestle table stands to the north. It has a number of sharp daggers thrust into it (for the knife game), while a score of cheap clay mugs are piled near a double-sized keg of Hak's mushroom ale (30 gp; see 7-94). The bulk of the area is given over to a sparring ring set off by ropes attached to spears thrust into holes in the ground, and to a sanded wrestling area. A long weapons rack against the south

wall holds six halberds, six two-handed swords, six huge clubs, six two-handed axes, a score of javelins, a pair of rudishva ballistic batons (see new technological items), six large crossbows, and 120 large crossbow bolts.

Inhabitants:

1. **9 true varumani** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 63, 61, 60, 59, 59, 58, 57, 55, 53; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.
2. **18 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 60, 59(x3), 58(x3), 57(x3), 55(x3), 54(x3), 53, 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
3. **Igrippa the Unruly**, **a true varumani** (see new monsters) (33% chance): SZ L; AL LN; AC 0; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-25 (**mattock +1**, 2-20+5). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: **mattock +1**, **ring mail +2**.
4. **8 varumani infants** (see new monsters), 2 of which are true: SZ M; AL LN; AC 8; MV 120'; HD 4; HP 26, 25, 23, 22, 21, 20, 19, 17; #AT 3; Dmg 1-2/1-2/1-6. Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision.

Treasure:
Underneath the table is a trough-sized wooden box containing 5,743 sp; 16 dried mushrooms (8 white ribs, 2 red veils, 2 orange lamps, and 4 cloud caps – see new flora for all); a vial of **stone salve**; a **mask of the skull** (carved as a kaliyani skull/face); and several rudishva identity plaques: 2 copper, one rust, and one pink.

7-27: Thegn's Audience Hall

This vast, 25'-tall hemispherical hall is one of the central ritual chambers for the varumani. The walls are natural stone, but painted bright blue. The curved east wall contains a 30"-tall frieze (starting 4' from the ground) that the original varumani brought with them from Level 5. Composed of high-relief figural and geometric sculptures, the frieze tells the story of the rudishva hegemony's conquest of the middle halls and its defeat of the heqeti. Tall, spindly, horned bipeds (rudishva), as well as thick, muscled bipeds (varumani) are common, while bird-men (varuda) and a few sinuous bipeds (kaliyani) are also visible. The final scenes depict varumani assaulting a ziggurat structure, around which scores of heqeti are dying. A bright red curtain hides the hallway to the west; on the curtain is embroidered a massive grinning varumani head.

The chamber is dominated by the chairs of thegns. These simple plasteel seats are affixed by iron bolts to a 5'-tall granite dais. The central chair alone shows signs of wear; the flanking chairs are, in fact, dusty.

Most of the time (93%) the Audience Hall is filled with 3-30 varumani youth, who noisily and good-naturedly practice wrestling and martial arts here.

Special Ceremonies: On rare occasions, the hall is filled with varumani for a Moot or an Audience. In the case of the varumani Moot (which is underway 1% of the time when PCs first arrive), the thegn assembles all available varumani to discuss some pressing matter, usually one with clear implications to the entire people. Such matters might include a decision to go to war, to ally with a certain faction, to occupy a new section of halls, to devote resources to a particularly costly or dangerous task, etc. At a Moot the thegn stands on the dais and conducts an open discussion, in which any varumani is free to speak; about 65 true, 70 lesser, and 30 bestial varumani will be present. Outsiders, unless they are formal allies or have something pertinent to add to the discussion, are not permitted to attend.

An Audience is a more regular (6% chance when PCs first arrive) occurrence. At such meetings, the thegn meets with important allies to discuss, generally, their requests, and/or to offer a judgment in the case of a dispute. Either way, the thegn is accompanied by his housecarls (7-29), his court sorcerer (7-22), and 2-40 true, 2-40 lesser, and 1-20 bestial varumani. Outsiders (including PCs) are only admitted to an Audience if they are already well-known and admired by the varumani.

Inhabitants:
Varies, see above.

Treasure:
A hidden compartment in the frieze holds some valuables. It is activated by locating and pressing a catch found in the heqeti ziggurat represented on the frieze. The release causes a section of the frieze to swing open, revealing a 2'x2'x1' space within which are the following: a silver plastic rudishva identity plaque, a rudishva gas grenade, and a rudishva personal defense array with a full lesser power supply (see new technological items for all). The varumani are ignorant of the existence of this valuable hoard.

7-28: Cave of Grateful Respite

The varumani use this cave for meditation and contemplation. Several benches and stools have been carved into the rock, but otherwise it is rough and natural, with colorful lichens, flowstone, and not a few stalagmites and stalactites.

All varumani save the thegn (7-30), the court sorcerer (7-22) and the first adept (7-24) believe the cave's name, "Cave of Grateful Respite," to be connected to its current meditative purpose. But those leaders know the truth, namely that it was the first place of respite found by the varumani who fled from Level 5 during the collapse of the rudishva hegemony. It is thus deeply connected to the origin story of the varumani. More significantly, the secret door on the west wall provides access to a set of caves hiding a secret route to Level 5 (see area 7-88). Varboka, Ashoka and Glif are the only who know of the secret door and the fact that it leads to somewhere near their ancient halls, but even they have been unable to proceed further than area 5-141. That is, they have not managed to discover the connections to the Midnight Road (5-

135) or the resting place of Vanara (5-139), even if they suspect that area 5-141 ought to lead to someplace important.

Secret Door (west): This door is difficult to locate (1 in 8) and is tall and narrow. The door opens to any who declaims "Open in the name of Vanara" in Varumani before it; otherwise, only force or magic will open it.

7-29: Thegn's Housecarls

The thegn's twelve housecarls reside in this chamber. It is fairly spartan, with twelve hammocks, a water barrel, a pair of communal chests, and some weapons racks. At any given time six of the housecarls are present with Varboka while the others kill time in this chamber. At important ritual or diplomatic moments, however, the full complement of twelve accompanies the thegn. If Varboka is in his private chamber (7-30), though, all twelve housecarls will be present here. The housecarls are all fully loyal to Varboka.

Inhabitants:

1. **6 or 12 true varumani housecarls** (see new monsters): SZ L; AL LN; AC 0; MV 90'; HD 8; HP 61, 61, 60(x4), 59(x5); #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**two-handed sword +2**, 2-20+6). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge **two-handed sword +2**; **ring mail +2**. If Varboka is in area 7-30, there are 12 housecarls here; otherwise there are 6.

Treasure:
The communal chests contain several varieties of dried meat; six packs of playing cards (2 gp each); eight sets of dice (10 sp each); a dozen silver drinking cups (15 gp each); six knives with elk-horn handles (5 gp each); a set of Archontean chessmen in ivory (25 gp each, or 650 gp for the set); a head of an Archontean nobleman carved out of ivory, and decorated with ebony and gold (375 gp); a pair of beautiful ivory drinking horns carved with Wiskin scenes (225 gp each); a large polar bear fleece (55 gp); and a cash reserve of 757 gp and 1,238 sp.

7-30: Varboka, the Troll Thegn

This chamber hosts the private quarters of Varboka the troll thegn. The walls are painted a pleasing sea green, over which has been added a fine (in varumani terms) portrait of Varboka. Several mottoes are also visible, all written in spidery Semi-glyphik: "the People cannot be stopped!", "the only good dead hopper is a cooked hopper!", "Smile if you love the thegn!" and so forth.

Varboka's bed is a simple wooden affair, loaded with silk sheets (125 gp) and rare furs (3 pelts, worth 375 gp total). His armor and weapon rack stands by the door, while a pot of stew bubbles over a **tripod of heating** (see new magic items) around which cluster four stools. He owns a fine, teak, inclined writing desk (450 gp, but difficult to move) that is pushed against the south wall, under his portrait. A keg of fine brandy completes the scene (225 gp).

Lying atop the writing desk is a draft of an ultimatum to the goblin king, Weskenim (SL4-22), demanding formal submission of the goblins and the installation of varumani 'advisors' on Sub-Level 4. This document would be extremely valuable to Weskenim (500 gp), and would win the alliance of the goblins for he/she who delivered it. Within the writing desk are the following: a pouch of silvered sand (100 gp); a set of fine writing inks and quills (35 gp); a primer written in Semi-glyphik and entitled '*How to Write Elegantly*' (see Arden Vul books); a quire of ruled parchment with sample 'letters' in Semi-glyphik, and space to practice them; and Varboka's Logbook (see Arden Vul books). The desk has a secret compartment of which Varboka is ignorant: if the correct catch is found and depressed, a small panel pops open, revealing an exceptionally crafted platinum orb on which had been delicately etched the shape of the continents from the varumani homeworld (8,000 gp).

Varboka knows there was something 'wrong' with the evidence that implicated Gog (5-2) in treason, and caused his banishment. Varboka will pay up to 2,500 gp if evidence of Gog's innocence is found; that evidence is located in area 8-151, with Muq.

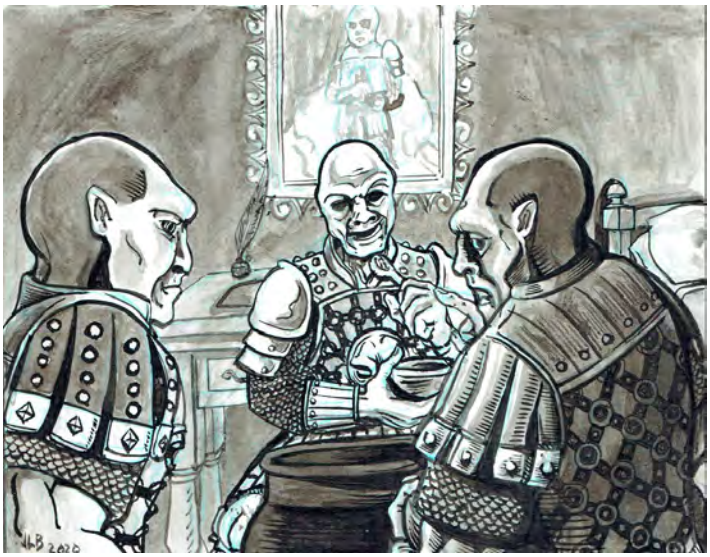
Varboka is also deeply alarmed at the sudden reappearance of kaliyani in Arden Vul (a band of hunters slew three kaliyani on the chasm floor two months ago). He has issued a bounty of 100 gp apiece for kaliyani fangs. Although nervous about this development, he also greets the prospect of a 'good war' against the kaliyani (one that all varumani would support) with growing interest, since a victory would cement his reputation as one of the great thegns. As yet, however, Varboka is ignorant of the location of the kaliyani; indeed, his people have not encountered any other kaliyani after that first battle.

When present in his chamber (see below for chances), he is likely to be found entertaining his two favorite companions, Heska and Breg.

Secret Door (east): The door is easy (1 in 4) to locate. Only the key held by Varboka will open it.

Initial Location of Varboka

D100	Location of Varboka
1-5	7-13
6-12	7-27
13-32	7-30
33-35	7-32
36-65	7-73
66-95	7-74
96-100	Moving about Level 7



Inhabitants:

1. **Varboka the thegn**, **a true varumani** (see new monsters) (20% chance; see chart above): SZ L; AL LN; AC -1; MV 90'; HD 8; HP 63; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-28 (**two-handed vorpal sword +4**, 2-20+8). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a **two-handed vorpal sword +4** that he calls 'Peacemaker'; **ring mail +3**; a purse with 37 gp, 112 sp, and 7 octagonal platinum coins (see Arden Vul items); keys to 7-11, 7-28, 7-31, 7-37, 7-39, and 7-67; an operator's keycard for the controller of 7-11; and a pink rudishva identity plaque (see new technological items).
2. **Heska**, **a true varumani** (see new monsters), only if Varboka is present: SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.
3. **Breg**, **a lesser varumani** (see new monsters), only if Varboka is present: SZ L; AL LE; AC 3; MV 90'; HD 8; HP 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattock; shield.

Treasure:
See above.

7-31: Varumani Treasure Hall

All varumani know that this chamber exists, but only the thegn knows how to access it. The hall is 10' tall, undecorated, and brightly lit by two rudishva light globes (see new technological items). Troll chests (see new technological items), stone tables, and steel racks are crammed into the room, scattered among which is a king's ransom in treasure.

The items in the north ell, including two troll chests, are the thegn's personal hoard, while the items just inside the secret door from 7-30 are what is known as the 'Mighty Strength of the People.' The 'Mighty Strength' comprises ancient objects and weapons that the varumani bore with them in their flight from Level 5, as well as some famous trophies. Theoretically any varumani in the court can formally request that the thegn produce any or all of the 'Mighty Strength' to be viewed and/or used by the assembled clans. Should this request be supported by representatives from the other three clans, then the thegn is obligated to produce the goods. In practice, this sort of request is rare; indeed, the last formal request was made 250 years ago at the time of the Archontean expedition of Adrienic (see 5-18 et seq.).

The Mighty Strength of the People: Scattered about the tables are 2 laser rifles, 6 laser pistols, a laser deflector shield, a sonic fence, 3 stun batons, two broken Nutri-Vore 2000 devices (for all of which, see new technological items), as well as embalmed corpses of a heqeti weaver, a kaliyani, and a human. Alas, no power supplies remain for any of these potent devices. Both troll chests are keyed to the hand of the thegn. The first troll chest contains 10 25-lb bars of platinum worth 6,250 gp each, plus a piece of ancient pink plasteel on which is written the following, in Semi-glyphik: "*Let the People not forget their home, Bunda-Three, nor their glorious history as star walkers and faithful servants of the Lords Rudishva. Repair the Beacon so they may return whence they came!*" [**GM Note**: this note, meant to remind the varumani of their origins and provide them with a racial goal, provides valuable clues about the extra-terrestrial nature of the rudishva and varumani, and about the Beacon's identity as a starship]. The second troll chest contains rust, copper, brown, bronze, and sky blue rudishva identity plaques (see new technological items); an **amulet of courage** (see new magic items); an **insidious bone flute** (see new magic items); to which is attached a tag that reads in Semi-glyphik, '*Do not blow into holes*'; a disarticulated skeleton of a kaliyani formed of solid silver (3,500 gp); the gold and platinum archon's baculus lost by Adrienic 230 years ago in 7-76 (5,000 gp); a silver and emerald cloak clasp with the name Adrienic on it (1,150 gp); 4 bolts of fine yellow silk embroidered with red flowers (150 gp each); a wood and copper scale model of a heqeti ziggurat (1,200 gp); and a rudishva grav disk lacking a power supply (see new technological items).

The Thegn's Personal Treasure: In the northern ell lies Varboka's personal hoard. In plain site are the following: a suit of **imperial field plate +1** (see Arden Vul items); a halfling- or goblin-sized suit of **leather armor +3**; a **tower shield +2**; a **sling +2** and a **short bow +2** (both too small for varumani use); a **porter's carpet** (see new magic items); a **guardian caryatid** (see new magic items) in the form of a cat-headed biped carrying a mace in each hand; a **rod of resurrection**, useless to the cleric-less varumani, with 6 charges remaining; and an ancient Archontean tapestry that depicts the use of the obelisks in the city of Arden Vul to open a door, which is marked 'Beacon' [**GM Note**: this is a hint about using areas AV-5, AV-41, and AV-28 to open the doors at AV-34 that lead to SL14-1]. In the first troll chest are 4,501 ancient silver pennies (see Arden Vul items); 2,159 ancient gold solidi (see Arden Vul items); 3,499 gp; and 12,641 sp. In the second troll chest are **potions of extra healing** (x2), **invulnerability**, **longevity**, **treasure finding**, and **undead control**; a pair of **boots of striding and springing** sized for a SZ S creature; a **girdle of hill giant strength**; a **tooth of Pol** (see new magic items); and the following note, inscribed in spidery Semi-glyphik on a piece of blue plasteel: "*The hangar for the thegn's flying sleds is located just north of the transit octagon. The thegn holds the key.*" [**GM Note**: this refers to areas 7-35 to 7-37].

7-32: Great Pit of the Varumani

This vast hall plays an important daily and ritual part in the lives of the varumani. Five rows of stone benches circle the upper part of the chamber, leading down 15' to a sunken, sanded area. This area – the actual 'Pit' - is located 5' below the level of the lowest set of seats. The ceiling rises 20' above the entrance level, and the entire area is lit by eight rudishva light globes suspended from the ceiling (see new technological items).

Most of the time the hall is filled with the sound of ringing steel and loud, but friendly, taunts and challenges: the varumani ceaselessly practice their combat skills on the sands of the pit and even among the seats. At such times 7-12 true varumani may be found sparring with weapons, while 11-20 lesser varumani wrestle (50%) or spar (50%).

Cleansing of Sorrows: At least once a month the thegn presides over this important ritual. At that ceremony all grudges between individual varumani or groups of 2-5 varumani are settled by duels. The parties to a duel agree to terms, and particularly to the desired outcome, in advance: outcomes range from first blood to lack of consciousness or even (rarely) to death. Almost all varumani who are not 'on duty' (at 7-1, 7-8, 7-38, etc.) attend the Cleansing of Sorrows, cheering, singing songs, and offering praise or sorrow to the parties. Although a Cleansing ceremony is scheduled when pre-existing grudges are known and registered with the thegn, it is not uncommon for varumani from the crowd to remember old, forgotten grudges, partly as a way to keep the festivities going. It is exceedingly rare for non-varumani to be allowed to witness, let alone participate in, a Cleansing. Only those who are already known and respected to the varumani leadership and who subsequently enter into a dispute with a varumani are permitted to duel in the Cleansing of Sorrows. At such a ceremony the thegn, his housecarls, the chiefs of all four clans, the sorcerers, and approximately 70 true, 150 lesser, and 50 or more bestial varumani will be present. When PCs first arrive at the thegn's court there is a 2% chance that a Cleansing of Sorrows ritual is taking place. If a ceremony is not occurring, it will occur in d30 + d6 days.

The Victors' Right: This ritual is less common than the Cleansing of Sorrows. It has a 1% chance of being underway when the PCs first arrive, and will occur in the future in d100+30 days (modified by -5 days per prisoner held in 7-33). In this ritual, prisoners from the Cells (7-33) are brought to the Great Pit and sacrificed by a hand-picked team of varumani. The prisoners are given no weapons, and spell casters are gagged to begin, but all are permitted to fight back as best they can. Usually the varumani make this into a 'fun' spectacle of humiliation and terror. When this ritual is taking place, the thegn will be present as well as 1-4 of the clan chiefs, 30 true varumani, 90 lesser varumani, and 60 bestial varumani.

Inhabitants:
See above.

7-33: The Cells

Treb the lesser varumani presides over the prisoners of the thegn in this location. The central area is brightly lit by two rudishva light globes (see new technological items), and contains an interrogation table with implements, plus a side table, a pair of chairs, and a stack of carefully preserved human-skin on which Treb practices his surprisingly adept painting techniques.

Those captured in battle (a rarity) or those who fall afoul of the thegn within his domain are imprisoned here. Each cell is bare stone with a simple wooden bucket for necessities. At the moment the cells contain the following persons:

A. **Berenice**, **a Set Deacon** (see new monsters) **whose tongue has been ripped out**, **as a 6th-level female Archontean** cleric of Set: SZ M; AL LE; AC 10; MV 120'; HD 6; HP 15 (max 37); #AT 1; Dmg by weapon. She has no possessions, and is unable to pray for spells. The varumani caught her attempting to infiltrate their private areas, and have scheduled her to be slain in the next ritual of the Victor's Right (see 7-32).

B. Empty

C. **A heqeti hopper** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 7 (max 25); #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

D. **Kador Malachite** and **Kegil Malachite**, dwarven brothers taken while searching for the forge of Zhorak (8-100). he brothers are bound, and Kegil is gagged; he has no spells prepared. The varumani see few dwarves, and are contemplating what to do about the pair.

   a. **Kador**, **5th-level dwarf fighter**: SZ S; AL N; AC 9; MV 90'; HD 4; HP 19 (max 41); #AT 1; Dmg by weapon. Abilities: STR 17, INT 10, WIS 12, DEX 15, CON 16, CHA 9.

   b. **Kegil**, **5th-level dwarf cleric**: SZ S; AL LN; AC 10; MV 90'; HD 5; HP 21 (max 47); #AT 1; Dmg by weapon. Abilities: STR 12, INT 13, WIS 17, DEX 9, CON 16, CHA 15.

E. **Joskelin Artiklines**, **8th-level male Archontean ranger**: SZ M; AL CG; AC 10; MV 120'; HD 8; HP 30 (max 77); #AT 3/2; Dmg by weapon. Abilities: STR 18/61, INT 13, WIS 14, DEX 10, CON 16, CHA 15. Spells: **speak with animals**. Joskelin is an agent of the imperial Drome (see World of Archontos appendix), sent by the exarch in Narsileon to gather information about the demise of the imperial expedition sent 250 years ago and to report on opportunities for renewed imperial expansion. Joskelin appeared at the Troll Market (7-76), posing as a merchant, but was identified by a visiting Set deacon and hence seized by the varumani. The thegn is still considering what to do about him.

Inhabitants:

1. **Treb**, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattock.

7-34: Waste Pit Crossroads (to 5-125 and 8-24)

This natural cavern extends under area 7-16 and is filled with centuries of refuse dumped here by the varumani cooks. An otyugh has taken up residence among the tasty trash. The otyugh is easily bribed by gifts of food to allow passage through the waste pit. A too-generous gift, however, causes the otyugh to imprint on the giver; the otyugh will follow its new friend, sending him/her warm and hungry thoughts at a near constant rate.

To the north the cavern gives forth onto the Great Chasm (7-3). A set of three ropes set with loops and knots extends across and steeply down the chasm at this point, allowing dangerous access to the Nether Reaches (area 8-24). The ropes were set up by the kaliyani exploring party now present in area 5-125.

To the south, a narrow tunnel snakes upward through various cutbacks before debouching at area 5-125.

Inhabitants:

1 otyugh: SZ M; AL N; AC 3; MV 60'; HD 8; HP 52; #AT 3; Dmg 1-8/1-8/2-5. Special attacks: disease. Special defenses: limited telepathy (30'); never surprised.

7-35: Hidden Rudishva Corridor

This corridor (without 90-degree angles) provides access between the Great Pillar and the chasm. On the chasm side, a double-sized rudishva iris door is concealed behind centuries worth of vines

and creepers; it dilates open to anyone presenting a pale green, pink, orange, silver, or yellow rudishva identity plaque (see new technological items). The interior rudishva iris door leading to the Great Pillar is of an unusual sort; it is not opened in the usual manner, by presenting a colored rudishva identity plaque. Instead, it requires a special key to unlock. The lock is extremely complex (-40% to pick). The troll thegn (7-30) and the Arena Lord (6-85) each possess a key. The keys are 1'-long, 3"-diameter, grey plasteel rods with a notched, 1"-tall flange on each end. The door is also enchanted with the equivalent of a wizard lock cast at 12th level. No one – not even the thegn – has visited this area in decades.

7-36: Thegn's Hangar

The rudishva iris door to the hangar opens only to a silver or yellow rudishva identity plaque (see new technological items). The chamber within is sheathed in white marble tiles, cleverly shaped to fit the angle-less nature of the room. Within is a great treasure: two rudishva hover sleds. One of the sleds is a bit wonky and has a 5% chance per turn of activity to misfire, potentially causing major problems for its riders. The location of these sleds is a secret passed from thegn to thegn. Despite having visited them as a young man, Varboka has never used the sleds.

Treasure:
Two rudishva hover sleds (see new technological items), one of which has a 5% chance per turn to malfunction.

7-37: Great Pillar

From this location, the Great Pillar provides access upwards to 5-138 and 6-130 and downwards to the chasm floor at 9-30. Both rudishva iris doors leading to the pillar are of an unusual sort; they are not opened in the usual manner, by presenting a colored rudishva identity plaque. Instead, they require a special key to unlock. The locks are extremely complex (-40% to pick). The troll thegn (7-30) and the Arena Lord (6-85) each possess a key. The keys are 1'-long, 3"-diameter, grey plasteel rods with a notched, 1"-tall flange on each end. The doors are also enchanted with the equivalent of a **wizard lock** cast at 12th level.

For a general description of the Great Pillar and how to navigate it, see 5-138. It should be noted that no bridge to the central shaft exists at this level. The pod of chasm cephalopods mentioned at 5-138 may be attracted (50% chance) to light and noise at 7-37.

7-38: Varumani Guard

Three lesser varumani (Kit, Vor, and Cos) and a true varumani (Hendrav) keep a lazy watch here at the easternmost outpost of the varumani domain. The chamber contains four benches, a water barrel, and a **tripod of heating** (see new magic items). They have a pair of pet baindara (see new monsters) taken from area 7-4 that keep them amused with their antics. The guards are tasked with ensuring that anyone approaching from 7-39 or 7-40 carries proper authorization, i.e., that they are accompanied by a known, respected varumani and/or that they carry a troll thegn's passport (see Arden Vul items). Hendrav in particular is quite bored and would appreciate some clever repartee with visitors. The door to the south is locked and barred from this side; only the thegn has a key to it.

Inhabitants:
1. **Hendrav**, **a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed axe, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: two-handed axe; ring mail.
2. **Kit**, **Vor**, **and Cos**, **3 lesser varumani** (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 59, 58, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks; nets and prods; shields; and three portions of varumani knock-out juice (see Arden Vul items).
3. **2 baindara** (see new monsters): SZ S; AL N; AC 8; MV 150', 150' gliding; HD 1-1; HP 3, 2; #AT 1; Dmg 1-2.

7-39: Decrepit Rudishva Hall

One of the wizards from the Priscian war mage triad (see new monsters) based in area 7-44 is attempting to access the Great Pillar (7-37). Lacking keys, he and his colleagues are stymied for the moment. Since the thegn rarely visits the Great Pillar, it is unlikely the Priscians will be discovered any time soon. If they are discovered, they immediately summon assistance from 7-44; they prefer to negotiate before fighting.

Inhabitants:
1. **Scarred Crotus**, **Priscian war mage** (see new monsters) **and member of Secundus**, **as a 4th-level Thorcin magic user**: SZ M; AL LE; AC 5; MV 120'; HD 4; HP 15; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 8, INT 17, WIS 12, DEX 11, CON 16, CHA 7. Possessions: **Priscian chain mail** (see new magic items); **Priscian gladius +2** (see new magic items); **wand of enemy detection** (15 charges); **potion of extra healing**. Spells memorized: **dancing lights**, **jump**, **shield**; **forget**, **levitate**. Spell book: **comprehend languages**, **dancing lights**, **detect magic**, **find familiar**, **jump**, **magic aura**, **magic missile**, **read magic**, **shield**, **sleep**, **unseen servant**, **ventriloquism**; **detect invisibility**, **forget**, **levitate**, **Pelagion's bridge of sighs** (see new spells), **pyrotechnics**, **wizard lock**; **explosive runes**, **gust of wind**, **protection from normal missiles**. With Jellicos and Lisut, Scarred Crotus is a member of a war mage triad (see 7-44).
2. **Haltor**, **Priscian conversus** (see new monsters), **as a 3rd-level male Wiskin fighter**: SZ M; AL LE; AC 2; MV 120'; HD 3; HP 23; #AT 1; Dmg 2-7 (short sword, spear) or 1-6 (javelin). Abilities: STR 17, INT 10, WIS 16, DEX 16, CON 11, CHA 9. Possessions: **Priscian chain mail** (see new magic items) and shield; spear; short sword; 3 javelins; **immobilizing mesh** (see new magic items).

7-40: Empty Crossroads Hall (to 8-137)

The wall sheathing of this rudishva hall is pitted and scarred, and in several places has disappeared. A clear path through the debris littering the floor leads south to 7-41 and 7-42. The tunnel to the north leads downward to the Nether Reaches (8-137).

7-41: Ancient Stone Chairs

These rudishva chairs are 10' wide, 10' tall, and 5' wide, and the seats are 5' off the floor. The back of each chair is loosely covered by an extremely worn piece of leather. The seat and arms of the chairs are worn, as if by use. Incised on each chair are two large (2'-square) Rudishva glyphs, one on the seat and one on the back under the leather throw. On the north seat, the sigil on the seat is the rune of Restoration; that on the back is a rune of Guardianship. On the south seat, the rune on the seat has been utterly destroyed; the rune on the back is again the rune for Guardianship. The runes are activated by living flesh. Thus, anyone touching or sitting on the north seat activates the Restoration rune. The Guardianship runes can only be activated by removing the leather throw and then either sitting back in one of the seats or by touching either rune. It is, of course, possible to sit in the chair without removing the leather throw.

Rune of Guardianship: If either of these runes is activated, a giant rudishva skeleton bursts forth from a hidden niche behind the appropriate chair.

Rune of Restoration: This rune sends a tingling jolt of energy through the activator. The jolt is pleasant feeling, but leaves the activator dazed for 1-3 rounds. The effect cures of 3-12 HP of damage, but also directs a **dispel magic** spell onto the activator (and his/her items). The dispelling effect is as if it were cast by a 18th-level magic user.

Inhabitants

2. **2 semi-intelligent giant rudishva skeletons**: SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68, 57; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

7-42: Octagonal Hall with Stairs Up to 6-65

This ancient rudishva hall is quite decrepit. Debris from fallen stone sheathing, campsites, blood, and other unidentifiable biological material is scattered throughout the chamber. Stairs to the north lead upwards for about 200' to area 6-65. As the main route taken by the varumani to the Arena, however, the chamber is 66% likely to be occupied by one of the following (roll 2d10 on the table below, one for the encounter and one for the reason for it):

Octagonal Hall (7-42) Encounter Table

D10	Encounter	Reason Encountered
1	4-10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6	Sleeping off a bender from the Corner Bar (6-64). They are at -2 to all rolls, and are grumpy (-25% to reaction roll)
2	A pair of lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks	Selling or waiting to sell some Gethite lotus powder to someone else (roll again on the first column for buyer if necessary). Reaction: 1-3 tries to sell to the PCs; 4-5 flees up the stairs; 6 attacks
4	Party of NPC adventurers (select from NPC appendix)	Planning to assassinate someone during the next spectacle. Victim is: 1-2 a goblin; 3-4 a varumani; 5-6 a member of the Set cult; 7-8 someone important
5	3 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 7, 7, 6; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.	Consulting a treasure map obtained at Gamblers' Corner (6-61). Their reaction is: 1-3 no modification to RR; 4-5 annoyed, -20% to RR; 6 receptive, +20% to RR
6	2-4 human arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 6, 5, 5, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear	Hiding from: 1-3 the Arena Lord; 4-6: the troll thegn
7	A Set patrol: 1. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius** 2. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts	Attempting to secure entrance to the varumani domains via 7-38. Their preferred method is: 1-2 stealth; 3-4 force; 5-6 negotiation or begging

8	3 true varumani (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 59, 57, 56; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword	Hiding from gamblers. They owe 40-400 gp to a gambler at 6-61. On a 1-2 they beg PCs for help; 3-4 attempt to shake down PCs for money; 5-6 assault PCs for money
9	6-8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields	Consulting a piece of plasteel on which is etched a crude map of areas 6-16 to 6-22. They are -25% to reaction rolls.
10	Roll twice	Fighting among themselves. 1-2 They cease fighting and assault the PCs ; 3-4 they ignore the PCs and continue fighting; 5-6 they try to enlist the PCs on one or both sides of the fight

7-43: Empty Rudishva Chamber

Both the tunnel leading to this empty chamber and the chamber itself have suffered significant damage over the years. Despite the decay, the rudishva iris door that leads to 7-46 is in fine working order, although it requires a sky blue or better rudishva identity plaque (see new technological items) to open.

7-44: Priscian Camp

The Priscians based on the floor of the chasm (9-58 to 9-64) discovered the tunnel at 7-64 (aka 9-41) and widened it, allowing them access to this small portion of Level 7. Eager to plumb the mysteries of the nearby Great Pillar (7-37), a war mage triad accompanied by three conversi has established a camp in this chamber. They are cautiously exploring the surrounding areas.

The west wall of the hall fragment contains a niche in which stands a 4' **watcher nataraja** (see new magic items). The watcher nataraja is inert since its original possessor died millennia ago. The activation word for the watcher is written on the sole of its left foot (the Rudishva word for 'look'). Speaking the activation word (in Rudishva) allows one to control the watcher.

If threatened, the Priscians shout loudly in order to summon their colleagues from 7-39.

Secret Door (east): This door is difficult to locate (1 in 8). The key to this door is held by Jellicos. The lock may be also picked (+5% to chances) or the door may be beaten down.

Inhabitants:

1. **Jellicos**, **Priscian war mage** (see new monsters) **and member of Septimus**, **as a 7th-level male Archontean magic user**: SZ M; AL LN; AC 2; MV 120'; HD 7; HP 22; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 11 INT 17, WIS 12, DEX 16, CON 13, CHA 10. Possessions: a key to 9-58; **Priscian chain mail +1** (see new magic items); **Priscian gladius +2** (see new magic items); **brooch of shielding** (66 HP left); **wand of fire** (23 charges); key to secret door leading to 7-44A. Spells memorized: **charm person**, **detect magic**, **enlarge**, **magic missile**; **continual light**, **ESP**, **locate object**; **dispel magic**, **hold person**; **charm monster**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **ESP**, **knock**, **locate object**, **mirror image**, **ray of enfeeblement**, **stinking cloud**, **web**; **dispel magic**, **fireball**, **fly**, **hold person**, **lightning bolt**, **protection from evil 10' radius**; **charm monster**, **monster summoning II**. He is in a war mage triad with Scarred Crotus (7-39) and Lisut.
2. **Lisut**, **Priscian war mage** (see new monsters) **and member of Tertius**, **as a 5th-level female Archontean magic user**: SZ M; AL LN; AC 3; MV 120'; HD 5; HP 16; #AT 1; Dmg 3-8 (**staff +2**). Abilities: STR 11, INT 16, WIS 13, DEX 16, CON 9, CHA 10. Possessions: Priscian chain mail (see new magic items); **staff +2**; **wand of light** (47 charges); **Priscian ring** (see new magic items) enchanted with **true seeing**. Spells memorized: **identify**, **magic missile**, **shield**, **sleep**; **locate place** (see new spells), **strength**; **clairvoyance**. Spell book: **affect normal fires**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**; **continual light**, **detect evil**, **ESP**, **knock**, **locate place** (see new spells), **mirror image**, **rope trick**, **stinking cloud**, **strength**; **clairvoyance**, **dispel magic**, **hold person**, **lightning bolt**, **slow**; **ice storm**. He is a member of a war mage triad with Scarred Crotus (7-39) and Jellicos.
3. **Bitaurus**, **Priscian conversus** (see new monsters) **and bonded defender to Jellicos**, **as a 6th-level male Archontean thief**: SZ M; AL LE; AC 4; MV 120'; HD 6; HP 33; #AT 1; Dmg 1-6 (short sword) or 4-7 (**dagger +3**) or 2-5 (sling). Abilities: STR 10, INT 11, WIS 9, DEX 17, CON 15, CHA 17. Thief skills: PP: 60%, OL 57%, F/RT 45%, MS 52%, HS 42%, HN 20%, CW 92%, RL 30%. Possessions: **leather armor +1**; **dagger +3**; short sword; sling; a pouch with 15 sardonyx gems (50 gp each) and 73 gp; and a **potion of invisibility**.
4. **Paganus**, **Priscian conversus** (see new monsters), **as a 5th-level male Archontean fighter**: SZ M; AL NE; AC 2; MV 60'; HD 5; HP 47; #AT 1; Dmg 5-12 (**battle axe +1**) or 1-4 (light crossbow). Abilities: STR 18/63, INT 9, WIS 11, DEX 12, CON 16, CHA 8. Possessions: **splint mail +1** and shield; **battle axe +1**; light crossbow and 20 quarrels; 83 sp and 37 gp.

7-44A: Stairs Up to Sub-Level 4 (SL4-45)

This narrow staircase leads up to a hidden area of the Goblin Warrens (SL4-45). The stairs allowed the Priscians now encamped at 7-44 to establish an embassy to King Weskenim (see SL4-22).

7-45: Great Cavern, or the Varumani Proving Grounds

This massive cavern averages 75' in height. Phosphorescent mushrooms from the southern portion of the cavern (south of the pool

at 7-49) offer a dim light, through which can be glimpsed several looming rock formations (7-47, 7-48, and 7-53). The environment is humid and damp, and the air is filled with the sound of drips and subterranean insects. Numerous ledges line the walls of the cavern, some of which lead to small subsidiary cave systems.

The varumani access the cavern via the wooden ladder at 7-63. While they have not formally colonized the cavern, the varumani consider it to lie within their domain. They maintain it as a sort of nature preserve, albeit with several practical functions as well: 1) it is a place for young varumani to learn combat techniques against the monsters that typically congregate nearby; 2) it provides valuable food supplies in the form of giant mushrooms and hunted animals; 3) it is mined for valuable **arcanum** (see new magic items), iron, and 'glowing sand' (radioactive silicon); and 4) it provides alternative routes to other portions of the lower Halls (especially 7-52, which provides access to the silver mine at 9-27).

To the north, a deep, sandy pool of spring-fed water surrounds a 40'-tall rock formation (7-47 and 7-48).

To the south, the cavern is dominated by a small fungal forest, in which grow all the same species found in the Great Cavern of Level 3 (3-163, 3-172): white ribs, white bulbs, orange lamps, eye-openers, cloud caps, blue trumpets (see new flora for all). The mushrooms surround another prominent rock formation, on the top of which is an ancient ruin (7-53).

Chances for a random encounter are doubled here.

7-46: Ledge with Snakeskin

This ledge sits 40' above the floor of the main cavern. It is nondescript save for a rudishva iris door to the east that opens only with a sky blue or better rudishva identity plaque (see new technological items) and by a secret door set in the northern wall. The varumani have not used the secret door in centuries. An enormous molted snake skin lies on the floor of the ledge.

Secret Door (north): This door is normal to locate. It swings on pins set on either side of the frame, by pushing on the lowest portion of the door.

7-47: Rock Formation

The top of this 20'-tall rock formation is relatively flat, and young varumani occasionally perch on it, waiting for prey to pass beneath.

Inhabitants:

1. **1-4 teenaged lesser varumani** (see new monsters) (25% chance): SZ L; AL LE; AC 5; MV 90'; HD 6; HP 46, 42, 40, 37; #AT 3 or 1; Dmg 2-5/2-5/2-8 or 2-16 (club). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

7-48: Varumani Sand Mining Operation

The varumani dredge the pool (7-49) for 'glowing' sand and other objects from atop this 25' rock formation. The formation is reached by a pair of small, 2-person dinghies, one of which is attached to the eastern shore (near 7-63) and the other to the western foot of 7-48. Hand- and foot-holds in the formation allow the varumani to clamber to the top. The varumani have learned to paddle swiftly to avoid the blood eels that infest 7-49.

Atop the formation are four dredging stations and an 8' structure formed of well-fitted stone blocks. Most of the time two varumani are found here, operating the dredges and filtering muck.

Dredging Stations: These four areas are comprised of iron structures from which a heavy bucket depends. Using a winch, the varumani drop the bucket into the depths of the pond and pull up the contents of the bottom. The contents are sorted and filtered inside the neighboring structure.

Structure: This simple stone structure holds a sluice and rocker box for sifting the materials dredged from the pond, as well as a couple of barrels used to hold the gathered 'glowing' sand. A wooden box in the corner holds other strange objects dredged from the pond: a rudishva skull with horns, six small pieces of plasteel in various colors, 2 badly corroded and unusable rudishva lesser power supplies, a badly corroded long sword, a glass vial still filled with contact poison, and 4 deep blue spinels (500 gp each).

Glowing Sand: The sand is fine and glows with a yellow-green color. It is, in fact, radioactive silicon from a nuclear disaster that occurred here in the early years of the rudishva hegemony (see below). As the varumani are immune to the radiation, they are happy to use it for smithing purposes in the Triple Forge (7-68). Given its off-world properties, it is potentially quite valuable, and might fetch 50 gp/lb from alchemists. Non-varumani who stay into contact with the glowing sand for more than 3 days, however, suffer from radiation sickness: 1-4 HP damage plus a loss of one point of CON for each subsequent day of contact. HP lost from radiation sickness may be regained normally, but CON loss can only be cured magically.

GM Note: The nuclear-powered fuel-injection pod of the Beacon ended up in this cavern when the starship crashed. Although the rudishva discovered the pod and tried to repair it, it eventually suffered a nuclear meltdown, turning areas 7-48 and 7-49 into a dangerous, radioactive slag pool.

Inhabitants:

1. **2 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58, 53; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

7-49: Mysterious Pool

This small lake surrounds the varumani sand mining operation at 7-48. Although the water is not radioactive, nor does it glow, the silicates mixed into the natural muck at the bottom gives off a yellow-green glow (see 7-48 for details); this glow is visible to any who peer carefully into the water.

The pool also contains a more serious threat, a pack of vicious mutated eels that the varumani call 'blood eels'. Anyone swimming in the pond, peering into it for any length of time, or boating idly attracts 3-6 eels. The eels are ravenous and attack without fear. A total of 24 eels inhabit the pond. Extended combat with one group will bring another group within 3-6 rounds.

Beneath a layer of muck and radioactive sand on the bottom of the pool is some ruined-era plasteel, slagged machinery, and other

detritus. Those brave enough to swim around in the water might find some objects. For each 1-4 turns spent searching, roll on the following table. An item may only be found once; subsequent rolls for that result will produce 1-3 bones.

D8	Result
1-3	Nothing
4	A rust rudishva identity plaque (see new technological items)
5	A miraculously undamaged rudishva lesser power supply (see new technological items0
6	47 ancient silver pennies (see Arden Vul items) and 59 ancient gold solidi (see Arden Vul items)
7	1'-tall oblong black stone inscribed with the word 'Sortian' (an activation stone for 7-53 or 7-62)
8	A human tibia, with the phrase "Thoth does consume magic" carved into it. This cryptic phrase may help in solving the puzzle in the tomb of Muirasso (see 5-37).

Inhabitants:
1. **24 blood eels** (see new monsters): SZ S; AL N; AC 7; MV 120' swimming; HD 3; HP 20(x8), 18(x8), 15(x8); #AT 1; Dmg 2-8. Special attacks: drain blood; 5% chance for disease.

7-50: Ledge

This ledge sits 35' above the cavern floor, and provides a nice view of the varumani mining operation at 7-48. Corpses of two adventurers rest here, in badly damaged splint and chain armor; all valuables have been stripped from the bodies, though.

7-51: Varumani Iron Mine

Sounds of metal ringing on rock echo from the entrance to this looping set of caves and tunnels, for it is here that the varumani mine the high-quality iron they use in the triple forge (7-68). The tunnels average 8.5' in height, while the wider openings (caves) are 10'-15' tall. The mine is dark unless otherwise noted. At the entrance to the mine are four large buckets, two of which are filled with ore, and a pair of shoulder yokes. Several areas within the mine merit further attention:

7-51A: A cave-in occurred in this spur, killing an incautious human adventurer. The tips of her booted feet may be glimpsed from beneath a huge pile of rock. Digging her corpse out is possible, but incurs a 4 in 6 chance of a further cave-in causing 6-36 damage. Her body yields 55 sp, 153 gp; a suit of chain mail; a **mace +2**; a clerical scroll of **cure serious wounds** and **regeneration**; and a map showing the floor of the Great Chasm (area 9-1) with key features and the route to 7-52 (via 9-1, 9-19, 9-21, 9-23, and 9-27) clearly marked.

7-51B: This connecting tunnel shows little sign of actual mining. A broken pick is jammed into the rock at the point marked by the indication 51B; attached to it is a piece of plasteel with an image of a horned skull painted on it (a varumani sign for 'danger').

7-51C: This brightly lit (by a single rudishva light globe – see new technological items) cavern is the site of a particularly rich vein of iron. Four lesser varumani miners are at work here with picks and mauls. While not interested in chatting, they are not necessarily hostile.

7-51D: Another major vein exists in this brightly lit cavern. Six lesser varumani miners are busy collecting ore from a wooden scaffold erected against the east and south walls. Like those at 7-51C, these miners have little to offer, but will defend themselves if attacked. Indeed, they managed to defeat an over-bold band of adventurers who arrived from 7-52; they took the following loot from the corpses, and then threw the bodies into the water at 7-51E: 235 sp, 412 gp; a silver and ruby statuette of Set (625 gp); a **long sword +1**; six **arrows +2**; a set of jade armbands (450 gp); a scroll of **fireball**, **protection from normal missiles**, and **hold person**; and 2 **potions of extra healing**.

7-51E: At this point the descending tunnel hits the waterline and quickly becomes filled with pond water. The remaining 50' of the tunnel are completely submerged. The tunnel ultimately leads to a 6'-diameter opening in the bottom of area 7-49. The varumani tossed the corpses of three human and one elven adventurer into the water here for the blood eels (see 7-49 for statistics) to devour. The varumani in 7-51D have the former adventurer's valuables.

7-51F: Two xorn have just arrived here after swimming through the nearby rock and are munching on delicate ores. The xorn are hungry and will move aggressively to attack anyone on whom they smell gold, silver, or gems. They have not yet encountered the miners in 7-51C or 7-51D.

Inhabitants:
1. **4 lesser varumani** (see new monsters), **miners at 7-51C**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59, 58, 57, 53; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
2. **6 lesser varumani** (see new monsters), **miners at 7-51D**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57, 53, 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
3. **2 xorn**: SZ M; AL N; AC -2; MV 90'; HD 7+7; HP 55, 49; #AT 4; Dmg 1-3/1-3/1-3/6-24. Special attacks: surprise on 1-5. Special defenses: immune to fire and cold; half damage from electricity; travel through stone.

Treasure:
Each of the varumani has a small pouch with 11-30 sp. Among them they also hold 2 copper rudishva identity plaques (see new technological items). The cleric's corpse in 7-51A has some treasure, while the other adventurers' wealth is held at 7-51D. The miners have collected 75 lb of iron ore.

7-52: Tunnel Down to 9-27

In digging their mine the varumani intersected with another passage that leads downward to the chasm floor, at 9-27. The tunnel is narrow and cramped.

7-53: Ancient Sortian Teleportation Device

High above the ground and within this massive rock pillar lies the companion mosaic and teleportation device to that found in in 7-62. This chamber is almost completely hidden from the outside, with only a 2'-square window giving forth to the cavern; the window is found 40' up the side of the pillar.

The chamber is rough-hewn from the solid rock and is littered with the desiccated husks of numerous small animal forms, for eight huge spiders have established their nest here. Beneath the grime, however, is a beautiful mosaic some 20' square. The centerpiece of the mosaic is a large, 10'-diameter image of a male human head, with close-cropped hair and beard, and Archontean nose, and kind eyes. His mouth is open wide. Four 1'-diameter holes are set in a diamond pattern around the face. If proper activation stones are placed in the holes, the mosaic can function as a teleportation device: if one stands on the image of the face and utters the word 'Sortian', one is instantly transported to 7-62. Currently, three of the activation stones are found in 7-62, while the fourth is in the murky water of 7-49.

Two levers sit in the floor near the locked southeastern door. One lever opens the door to the stone bridge leading to 7-54, while the second opens the steel door to 7-54 itself.

It is possible to scale the pillar, locate the window, and – if one is sufficiently small – slip inside. Still, the intended method of accessing this chamber is the teleportation device. Those arriving from 7-62 by teleportation will be confronted immediately by the huge spiders.

GM Note: The modern Priscian cult based on Level 9 has no idea that this area exists; bringing a map of its location to 9-58 might bring a reward of 5,000 gp and the good will of the Priscians.

Inhabitants:

1. **8 huge spiders**: SZ M; AC 6; MV 180'; HD 2+2; HP 18, 17, 16, 16, 16, 15, 14, 13; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.

7-54: Ancient Idol

This cave is difficult to access, as it is located 30' above the cavern floor and behind a locked, steel door. The door can be opened via the lever in area 7-53. Inside is an ancient idol to a long-forgotten worm deity. It was discovered in antiquity by Sortian explorers, who, alerted to its dangers, constructed the teleport device (7-62 and 7-53) and the doors as safety mechanisms.

The idol sits on an elevated granite pediment (2' tall), preceded by four red-granite, free-standing pillars. It is about 8' tall and ess-shaped, taking the form of a curved, erect worm with a human-esque face looming over the pediment. The face has two enormous, platter-sized crystal eyes, a protruding proboscis-style nose, and an open mouth with razor sharp teeth. The worm body of the idol is formed from an enormous piece of ivory, from an unknown type of beast, while the face is etched and incised gold, with faceted crystal eyes and sharpened steel teeth.

Anyone standing on the pediment in front of the idol will see its eyes glow with a yellow light. That person has 1 round to hold an offering above its head before the worm strikes. If an appropriate offering is present (see below), the worm-idol lurches down and takes the offering in its mouth. If no offering is present, it strikes the blasphemer, rolling to hit as a 16 HD creature; if it hits, its teeth inflict 6-36 damage and have a chance of amputating an extremity (amputation occurs on any roll to hit of 18-20). If an offering is presented and accepted, the idol will drop a pair of 300 gp black pearls from its proboscis. Appropriate offerings include any precious metals worth at least 300 gp or any magic item. The idol is protected by powerful divine magic: it has a 100% magic resistance, and is AC -6 with 100 HP. Should PCs begin hammering at the idol, the ancient worm deity will gate in four horned devils to smite the desecrators.

GM Note: The ancient Sortians were puzzled by the existence of this idol, whose deity they did not recognize. The deity has no real connection to the other entities of Arden Vul and provides an opportunity for further GM development.



Inhabitants:
1. **4 horned devils**: SZ L; AL LE; AC -5; MV 90', 180' flying (Class D); HD 5+5; HP 41, 39, 37, 32; #AT 4, or 1+ weapon; Dmg 1-4/1-4/2-5/1-3, or 1-3 and 2-12 (fork); MR 50%. Constant abilities: infravision. Special attacks: bleeding from tail strike (1 HP/rd); cause fear 5' radius; pyrotechnics (1/rd); produce flame (1/rd); wall of fire of triple strength (1/day); charm person, suggestion. Special defenses: +1 or better weapons to hit; half damage from cold and gas; immune to fire. Special: ESP, detect magic, illusion; teleportation; know alignment; animate dead; summon horned evil (50%).

Treasure:
Large black pearls (300 gp each).

7-55: Arcanum Cave

The lip of this cave is 10' above the floor of the main cavern, but is relatively wide and hence easily noticed. From the entrance a soft orange glow may be glimpsed. Several picks, chisels, and other implements are strewn about the floor. Within lies a massive pocket of raw **arcanum** (see new magic items), which the varumani occasionally mine. The **arcanum** is most visible as the knob-like projection extruding from the southeast wall. In addition to the usual properties of an **arcanum** chamber (see new magic items), it is possible to chip off pieces of **arcanum** in ½-lb or 1-lb chunks.

7-56: Sunken Cave of the Spectre

This sunken cave lies 30' below both of the passages that connect to it. A miasma of mist hangs in the air above the cave. The ancient corpse of Heliabolus, a half-hearted member of the Sortian league, lies on the floor of the cave, where it was cast away in antiquity by his companions. Heliabolus's spirit has risen as a spectre, one that is, however, bound to the general area so long as his corpse remains unburied. With the spectre are 4 half-strength varumani spectres created when unsuspecting varumani encountered the spectre.

Inhabitants:
1. **Heliabolus the spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.
2. **4 half-strength spectres**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 3+3; HP 27, 26, 24, 22; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
With Heliabolus's corpse is a **robe of blending**, a **Sortian baculus** (see new magic items) imbued with **blink** (15 charges remaining); **gauntlets of dexterity**, a **sapphire Sortian eye** (see new magic items); a purse with 73 ancient silver pennies (see Arden Vul items); and a piece of parchment detailing the discovery of the ancient idol at 7-54 and the creation of the transport circles used to access it.

7-57: Broad Shelf

A wide, deep shelf exists here, 30' above the floor of the cavern. It is covered with more fungi, including aqua vitae, mind eater, and red veil forms (see new flora). It provides a fine vantage point from which to study the fungal forest. It is also quite dangerous, as those who do not notice the existence of a second shelf (7-58) are likely to be surprised by the phase spider that dwells there.

Treasure:
Numerous samples of red veil, mindeater, and aqua vitae mushrooms (see new flora).

7-58: Upper Shelf with Phase Spider

A second ledge or shelf exists 20' above the first, that is, at a height of 50' above the cavern floor. A phase spider has its web in the cavern at the rear of the shelf. The spider likes nothing more than to leap upon unsuspecting victims who climb to area 7-57.

Inhabitants:
1. **1 phase spider** (95%): SZ L; AL N; AC 7; MV 60', 150' in web; HD 5+5; HP 43; #AT 1; Dmg 1-6. Special attacks: poison (-2 to saves). Special defenses: phasing.

Treasure:
In the muck beneath the spider's web is a tarnished, but finely-wrought silver box depicting scenes of Priscus Pulcher, Isadora, and other Sortians (75 gp, or 150 gp to a Priscian). Within are 20 ancient octagonal platinum coins (see Arden Vul items), a **scarab of enraging enemies**, and a **ring of mind shielding**.

7-59: Tunnel to Sub-Level 13 (SL13-33)

This tunnel snakes downward 150' before debouching at SL13-33.

7-60: Empty Cave

A broad ledge 20' above the floor of the main cavern leads to an uninhabited cave. It is a good place for resting, as there are no normal random encounters here. There is a slight chance (5% per day), however, that the phase spider or 1-2 skinks wanders by.

Inhabitants:
1. **1 phase spider** (5%) – see stats at 7-58.
2. **1-2 cave skinks** (see new monsters) (5%) – see stats at 7-61.

7-61: Cave Skinks

A large pod of cave skinks (see new monsters) nests here. The cave slopes upwards sharply as it moves to the north, before ending in a sandy floor next to a pool of fresh water. A total of 20 cave skinks dwell here, although only 10 will be present at any given time. Skinks killed as wandering monsters should be deleted from the total. The varumani could easily wipe out this pod, but see no real reason to do so.

Inhabitants:
1. **10 cave skinks** (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 2; HP 15, 14, 13, 13 12(x3), 11, 11, 10; #AT 1; Dmg 1-6. Special attacks: toxic mucus.

7-62: Cave of the Spriggans

This dangerous location is accessed via a narrow ledge 30' above the floor of the main cavern. The sound of chattering and singing is audible from the ledge, and the flicker of flames is visible from

the same location. A set of crude steps lead down to a large cave lit by a campfire, around which crouch four small humanoids. The beings appear to be toasting bits of meat speared on sticks. A large boulder lies at the rear of the cave. The cave smells of sour wine and sweat, and a layer of dirt covers everything.

The creatures are Arden Vul spriggans (see new monsters), who were tricked in antiquity into agreeing to guard the transportation circle that lies underneath the dirt. The spriggans are most unhappy with their millennium-long task, and are eager for conversation and the opportunity to trick someone else into guarding the location. They offer visitors a seat at the fire, a share of their toasted lizard meat, and the opportunity to chat. They freely admit to being stuck here, but will slyly attempt to get the PCs to agree to helping them out. If the PCs are suspicious or hostile, the spriggans begin to sing a famous (to them) song, 'The Green Silken Robe', as a round. After a few verses the round begins to degenerate and, one round later, it turns into the spriggans' **confusion** attack. At that point they spriggans transform into giant size and attack. The 'boulder' is a pile of rotting varumani corpses hidden by **phantasmal force**.

The Green Silken Robe

Verse 1:
As I was out strollin' near Ripperham vill,
I spied a young lass with gold in her hair,
She smiled long and lovely and her eyes said 'I will',
And I stopped in my tracks at this image so fair.
I whistled and turned, and stared good and long,
but twas' her green silken robe that set me to song.

Chorus:
Oh, that Green Silken Robe,
Twas' as fine as could be,
That emerald hue
Nearly blinded poor me.
Oh that green silken robe,
So tight and so trim,
As soon as I glimpsed it,
My heart went a-swim.

Many other verses exist, some quite explicit. The spriggans can sing this song for hours, improvising new, naughtier bits all the while.

Underneath the dirt and grime is a beautiful bit of mosaic about 14' square. The center of the mosaic features an 8'-diameter depiction of a male human face with close cropped hair and beard. Those familiar with **Sortian faces** (see new magic items) will instantly recognize the image, for is it identical (complete with empty eye sockets). At the four corners of the mosaic are 1' round holes in the pavement.

The mosaic functions as a teleportation device that transports those who figure out its puzzle to area 7-53. The teleportation works as follows: 1) one places the four activation stones in the four holes in the mosaic; 2) one stands on the mosaic face; 3) one declaims the word "Sortian". The spriggans have three of the activation stones, but they cast the fourth into the pond at 7-49 in a fit of rage. The stones are 1'-tall, oblong pieces of black granite on which has been carved (and filled with silver) the word 'Sortian'.

GM Note: As with area 7-53, the modern cult of Priscus Pulcher (see areas 9-58 to 9-64) has no idea that this area even exists; it would pay much in wealth and favors to receive an accurate map of how to access this area.

Inhabitants:
1. **4 Arden Vul spriggans** (see new monsters): SZ S or L; AL CN; AC 4 (5); MV 90' (150'); HD 5 (8+3); HP 37 (62), 35 (61), 34 (61) 32 (58); #AT 1 (2); Dmg 2-5 (knife) or (2-12/2-12); MR 25%. Thief skills: PP 75%, OL 78%, FRT 70%, MS 77%, HS 64%, HN 35%, CW 81%, RL 40%. Special attacks: confusion 1/day. Special defenses: immune to poison, charm, and mind-affecting spells; healed by magic missiles. Special: grow to giant size; affect normal fires, faerie fire, trip, detect magic, shatter.

Treasure:
In addition to the three activation stones, the spriggans have accumulated a bit of treasure: 211 ancient silver pennies (see Arden Vul items) and 390 ancient gold solidi (see Arden Vul items); a gold flute inscribed with pictures of naked dancing girls (250 gp); a water pipe of ivory, copper, and enamel (75 gp); a silk chasuble with Sortian knots (90 gp); and a **Sortian baculus** (see new magic items) imbued with **blink** (11 charges remaining), and two **potions of water breathing**.

7-63: Ledge leading to the Varumani Domain

A deep ledge 20' off the ground provides access to the domain of the varumani. A 25' wooden ladder usually provides access up and down the cliff, although occasionally (25%) the ladder has been pulled up and rests on floor of the ledge.

7-64: Tunnel to the Chasm Floor (9-41)

This tunnel leads downward to a ruined heqeti area just off of the floor of the Great Chasm (area 9-41). The Priscian explorers at 7-44 discovered this passage, which allowed them both to establish a camp on Level 7 (7-44) and to establish an embassy with the goblin King Weskenim (SL4-22) via the stairs at 7-44A.

Trap (noise trap): A smiley face is painted on the tunnel wall 50' below the point at which the tunnel departs area 7-44. The face is the trigger for a **Frigg's flatulence spell** (see new spells) that the Priscians have installed there as a warning. If the spell is triggered by motion, the Priscians in 7-44 will be ready.

7-65: Varumani Guard Post

The locked door on the east wall is steel, with a sliding view slit. Four varumani stand guard here at all times, with orders to let only varumani enter. They possess a couple of benches, a table, a bag of dice, and a large collection of shiny beetle shells with which they gamble endlessly.

Inhabitants:
1. **1 true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 58; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.
2. **3 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59, 57, 52; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22

(club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

7-66: The Record Keeper

The aged varumani record keeper, Vimela, sits on a bench against the north wall. He is available for consultation to any member of any of the clans. Recently, demand for his services has declined. He therefore welcomes the opportunity to speak with any interesting – but authorized – visitors. He wears the key to 7-67 on a secure chain around his neck. Due to his advanced age, Vimela's combat skills are greatly reduced.

Inhabitants:

1. **Vimela**, **the true varumani record keeper**: SZ L; AL LN; AC 6; MV 90'; HD 6; HP 38; #AT 3; Dmg 1-4/1-4/1-8. Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision.

Treasure:

Vimela holds the key to the Hall of Records (7-67), and wears a fine jasper and silver ring (225 gp).

7-67: Varumani Hall of Records

This narrow hall contains the records of the varumani people dating back to the era of the rudishva hegemony. The east wall is lined with shelving, some of it plasteel and subtly 'different' (rounded edges, shallow shelves) and some of it wooden. The shelves contain a veritable treasure trove of information in two basic forms: 1) a set of 25 data crystals (see new technological items) in grey plasteel tubes, and 2) over 100 parchment codices.

Among the data crystals are a handful of pre-collapse recordings (see below) as well as the digitized logbooks of the first seven thegns. Although the information on these crystals is exceptionally useful and valuable, the varumani currently possess no means of viewing them. In fact, the crystals have not been viewed in over a millennium.

The codices are quarto volumes, bound in grey lizard skin, and contain the thegn's logbooks of every thegn from the 8th to the 37th (i.e., Varboka). The logbooks annalistically record the deeds and events of the varumani, both good and bad. So, the earliest parchment codex (the sole logbook of the 8th thegn) records the submission of the varumani to the archon, Marius Tricotor, called 'invictus' (see 6-154); the third logbook of the 16th thegn records the retreat of the Archonteans; the fourth logbook of the 31st thegn records the glorious varumani victory over Adrienic at the Cave of Blood (7-76); and so forth. The number of logbooks produced by a given Thegn varies by the length of that thegn's reign and by personal proclivity; it is evident to any serious scholar, for instance, that the logbooks have become terser and less polished in the past century or so (indeed, Varboka is only beginning his second logbook despite having been Thegn for 53 years).

Against the north wall rests a stone table with two pieces of rudishva technology: a broken GnuCoder 3000 data recorder and a still functioning security encoder (see new technological items for both).

Vimela the Record-Keeper (7-66) is well-versed in the material found in the logbooks. He is able to suggest events of potential interest to browsers as well as swiftly to locate the books relevant to an already known event.

GM Note: It is impossible to detail all the historical information and potential adventure seeds found in this trove. The following, though, is a list of some of the more interesting non-logbook data crystals (see new technological items) preserved here: *the People Improve*, *High Score!*, *the Thegns Speak*, *Service Manual for Optical Devices produced by GnuCoder S.A.*, *Testimony of Vanara*, *Great Feats*, *the Faithful Manager*, *How to Talk with the Natives*, *Military Instructional Manual*, and *Voyages of the Shining Beacon of Glorious Heaven* (see Arden Vul books for all).

7-68: Triple Forge of the Varumani

This massive, 30'-tall, vaulted hall is home to the famous triple forge, at which the varumani create high-quality steel, iron, and other practical objects for use and trade. The chamber is lit by a series of four pendent rudishva light globes (see new technological items) and is quite hot from the forge fire.

Forge: The forge proper is massive, being about 20' long and 10' wide, and built of the hardest granite. The base rises 3' from the ground and has a steel door at the north end; the main fire is stoked by a lesser fire elemental bound to the forge by one of the past court sorcerers. Atop the base is a steel grill on which are set a number of lava rocks that conduct the heat from the elemental. Above the main base are two subsidiary grills, set 18" apart (so that the top grill is 3' from the floor). These, too, have lava rocks on them; they are used for work that requires less heat. The forge pumps out dry heat at an impressive rate.

Smithing Stations: Three smithing stations circle the forge. Each station has a water trough, a metal-topped work table, and a massive anvil. A wide array of smith's tools (tongs, hammers, crucibles, buckets, picks, etc.) rest on or beneath each table.

The northeast and northwest walls hold racks for finished weapons, armor, and utilitarian objects. At any given time one can find 7-12 two-handed weapons, 7-12 suits of ring mail, 7-12 helmets (for large creatures), and a variety of metal clips, nails, tools, etc.

The southwest wall holds an armorer's station, where the master armorer improves and personalizes varumani ring mail. The southeast wall holds a jeweler's station, with several benches and tables, under which are bins containing bits of copper, silver, gold and small ornamental and semi-precious stones. Molds and dies for ingots, wire, troll thegn's passports, and other jewelry-like objects are also found here. Fine tools are scattered about the benches. A wall-mounted rack here also contains objects of the glass-blower's trade.

The smiths receive regular shipments of smelted silver from the mining operations on Level 9 (see areas 9-22 to 9-28). One of their primary tasks is to turn that raw silver into ingots and wire.

Most of the time at least one of the four smiths is hard at work. If intruders from the east prove dangerous, one of the apprentices will be sent north to fetch help from the clan halls. Roll d10 to determine activity in the forge:

D10	Activity
1	Forge is empty; smiths are in 7-69 (75%) or elsewhere (25%)
2-3	1 smith at work
4-6	2 smiths at work
7-8	3 smiths at work
9	4 smiths at work, with important visitors (GM's choice) looking on
10	All apprentices are present, cleaning the forge area

Inhabitants
1. **1-4 smiths** (80% - see above) – for stats, see 7-69.
2. **4 apprentices** (10%) – for stats, see 7-69.
3. **Visitors** (10%)

Treasure:
Finished weapons, armor, and objects. Smithing tools (350 gp all told). Scrap precious metal worth 125 gp; a score of ornamental stones worth 200 gp total (5 eye agates, 5 azurites, 5 pieces of turquoise, and 5 pieces of obsidian); 8 semi-precious stones worth 340 gp total (2 bloodstones, 2 onyx, a peridot, an iolite, and 2 rock crystals).

7-69: Smiths' Dwelling

The four varumani smiths and their four apprentices dwell in this warm side chamber. The smiths have decorated the walls by painting them white and then sketching exotic weaponry over the paint; although the weapons look fearsome, they are impractical and largely constitute a joke. Each smith has one corner of the chamber to himself, while the apprentices sleep on the floor in the central, common area. Each smith has a wooden cot, a small wooden chest, and a rack for personal items (weapons and armor). The common area contains a beautiful, 20'x10' carpet depicting Marius atop the 'sky sled,' clad in his Archon's regalia (GM Note: for Marius, see 6-145 and 6-154; the 'sky sled' refers to rudishva hover sleds – see new technological items); the carpet could be sold to Archontean elites for up to 750 gp. In addition, the common area has a **tripod of heating** (see new magic items), a barrel of ale, two benches, and two batter chairs.

Two of the smiths are true varumani (Shilva and Hinna) and two are lesser varumani (Loff and Migi). The apprentices are all lesser varumani. For locations of the smiths and apprentices, see chart at area 7-68. Although all the smiths and apprentices have fine ring-mail and weapons, they don't typically wear or carry their equipment when at work or lounging in their quarters.

Inhabitants:
1. **Shilva and Hinna**, **true varumani smiths** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (hammer, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge hammer, key to 7-70.
2. **Loff and Migi**, **lesser varumani smiths** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58, 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (hammer, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: hammer, key to 7-70.
3. **4 lesser varumani apprentices** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 60, 57, 55, 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (hammer, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: hammer.

Treasure:
Each smith wears a heavy belt on which hang keys to 7-69 and 7-70 as well as his/her favored hammer. In addition, the smiths possess the following: 528 sp; 123 gp; a **two-handed axe +2**; a **two-handed sword +2**; a massive **spear +2**; a **war hammer +2**; four sets of varumani ring mail; and four pieces of impressive jewelry that constitute each smith's master-piece, namely a gold and deep-green spinel goblet (3,000 gp), a ceremonial knife made of platinum and silver (1,750 gp) inscribed with the smith's name (Hinna), a silver and emerald arm-ring (2,750 gp), and a silver and pearl pendant (975 gp). The apprentices have no wealth.

7-70: Materials Storage

The wood and iron door to this chamber is locked; each smith has a key to it. Inside the raw materials used in the Triple Forge are stored in large, 5'-square stone bins. Among the bins are the following raw materials:

Bin #	Contents	Quantity
1	Yellow-green glowing sand (see 7-48)	100 cubic feet of radioactive silicon (mostly full, see 7-48 for radiation effects)
2	Ordinary sand	20 cubic feet
3	Charcoal and small pieces of wood	Half full
4	Iron ore	1,150 lb or more (¾ full)
5	Silver ore	750 lb (½ full) [if purified, worth 5,000 gp]
6	**Arcanum** (see new magic items)	25 lb (mostly empty)
7	Oil (a bit smelly)	Half full
8	Gold fragments, coins, ingots	125 lb

To either side of the door are some shelves on which sit smaller boxes. These contain the following: coiled silver 'string' worth 275 gp; lots of coiled solder (25 gp); 25 moss agates (10 gp each); 10 flawed precious stones (worth a total of 1,150 gp); 4 large fiery-yellow corundums (4,350 gp); 15 silver bracelets (375 gp); 3 bronze arm bands (90 gp); and various worthless bits of metal.

7-71: Tanning Vats

This side chamber is where the smiths grudgingly cure and tan hides for use in armor and other necessities. A heavy leather curtain hangs across the entrance, which mitigates the terrible odor from within. Four stone basins are grouped in the center of the chamber; these contain water and a series of chemical baths used

to prepare the hides. Stretching and drying racks are hammered into the walls. As the smiths think tanning is beneath them, they don't use this chamber very often, preferring to repurpose existing bits of leather.

7-72: Upper Hall of the Thegns

Like its counterpart (7-12), this grand hallway is 20' tall, broad, and brightly lit via **continual light** spells cast on the ceiling. Three niches hold statues of the first three, and greatest, thegns: Druva (north wall), Rudiga (south wall), and Vanara (west wall). The statues are 10' tall, marble, and carved in an enthusiastic if somewhat clumsy style. The varumani love and revere the statutes; indeed, they dress them up with bright, loose clothing and paint their eyes, noses, and ears. In addition, it is custom for varumani hoping for luck in an endeavor to drop small tokens at the feet of Vanara: these include bits of hair or bone, fragments of plasteel, and other objects of special meaning to the donor.

Inevitably some of the members of the court spill over into the western portion of the Hall of Thegns. Roll once on Table 1 at 7-75 to determine who is present here, along with 5 varumani courtiers.

Inhabitants:

1. **3 true varumani courtiers** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 58, 57, 52; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.
2. **2 lesser varumani courtiers** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57, 54; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
3. **1 group** from Table 1 at 7-75

7-73: Thegn's Lounge

This spartan chamber serves as the thegn's office, especially when dealing with court matters and negotiations with non-varumani. A **tripod of heating** (see new magic items) stands in the center of the room. Four battered benches are arranged around it. A sand-filled bag hangs from the ceiling in the northeast corner; Varboka (7-30) uses this for combat training. In the northwest corner is a simple wooden desk, a battered wooden chair, and an unlocked wooden chest. Each wall features a brightly-painted fresco depicting a different historical episode:

North: Vanara leads the people through a cavern
East: The thegn Girvala beheads Adrienic (dressed in imperial field plate) while varumani celebrate
South: Priyala stands over kneeling Archonteans (a reminder of the moment when the varumani regained independence)
West: A blood-streaked varumani skewers a salamander-like thing (a heqeti) with a spear

The surface of the desk contains parchment, ink, and quills. Its drawer contains 10 troll thegn's passports (see Arden Vul items) and two valuable writs of authority signed by the thegn (these writs state that what the bearer has done, he has done with the approval and authority of the thegn).

The chest contains a pile of 575 sp and 219 gp, plus a leather sack with 37 ornamental gemstones worth 10 gp each (tiger eyes, freshwater pearls, and moss agates, mostly). It also contains any items confiscated from malefactors at the court (7-75).

Four ogre guards are present at all times, with two posted at each door.

GM Note: This is where private audiences with the thegn take place, provided that PCs are able to justify the need for such a private meeting.

Secret Door (south): The door is narrow (2') but easy to locate (1 in 4). It can be pushed open by anyone with STR 14 or greater. It leads to a secret tunnel to 7-8, one that allows the thegn to come and go at court without passing through 7-1 or 7-72.

Inhabitants:

1. **Varboka the thegn** (30%)
2. **Thegn's housecarls** (if thegn present)
3. **4 ogre guards**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 31, 29, 28, 27; #AT 1; Dmg 1-10, or by weapon.

Treasure:

10 troll thegn's passports (see Arden Vul items); two signed writs; 575 sp; 219 gp; 37 ornamental stones worth 370 gp total.

7-74: Thegn's Conference Hall

The double doors from 7-75 lead to this enormous rounded hall. Most of the time the double-doors are open, allowing members of the court to drift into the conference hall for semi-private discussions. Some of the time (30% - see chart at 7-30), however, the thegn summons particular visitors to a private discussion. On those occasions the doors are closed, and guarded by two of the ogre guard.

The hall is sheathed in white marble and is 15' tall. It is dominated by a massive oak table, some 20' in diameter. Twenty oak chairs surround the table. Atop it is an enormous silver candelabra whose base is a gilded human skull (135 gp). The north wall features a massive, 10'-tall mosaic showing three varumani striding forward, arms locked together in harmony.

Inhabitants:

1. **Varboka the thegn with 3-18 visitors** (30%): for Varboka's stats, see 7-30.
2. **2 members of the ogre guard**, only if Varboka is present (30%): SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 31, 25; #AT 1; Dmg 1-10, or by weapon.
2. **1-6 groups** rolled from the tables at 7-75 (70%, only if Varboka is not present)
3. **2-8 true varumani courtiers** (see new monsters) (70%, only if Varboka is not present): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 61, 59, 58, 58, 57, 57, 55, 52; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.

4. **1-6 lesser varumani courtiers** (see new monsters) (70%, only if Varboka is not present): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59, 56, 55, 51, 50, 49; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

7-75: Court of the Troll Thegn

This spectacular hall is the location of the thegn's notorious court. Its 25'-tall ceiling is barrel vaulted, and supported by two rows of 3'-diameter granite columns. Over a dozen rudishva light globes (see new technological items) hang from the ceiling, and noise from the scores of courtiers and visitors is substantial.

The east and west walls feature enormous frescoes, showing famous varumani of the past several centuries; the frescoes serve as a sort of 'court of honor' for those non-thegns who have performed some deed of special value to the people. There are 23 such images, the majority of which (15) are ring-mail clad true varumani. Still, seven lesser varumani and even one bestial varumani are also depicted. Each image is carefully identified by name in spidery Varumani Semi-glyphik; among the names are Nolgi and Livod (both hunters, see 7-14), as well as Gog (see 5-2).

The court of the thegn is a center for political and diplomatic negotiations and, of course, plotting. At any given moment, the following are present:

A. 18-24 Varumani Courtiers

Courtiers are those varumani who have earned significant status in the eyes of their peers; that status may have come from combat, especially on the chasm floor (9-1), or from performing some impressive deed. Of the courtiers, 66% are true varumani and the rest are lesser varumani. The tables below allow the GM to determine both the reason for a courtier's prominence and some of his/her current ideas or plans.

B. Sir Prudence, the Sun-Scarred Knight

Sir Prudence is a male Archontean of about 45 years in age. He has silver-grey hair, dark-black eyebrows, and a well-trimmed (grey) van dyke beard. He is accompanied at all times by his varlet, Beuvon. Sir Prudence arrived at the court of the troll thegn seven years ago and never left. Initially tasked to watch and report on the activities of the varumani, he has recently received orders to undermine Varboka's authority, and in particular to prevent Varboka from moving against the goblins. Prudence has interests in varumani mating rituals (which he has still never witnessed), in the reasons why no varumani have ever been tapped as a Knight, and in the particular tactile qualities of the skins of all manner of creatures. He is also a reliable recruiter for the knights, and has been known to use his considerable persuasive abilities to convince members of NPC adventuring groups to consider a career/lifetime as a knight. Finally, Prudence has a well-known soft spot for cheerful grifters and cheats, so long as he is not the victim. After a year in which the pair slept in a corner of the court, Varboka grudgingly allowed them to maintain a 'permanent' residence in one of the caves of the Troll Market (7-76A).

C. Ogre Guards

Two obedient ogre guards are stationed at each of the western exits to the court.

D. Visitors, in 4-8 distinct groups

Use the tables below to determine the size of such groups, as well as the motives of each group.

Courtiers' Motives and Background

Roll d8 for the source of a courtier's status and d20 for his/her current plans, plots or agenda

D8	Source of Status
1	Heroic personal combat against heqeti on Level 9
2	Combat leadership of a small group of varumani
3	Strategic planning
4	Discovery of minerals (1-2), treasure (3-4), or food sources (5-6)
5	Discovery of important rudishva-era technology (1-4) or locations within Arden Vul (5-6)
6	Diplomatic success, achieved against the Set Cult (1-2), the beastmen (3-4), or the goblins (5-6)
7	Diplomatic success, with adventurers. Familiar with 1-2 groups of NPC adventurers.
8	Friend (1-4) or family (5-6) of Varboka

D20	Current Agenda or Plan
1	Boasting about his/her achievements
2	Suspicious intimidation of non-varumani
3	Acquisition of personal wealth
4	Political maneuvering so as to be poised to be the next thegn, 'should anything happen to Varboka'
5	Desire to mount an expedition to a specific lost tomb 1-2: on Level 5 3-5: in the drowned canyon (Sub-Level 6) 6: elsewhere (GM's choice)
6	"Heqeti delenda sunt!" ('Let the heqeti be destroyed!') Talks to everyone about the need to destroy the growing heqeti threat.
7	Plot to undermine the authority of King Weskenim, in favor of Gislu (see 4-2) or Gribble (see 3-105)
8	Plot to eliminate Deino (3-158) and subjugate the beastmen
9	Friend of an exiled varumani trying to rehabilitate the exile's name in the eyes of the thegn. Either friend of Gog (5-2) or Iklor (petrified at 5-53).
10	Enemy of Varboka, seeking quietly to build a coalition against him
11	Radical who believes the Inn of the Lost's neutrality is bad for the varumani. Full of suspicions about Thegan White-Mane (6-19) and Justin the Nose (6-7)
12	Peacemaker, who tries to get other courtiers and visitors to agree to talk openly and collectively about all possible plans
13	Historical zealot, who wants to locate the original home of the varumani and the remains of Vanara (see 5-139)
14	Roll twice, ignoring results of 14

15	Religious fanatic, trying to convert the famously non-religious varumani to some religious belief
16	Obsessed with the Sun-Scarred knights, either to join them (1-3) or annihilate them (4-6)
17	Apprehensive about the elusive hints of a new power structure in the halls, those who 'follow the knot' and wield potent sorceries (i.e., the Priscians – see 9-58 to 9-64). Wants information about them or seeks to eliminate them.
18	Looking for important documents about varumani birth rates. Believes they were stolen by a 'low-down rat of a beastman.' GM: Helios of Dog patrol is currently hawking the documents at the Forum of Set (4-2)
19	Fascinated with Archonteans and sorcery (at which the varumani have almost no skill). Eager to make alliances and connections with lawful Archonteans
20	Obsessed with a particular monster somewhere in the halls; wants it eliminated. GM's choice.

Visting Groups

D20	Group	Stats
1-2	Beastmen patrol, composed of a sergeant and six troopers	6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
3-6	Goblins	8 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5(x3), 4, 4, 3; #AT 1; Dmg 1-6
7-8	Lizardmen	6-8 lizardmen: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 15, 13, 13, 12, 11, 11; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins.
9-10	Set deacon plus 6 Set guardsmen	1 Set deacon (see new monsters), as a 6th-level Archontean cleric of Set: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 38; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**. 6 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 16, 16, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts
11-14	NPC adventurers pursuing their own goal or mission	Select an appropriate group from the NPC appendix
15-16	NPC adventurers looking to hire themselves to the highest bidder	Select an appropriate group from the NPC appendix
17-20	Special	See Special Visitors table below

Special Visitors (from Visting Groups Table)

D20	Special Visitor	Stats
1	Thegan White-Mane and Justin the Nose	See 6-7 and 6-19
2	Psalor-Ki with 4 ichor spawn	1. For Psalor-Ki, see 5-74 2. 4 ichor spawn (see new monsters): SZ M; AL CE; AC 6; MV 60'; HD 3; HP 22, 21, 19, 15; #AT 2; Dmg 1-8/1-8. Special attack: ichor spray if takes more than 8 HP from one blow (spray does 2-12 HP, plus corrodes metal and/or leather).
3	Black skeleton	1 black skeleton (see new monsters): SZ M; AL LE; AC 0; MV 120'; HD 6; HP 37; #AT 2; Dmg 1-6/1-6 (short swords). Special attacks: shriek causes fear or panic; STR loss on hit. Special defenses: half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, hold, cold, poison, and paralysis; turned as ghasts. Possessions: short sword; 1 **sword of shadows** (see new magic items)
4	An entrapment devil in human form. Its true name is Trellert.	1 entrapment devil (see new monsters): SZ M; AL LE; AC -2; MV 90'; HD 10; HP 73; #AT 2; Dmg 3-6/3-6; MR 70%. Special attacks: dominate 3/day; hold person. Special defenses: polymorph self; immune to fire; takes half damage from cold and gas. Special: permanent illusion; teleport without error; summon another devil (40% chance); know alignment; cause fear; animate dead; infravision; suggestion

5	Doppelgangers, in dwarven form, seeking the body and life-stone of Jasper Malachite (see 5-52)	5 doppelgangers: SZ M; AL N; AC 5; MV 90'; HD 4; HP 25, 24, 23, 22; #AT 1; Dmg 1-12 or 1-8 (long sword) Special attacks: surprise 4 in 6. Special defenses: immune to charm and sleep; saves as a 10th-level fighter. Special: ESP. Possessions: chain mail; long swords. One carries a **potion of rock melting** (see new magic items).
6	Nizamudden, an efreeti lord disguised through **polymorph self** as a Khumus diplomat. He seeks an enchanted ewer stolen from the Sultan of the City of Brass	1 efreet: SZ L; AL N(LE); AC 2; MV 90', 240' flying (Class B); HD 10; HP 69; #AT 1; Dmg 3-24. Special attacks: produce flame, cause pyrotechnics; enlarge. Special defenses: become invisible; assume gaseous form; polymorph self. Special: grant three wishes; create illusion; detect magic; create wall of fire; immune to normal fire; -1 HP/die from magical fire
7	A bipedal exploration automaton of Kerbog Khan	1 bipedal exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire
8	Tikun Thane (see SL3-2), and three disciplined	Tikun-Thane: for stats, see SL3-2. 3 disciplined (see new monsters): SZ M; AL N; AC 7; MV 120'; HD 4; HP 30, 27, 24; #AT 1; Dmg 1-8 (scimitar); MR 10%. Special defenses: immune to mind-affecting spells
9	A party of dwarven adventurers	Use the group, 'Survivors of the Stone' from the NPC appendix
10	An ogre mage from area 9-70, disguised as a human	1 ogre mage: SZ L; AL CE; AC 4; MV 90', 150' flying (Class B); HD 5+2; HP 36; #AT 1; Dmg 1-12 or by weapon. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form
11	4 emissaries from the Thorcin Recovery League, a group seeking allies in their effort to resist the Archontean Empire	Wigmund, 5th-level male Thorcin fighter: SZ M; AL CN; AC 4; MV 90'; HD 5; HP 43; #AT 1; Dmg 5-12 (**battle axe +1**) or 1-6 (short bow). Abilities: STR 18/03, INT 14, WIS 11, DEX 15, CON 12, CHA 16. Possessions: chain mail; **battle axe +1**; short bow with 20 blue arrows. He carries a sack of 1,578 sp, 399 gp, 10 zircons (50 gp each), and 7 deep green spinels (100 gp each) with which to buy assistance. 3 3rd-level Archontean thieves (2 male, 1 female): SZ M; AL CN; AC 6; MV 120'; HD 3; HP 15, 14, 13; #AT 1; Dmg 1-6 (short sword). Special: each has DEX 16. Thief skills: PP 40%, OL 38%, F/RT 30%, MS 27%, HS 20%, HN 15%, CW 87%. Possessions: leather armor; short sword
12	2 emissaries from the Archontean Empire, plus 4 guards	Lady Aelia Krakteros, a female Archontean noblewoman, and an agent of the imperial House of Coins: (see World of Archontos appendix): SZ M; AL LE; AC 10; MV 120'; HD 1-1; HP 6; #AT 1; Dmg 1-4 (dagger). She has a gold signet ring (1,000 gp), a gold necklace with a silver pendant (600 gp) that is actually the key to her casket, and pearl and silver earrings (2,000 gp). She carries a casket (locked, poison needle) with 2,000 pp. Hilduin Two-Teeth, 9th-level male Thorcin thief: SZ M; AL LN; AC 2; MV 120'; HD 9; HP 43; #AT 1; Dmg 3-8 (**short sword +2**). Abilities: STR 12, INT 13, WIS 13, DEX 18, CON 10, CHA 9. Thief skills: PP 80%, OL 77%, F/RT 65%, MS 80%, HS 66%, HN 30%, CW 98%, RL 45%. Equipment: **leather armor +2**; **short sword +2**; **ring of free action**; **boots of elvenkind**; a purse with 55 sp and 113 gp. Hilduin is an agent of Keko the Lame, head of the imperial spy service, or drome (see World of Archontos appendix). 4 guards, as 3rd-level male Archontean fighters: SZ M; AL N; AC 5; MV 90'; HD 3; HP 28, 25, 25; #AT 1; Dmg 1-8 (long sword), 1-4 (light crossbows). Possessions: chain mail; long sword; light crossbow
13	An emissary from Lord Burdock (See map BV-Castle Burdock), with 6 men-at-arms	Phocas, chamberlain to Lord Burdock, as a 5th-level male Archontean fighter: SZ M; AL LN; AC 3; MV 90'; HD 5; HP 43; #AT 1; Dmg 4-9 (**footman's mace +1**). Abilities: STR 17, INT 15, WIS 13, DEX 10, CON 11, CHA 15. Possessions: chain mail and **shield +1**; **footman's mace +1**; purse with 134 sp, 53 gp, and 10 violet garnets (500 gp each). 6 Archontean men-at-arms (4 female, 2 male): SZ M; AL N; AC 5; MV 90'; HD 1; HP 7, 7, 6, 6, 5, 5; #AT 1; Dmg 1-6 (spear), 1-6 (short sword). Possessions: chain mail; spear; short sword

14	An emissary from Lady Alexia Basileon, aka the Green Lady (see AK-2), with 2 guards	Gaius Christopher, a knight commander of the Order of the Azure Shield (see AK-1), as a 7th-level male Archontean fighter: SZ M; AL NG; AC 2; MV 120'; HD 7; HP 69; #AT 3/2; Dmg 4-9 (**short sword +2**). Abilities: STR 17, INT 14, WIS 12, DEX 10, CON 16, CHA 15. Possessions: **short sword +2**; mace; **banded mail +1** and shield; silver arm-ring (400 gp); purse with 77 sp and 81 gp. 2 knights of the Azure Shield, as 2nd-level male Archontean fighters: SZ M; AL LN; AC 4; MV 90'; HD 2; HP 18, 15; #AT 1; Dmg 2-7 (spear), 2-9 (long sword). Special: +1 to damage from STR. Possessions: chain mail and shield; spear; long sword
15	A succubus disguised as a female human magic user	1 succubus: SZ M; AL CE; AC 0; MV 120', 180' flying (Class C); HD 6; HP 40; #AT 2; Dmg 1-3/1-3; MR 70%. Constant abilities: infravision. Special attacks: energy drain; charm person; suggestion. Special defenses: +1 or better weapons to hit; half damage from cold, electricity, fire, and gas. Special: cause darkness 5'; become ethereal; ESP; clairaudience; shape change; gate (40% chance)
16	Emissaries from a subterranean, sentient race	GM's choice
17	An arrogant magic user and flunkies, on a quest	Select an appropriate magic user with flunkies from the NPC appendix
18	A geased cleric, with 4 guards	Gunnbjorn, 6th-level male Wiskin cleric of Bragi; SZ M; AL CG; AC 3; MV 60'; HD 6; HP 38; #AT 1; Dmg 5-10 (footman's mace +2). Abilities: STR 16, INT 9, WIS 16, DEX 11, CON 14, CHA 17. Possessions: splint mail and shield; **footman's mace +2**; purse with 52 sp and 37 gp; gold holy symbol of Bragi (175 gp); **ring of fire resistance**. Spells: **cure light wounds** (x2), **detect evil**, **protection from evil**, **sanctuary**; **augury**, **find traps**, **hold person**, **silence 15' radius**, **slow poison**; **locate object**, **speak with dead**. 4 male Wiskin men-at-arms: SZ M; AL N; AC 6; MV 60'; HD 1; HP 7, 6, 6, 5; #AT 1; Dmg 1-6 (spear), light crossbow (1-4). Possessions: scale mail; spear; light crossbow with 20 quarrels
19	A paladin on a quest	Swithun of Upford, 5th-level male Thorcin paladin of Mitra: SZ M; AL LG; AC 2; MV 120'; HD 5; HP 51; #AT 1; Dmg 3-8 (**footman's flail +1**) or 1-6 (short bow). Abilities: STR 14, INT 10, WIS 15, DEX 10, CON 16, CHA 17. Equipment: **banded mail +1** and shield; **footman's flail +1**; short bow and 20 arrows; golden circlet of Mitra (1,100 gp)
20	GM's choice	Varies

Motives of Visitors

D20	Motive	Modifier to Next Table
1-3	Acquire Information	+1
4-6	Sell Information	+3
7-8	Rescue missing friends in the Halls	0
9-10	Negotiate a long-term, strategic alliance with the varumani	0
11-13	Procure varumani aid versus a third party	+2
14-15	Procure general favor of the varumani, and/or permission to move about Levels 7 and 8	+2
16	Procure permission and/or aid for an expedition to an artifact	0
17	Procure permission and/or aid for an expedition to a tomb	0
18	Hire selves as mercenaries	+2
19	Meet with a third party	+2
20	GM's choice	Varies

Subsidiary, or Ulterior Motives of Visitors (roll d20 and apply modifier from previous table)

D20	Result
1-4	None
5	Assassination, of another visitor (50%), a varumani (25%), or a PC (25%)
6	Abduction, of third party
7	Espionage, against varumani
8	Espionage, against other: Sir Prudence (25%), another visitor (75%),
9	Theft, against varumani
10	Theft, against other
11	Rescue prisoner, of varumani (50%), of another visitor (25%), of a merchant (25%)
12-13	Buy/sell important and/or secret artifact
14	Usurp Thegan White-Mane's ownership of the Inn of the Lost (see 6-7 to 6-19)
15	Foment uprising against Varboka, by stoking antagonisms of one or more clan chiefs
16	Convert others to the worship of Rimmaq-Isfet (see new monsters), quietly and subtly

17	Mount an expedition against the ziggurat of Kauket (areas 10-32 to 10-35)
18	Locate, and either slay (50%) or negotiate with (50%), one of the wizards living within Arden Vul. Roll d8 and consult the following list to determine which wizard: 1: Kerbog Khan (SL12-25) 2. Tikun Thane (SL3-2) 3. Priddy of Archontos (5-128) 4. Trocadero (3-176) 5. Pelagion the Grey (4-62) 6. Marcus Junienos (4-56) 7. Isocritis Half-Hand (2-70) 8. Yurtil Skreel-Friend (SL5-35)
19	Track rival group deeper into the Halls, either for a secret meeting (25%) or an ambush (75%)
20 or more	Roll twice on this table, ignoring subsequent rolls of 20

Four sample courtiers, four groups of ordinary visitors, and two groups of special visitors are listed for the convenience of the GM:

Reja (courtier): A lesser varumani friend of Varboka's from infancy, Reja has a status that exceeds his achievements. In fact, he has never really left the varumani domain and as such is openly ridiculed as a 'poor specimen of a varumani' by the more aggressive and the more martial. As a result, Reja is usually found leaning against a pillar, observing the goings-on rather than actively participating in them. Despite his 'outsider' status, though, Varboka plainly values Reja's advice and wisdom. Indeed, Reja is one of the only varumani (perhaps the only one) to have noticed signs of a new faction within the halls: the Priscians. He has spotted and catalogued their devices (knots, images of bearded men), and knows that some of the magic users who pass through the court have been Priscians. To date, though, Reja keeps this information to himself. Those who befriend Reja might find the path to Varboka easier to tread.

Reja, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mace.

Lishna (courtier): An aged (200+ years) true varumani who has been one of the prime strategic planners for the past several thegns, Lishna is very wise and sharp, and has a good mind for factional politics. It is for her mind that the thegns are willing to tolerate her frank and open xenophobia. Lishna distrusts all outsiders, and especially hates Archonteans. While she is too wily (and old) to confront outsiders directly, she actively attempts to undermine their diplomatic efforts at court. She is treated with respect but a certain amount of distance by the rest of the court. Lishna is aware of the lover's aid orchid (see new flora and area 6-4), and will occasionally use specimens she has collected in order to further her purposes at court.

Lishna, **a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 41; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.

Yog (courtier): This genial lesser varumani accrued much favor at court by discovering a hoard of six fully-charged rudishva lesser power supplies. This meant a temporary return to service of the Nutri-Vore 2000 in 7-16, for which Yog was temporarily treated as a hero. Riding that popularity, Yog has tried to interest the court in 'cleaning out' the other denizens of the southern caves, including the 'demon spider' (7-58, a phase spider) that he claims haunts the area. As no one else has seen the 'demon spider', his efforts have thus far failed. Yog's fifteen minutes of fame are ticking down, and he is anxious to reclaim the limelight through another bold deed.

Yog, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: flail.

Janara (courtier): This hulking true varumani warrior is famous for having single-handedly defeated a band of heqeti hoppers on the floor of the chasm (see 9-1, but the action occurred near 9-75). He even brought two heqeti heads back to the court as trophies. Janara is not very smart, although he is a fine warrior; he doesn't realize that his success was due almost entirely to luck. He spends his days constantly haranguing everyone – and especially new visitors – about the threat of the heqeti, and the necessity of 'eliminating them once and for all!' Although he may seem risible to the PCs, his achievements are legendary among the varumani, many of whom are coming around to his way of thinking. Unbeknownst to Janara, a witness to the battle exists (Cinna Minux, 7-122), and Thegan White-Mane (6-19) possesses a transcript of that witness's account. If Thegan's transcript were made known to the court, it would ruin Janara and likely halt varumani military expansion towards Level 9.

Janara, **a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision.

Pillik, the goblin sub-chief, with six warriors (ordinary visitors): Pillik is on an official embassy from King Weskenim (SL4-22) and has been tasked with negotiating an alliance of equals between Weskenim and the thegn. Weskenim and Pillik would like to have a written document that delineates spheres of influence for both courts. Unfortunately, the tenor of the court is currently rather aggressive, and Varboka has become convinced that it is time to subjugate the goblins to varumani authority (see 7-30). Pillik is thus finding his task extremely difficult. Pillik is also supposed to be nosing out the whereabouts of Gislu the mystic (see 4-2). He is aware that Intef (see below) is up to no good, and is also aware that Varboka has granted many more audiences to Intef than to Pillik himself. In desperation, Pillik has hired the NPC group known as the Broom to assassinate Intef (see below).

Pillik, **goblin sub-chief** (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 7; #AT 1; Dmg 1-8 (long sword). Possessions: long sword.

6 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 6, 5, 5, 4, 3, 3; #AT 1; Dmg 1-6.

The Broom, a mid- to high-level NPC band (ordinary visitors): This group of evil NPCs is led by the Wiskin fighter, Harold Good-Ears. They have valuable information about the location of Gislu the mystic (4-2), which they have sold to Pillik and are willing to sell to others. They also encountered and slew a small band of kaliyani on Level 8 (at 8-8); they have just learned that the thegn offers a bounty for kaliyani fangs, and are contemplating returning to that site to recover the fangs. They have tentatively agreed to assassinate Intef the deacon (see below) for Pillik, but have not yet moved on this task; indeed, they are contemplating betraying Pillik, if they can decide who would pay the most for information about the assassination contract.

The Broom: see NPC appendix.

Arctos, a beastman sergeant, with six troopers (ordinary visitors): Reith, the junior overseer of the Troll Lifts (6-50), taunted some beastmen returning from the Arena about having one of their dog brothers, 'stuffed and mounted, and with a collar.' Tagma command rightly guessed that this was a reference to Rex, legendary faithful 'First Hound' and companion of Gennadius. When Reith refused to negotiate with the beastmen, or even show them the item, Tagma Command sent Arctos to formally petition the thegn to aid them in their recovery, even if it meant compelling Reith to hand over Rex. Arctos would also like very much to learn where Reith acquired Rex, and has a sizable stash of coin (3,000 gp) with which to hire adventurers to pursue this lead. If negotiations fail, Arctos is supposed to steal the object from Reith; he has little hope that such a theft would work, unless he were to hire a more proficient thief from outside the tagma.

1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.



6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows.

Intef, the Set deacon, with five Set guardsmen (ordinary visitors): Intef has been sent to the thegn's court to try to persuade Varboka to join High Priestess Stephania (4-51) in an alliance, with the specific aim of eliminating both the beastmen and the goblins. Intef is a short (5'2") and rather round man, but is equipped with a sharp mind and a silver tongue. It is due to his influence that Varboka is contemplating the subjugation of the goblins (although Intef actually wanted Varboka to kill them all). Pillik the goblin has recently hired the Broom (see above) to assassinate Intef.

Intef, a Set deacon (see new monsters), **as a 6th-level Archontean cleric of Set**: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 42; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.

4 Set guardsmen (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

Sable Granite, the dwarf, with his five dwarven comrades (special visitors): This band of well-armored dwarven fighters claims to have journeyed from Kazildor (see World of Archontos appendix) in order to re-appropriate certain 'rightful' heirlooms of the dwarven people, namely the hammer, tongs, and belt of the great smith, Zhorak (see 8-100). They are suspicious, dour, and tight-lipped, as dwarves usually are. Typically they stand to one side, with cloaks up, staring at newcomers and, eventually, interrogating new visitors about their knowledge of dwarven artifacts and/or Zhorak. For all of this, the 'dwarves' are impostors, as they are actually doppelgangers engaged in yet another skirmish in the age-old war between their people and the dwarves. Sable and his companions might sponsor an expedition in search of Zhorak's forge, but might also merely follow adventurers and hope to ambush them. For stats, see table above.

Sable Granite, a doppelganger impersonating the real dwarven hero: SZ M; AL N; AC 3; MV 90'; HD 4; HP 26; #AT 1; Dmg 1-12 or 5-8 (**war hammer +3**). Special attacks: surprise 4 in 6. Special defenses: immune to charm and sleep; saves as a 10th-level fighter. Special: ESP. Possessions: **scale mail +3**; **potion of fire resistance**; a **war hammer +3**; 2 **potions of rock melting** (see new magic items); and an inert dwarven life-stone (see new magic items) that once belonged to a dwarf named Korda Malachite.

5 doppelgangers, posing as the dwarven clansmen of Sable Granite: SZ M; AL N; AC 5; MV 90'; HD 4; HP 29, 26, 25, 24, 23; #AT 1; Dmg 1-12 or 1-8 (battle axe) Special attacks: surprise 4 in 6. Special defenses: immune to charm and sleep; saves as a 10th-level fighter. Special: ESP. Possessions: chain mail; battle axes.

Gaius Christopher, a grizzled but polite knight commander of the Order of the Azure Shield, with two squires (special visitors): Gaius Christopher journeyed from the Azure Keep (AK-1) on a mission from the Lady Alexia, aka the Green Lady (Ak-2, and World of Archontos appendix). She entrusted the knight commander with an important message to Varboka, one offering equal lordship above and below the ground should Varboka help her recover the four lost artifacts of the archons of Arden Vul. She seeks the artifacts – **the iron circlet of Ghanor** (3-127A), the tablet of the Beacon (9-107), **the bone ring of Jagri-Naz** (5-74), and **the ebon spear** (SL5-13B) - ahead of her treacherous brother, Lord Burdock. Varboka is well aware of the rivalry between the siblings, and enjoys watching it play out. The thegn has already decided not to help her, mostly because he doesn't want either sibling to re-acquire objects that might lead to another Archontean hegemony, but also because he has no idea where they might be. He hasn't informed Gaius Christopher of his decision yet, as he enjoys watching the knight squirm. For stats, see table above.

Inhabitants:

1. **13-16 true varumani courtiers** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 62, 61, 60(x3), 59(x3), 58(x3), 57, 57, 54, 53, 52; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword.
2. **5-8 lesser varumani courtiers** (see new monsters): lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 60, 59, 58, 57, 55, 54, 52, 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
3. **Sir Prudence**, **the Sun-Scarred Knight** (see new monsters): for stats, see 7-76A.
4. **Beuvon**, **the varlet**: for stats, see 7-76A.
4. **Visitors**, **in 4-8 groups**: determine using tables above.
5. **4 ogre guards**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 31, 29, 28, 27; #AT 1; Dmg 1-10, or by weapon.

7-76: The Troll Market, aka the Cave of Blood

This large cavern is famous for its history as well as for its function in the present. About 230 years ago it was the site of the famous (to varumani) defeat of the Archontean expeditionary force under Adrienic at the hands of the then-thegn, Girvala. As such it is venerated by the varumani as an iconic symbol of varumani prowess while it is known, by reputation only, to the Archonteans as a symbol of tragic, hubristic failure. To those unversed in history, however, the cavern is also the site of the Troll Market, which is the vernacular name for the public exchange sponsored by Varboka the thegn. Visitors may browse in one of eight or so permanent trading booths, or can strike deals along the platforms with more temporary salesmen.

The natural cavern is about 50' tall. Running through the center of the cavern is a set of wooden platforms that rise 20' from the floor, and which are supported by seven massive stone pillars (marked by the pillar sign on the map). The walls of the cave are thick with creepers and the entire place echoes with the chirp of cave insects. Side caves run along the north and south walls, and these are connected to the main set of platforms by rope bridges. The permanent booths are located in the side caves, while the central platform is where visitors and varumani alike crowd about buying, selling, and trading goods and information. In addition to the main side caves, four additional side caves hold the secret to the varumani success against Adrienic: four rudishva-era point defense arrays, which may be controlled remotely from area 7-11.

The Cavern Floor

The floor of the cavern lies 20' below the platforms. Those poking around on the floor will quickly discover hundreds of human skeletons, all stripped clean by the insect life that lives here. These are the remains of five cohorts of the II Scutarii (i.e., the Sheepshead Rangers) and much of the third cohort of the Imperial Tagmata (the Able Ones), both of which marched to their demise here under the foolish orders of Archon Adrienic about 230 years ago. The Archontean soldiers were caught in a web of laser fire from the point defense arrays (areas 7-76K) and annihilated. Although most of the valuables were stripped from the corpses in the aftermath of the defeat, careful searching can turn up the following (3-6 turns searching per item):

D8	Item
1	A purse with 37 sp and 15 gp
2	A battered silver helmet in the shape of a sheep's head (55 gp for metal, 175 gp as a curio)
3	An oliphant carved with the insignia "III Cohort. Able Ones," worth 75 gp or 200 gp to a collector [**GM Note**: a reference to the 3rd cohort of the Imperial tagmata]
4	A pair of silver belt fittings embossed with the heads of sheep (10 gp each)
5	A badly decayed officer's baculus with tarnished silver tips, worth 60 gp
6	An almost completely ruined parchment diary. The owner was "Tull[iaros] [polemarch] of the II Scutarii". Among the only readable bits is this, one of the final entries: "*Why must we suffer the incompetence of aristocrats who fancy themselves soldiers? Adrienic believes his 'grand strategy' will bring the trolls to their knees. Yet he adopts no tactical plan worthy of the name, and will not listen to my pleas. Scouts and skirmishers? Unnecessary, according to A. The best plan? Marching straight into the trollish domain in a solid phalanx, as if we were maneuvering on the plains before Arcturos. May the gods forfend us from disaster! I will do my part, as my oath to the Emperor requires, but I fear the worst.*"
7	A half-charged rudishva lesser power supply (see new technological items)
8	A still-usable imperial gladius (short sword)

The Troll Market

Unlike the more heavily regulated Forum of Set, the thegn imposes no formal laws or rules to govern activity in the Troll Market save an unwritten but widely-known prohibition against lethal violence. Commerce takes place in the fixed 'booths' (caves 7-76A to 7-76J) as well as along the platforms. Those using the Troll Market include

the varumani, adventurers exploring the Halls, representatives of other factions, and the occasional unusual visitor, whether from outside Arden Vul or from the caves that lead deeper into the earth. It should be noted that the thegn provides no accommodations to visitors to the Market; those who need to stay overnight typically climb to the cavern floor and sleep among the bones.

At any given moment, the following are present at the Troll Market:

A. Wardens of the Market

Three tough, ring-mail clad, true varumani warriors patrol the market under the command of Layela Three-Tufts. Layela and his 'gals' (the other two wardens are female) are well known to habitués of the market, and greet regulars jovially. If anything they are more likely to side with existing merchants in a dispute, and like nothing more than to haul miscreants away and kick them down the Dread Risers (7-2). That said, they interfere only when matters become serious and blood is about to be shed.

Layela Three-Tufts and 2 other true varumani (see new monsters), **wardens of the market**: SZ L; AL LN; AC 2; MV 90'; HD 8; HP 63, 62, 58; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.

B. Food Vendors

Four lesser varumani vendors wander the platforms, offering delicacies to the hungry. The source of the food is not always clear, and regulars know better than to ask. Each vendor carries about 150 sp and 20 gp. The delicacies on offer are these:

Food Item	Price
Rat on a stick	5 sp/rat
Candied fruit	1 gp/glob
Baked insects	5 cp each, or 15 sp/lb
Toasted mushrooms	5 sp/skewer-full
Green friend (see new flora)	3 gp per 3' strand

4 lesser varumani (see new monsters) **food vendors**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59, 55, 53, 51; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

C. Peddlers

These are wandering merchants with neither the money nor inclination to rent one of the official market booths. At any moment there are 0-3 such peddlers hawking their wares on the platforms. As compared to the market goods for sale in the booths, the peddlers typically offer stranger and fewer goods. Sample peddlers include the following (but the GM may also use those peddlers detailed at 6-28 or SL4-40F).

Foglifter the Seer

Foglifter has the gift of second sight, and makes a living reading futures – and occasionally the past – for those willing to pay. He wears greasy, once-elegant, lemon-yellow silken robes and a floppy purple hat.

Personality: Distracted and distant, with a flair for dramatic pronouncements complete with gestures and small smoke and pyrotechnic effects.

Reputation and/or relations with Factions: Tolerated by all, except the goblins, who are embarrassed by his theatrics. The varumani in particular love his act, and many lesser varumani line up for readings. Harassing Foglifter would incur significant enmity from most of the sentient factions of the Halls.

Secret? None, although he knows an awful lot about politics and the personalities of the various factions.

Available Wealth: He swiftly converts coin to gems, so he has only 55 sp and 129 gp in his purse. But in his pack are assorted gems worth 6,500 gp.

Might Buy: Nothing

Goods for sale: Three levels of reading, corresponding to **augury**, **identify**, and **speak with dead**. He charges 200 gp for the first two, and 400 gp for the third. He accepts goods in kind.

Inhabitants:

1. **Foglifter the Seer** (male goblin): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5; #AT 1; Dmg 1-6.

Aruna the Gatherer

Aruna travels the relatively safe portions of the halls seeking out bits of Archontean ephemera. Like a magpie, he is attracted to small shiny bits of the past. Aruna is a stooped, thin man who dresses in leather armor and grey wool.

Personality: Dull and introspective, with a mumbling voice. He lacks the salesman's instinct, and hence is often overlooked.

Reputation and/or relations with Factions: Has no reputation, positive or negative, and no support from any leader.

Secret? He has heard of a new faction (the Priscians) and is searching for information about their location (i.e., 9-58 to 9-64).

Available Wealth: 411 sp, 218 gp, 1,200 gp in gems

Might Buy: **Sortian eyes** (see new magic items), information about Priscian sites or Sortian artifacts (provided directions come with the information)

Companions: Peller, a deaf-mute fighter.

Goods for Sale: 1-4 species of exotic mushroom; a skein of spider silk; a still-moving fragment of living mosaic, showing a tiny (2"-square) portion of 6-154; eight octagonal platinum coins; a **guard cap** (see new magic items); an **Alexia's useful pole** (see new magic items); an entire text of *the Litany of Light* (see Arden Vul books); and a hand-written copy of the inscription at 6-147, which he will note came from 'the icy hall of the Lady'.

Inhabitants:

1. **Aruna the Gatherer**, **a 3rd-level male Thorcin thief**: SZ M; AL CN; AC 4; MV 120'; HD 3; HP 14; #AT 1; Dmg 1-6 (short sword) or 1-4 (daggers). Abilities: STR 11, INT 12, WIS 10, DEX 17, CON 11, CHA 14. Thief skills: PP 45%, OL 43%, F/RT 30%, MS 32%, HS 25%, HN 15%, CW 87%. Possessions: **leather armor +1**; short sword; throwing daggers; grapple and rope; **brooch of confident action** (see new magic items); **ring of shield** (see new magic items).
2. **Peller**, **2nd-level male Thorcin fighter**, **deaf and mute**: SZ M; AL LN; AC 6; MV 60'; HD 2; HP 17; #AT 1; Dmg 4-9 (spear), 5-11 (broadsword). Abilities: STR 18/75, INT 9, WIS 10, DEX 12, CON 16, CHA 6. Possessions: scale mail; spear; broadsword; purse with 127 gp.

Hakreon the Apothecary

Hakreon is a genial, outgoing, wandering healer. He dresses in a dirty white robe and sports a blue turban.

Personality: Friendly and eager-to-please. Looks puzzled if asked about himself; it's apparent he knows nothing of his own past.

Reputation and/or relations with Factions: Viewed with suspicion by the cult of Set, but tolerated as an odd holy man by all others.

Secret? Hakreon was a 5th-level cleric of Ardenia Tessaeron, but he has no memory of his life prior to the past year. The reason is that he fell prey to the memory erasing trap located in Level 8 (8-111). Ardenia Tessaeron would be pleased to have his memory restored, but this can only be accomplished by destroying the appropriate figurine in 8-126.

Available Wealth: Almost none (75 sp, 55 gp), as he gives most of his money away to the needy

Might Buy: Nothing

Goods for Sale: 'Blessings', that is, **cure light wounds**, **cure blindness**, and **cure disease**. Hakreon accepts donations for his blessings; he leaves the amount up to recipients. Those who offer less than 100 gp or the equivalent in goods will not receive future blessings.

Inhabitants:

1. **Hakreon the Apothecary**, **5th-level male Archontean cleric of Ardenia Tessaeron with amnesia**: SZ M; AL CG; AC 5; MV 60'; HD 5; HP 42; #AT 1; Dmg 2-7 (footman's mace). Abilities: STR 13, INT 14, WIS 16, DEX 10, CON 16, CHA 11. Possessions: scale mail and shield; footman's mace. Spells granted by Ardenia Tessaeron, despite the amnesia: **cure light wounds** (x4), **protection from evil**; **augury** (x2), **chant**, **know alignment**, **snake charm**; **cure blindness** (or **cure disease** – 50% chance for either).

Utor Malachite

Utor is a weapons-master, and travels the mid-levels of the Halls offering a small selection of weapons for sale. He also acts as a trainer for those who need one.

Personality: Fairly friendly as far as dwarves go, but with a thin skin and a quick temper.

Reputation and/or relations with Factions: Utor hates the Set cult and has nothing to do with them. He admires the beastman, is fond of the goblins, and admires the varumani.

Secret? He is looking for his missing clansmen, Jasper and Korda Malachite. GM Note: Jasper's party entered the chamber of the keqemander demon (5-52), and Jasper was slain there. Korda has been missing for decades, and his body is lost; his life-stone, however, is now possessed by the doppelganger posing as 'Sable Granite' (see 7-75).

Available Wealth: 45 sp and 53 gp in a purse, plus a lockbox in his pack with 278 sp, 359 gp, and 6,350 gp in gems. He wields a **battle axe +2** that is not for sale.

Might Buy: Any magic or unusual weapon

Goods for Sale: A selection of fine daggers and hand-axes, plus the following three magic items: **dagger +2**, **hand-axe +2**, **short sword +1**.

Inhabitants:

1. **Utor Malachite**, **7th-level male dwarf fighter**: SZ M; AL LN; AC 3; MV 90'; HD 7; HP 79; #AT 3/2; Dmg 5-8 (war hammer +2), 4-11 (**battle axe +2**), or 1-3 (**darts of sleeping**). Abilities: STR 17, INT 10, WIS 12, DEX 15, CON 17; CHA 11. Possessions: chain mail and shield; **war hammer +2**; 2 **darts of sleeping** (see new magic items); **battle axe +2**; dwarven life-stone (see new magic items).

D. Patrons of the Market

To determine the nature of those who have come to buy, sell, or browse, roll once on Table 1 for each potential group (e.g., there is a 60% chance for 1-2 groups of goblins), then roll on subsequent tables as indicated in the final column of Table 1.

Table 1: Creatures at the Market

Type	Chance Present	Number of Groups	Number in Group
Goblins	60%	1-2	6-8
Beastmen	33%	1	7
Lizardmen	20%	1	6
Varumani	100%	2-5	1-4
Ogres from 7-77	80%	1-2	2-5
NPC adventurers	80%	1-2	4-9
Human traders, 50% from outside AV	60%	1-3	3-7
Priscians	25%	1	3-7
Special (roll on Table 1A)	50%	See below	see below

Table 1A: Special Visitors at the Market

D20	Special Visitor	Stats
1	Psalor-Ki	See area 5-74
2	Nizamudden the efreeti, disguised as a Khumus human	See area 7-75, Table 2A, entry 6
3	Magic user and flunkies	Select from NPC appendix
4	A Sun-Scarred Knight (see new monsters)	Select from list found in level overview to Sub-Level 10
5	'Gunnar', the chief slaver (who is currently a doppelganger – see 4-10), with four guildsmen from the Guild of Service	1. For Gunnar, see stats at 4-10. 2. 4 guildsmen, as 2nd-level male Archontean fighters: SZ M; AL LE; AC 8; MV 120'; HD 2; HP 18, 17, 16; #AT 1; Dmg 2-7 (spears, clubs). Possessions: leather armor; spears; and clubs. Special: +1 dmg from STR.

6	Kerbog Khan (SL12-25), inhabiting a bipedal exploration automaton of Kerbog Khan	1 bipedal exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire
7	A party of dwarven adventurers	Use the group, 'Survivors of the Stone,' from the NPC appendix
8	Tikun Thane (see SL3-2), and three disciplined	See area 7-75, Table 2A, entry 8
9	Five doppelgangers in dwarven form, seeking the body of Jasper Malachite (5-52). If Utor Malachite (see peddlers, above) arrives at the same time as the doppelgangers, trouble will ensue, as Utor will attempt to engage them in conversation and may well detect their true nature.	See area 7-75, Table 2A, entry 5
10	An ogre mage from area 9-70, disguised as a human	See area 7-75, Table 2A, entry 10
11	A neverlasting (see new monsters) on a mission for a lich	1 neverlasting: SZ M; AL NE; AC 2; MV 120', 60' flying (Class C); HD 8+1; HP 51; #AT 3; Dmg 3-8/3-8/1-2, or 2-5/2-5/1-2. Possessions: lesser short sword of sharpness. Special attacks: entangling banner. Special defenses: +1 or better weapons to hit; immune to attacks by those with less than 3 HD; immune to charm, sleep, enfeeblement, polymorph, cold, insanity and death attacks; turned as vampires. Spells: comprehend languages, magic missile, shocking grasp, sleep; darkness 15' radius, mirror image, scare, web; dispel magic, hold person, slow; confusion, ice storm; feeblemind, stone shape
12	Jennistacoril, a silver dragon, in human form as a beautiful woman named Jenna. Her mission is up to the GM.	Jennistacoril, average-sized, old silver dragon: SZ L (or M, in human form); AL LG; AC -1; MV 90', 240' flying (Class E), or 120' in human form; HD 10; HP 60; #AT 3; Dmg 1-6/1-6/5-30. Continual abilities: infravision; detect hidden or invisible (70'); talking (Archontean, Elvish, Thorcin). Special attacks: breath weapon (cold); fear aura (+3 to saves). Special: polymorph self (animal or human). Spells memorized: charm person, shield; detect evil, invisibility; dispel magic, suggestion; ice storm, remove curse. She carries a spell book for the sake of appearances: **charm person**, **comprehend languages**, **detect magic**, **friends**, **identify**, **read magic**, **shield**; **detect evil**, **ESP**, **invisibility**, **magic mouth**, **wizard lock**; **dispel magic**, **fly**, **haste**, **slow**, **suggestion**; **charm monster**, **ice storm**, **polymorph self**, **remove curse**
13	Human agents of the imperial Drome, from Narsileon	See area 7-75, Table 2A, entry 11
14	A succubus disguised as a female human magic user	See area 7-75, Table 2A, entry 15
15	An entrapment devil (see new monsters)	See area 7-75, Table 2A, entry 4
16	Justin the Nose, sacristan of the Inn of the Lost (6-7 and 6-9A), with 4 mercenaries, shopping	1. Justin the Nose: for stats, see 6-7. 2. 4 mercenaries, 2nd-level Thorcin fighters (2 male, 2 female): SZ M; AL LN; AC 4; MV 90'; HD 2; HP 17, 16, 14, 14; #AT 1; Dmg 2-9 (long sword). Special attacks: +1 to damage from STR. Possessions: chain mail and shield; long swords; 79 sp and 22 gp each.
17	Tredgeris the Dapifer, with 3 guardsmen (see 6-75)	1 Tredgeris, see stats at 6-75. 2. 3 male Thorcin arena guardsmen, as 2nd-level fighters: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear) or 1-4 (light crossbow). Possessions: scale mail; long swords; spears; light crossbow and 20 bolts; purse with 33 sp and 9 gp each. In addition to their mail byrnies, and simple helmets, they wear a light green surcoat emblazoned with a black image of a six-sided die
18	A party of elves, looking for looking for supplies while searching for the "Sortian Outpost" (now occupied by the Priscians – see areas 9-58 to 9-64)	Use the group, "Arcane Vengeance", from the NPC appendix. The elves are ignorant of the existence of the modern Priscians

19	A were-tiger in human form, calling herself Bootsy. She seeks supplies for an expedition to the shrine of Bastet (8-38)	Bootsy, a weretiger. Human form: SZ M; AC 9; AL N; AC 9; MV 120'; HD 6+2; HP 39; #AT 1; Dmg 3-6 (**dagger +2**). Possessions: flowing robes; two **daggers +2**; **amulet of protection from normal missiles** (see new magic items). Weretiger form: SZ L; AL N; AC 3; MV 120'; HD 6+2; HP 39; #AT 3; Dmg 1-4/1-4/1-12. Special attacks: rake for 2-5/2-5; cause lycanthropy. Special defenses: silver, or +1 or better weapons to hit
20	GM's choice	

Table 2: Primary Reason for Presence in Market

D10	Motive	Modifier to Table 3
1-3	Buy goods (see table 4)	0
4-6	Sell Goods (see table 4)	0
7	Acquire or Sell Information	+3
8	Hire mercenaries	+2
9	Hire selves as mercenaries	+1
10	Meet with a third party: varumani (25%), existing merchant (25%), NPC party (25%), or Special Visitor (25%)	+2

Table 3: Subsidiary or Ulterior Motives

D20	Result
1-4	None
5	Assassination, of another visitor (50%), a varumani (25%), or a PC (25%)
6	Abduction, of third party
7	Espionage, against varumani
8	Espionage, against other: Sir Prudence (25%, see 7-76A for stats), another visitor (75%),
9	Theft, against varumani
10	Theft, against other
11	Rescue prisoner, of varumani (50%), of another visitor (25%), of a merchant (25%)
12-13	Buy/sell important and/or secret artifact
14	Usurp Thegan White-Mane's ownership of the Inn of the Lost (see 6-7 to 6-19)
15	Foment uprising against Varboka the thegn (7-30), by stoking the antagonisms of one or more clan chiefs (cf. 7-17, 7-18, 7-25, 7-26)
16	Convert others to the worship of Rimmaq-Isfet (see new monsters), quietly and subtly
17	Locate, and either slay (50%) or negotiate with (50%), one of the wizards living within Arden Vul. Roll d8 and consult the following list to determine which wizard: 1: Kerbog Khan (SL12-25) 2. Tikun Thane (SL3-2) 3. Priddy of Archontos (5-128) 4. Trocadero (3-176) 5. Pelagion the Grey (4-62) 6. Marcus Junienos (4-56) 7. Isocritis Half-Hand (2-70) 8. Yurtil Skreel-Friend (SL5-35)
18	Mount an expedition against the ziggurat of Kauket (areas 10-32 to 10-35)
19	Track rival group deeper into the Halls, either for a secret meeting (25%) or an ambush (75%)
20 or more	Roll twice on this table, ignoring subsequent rolls of 20

Table 4: Goods for Sale, or Goods Sought

D100	Trade Goods	Quality/ Rarity
1-20	Food. Bulk goods if for sale, rations if sought	Average/Low
21-30	Alcohol	Average/Low
31-35	Mushroom products, either food (75%) or for other purposes (25%)	High/High
36-40	Misc. objects found within Halls (roll on tables 4A and 4B)	High/Average
44-50	Weapons, mundane	High/Low
51-55	Armor, mundane	High/Average
56-58	Spell scrolls	High/Average
59-62	Potions	High/Average
63-64	Treasure maps	Low/Low
65-78	Meat, fresh or cured	Average/Average
79-85	Mundane manufactured goods (e.g. rope, barrels, pulleys)	Average/Average
86-90	Metal ore	Average/Average
91-95	Mundane metal items	Average/Low
96-97	Gems	High/Low
98-100	Special (roll on Table 4C)	n.a.

Table 4A: Looted Objects from Arden Vul

D20	Object(s) and Quantity	Value
1-3	1-4 pieces of jewelry	6-600 gp each
4-6	1-6 stelae or inscriptions	2-40 gp each
7-8	1-3 pieces of statuary	10-100 gp each
9-10	1-4 scrolls, informational	3-60 gp each
11-12	1-4 religious items or strange bits of iconography	2-20 gp each
13-15	1-6 rare monster parts	10-100 gp each
16	1-2 pieces of rudishva technology, 90% non-functioning (select from new technological items)	20-200 gp each

17-18	Re-roll twice, ignoring rolls over 16	n.a.
19-20	Re-roll, ignoring rolls over 16, but unbeknownst to the seller, the object is magical	n.a.

Table 4B: Nature of Objects from Halls
(Roll 2d20, once for origin, and once for material)

D20	Origin	Material
1-4	Archontean, Thoth	Stone, granite
5-6	Archontean, other	Iron
7-8	Archontean, Set	Stone, other
9-10	Varumani, post-rudishva era	Gemstone, semi-precious
11	Sortian	Silver
12	Beastman	Copper
13	Goblin	Gold
14	Lizardman	Parchment
15	Dwarven or elven	Gemstone, precious
16	Kaliyani	Wood
17	Rudishva	Ivory
18	Heqeti	Bone
19-20	Modern human culture (i.e., imported into halls)	Steel

Table 4C: Special Objects for Sale

D20	Object	Value, per item
1-2	Exotic poisons	60-600 gp
3-4	Exotic mushrooms with pharmacological properties, 2-40	10-200
5-6	Exotic animal parts used in spell research	100-400
7-8	Miscellaneous, one-property, magic items	Varies
9-10	Enchanted weapons, 1-3	Varies
11-12	Blackmail information	1,000-4,000
13-14	Keys, allegedly to crucial sites in Halls (e.g. to Obsidian Gates). 33% chance claim is accurate	1-100
15-16	Rudishva technology, 25% chance to be operable	100-800
17-18	Personal objects stolen from powerful personage in Halls	Varies
19	Unusual or high-level spells	Varies
20	Piece of a powerful artifact; rest must still be recovered	Priceless

Areas 7-76A to 7-76J

These small side caves connect to the main cavern of the Troll Market. Each has a flat, sandy floor. Each also has at minimum one wooden table and an open wooden box. Merchants rent the cave at the rate of 25 gp/month plus 5% of all sales. Most of the caves are inhabited by long-term tenants, and boast extra furnishings.

7-76A: Sir Prudence's Quarters

The thegn grudgingly assigned this cave to Sir Prudence (see 7-75) once it became apparent that the Sun-Scarred Knight intended to stay for some time. Although Varboka complains about the 'loss of revenue' he incurs by having a mercantile booth devoted to a private residence, the reality is that this booth never attracted much business due to its distant location along the platforms.

Sir Prudence and his varlet, Beuvon, reside here when they are not engaged in the business of the Troll Court. The thegn provided two simple cots, a pile of mangy furs, and two battered chairs for the visitors; to these Sir Prudence has added a beautiful yellow silk curtain that hangs across the entryway and provides some privacy; a pair of thick, padded quilts embroidered with bizarre scenes from the mysterious past of the Sun-Scarred Knights; a small casket of brandy; and two locked iron boxes.

Inhabitants:

1. **Sir Prudence**, **the Sun-Scarred Knight** (see new monsters), **as a 9th-level male Wiskin fighter**: SZ M; AL LN; AC -2; MV 120'; HD 9; HP 91; #AT 3/2; Dmg 4-13 (**two-handed sword +2**), 2-5 (dagger), 1-4 (light crossbow). Abilities: STR 17, INT 15, WIS 16, DEX 10, CON 16, CHA 12. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 8 ancient octagonal platinum coins; 173 ancient silver pennies (see Arden Vul items for both); **two-handed sword +2**; dagger; light crossbow, 20 quarrels; keys to the two iron boxes.
2. **Beuvon**, **varlet of Sir Prudence**, **as a 5th-level Archontean fighter**: SZ M; AL LN; AC 0; MV 120'; HD 5; HP 41; #AT 1; Dmg 4-11 (**long sword +2**), or 1-6 (short bow). Abilities: STR 17, INT 13, WIS 12, DEX 16, CON 15, CHA 9. Possessions: **chain mail +2** and shield; **long sword +2**; short bow and 20 arrows; 2 **potions of heroism**.

Treasure:

Iron box #1: contains fresh fruits and vegetables that Sir Prudence buys from a secret supplier in the Troll Market.

Iron Box #2: holds 4,375 gp.

In addition to the brandy (120 gp) and the silk curtain (100 gp), Prudence has secured a leather satchel to the ceiling of the cave. The satchel contains copies of *the Litany of Light*, the *Lay of Marius Invictus*, and the *Canticle of Arcane Knowledge* (see Arden Vul books for all three), and a map showing the route through Level 8 to the citadel of the Sun-Scarred knights (SL10A-14 and SL10B); the route traces the path from 8-1 to 8-3, 8-28, 8-29, through the secret door and down the tunnel to 8-62, 8-61, 8-58, 8-57 and 8-56, and thence to SL10A-2.

7-76B: Ale and Spirits

Proprietor: Big Jacoby

Personality: A bright and cheerful halfling with a deep laugh and welcoming attitude. He is good friends with Skalla Ironmonger (7-76E), and Skalla is often found drinking here.

Reputation and/or relations with Factions: He is beloved by all.

Secret? He hates the Archontean Empire, which is why he finds himself here, far from its reaches.

Lockbox: 797 sp, 451 gp, 750 gp in gems.

Might Buy: Any alcoholic beverages; he is also partial to anything made by or for halflings

Goods for Sale: Imported Narsileon IPA (6 sp/pint), Jacoby's special stout (5 sp/pint), Hak's special red ale (twice the alcohol, 5 sp/pint), Hak's mushroom ale (2 sp/pint), imported Archontean wine (1-20 gp/glass), imported brandy 5 gp/shot.

Companions: Hod, his nephew

Other Features of Cave: His lockbox is buried in the sand at the end of the cave, behind the simple wooden bar found just inside the entrance. He has three trestle tables with benches for those who wish to sit and drink. Behind the bar is his brewing apparatus and supplies, along with 10 kegs of his famous stout. He and Hod sleep behind the bar.

Inhabitants:

1. **Big Jacoby**, **male halfling**: SZ S; AL CN; AC 7; MV 90'; HD 1-6 HP; HP 6; #AT 1; Dmg 1-2 (knife)
2. **Hod**, **male halfling and nephew of Big Jacoby**: SZ S: AL N; AC 7; MV 90'; HD 1-6 HP; HP 4; #AT 1; Dmg 1-2 (knife).

7-76C: Relics and Curios

Proprietor: Chaudri the Echophont

Personality: Tall, willowy, and innocuous, Chaudri's ethereal air is the root of the fake ghost stories told by the men of the Sign of the Broken Head (AV-22). Chaudri dresses in a flowing white robe tied with a blue silk sash; he affects a yellow pointed hat and gestures dramatically at his merchandise with an ivory wand (non-magic).

Reputation and/or relations with Factions: He is considered an effete idiot by the varumani, who have little time for his strange artifacts; the goblins love his routines, though; the Set cult tolerates him.

Secret? Most of his blithe demeanor is an act, as Chaudri is extremely clever. He is acting for the Collegium of Cinder (see World of Archontos appendix), and is tasked to locate Tikun Thane (SL3-2) for the Cold Fires (the ruling circle of the collegium). Few know he has arcane abilities.

Lockbox: 379 sp, 1,801 gp; 5,450 gp in gems

Might Buy: Anything 'interesting' (50% chance) from the history of the halls; minor magic items; relics of famous figures; inscriptions (so long as they come with a provenance, including directions to that location)

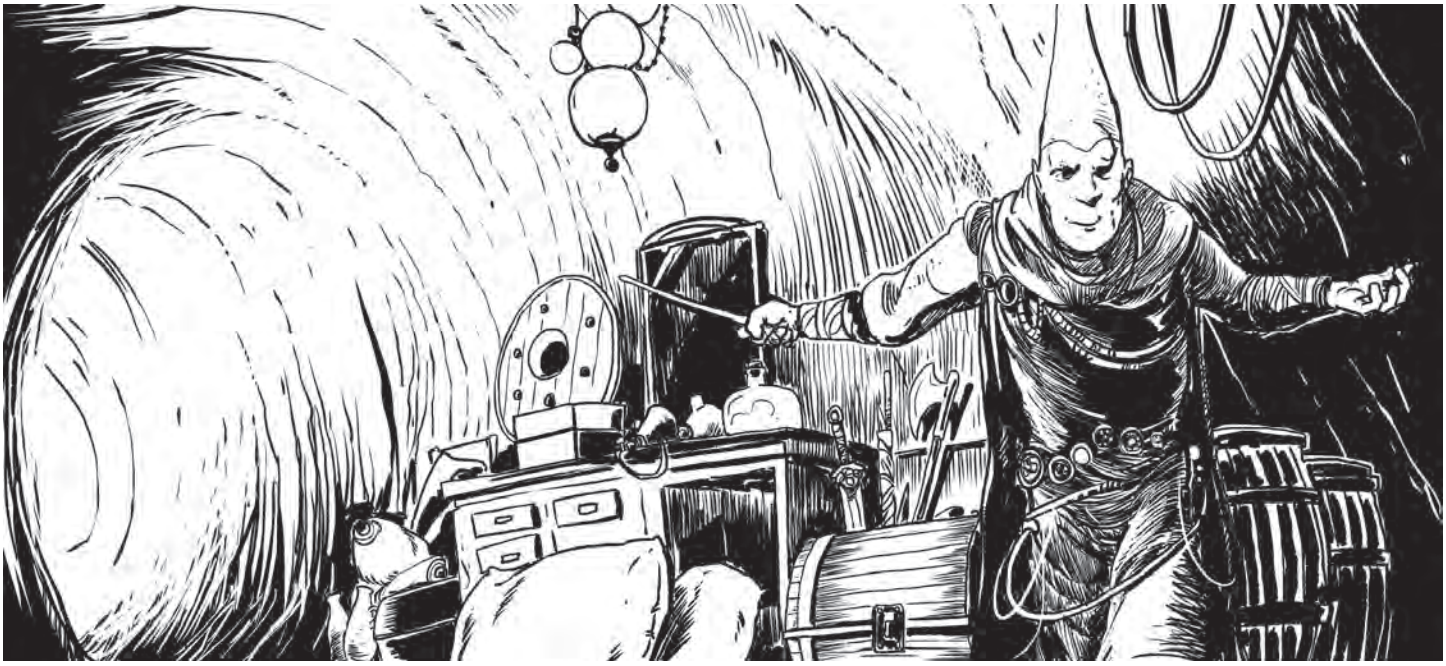
Goods for Sale: A good selection of inscriptions (both actual stones and rubbings of them); statuary fragments; small statuettes; pieces of furniture, including an ebony desk (575 gp); unusual or archaic weapons; codices (but not spell-books); a full range of **Sortian eyes** at 150% of base price (see new magic items); a token of Arden (see Arden Vul items), for which he wants 1,500 gp; one of the control rods to the eggs found in 4-85 (asking price 250 gp); an iron key (to area SL8-1); and 1-4 common miscellaneous magic items.

Other Features of Cave: He has installed, with the thegn's permission, an iron portcullis across the mouth of his cave. During business hours the door-sized entryway is open. When Chaudri grows tired or must depart, the gate is shut and **wizard locked**. He keeps his lockbox hidden in the drawer of his large ebony desk.

Inhabitants:

1. **Chaudri the Ecophont**, **7th-level male Archontean magic user**: SZ M; AL CN; AC 6; MV 120'; HD 6; HP 18; #AT 1; Dmg 1-4 (dagger). Abilities: STR 11, INT 17, WIS 15, DEX 10, CON 9, CHA 12. Possessions: dagger; **gem of seeing**, **bracers of defense** (AC 6), a kaliyani blasting rod with 5 charges (see new technological items). Memorized spells: **charm person**, **comprehend languages**, **detect magic**, **identify**; **ESP**, **knock**, **wizard lock**; **blink**, **suggestion**; **minor globe of invulnerability**. Spell book: **charm person**, **comprehend languages**, **dancing lights**, **detect magic**, **floating disk**, **friends**, **identify**, **light**, **read magic**, **shield**, **sleep**, **spider climb**; **audible glamer**, **continual light**, **darkness 15' radius**, **ESP**, **knock**, **levitate**, **scare**, **stinking cloud**, **wizard lock**; **blink**, **feign death**, **hold person**, **protection from normal missiles**, **suggestion**; **extension I**, **fumble**, **massmorph**, **minor globe of invulnerability**, **plant growth**.

Secret Door (south): This door is normal to locate but opens only from the south side. Chaudri does not know it exists.



7-76D: Jewelry and Gems

Proprietor: Jordan Rivulus, aka Cold Jordan

Personality: Jordan is a handsome, raven-haired woman of about 30, who dresses in black tunic and black pantaloons. She lives up to her nickname, however, as she is cold and distant, and suspicious of all transactions. She has a set of scales and weights, and most of her business comes from appraisals and exchange of coins for gems.

Reputation and/or relations with Factions: Tolerated by all factions. Regulars to the market know that even though Jordan has been robbed a couple of times over the years, she somehow always manages to recover her goods.

Secret? She is a spy for the Guild of Service (4-7), reporting directly to Gunnar, one of the guildmasters of the Guild of Service. As she has not seen Gunnar in some time (see 4-10 and 4-64), she is growing anxious.

Lockbox: 9,874 gp; 359 sp; six vials of poison.

Might Buy: Jewelry or gems, at 75% of list value. She will also purchase poison, but only from trusted sources

Goods for Sale: 8 pieces of jewelry (110% of list value); gems (110% of list value); money-changing services

Companions: Three 3rd-level fighters as guards. One is on guard at all times (8 hr shifts), but the others are easily summoned in the case of trouble.

Other Features of Cave: Jordan keeps her goods in three, long, narrow metal chests (2'x2'x4') that she locks up each night (-5% to pick, poison needle traps). She hangs a simple rope across the opening to the cave to indicate her shop is closed. Regulars know, however, that efforts to sneak into the shop while Jordan sleeps are unwise. Indeed, she has a clever, near-invisible, set of threads attached to the rope; these are attached to a set of bells mounted inside the cave mouth. In the rare case when her stall is robbed, Jordan uses her **ring of the stalker** (see new magic items) to track down the culprits; to date the stalker(s) have always managed to eliminate the thieves and return her goods.

Inhabitants:

1. **Jordan Rivulus, aka Cold Jordan, 6th-level female Thorcin thief**: SZ M; AL LE; AC 4; MV 120'; HD 6; HP 29; #AT 1; Dmg 1-6 (short sword), 5-8 (**light crossbow +3** and **bolts +1**). Abilities: STR 12, INT 15, WIS 13, DEX 17, CON 10, CHA 9. Thief skills: PP 60%, OL 57%, F/RT 45%, MS 52%, HS 42%, HN 20%, CW 92%, RL 30%. Possessions: **ring of the stalker**; short sword; **light crossbow +3** and 20 **bolts +1**; **leather armor +1**; **potion of invisibility**.
2. **3 guardsmen, as 3rd-level male Thorcin fighters**: SZ M; AL N; AC 6; MV 60'; HD 3; HP 27, 24, 23; #AT 1; Dmg 2-7 (spear), 2-9 (long sword). Special: +1 damage from STR. Possessions: scale mail; spear; long sword.

7-76E: Weapons and Armor

Proprietor: Skalla Ironmonger

Personality: Skalla is a typical Wiskin: tall, fair, with reddish-blond hair, long mustaches, and big muscles. He is a man of few words during working hours, preferring shrugs and eyebrow lifts to words; after he closes shop, though, he likes to drink horns of ale with his friend, Big Jacoby (7-76B). At that point he is quite voluble, full of boasts, challenges, and epic songs about obscure heroes of legend (e.g. Larel One-Eye, Jacinth the Rose, Chramn the Hunter [4-97B], and legendary Wiskin, Olaf White-Beard).

Reputation and/or relations with Factions: The varumani love him, especially when he drinks, and especially love to challenge him to arm-wrestling contests. Although he always loses, his determination and good sportsmanship have won him lots of friends. He is unknown to the Set cult and goblin court.

Secret? He is a skald, and is looking for material for his own epic tale. He wouldn't mind a few epic adventures, as well, so long as they starred him.

Lockbox: 3,479 sp; 6,731 gp

Might Buy: Exceptionally finely made spears, axes or blades, or unusual or ceremonial exemplars of the same. He might buy an enchanted blade (up to +2) at 80% value, although he might need time to raise the cash

Goods for Sale: One suit each of leather armor, studded leather, banded mail, and scale mail; two fine chain byrnies; three medium wooden shields; 1-4 long swords; 1-4 battle-axes, 3-6 fine ash spears; and a 25% chance for any other weapon. Skalla charges 125% of list value. He also has a **battle axe +1**, a **long sword +1**, and a **spear +2** (**Earthfriend**), but will only sell these treasures to someone he likes well. His price for the spear is 10,000 gp. Unbeknownst to Skalla, the spear is actually the legendary **Earthfriend** (see new magic items). Should Skalla sell the spear and then learn of its identity, he will do everything in his power to recover it.

Companions: 2 Wiskin assistants, 2nd-level fighters

Other Features of Cave: The goods are displayed on simple racks along the walls of the cave. The lockbox is buried in the sand beneath Skalla's bedroll. One assistant guards the shop at night.

Inhabitants:

1. **Skalla Ironmonger, 5th-level male Wiskin fighter**: SZ M; AL N; AC 3; MV 90'; HD 5; HP 48; #AT 1; Dmg 6-13 (**battle axe +2**). Abilities: STR 18/49, INT 10, WIS 11, DEX 10, CON 16, CHA 10. Possessions: chain mail and **shield +1**; **battle axe +2**.
2. **2 assistants, as 2nd-level female Wiskin fighters**: SZ M; AL N; AC 5; MV 60'; HD 2; HP 15, 14; #AT 1; Dmg 2-7 (spear), 3-6 (war hammer). Special: +1 to damage from STR. Possessions: scale mail and shield; war hammer; spear.

7-76F: Scribe and Scrolls

Proprietor: Hallar Ellagelsson

Personality: As a son of Lady Ellagel of the realm of Gallador (see World of Archontos appendix), albeit by a human lover, Hallar has significant status among his own people. Hallar has honey-gold, shoulder-length hair and penetrating green eyes; he favors brightly striped tunics worn over his elven chain, and loose purple trousers. He is inquisitive to a fault, and likes nothing more than to subject his patrons to close questioning about their experiences in the halls.

Reputation and/or relations with Factions: Mostly treated with suspicion as too nosy and arrogant for his own good.

Secret? He vowed to his mother to locate his half-brother, Erist Ellagelsson, who has been missing in Arden Vul for about 75 years. Unbeknownst to Hallar, Erist is currently petrified at area SL6-5. Hallar will not easily reveal his quest, but will be most grateful – as will his mother – for news of his sibling and/or for his restoration.

Lockbox: 385 sp, 4,931 gp

Might buy: Rare spells; exemplars of any unknown languages (e.g., Rudishva); certain interesting inscriptions; information about Pol or his missing brother, Erist

Goods for Sale: Single-sheet scrolls with any MU spell of levels 1-3 (80% for any given spell), at a cost of 350 gp/spell level. Hallar also offers scribing services, whether copying items, translating them, or composing text for the illiterate; these services are typically 100 gp per hour of work. Hallar reads/writes all living languages (Elvish, Dwarvish, Archontean, Thorcin, Wiskin, etc.); he also reads Mithric fluently and has some familiarity with Glyphik-derived tongues (33%). He knows a few Rudishva glyphs (10% chance to know any given one).

Other Features of Cave: Hallar has constructed an inclined scribe's desk out of pieces of oak and ash; it has three drawers and ample supplies of parchment, ink, and other scribing implements. He keeps his scrolls in a heavy iron and wood chest that is locked and **wizard locked** at night.

Inhabitants:

1. **Hallar Ellagelsson**, **6th-/7th-level male half-elf fighter-magic user**: SZ M; AL CG; AC 4; MV 120'; HD 7; HP 40; #AT 1; Dmg 4-11 (**long sword +2**) or 2-7 (short bow and **arrows +1**). Abilities: STR 16, INT 17, WIS 10, DEX 15, CON 13, CHA 11. Possessions: elven chain mail; **long sword +2**; short bow and 20 **arrows +1**; **wand of light** with 23 charges; **boots of striding and springing**. Memorized Spells: **charm person**, **detect magic**, **identify**, **sleep**; **detect evil**, **locate object**, **wizard lock**; **dispel magic**, **explosive runes**; **monster summoning II**. Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **hold portal**, **identify**, **jump**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**, **ventriloquism**; **continual light**, **detect evil**, **invisibility**, **knock**, **locate object**, **locate place** (see new spells), **mirror image**, **Pol's endless sneezes** (see new spells), **wizard lock**; **clairaudience**, **clairvoyance**, **dispel magic**, **explosive runes**, **fireball**, **protection from evil 10' radius**, **slow**; **dimension door**, **extension I**, **fire charm**, **monster summoning II**, **wall of ice**.

7-76G: Alchemist

Proprietor: Coelrith the Mixer

Personality: Coelrith is twisted and bitter, and mutters constantly to himself. He seems to dislike interruptions, and is brusque with customers. He has an enormous mane of bushy white hair, complete with a stained, chest-length beard.

Reputation and/or relations with Factions: Barely tolerated by all; it seems he is always close to being expelled for general rudeness.

Secret? He dislikes magic users, and particularly members of the Collegium of Cinder (see World of Archontos appendix)

Lockbox: 299 sp, 2,239 gp, two 300-gp bars of platinum

Might Buy: Non-standard potions or recipes, herbal, fungal or animal byproducts suitable for potion creation

Goods for Sale: 75% chance for any potion off the list; 1-3 exotic poisons; alchemical supplies, including herbal, fungal, and animal products. Coelrith has also acquired a good stock of Gethite lotus powder (see new flora) and other exotic substances from subterranean trade; he doesn't advertise this fact, but might part with some if he were in a good mood.

Companions: Two goblin assistants, Wiggy and Plod

Other Features of Cave: Coelrith has a full alchemical laboratory in the rear of the cave, at which he constantly labors. Most of the time Wiggy handles sales, and the two goblins take turns guarding the shop at night.

Inhabitants:

1. **Coelrith the Mixer**, **7th-level male Thorcin magic user**: SZ M; AL LN; AC 6; MV 120'; HD 7; HP 21; #AT 1; Dmg 2-5 (**dagger +1**). Abilities: STR 9, INT 17, WIS 15, DEX 15, CON 9, CHA 9. Possessions: **dagger +1**; **bracers of defense** (AC 6); **wand of fire** (5 charges). Memorized Spells: **charm person**, **detect magic**, **identify**, **sleep**; **detect evil**, **invisibility**, **wizard lock**; **dispel magic**, **fireball**; **wizard eye**. Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **hold portal**, **identify**, **jump**, **magic missile**, **push**, **read magic**, **shield**, **sleep**, **ventriloquism**; **continual light**, **detect evil**, **invisibility**, **knock**, **locate object**, **magic mouth**, **mirror image**, **scare**, **wizard lock**; **clairaudience**, **clairvoyance**, **dispel magic**, **explosive runes**, **fireball**, **protection from evil 10' radius**, **slow**; **charm monster**, **extension I**, **massmorph**, **plant growth**, **wizard eye**.
2. **Wiggy and Plod** (**goblins**): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 4; #AT 1; Dmg 1-6.

7-76H: Empty Cave

This cave is currently not occupied by a quasi-permanent merchant. As a result, many visitors bed down in it. The thegn tolerates this for only a night or two, but has the Wardens roust the vagrants after that.

7-76I: General Outfitting

Proprietor: Lyssandra of Newmarket

Personality: Sunny and cheerful, greeting all customers with a hearty 'hello' and seemingly interested in every word they say. Lyssandra is a handsome woman with brown hair, blue eyes, and a long scar running down her left cheek

Reputation and/or relations with Factions: She is well-liked and tolerated by all

Secret? Lyssandra is looking for the NPC adventurer who gave her the scar on her cheek. She also periodically reports back to Mayor Josselin Rinstock of Newmarket concerning the identity of those she spots in the Halls.

Lockbox: 873 sp, 731 gp, and a trio of sizable emeralds worth 1,200 gp each.

Might Buy: Good-quality general equipment, as well as objets d'art, inscriptions, books, and jewelry found in the Halls

Goods for Sale: A wide selection of general equipment. Pretty much anything off the equipment list may be found here, for 120% of list cost. She has a good eye for interesting items, and has a small selection of minor magic items (1-4) at 150% of listed cost and a small collection of writings, objects, and artifacts found within the Halls.

Companions: Harold and Maude, two assistants

Other Features of Cave: She has acquired several more benches, on which she displays her wares. A locked iron chest at the rear of the cave holds valuables. Her lockbox is buried under the chest.

Inhabitants:

1. **Lyssandra of Newmarket**, **3rd-level female Archontean fighter**: SZ M; AL LG; AC 5; MV 60'; HD 3; HP 24; #AT 1; Dmg 2-11 (halberd), 2-7 (short sword). Abilities: STR 17, INT 10, WIS 13, DEX 10, CON 15, CHA 15. Possessions: scale mail and shield; halberd; short sword; **potions of greek fire** and **singing birds** (see new magic items for both).

2. **Harold and Maude**, **Archontean merchants**: SZ M; AL NG; AC 8; MV 120'; HD 1-6 HP; HP 5, 4; #AT 1; Dmg 1-3 (dagger). Possessions: leather armor; dagger.

7-76J: Yeskim's Place (Hot Food)

Proprietor: Fat Yeskim (male goblin)

Personality: Yeskim is an incredibly round goblin who dresses in extravagantly striped and checkered silk garments. He is outgoing and cheerful, and well-liked by all.

Reputation and/or relations with Factions: Yeskim has a good reputation with all.

Secret? None.

Lockbox: 899 sp, 241 gp, plus two sapphire **Sortian eyes** (see new magic items)

Might Buy: Fresh meat, mushrooms

Goods for Sale: He maintains a huge cauldron of Yeskim's stew, to which he is always adding choice new ingredients (10 sp/6-oz bowl). He has haunches of cured meat, a couple of bins of dried mushrooms and dried fruit. He also operates a rotisserie over a tripod of heating (see new magic items) on which he roasts fresh meat. With a day or two's notice, he can also assemble packages of very tasty rations that last for a week (7 gp/packet).

Companions: Two young nieces (Sarka and Kellan) as assistants

Other Features of Cave: He has two **tripods of heating** (see new magic items), one for the stew and one for the rotisserie. He also has three wooden bins for dried goods, plus a heavy oak preparation table. His lockbox is kept inside a locked wooden chest under the preparation table.

Inhabitants:

1. **Yeskim**, **goblin**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7; #AT 1; Dmg 1-6.
2. **Sarka and Kellan**, **goblin assistants**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 3, 2; #AT 1; Dmg 1-6.

7-76K (x4): Concealed Point Defense Arrays

Each of these four shallow caves contains an ancient weapon of great power, a rudishva point defense array (see new technological items). These laser cannons ("tubes attached to a tripod") are remotely controlled (via the controller in 7-11), and can be used to sweep the entirety of the Cave of Blood (i.e., 7-76). Each array strikes as a 10 HD fighter, attacking three times every two rounds, and inflicting 6-36 HP damage on a target (impedes regeneration). The thegn only authorizes their use in the case of a clear and present threat to the safety of the varumani people.

Secret Door (east, to 7-11): One of the caves housing a point defense array also conceals a secret door leading to the point defense control chamber. The door is hard to find from this side (1 in 8), and only opens to force.

7-77: Barracks of the Ogre Guards

A small tribe of ogres inhabits this chamber. The ogres serve happily as petty guards for the varumani, and are paid well for their troubles. About the only grievance the ogres have is the fact that they must provide 2 infants per year to the thegn, who trades them to Weskenim the goblin king to use as the latter's eunuch guards (see SL4-25).

The chamber is undecorated, and smells rather rank. The ogres have a single **tripod of heating** (see new magic items) and two immense barrels, one of water and one of sour wine. Their 'beds' are nothing but piles of hides and furs.

Inhabitants:

1. **9 ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 31, 29, 28, 27, 26, 25, 25, 24, 22; #AT 1; Dmg 1-10, or by weapon.
2. **4 ogre females**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 24, 23, 22, 21; #AT 1; Dmg 1-10, or by weapon.
3. **4 ogre children**: SZ M; AL CE; AC 7; MV 90'; HD 2+1; HP 13, 12, 11, 10; #AT 1; Dmg 1-4.

Treasure:

The ogres have a war chest that contains 5,397 sp and 1,118 gp.

7-78: Upper Temple of the Heqeti

This ancient heqeti temple to Kauket was important in antiquity before it was destroyed by the rudishva. The original complex included current areas 7-91 and 7-76, but those areas were devastated by the rudishva in their first wars with the heqeti, leaving only this badly dilapidated set of ruins (7-78 to 7-84). In the past several decades, however, the heqeti have returned and have begun restoring this area.

Area 7-78 is the temple proper. It encompasses a tall cavern (40') dominated by a crumbling stone ziggurat (7-79) that sits in the midst of a foetid pool. The entire cavern is covered by the effects of a **hallow** spell (see new spells) cast on the altar atop the ziggurat; this spell adds +2 to all rolls made by those of chaotic evil alignment, and imposes a -2 penalty to all rolls by good creatures. **GM Note**: The heqeti forces on Level 10 can be weakened by removing the evil **hallow** effect from the upper temple. To remove that effect is difficult: it might be accomplished by having good-aligned PCs cast their own version of **hallow**, or by having a high priest of a good deity cleanse the area through a set of costly and time-consuming rituals (15,000 gp in materials and a two-week period of time). For the consequences of removing the evil **hallow** effect, see the level introduction to Level 10.

The walls of the chamber are pitted and covered with strange purple lichen and yellow-green shelf fungus, while the floor is covered by a thin layer of sand. Two glowing fire-beetle abdomens hang from iron rods by the east end of the pool, providing minimal light to that area.

Two niches stand 15' above the cavern floor near the east exit. A pair of heqeti hopping dead (see new monsters) with spears stands in each niche. Close examination of the wall under the southern niche reveals hand and foot-holds leading up to that niche; these features are discovered as if they were secret doors.

The cavern is dominated by a dark pool of mostly-stagnant water. The pool is 13' deep and offers a mild but unpleasant reek of rotting vegetation. A stone causeway leads up 10' via a series of shallow stone steps to the foot of the ziggurat (7-79).

Six heqeti chosen on riding salamanders (see new monsters for both) patrol the cavern, and keep a close eye out for the warning salamanders from 7-84. The chosen swiftly intercept any intruders, while calling for assistance from those on the lesser ziggurat (7-79). Should a battle royale break out here, the other six chosen arrive from 7-82 after 4 rounds.

The Tongue (i.e., chief priest) of this temple is Caudatssa, a heqeti builder (see new monsters). Initially Caudatssa will be found at the ziggurat at 7-79, either atop it with a sacrifice (50%), or within it in the summoning chamber (50%).

Secret Door (southern niche, leading to 7-83): The door is normal to find and opens by physically sliding stone panel into a slot in the wall.

Inhabitants:
1. **4 heqeti hopping dead** (see new monsters): SZ M; AL CE; AC 5; MV 90'; HD 3; HP 19, 17, 16, 15; #AT 1; Dmg 1-8. Special attacks: leap; cursed tongue. Special defenses: turned as ghasts; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.
1. **6 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 44, 42, 41, 39, 38, 37; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice.
3. **6 riding salamanders** (see new monsters): SZ L; AL N; AC 6; MV 60', 90' swimming; HD 6; HP 43, 41, 41, 39, 37, 35; #AT 1; Dmg 2-12.

Treasure:
Each heqeti has 11 gp and 7 sp.

7-79: Lesser Heqeti Ziggurat

This forbidding structure is the heart of the revived heqeti temple. Its interior is formed by huge granite blocks, while the sheathing and steps are oily, pebbled soapstone. Steep steps on each side of the ziggurat climb 25' above the level of the surrounding pool to a central platform. Halfway up the west side a 7'-square opening leads to an inner chamber. Atop the ziggurat stands a 6'x3'x4' altar.

Altar: The altar is a shaped piece of soapstone resembling a salamander on four legs. Leather restraints allow a sacrifice to be strapped onto the altar. A hole in the altar allows blood from such sacrifices to spill down through the altar into a copper basin on the ziggurat top; a hole in the basin leads to the summoning chamber inside the ziggurat. Three sharp copper knives, a pair of copper picks, and a set of copper nesting bowls rest atop the altar. Two large violet garnets are set into the altar at one end, forming the eyes of the 'salamander'.

Inner Chambers (not mapped)
The interior of the ziggurat is comprised of three chambers. The 7'-square entrance tunnel leads straight to the summoning chamber, whose dimensions are 14'x14'x14'. A 4'-wide side corridor leads down 30' from the entrance passage via a narrow staircase to two 10x10' chambers set in the bedrock. The summoning chamber has a hole in the ceiling that leads up to the top of the ziggurat; blood from sacrifices drips down the hole and pools in a shallow depression in the center of the chamber. The depression is surrounded by a five pointed star gouged into the floor and carefully filled with crushed shell. Two iron sconces hold tallow candles. From this chamber the tongue and weavers are able to summon keqemandri (see new monsters). Of the two lower chambers, one is a holding cell for sacrifices, with iron shackles set into the wall. The other is a utility room for the weavers and builder. Currently the holding cell is occupied by Lyxander, a human adventurer and member of the ill-fated NPC group, the Cleaners. The Cleaners found the Drowned Canyon (SL6) and then came up the tunnel to 7-86. Surprised by the basilisks, they fled to 7-84, where they were overwhelmed by the heqeti and taken prisoner. The utility room contains the adventurer's gear, plus a pile of dried human skins, a sack with unidentifiable jerky, an extra set of copper sacrificial instruments; and a stone chest containing the treasure of the temple.

Ceremonies: Two rituals take place at the ziggurat: 1) the sacrifice of prisoners to Kauket, and 2) the summoning of keqemandri demons to aid the heqeti. When the PCs arrive, there is a 50% chance that the tongue, Caudatssa, is performing a sacrifice atop the ziggurat. Otherwise he is found in the summoning chamber within the ziggurat. The weavers accompany Caudatssa at all times. Should PCs arrive during a sacrifice, Caudatssa will immediately dash to the summoning chamber; there he spends 5 rounds summoning a keqemander demon while the weavers confront the PCs. If the leaders are already in the summoning chamber, they complete the summoning before moving en masse to the top of the ziggurat for combat.

GM Note: In the case of a combat that turns clearly against the heqeti, Caudatssa attempts to flee towards 7-83, where he jumps into the teleport well to alert the rest of his people.

Inhabitants:
1. **Caudatssa the Tongue**, **a heqeti bui**lder (see new monsters), **9th/7th-level fighter/cleric of Rimmaq-Isfet**: SZ M; AL CE; AC 3; MV 90', 120' swimming; HD 9; HD 64; #AT 3/2; Dmg 6-11 (**short sword +4**, **defender**); MR 10% (**tear of Kauket**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +4**, **defender**; **heqeti ring** (see new magic items); **tear of Kauket** (10% MR) (see new magic items), **staff of compulsion**. Spells: **bless**, **command** (x2), **light**, **protection from good**; **augury**, **hold person** (x3), **silence 15' radius**; **dispel magic**, **curse**; **cure serious wounds**.
2. **Rissalviq**, **a heqeti weaver** (see new monsters), **as a 9th-level magic user**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 9; HP 28; #AT 1; Dmg 4-6 (**dagger +2**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **wand of fire** (30 charges); **amulet of natural armor +2** (see new magic items); **ring of shield** (see new magic items); **wand of magic missiles** (12 charges); bone **dagger +2**. Memorized spells: **burning hands**, **comprehend languages**, **enlarge**, **magic missile**; **darkness 15' radius**, **levitate**, **web**; **dispel magic**, **fly**, **haste**; **ice storm**, **wall of ice**, **interposing hand**. Spell book: found at 7-82.
3. **1 heqeti weaver** (see new monsters), **as a 7th/7th-level magic user/cleric of Rimmaq-Isfet**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 7; HP 34; #AT 1; Dmg 5-10 (**footman's mace +2**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **staff of healing** (18 charges); copper-headed **footman's mace +2**; two **glass spheres of arcane assistance** (one of arcane warding, one of protection) (see new magic items); **potion of gaseous form**. Magic user spells:

enlarge, **jump**, **magic missile**, **shield**; **continual light**, **levitate**, **ray of enfeeblement**; **fireball**, **protection from normal missiles**; **polymorph other**. Cleric spells: **bless**, **command** (x2), **create water**, **cure light wounds**; **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**; **animate dead**, **blindness**; **sticks to snakes**. Spell book: found at 7-82.

4. **1 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 12; HP 85; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.
5. **Lyxander**, **5th-level male Archontean fighter**: SZ M; AL NG; AC 9; MV 120'; HD 5; HP 18 (max 43); #AT 1; Dmg by weapon. Abilities: STR 16, INT 8, WIS 11, DEX 15, CON 15, CHA 10. Possessions: Lyxander's gear is held in the storeroom (**chain mail +2** and **shield +1**, **long sword +2**).

Treasure:

Altar: 2 large violet garnets (650 gp each); set of copper sacrificial instruments (200 gp)

Storeroom: another set of sacrificial instruments (200 gp); **chain mail +2**; **long sword +2**; **shield +1**; gold statuette of a crocodile (200 gp); sack of jerky; pile of dried and prepared human skins.

Chest: 5,418 sp; 7,421 gp; three white opals tied together by strips of human flesh (1,000 gp each); a choker made of silver and aquamarines (575 gp); a pair of matched gold rings inset with silver lizards (400 gp each); a platinum key to the Obsidian Gates (5-6D); a **sheet of smallness**; a **rod of turning** (see new magic items); a silk-lined purse with 2 doses of **efreeti sand** (see new magic items); an **orange ioun stone**; a bone coffer with 4 **tears of Kauket** (see new magic items) and a **spoon of stirring**; 2 **potions of sweat of Rimmaq-Isfet** (see new magic items); a **scroll of phantom armor**, a **scroll of protection from fire**; and a **pledge of Rimmaq-Isfet** (see new magic items).

7-80: Pool

This cave is mostly submerged with still, cloudy water to depth of 15'. An outcropping in its center has been carved to resemble the head of a giant salamander peering from the water. The heqeti use it for recreation.

A submerged passageway leads to the entrance pool at 7-81.

Treasure:

A soggy, but still legible scroll is stuffed into the nostril of the carved salamander head; the scroll contains the magic user spells **invisible stalker** and **stone to flesh**.



7-81: Water Cells

The heqeti keep prisoners in eight horrible water-filled pits prior to bringing them to the ziggurat (7-79) for sacrifice. Each pit is 4' in diameter and 8' deep. Prisoners are secured in wooden collars that attach to bolts on the side of each pit; the collars keep each prisoner's head at level just above the waterline. Two heqeti jailers with spears wander amongst the pits. Five of the pits currently hold prisoners; the three adventurers (Mard, Clearchus, and Proethus) were members of the Cleaners (See 7-79).

A broader, 8'-wide, 20'-deep pool stands in the entrance to the prison. A submerged tunnel 15' below the surface leads to area 7-80.

Inhabitants:

1. 2 **heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 43, 38; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice.
2. **Yeggit**, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58; #AT 3 or 1; Dmg 3-6/3-6/4-10 or by weapon. Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Yeggit was captured on Level 9.
3. **Sir Mendacity**, **the Sun-Scarred Knight** (see new monsters), **as a 13th-level female Thorcin fighter**: SZ M; AL LN; AC 9; MV 120'; HD 13; HP 31 (max 101); #AT 2/1; Dmg by weapon. Abilities: STR 17, INT 11, WIS 12, DEX 15, CON 16, CHA 15.
4. **Mard Adamantine**, **8th-level male dwarven thief**: SZ M; AL NG; AC 7; MV 90'; HD 8; HP 15 (max 38); #AT 1; Dmg by weapon. Abilities: STR 16, INT 14, WIS 10, DEX 17, CON 10, CHA 14. Thief skills: PP 70%, OL 77%, F/RT 70%, MS 67%, HS 54%, HN 25%, CW 86%, RL 35%.
5. **Clearchus**, **6th-level male Thorcin fighter**: SZ M; AL NG; AC 9; MV 120'; HD 6; HP 31 (max 51); #AT 1; Dmg by weapon. Abilities: STR17, INT 9, WIS 10, DEX 15, CON 15, CHA 11.
6. **Proethus of Epirenus**, **7th-level male Archontean magic user**: SZ M; AL CG; AC 8; MV 120'; HD 7; HP 10 (max 20); #AT 1; Dmg by weapon. Abilities: STR 11, INT 16, WIS 15, DEX 16, CON 9, CHA 9. He has no spells memorized.

Treasure:

Caudatssa sent all of Sir Mendacity's equipment to the Great Tongue (10-47; equipment in 10-53) save her **solar ring** (see new magic items), which is in 7-82. Piled in the corner are Mard's dwarven-sized **chain mail +2**, **war-hammer +2**, and dwarven **life-stone** (see new magic items); Clearchus's **scale mail +1** and **long sword +1**; and Proethus's **staff +2**. After granting the weaver access to Proethus's spell book, Caudatssa ordered it destroyed.

7-82: Chambers of the Tongue

These three caves constitute the living quarters for the heqeti who serve the upper temple. The westernmost cave is home to the two weavers; the middle cave is the residence of Caudatssa, the tongue; the larger, eastern cave is a residence for the other heqeti.

Western Cave: The weavers (for stats see 7-79) have a 'bead curtain' made of bits of shell that offers a bit of privacy. They have a full human skeleton tied together with wire and hanging from a hook, on which they practice spells. A low (3'-tall) slab of inclined rock acts as a writing desk; on it sit their two spell books, the leaves and binding of which are made of human flesh. They also have an art-naïf statuette of Rimmaq-Isfet shaped much like a slug: a 10"-long piece of granite, shaped and rounded, with eyes and a mouth opening on one end. It detects as evil, but has no powers.

Center Cave: Caudatssa, the tongue (see 7-79), commands the revived lesser ziggurat from this cave (even though he is rarely present here). A pile of dried pondweed serves as his resting spot. On a flat rock is the partly dissected corpse of the last sacrifice, a human; a set of finely-honed copper knives lies next to the body. Caudatssa has a curious interest in the inner workings of humans, and he is always eager to open up prisoners or the remains of sacrifices. Two banners made of human skin lashed to a circle of bones rest against one wall. A large white teardrop is painted on the first [**GM**: a symbol of Kauket], while a thin black circle on a white field appears on the second [**GM**: a symbol of Rimmaq-Isfet]. Caudatssa also retains Sir Mendacity's **solar ring** (see new magic items).

Eastern Cave: This large cave houses twelve heqeti chosen. At any given moment, six are on patrol in 7-78, while the other six relax here. The heqeti have flattened one of the walls and painted it white; atop the white field is a sinuous tongue [**GM**: another Rimmaq-Isfet symbol]. The cave contains twelve lumps of sand and pondweed, and a wooden post on which hangs a decomposing varumani corpse that the heqeti use for combat practice. In one of the 'nests' is a hand-carved circular piece of bone; it serves as an **amulet of health**, albeit only for those of an evil alignment. Searching the others produces six pieces of carved amber.

Inhabitants:

1. **6 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 45, 43, 40, 39, 38, 35; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice.

Treasure:

A sun-scarred knight's **solar ring** (see new magic items), an **amulet of health** usable only by evil characters, and six pieces of carved amber (150 gp each).

Spell Book for 9th-level Weaver: **Affect normal fires**, **burning hands**, **comprehend languages**, **detect magic**, **enlarge**, **floating disk**, **hold portal**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**; **continual light**, **darkness 15' radius**, **detect invisibility**, **knock**, **levitate**, **mirror image**, **ray of enfeeblement**, **web**; **dispel magic**, **feign death**, **fireball**, **fly**, **haste**, **protection from normal missiles**, **suggestion**; **charm monster**, **fear**, **fumble**, **ice storm**, **monster summoning II**, **wall of ice**; **conjure elemental**, **interposing hand**, **stone shape**, **telekinesis**.

Spell Book for 7th/7th-level Weaver: **Affect normal fires**, **burning hands**, **comprehend languages**, **detect magic**, **enlarge**, **floating disk**, **hold portal**, **identify**, **jump**, **magic missile**,

read magic, **shield**, **sleep**; **continual light**, **darkness 15' radius**, **detect invisibility**, **knock**, **levitate**, **magic mouth**, **ray of enfeeblement**, **web**; **dispel magic**, **fireball**, **fly**, **haste**, **protection from normal missiles**, **suggestion**; **charm monster**, **fear**, **fumble**, **ice storm**, **monster summoning II**, **polymorph other**, **remove curse**.

7-83: Secret room with Teleport Well

A heqeti teleport well is found in this low (8'-tall) cave. The well appears as a 7'-diameter circle of stone rising 3' above the floor. It appears to contain nothing but inky blackness; objects tossed into it make no sound. By jumping into the well one is transported after 3 seconds to 10-24.

The tongue, Caudatssa, and her advisors know of the existence of this chamber. They rarely use the teleport wells, as the return trip from Level 10 to the lesser ziggurat (7-79) is onerous. In the case of a serious assault on the lesser temple, though, Caudatssa attempts to use the well to alert his comrades.

Secret Door (north): The door is easy to find (1 in 4) and opens by sliding the panel into a slot in the wall.

7-84: Decrepit Heqeti Hall

This hall bears a certain resemblance to the Hall of Forty Pillars (5-6). Ten thick (3'-diameter) pillars support a semi-circular ceiling, and the walls and pillars are formed of oily, pebbled stone. The floor was anciently covered in 5'-square panels of black marble; most of these are cracked, and several are buckled. Two panels are completely missing, leaving puddles of muddy water where they once lay. At the north end, a 2' pediment holds the ruined stump of a statue. The statue itself is long gone.

The chamber is the home of six warning salamanders (see new monsters) as well as a small colony of fire beetles. Should any creature larger than a salamander enter from the south and create noise (such as by fighting fire beetles), the warning salamanders take notice and, within 1-3 rounds, will hurry to 7-78 to avoid the threat. Their arrival has a 75% chance of alerting the heqeti chosen to the arrival of visitors.

This hall is a destination for the heqeti teleporter located at area 10-8.

Inhabitants:

1. **6 warning salamanders** (see new monsters): SZ S; AC 8; MV 90', 150' swimming; HD 2; HP 14, 13, 12, 11, 10, 9; #AT 0; Dmg 0. Special attacks: strobe light. Special defenses: surprised only on 1.
2. **8 fire beetles**: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 10, 9, 8, 8, 7, 7, 5, 4; #AT 1; Dmg 2-8.

Areas 7-85 to 7-90: Basilisk Caves

These caves are home to three adult basilisks. The caves are also damp and humid, with numerous rocky protuberances, stalactites and stalagmites. The walls are covered with two forms of lichen, one orange-ish and one grey. The lichen is attractive to a variety of small cave cricket; as a result, the caves are filled with noisy thrumming. As the basilisks are always hungry, they constantly roam the region hunting crickets and whatever else they can find. Should combat break out with one basilisk, the other two will arrive within 1-4 rounds.

7-85: Tall Cave with Holes

This 20'-tall cavern is a bit less rocky than the others in the vicinity. A petrified heqeti weaver stands underneath the hole in the ceiling that leads to 7-84. To the southwest a 5'-diameter hole in the floor leads to 7-87.

Inhabitants:

1. **1 petrified heqeti weaver** (see new monsters), **as a 5th-level magic user**: SZ M; AL CE; AC 5; MV 120', 90' swimming; HD 5; HP 16; #AT 1; Dmg 1-3 (darts). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **brooch of shielding** (56 HP left); 6 poisoned darts. Memorized spells: **jump**, **magic missile**, **protection from good**, **sleep**; **invisibility**, **mirror image**; **lightning bolt**. Spell book: **dancing lights**, **detect magic**, **enlarge**, **jump**, **magic missile**, **protection from good**, **read magic**, **shield**, **sleep**; **darkness 15' radius**, **invisibility**, **knock**, **mirror image**, **ray of enfeeblement**, **strength**, **whip**; **blink**, **dispel magic**, **gust of wind**, **lightning bolt**, **slow**.
2. **1 basilisk** (66% chance): SZ M; AL N; AC 4; MV 60'; HD 6+1; HP 41; #AT 1; Dmg 1-10. Special attacks: petrifying gaze.

7-86: Uneven Cave with Tunnel Up to SL6-26

This large cave is quite uneven, with a large and steep bit of flowstone at the west end and numerous stalactites and stalagmites near the entrance. Among the stalagmites are a petrified true varumani and a petrified lizardman. The former actually looks much like a stalagmite, given the long time he has been petrified (300 years); it would take a close inspection of the rocks to detect that a petrified being exists under the limestone veneer. The lizardman was enstoned more recently. The east end of the cave rises steeply until it turns into a broad but short (10'-wide, 5'-tall) tunnel leading up to the drowned canyon (SL6-26). Although they are not necessarily present in this cave, it does house the lair of the basilisks: a thick pile of dirt, rubbish, and bones pushed together at the north end of the cave.

Inhabitants:

1. **Anuran, a petrified true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.



2. **Petrified lizardman**: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 14; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: club, javelins.
3. **1 basilisk** (50% chance): SZ M; AL N; AC 4; MV 60'; HD 6+1; HP 41; #AT 1; Dmg 1-10. Special attacks: petrifying gaze.

Treasure:
In the basilisk nest are a pair of halfling-sized boots made of solid gold (5,000 gp the pair); a basilisk egg (2,500 gp), and 457 ancient silver pennies (see Arden Vul items).

7-87: Dripping Cave

Water actively drips from nearly a half-dozen stalactites in this cave located down a sharp slope from 7-88. The corresponding stalagmites are close to forming solid pillars of limestone. Two carcass creepers appear to confront those entering the cave, but they are, in fact, petrified.

Inhabitants:
1. **2 petrified carcass creepers**: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 21, 17; #AT 8; Dmg nil. Special attacks: paralysis.
2. **1 basilisk** (33% chance): SZ M; AL N; AC 4; MV 60'; HD 6+1; HP 41; #AT 1; Dmg 1-10. Special attacks: petrifying gaze.

7-88: Central Cave with Tunnel Up to 5-141

A pool of cool, clear water lies in the western portion of this central cave. To the south a tunnel climbs gradually to Level 5-141; it shows signs of having been shaped by sentient hands (Vanara and his friends, when they abandoned the new home of the varumani for the ancestral rudishva halls). Three toppled 'statues' lie in the center of the chamber; two are of lizardmen and the third is of a human magic user.

Inhabitants:
1. **2 petrified lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 14, 13; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: club; javelins; shield.
2. **Gesellon**, **petrified Sortian** (see World of Archontos appendix), **as a 7th-level male Archontean magic user**: SZ M; AL LE, AC 4; MV 120'; HD 7; HP 20; #AT 1; Dmg 2-7 (**staff +1**). Abilities: STR 10, INT 16, WIS 14, DEX 15, CON 11, CHA 8. Possessions: **Sortian chain mail** (see new magic items); **Sortian baculus** (see new magic items) infused with **infravision**; **staff +1**; two **gold Sortian eyes** (see new magic items); two **potions of levitation**, and 63 ancient gold solidi. His spell book is lost. Remaining spells memorized: **shield**; **mirror image**; **hold person**; **confusion**. He has pretty good knowledge of Levels 1-4, 6 and 7, even though it is 1,300 years out of date. Gesellon only speaks Mithric.
3. **1 basilisk** (66% chance): SZ M; AL N; AC 4; MV 60'; HD 6+1; HP 41; #AT 1; Dmg 1-10. Special attacks: petrifying gaze.

7-89: Cave

This cave is fairly nondescript, aside from the pair of petrified heqeti hoppers located just inside the tunnel from 7-88.

Inhabitants:
1. **2 petrified heqeti hoppers** (see new monsters), as 4th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 28, 22; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
2. **1 basi**lisk (33% chance): SZ M; AL N; AC 4; MV 60'; HD 6+1; HP 41; #AT 1; Dmg 1-10. Special attacks: petrifying gaze.

7-90: Cave with Secret Door

This cave is slightly drier than the surrounding caves, and is rarely visited by the basilisks due to the narrowness of the tunnel connecting it to 7-89. That said, a petrified true varumani stands at the tunnel mouth.

Secret Door (east): The door to 7-28 is cleverly hidden as part of the natural rock (normal to find). A keyhole exists, but the keys are long gone.

Inhabitants:
1. **Ravi**, **a petrified true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 54; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.
2. **1 basilisk** (10% chance): SZ M; AL N; AC 4; MV 60'; HD 6+1; HP 41; #AT 1; Dmg 1-10. Special attacks: petrifying gaze.

7-91: Cave of the Wild Varumani

This large, 40'-tall cave has a rolling floor, with numerous dips, hillocks, and small crevasses. It is also covered with a small fungal forest, making those features hard to detect. Movement is halved in the chamber due to the mushrooms (specimens include: blue trumpets, cloud caps, eye-openers, mind eaters, orange lamps, white bulbs and white ribs – see new flora for all). Due to the orange lamp mushrooms, the area is lit with a dull orange light, which makes obvious the heqeti ruins at 7-92. Given the flora, the cavern is filled with small lizards, snakes, and cave insects.

The cavern takes its name from the numerous bestial varumani who live in the radiating caves to the north and west and who use this cavern for food, water, and socializing. At any moment there are 4 groups of 3-8 bestial varumani present in the cavern. To determine what each group is up to, roll on the following table:

D6	Reason for presence
1	Harvesting specimens of edible giant mushroom
2	Hanging around the pool (7-93),
3	Hunting small lizards and cave crickets
4	Stalking a rival band of bestial varumani for fun (50%) or mayhem (50%)
5	Idle thoughts of digging up 'treasure' at 7-92; they are easily distracted
6	Grumbling loudly about the thegn and his policies

Inhabitants:
1. **Four groups of 3-8 bestial varumani** (see new monsters) **per group**: SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 58, 55, 54, 53,

51, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-92: Heqeti Ruins

This 25'x25' area of the large cavern is filled with a jumbled pile of huge blocks of stone. It is clear from even casual viewing that the blocks were carved, and, indeed, a few have huge salamanders incised into them. They blocks are piled rather haphazardly, as if by a child who tossed them together. Crevices and holes await those who climb to the top: non-thieves must roll 3d8 under DEX or slip and suffer 1-4 damage plus a 5% of getting stuck. Were the blocks to be moved somehow, an 8'x3' gisant would be visible in the center of the debris. The gisant depicts a heqeti hero, Tissiq One-Claw, holding a spear. Beneath the gisant are Tissiq's bones and his enchanted spear, plus a few other valuables.

Treasure:
Bone-Biter (see new magic items), a bone and silver **amulet of mighty fists**, and four enormous white pearls (5,000 gp each) the size of a man's fist.

7-93: Freshwater Pool

A trickle of water bubbles up from the rock at this location. The varumani use the resulting pool for drinking water and for brewing. Usually 2-4 bestial varumani are clustered about the pool, chatting with each other and watching Hak (7-94) at work. A dozen battered cups and three large buckets are scattered near the pool.

Inhabitants:
1. **2-4 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-94: Hak's Brewery

In the southwest corner of the large cavern, next to the pool (7-93), an enterprising lesser varumani named Hak has enlisted the help of some of the bestial varumani in brewing some mushroom ale. He has a barrel of malted barley and mushrooms, a second barrel of hops, and an ample supply of water. Hak boils his brew in a huge cauldron hung over a **tripod of heating** (see new magic items), and then transfers it to one of a dozen small or four large kegs. Although it won't win awards, it is good enough that the thegn has promised to supply him with ingredients provided he keeps brewing. Hak is present at all times, along with three bestial varumani. He is cheerful and loves to talk about brewing. He'll sell a small keg (170 pints) to anyone who is properly appreciative for 15 gp. He also brews a double-strength 'special red ale' that he sells to selected retailers in Arden Vul (6-8, 6-64, 7-76B).

Inhabitants:
1. **Hak**, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 53; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattock.
2. **3 bestial varumani workers** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
Buried in the mulch under the brewery is a battered iron box with 931 sp and 1,153 gp. The **tripod of heating** (see new magic items) also has some value. Hak currently has 30 kegs of mushroom ale (15 gp each) and 4 of his special red ale (35 gp each).

7-95: Tunnel up to SL5-27

This tunnel, located 20' up the wall of 7-91, leads upwards to the lizardman caves at SL5-27. It is difficult to spot unless one knows it is present.

7-96: Bestial Varumani Cave

This cave is home to six bestial varumani. They have a foul-smelling 'nest' of dirty cloth, bone, half-gnawed lizards, mushroom detritus, and other material. Inside the nest are assorted silver and gold coins worth about 100 gp per bestial varumani as well as one item from the chart below. Each item may only be found once.

D20	Contents of Bestial Varumani Lair
1	A human skull with a yellow topaz rattling around inside (500 gp)
2	A copper rudishva identity plaque (see new technological items)
3	One **tear of Kauket** (see new magic items)
4	A **potion of greek fire** and a **potion of molasses** (see new magic items)
5	A set of three figurines cast in solid gold tied together with twine; they depict varumani warriors holding strange devices [**GM**: laser pistols] (200 gp each)
6	A **Sortian baculus**, enchanted with **infravision** (see new magic items)
7	A white gold ring, which is a **ring of friendly defense** (see new magic items); the other ring is at 7-124
8	A **Set animal mask** (see new magic items)
9	A rod of silver, capped with an impressive yellow crystal. It detects of magic but has no powers (75 gp)
10	A rudishva lesser power supply (see new technological items)
11	An impressive headdress made of leather, eagle feathers, and lapis lazuli (25 gp)
12	A straw doll of a human female (worth nothing)
13	A quasi-tame pregnant housecat
14	A pouch with 37 ancient gold solidi (see Arden Vul items)
15	A soapstone statuette of a heqeti chosen (worth 50 gp)
16	A somewhat tattered silk carpet (worth 75 gp)
17	An archaic Archontean legionary's helmet, usable as a helmet and worth 20 gp as a curio
18	A pouch with 6 doses of Gethite lotus powder (see new flora), with a silver spoon (5 sp)
19	Four doses of red veil mushrooms (see new flora)
20	A **wand of conjuration** with 2 charges

Inhabitants:
1. **6 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 55, 54, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-96A: Concealed Door and Tunnel

This tunnel is barely concealed by a primitive mat of reeds painted to look – sort of – like stone. The tunnel is one dug recently by the bestial varumani so as to provide themselves with their own access route to the Chasm (via 7-147). The thegn and true varumani do not know of this tunnel.

7-97: Bestial Varumani Cave

This cave is home to four bestial varumani. Its contents are identical to those of 7-96 (that is, nest, coins, and an item from the table).

Inhabitants:
1. **4 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 54, 50, 48; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-98: Grotesque Statue

On this landing and tucked into a semi-circular niche is an 8'-tall statue. The statue appears as a salamander erect on massive rear legs, with numerous smaller legs and a head that appears as an open mouth rimmed with small tentacles. [**GM**: this is Rimmaq-Isfet]. The statue is very old, detects of evil, and is formed of greasy, pebbled stone. If the name 'Rimmaq-Isfet' is spoken by one of evil alignment, the equivalent of **bless** will be placed on the character for 1-3 days; if its name is spoken by anyone of neutral or good alignment, the speaker is **cursed**. The bestial varumani admire the statue, and refer to it fondly as 'Old Brush-head'.

7-99: Bestial Varumani Cave

This cave is home to 5 bestial and one lesser varumani. Its contents are identical to those of 7-96 (that is, nest, coins, and an item from the table).

Inhabitants:
1. **5 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 55, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.
2. **1 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mace.

7-100: Haunted Corridor

This corridor is of Archontean construction, and originally provided a route for Archonteans to keep tabs on the varumani during the long period in which the thegn bowed before the archon of Arden Vul. Today the corridor is dusty and shows no sign of traffic. The varumani – especially the bestial ones - are convinced that the corridor is haunted, and they avoid it like the plague. Their fears are more than superstition, as a poltergeist inhabits the chamber beyond (see 7-121). Bowing to these fears, the thegn has ordered a sign placed just before the door into 7-121: it takes the form of a spear thrust into the door, from which dangles a human skull. On the door are the words "Keep Out!" in varumani.

7-101: Bestial Varumani Cave

This cave is home to six bestial varumani. Its contents are identical to those of 7-96 (that is, nest, coins, and an item from the table).

Inhabitants:
1. **6 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 58, 55, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-102: Bestial Varumani Cave

This cave is home to three bestial varumani. Its contents are identical to those of 7-96 (that is, nest, coins, and an item from the table).

Inhabitants:
1. **3 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-103: Wrestling Pit

With its flat sandy floor and location where many of the bestial varumani caves enter 7-91, this site is commonly used for leisure, socializing, and wrestling. Kup, an enterprising lesser varumani, resides in the northern niche and organizes no-holds-barred wrestling matches between bored bestial varumani. He has a large keg of Hak's ale with which to lubricate the contestants prior to matches. In addition to Kup, 3-6 bestial varumani are usually present, wrestling, cheering, and drinking.

Inhabitants:
1. **Kup**, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
2. **3-6 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 58, 55, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
Keg of Hak's ale (50 gp)

7-104: Bestial Varumani Cave

This cave is home to five bestial varumani. Its contents are identical to those of 7-96 (that is, nest, coins, and an item from the table).

Inhabitants:
1. **5 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 55, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.



7-105: Bestial Varumani Cave with hole to 7-107

This cave is home to five bestial varumani. Its contents are identical in most ways to those of 7-96 (that is, nest, coins, and an item from the table).

A 5'-diameter hole in the floor drops down 15' to a tunnel that leads to the fissure at 7-107. The varumani keep a woven mat over the hole so that chasm cephalopods don't come through from 7-107.

Inhabitants:

1. **5 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 55, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-106: Bestial Varumani Cave

This cave is home to three bestial varumani. Its contents are identical to those of 7-96 (that is, nest, coins, and an item from the table).

Inhabitants:

1. **3 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

7-107: Small Fissure

This fissure is about 70' tall, and connects to three otherwise unconnected areas of Level 7. The walls are covered with snottites, bacteria that form microbial mats in the form of small stalactites. The snottites drip acid, rendering spelunking here quite dangerous. For every turn spent in the fissure, a person suffers 1-3 HP acid damage. It is home to a pod of evolved chasm cephalopods that are immune to acid.

Inhabitants:

1. **5 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 28, 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.
2. **1 large chasm cephalopod** (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 39; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell.

7-108: Destroyed Rudishva Hall

The door from 7-109 is a rudishva iris door, openable only with a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items).

A scene of devastation fills this former rudishva control chamber (with rounded corners and white marble walls). Piles of scorched plasteel furniture, consoles, chairs, and screens line the walls to a height of about 4', leaving the center of the chamber empty save for a single skeleton clutching an object. Mixed among the debris are numerous heqeti skeletons. Although PCs may fear otherwise, none of the bodies are undead.

The rudishva skeleton is that of Pejar-Bel, a subadar in the Tactical Corps of the Beacon. Pejar-Bel detonated a powerful anti-personnel mine here as the heqeti tried to overwhelm him. The result was the death of all (including Pejar-Bel) and the complete destruction of the chamber.

Searching the rubble might produce a valuable or two. For each 1-4 turns spent searching, one of the following may be found: a copper **dagger +1**; a heqeti **amulet of swimming** (see new magic items); a half-filled rudishva lesser power supply (see new technological items); a brown rudishva identity plaque (see new technological items); a rudishva data crystal (see new technological items) with audio-less scenes of rudishva standing in front of unknown, bizarre (alien) landscapes; and a trio of Arden Vul cakes (see Arden Vul items). Only one of each may be found.

7-109: Rudishva Control Hall, with Stairs Up to 5-114

The stairs from 5-114 end in a rudishva iris door that may only be opened by presenting a sky blue or better rudishva identity plaque (see new technological items).

The chamber is built in the rudishva style, lacking 90-degree angles and sheathed in white marble. An 8'-wide walkway

circumnavigates the room above a sunken area in its center. Steep stairs to the north and south lead down 8' to the sunken area. On the east and west walls, at the level of the upper walkway, are large black mirrors that have been struck with great force; they are cracked and fragmented. In the center of the sunken area are two rows of consoles and strange plasteel chairs. Between the consoles is are another pair of large black 'mirrors' [GM: view screens]. Obvious signs of battle are everywhere: scorch marks on the walls, broken stone spears, skeletons slumped over chairs or consoles, and bits of metal, glass, leather, and plasteel scattered everywhere.

A pool of blackish slime covers the floor of the sunken area; this is the horrible ichor of Rimmaq-Isfet (see new monsters) that aided in the overthrow of the rudishva eons ago and is still waiting patiently for more prey. It quickly animates two skeletons with its ichor (4 HD each) while the rest of it attacks in a globulous mass.

Inhabitants:
1. **1 ichor of Rimmaq-Isfet** (see new monsters): SZ L; AL CE; AC 5; MV 60'; HD 16 HD; HP 103; #AT 2; Dmg 1-6/1-6; MR 30%. Special attacks: caustic touch (1-4 HP acid damage); crush (1-10 HP/rd); obliterate organic matter. Special defenses: +1 or better weapons to hit; immune to cold and acid.

7-110: Rudishva Teleport Nodes
The door to this pair of rudishva teleport nodes is a rudishva iris door, and opens only upon presentation of a silver or yellow rudishva identity plaque (see new technological items). Each node is comprised of a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. Each square has a different rune etched into the silvery material. To activate a node, one stands on the circle and touches one's hand to the square.

Teleport Nodes:
T17: access to 7-6
T18: access to 8-52

7-111: Stairs Up to the Sub-Level 9, SL9-49
These stairs are narrow, steep, and rounded in the rudishva tradition. They lead up to Sub-Level 9 (SL9-49).

7-112: Water-Filled portion of Large Cavern
The eastern portion of the large cavern described by 7-112 and 7-113 is water filled. At its deepest point the water is 30' deep. The ceiling of the cave rises 30' above the waterline, and two tunnels on the eastern wall (one 10' above the waterline, and one 15' above the waterline) lead to the varumani caves. To the north a scree formed from the collapsed wall leads up 10' to area 7-123. The pool is filled with fish and crayfish, and the varumani often fish from the eastern ledges.

7-113: Dry Portion of Large Cavern
The western portion of the large cavern (7-112 and 7-113) is dry and sloped. Between the western edge and the waterline at 7-112, it drops 20' in height. A channel in the center of this slope directs drip water from the western caves to the pool. Numerous small lizards bask in the humid conditions along the slope. To the north a scree formed from the collapsed wall leads up 10' to area 7-123.

Substantial noise and/or extended exploration of this cave is likely to draw the attention of the caterwauls (7-116) that lair in the caves to the west. Although the caterwauls prefer to track and hunt in those caves, they may (25%) be tempted to attack a party that lingers in this location.

Areas 7-114 to 7-117
A mated pair of canny and dangerous caterwauls lairs in these warm and humid caves. The predators are perpetually hungry due to the low traffic of this area, and consequently stalk all prey energetically. They have survived for so long on a diet of bestial varumani, whom they devour so energetically that the troll-like beings are unable to regenerate fast enough. They possess incredible dexterity and slightly more HD than normal, a sign of their experience as predators. When this area is first entered (via 7-118 or 7-113), one caterwaul will be present in their lair (7-116). The other will be hunting in the neighboring tunnels; it will be found at 7-114 (33%), 7-115 (33%), 7-117 (33%). If the stalking caterwaul initiates combat, the second will hear its mate's shriek and will arrive after one round.

7-114: Hot Cave
This small cave is warm (~80F) and humid, and small stalagmites are starting to form on the floor. A set of varumani bones lies in the center of the cave (devoured by the caterwauls). A ranger might (45%) be able to detect traces of large cat-like creatures.

Inhabitants:
Caterwaul (33%): see stats at 7-116.

7-115: Hot Cave with Bones
This hot and humid cave is where the caterwauls have slain and devoured most of their prey. As a result the bones of numerous former victims are scattered about the floor: a ranger could identify remains of many varumani, a few humans, and copious small lizards and fish.

Inhabitants:
Caterwaul (33%). See stats at 7-116.

7-116: Lair of the Caterwauls
This hot and humid cave serves as the lair of the caterwauls that stalk the neighboring cave system. The lair proper is on a shelf about 8' up the southern wall of this cave; in it are some shiny baubles the caterwauls have collected. In the unlikely case that one of the caterwauls is encountered here, it will leap from the ledge in ambush.

Inhabitants:
1. **2 large caterwauls**: SZ L; AL CE; MV 180', 240' for short distances; AC 2; HD 5+1; HP 39, 34; #AT 3; DMG 1-4/1-4/1-6. Special attacks: screech on initial attack (1-8 HP damage); multiple attacks per round (2/1); -4 bonus to AC, dodging, and some saving throws. Special defenses: only surprised 10% of the time. Special: climb any surface (95%); move silently (75%), hide in shadows (75%).

Treasure:
531 ancient gold solidi (see Arden Vul items); 2,119 gp; a peridot

(50 gp); two red spinels (100 gp each); four beautiful silver charm bracelets with small nuggets of gold hanging from them (900 gp each); four large silver hoop earrings (100 gp each); a gold goblet with the inscription in Mithric '*Marius Tricotor made me*' (320 gp); and a gold medallion with an intaglio image of Vanara, the first varumani thegn (1,050 gp).

7-117: Hot Cave

Hot and humid like its neighbors, this cave boasts several stalagmites and stalactites. In addition, several sets of bones litter the floor. One of these was of a human magic user. While the caterwauls clawed its spell book to pieces, they ignored a bone scroll case.

Inhabitants:
Caterwaul (33%): see stats at 7-116.

Treasure:
Bone scroll case with two scrolls, one containing three magic user spells: **Pol's endless sneezes**, **harnessing the chaos**, and **charm monster** (see new spells for the first two), and the other containing the clerical spells **bless**, **cure serious wounds**, **regeneration** and **hallow** (see new spells).

7-118: Tunnel Leading Up to 4-90

This tunnel wends its way upward more than 900' to area 4-90. As it does so, the temperature and humidity drop substantially. There is a 25% chance of encountering a selenite guardian along the tunnel.

Inhabitants:
1. **1 selenite guardian** (see new monsters): SZ M; AL N; AC 2; MV 30' on dirt, 60' on selenite; HD 6; HP 36; #AT 2; Dmg 2-8/2-8. Special defenses: regenerate 2 HP/round near selenite; immune to fire and water; take only 1 HP from edged weapons.

Areas 7-119 to 7-132: Domain of the vampire, Cinna Minux

This cluster of chambers forms the current lair of the dangerous and ancient vampire lord, Cinna Minux. Cinna was one of the first Archonteans recruited to the Order of the Sun-Scarred Knights by the order's reclusive master, Master Malachite (SL10A-32), and the last to have been offered the 'gift' of vampirism by the master. In his pride, Cinna accepted, but over time grew to chafe at the master's strict and overly lawful regulations. He eventually renounced the order and its principles and fled, hiding himself in the ancient Archontean shrine complex in which he had once served. Here he works hard to conceal his presence from the Knights, even while continuing to hunt (carefully, and quietly) on the chasm floor (Level 9).

He has been exceptionally careful in revealing his presence, and few know even rumors of his existence. The bestial and lesser varumani know the area to be haunted, but know nothing of the cause of that 'haunting'. Malachite has not told subsequent generations of Sun-Scarred Knights about Cinna's origins, and they know him only as a 'dangerous undead lord'. Cinna has built up a small circle of undead, plus a few lesser vampires, whom he dominates ruthlessly, imposing his own rigid regulations upon them (mostly, those have to do with never leaving Cinna's domain).

Due to his age, Cinna's charm abilities are more powerful than those of a standard vampire; the duration of any successful charm by Cinna is 10x that of the standard vampire. Cinna regularly travels throughout the halls in gaseous form; occasionally he stops to charm NPCs and monsters throughout Arden Vul. These charmed allies provide Cinna with information about who has passed, what their goals might be, and so forth. Some of his charmed sources of information include: Gillen, Tressa and Quade (4-180), Gog (5-2), Killik (5-46), Riglon (5-54), Gorlen (6-5), Virgoolian the chemist (6-28), Razor Face (6-61), Olaf the bee-whisperer (8-73), Muq (8-151), and Lithiric (9-22). He has also charmed, as necessary, numerous ordinary beastmen, goblins, Set guardsmen, lizardmen, and adventurers.

Within his domain, Cinna is aggressive and dangerous, and uses all of his resources to destroy any party that sets foot in that domain. Of course, should the PCs prove too powerful, he swiftly resorts to gaseous form and flees to his sanctum (7-122) through the holes he has drilled in the floor of that chamber.

Cinna's evil casts a pall over the entire area. That pall produces two effects: 1) it reduces good clerics' chances of turning undead by 2, and 2) it imposes a penalty of 1 to all saving throws made by good characters. Should Cinna be slain, the evil pall disappears in 1-3 days.

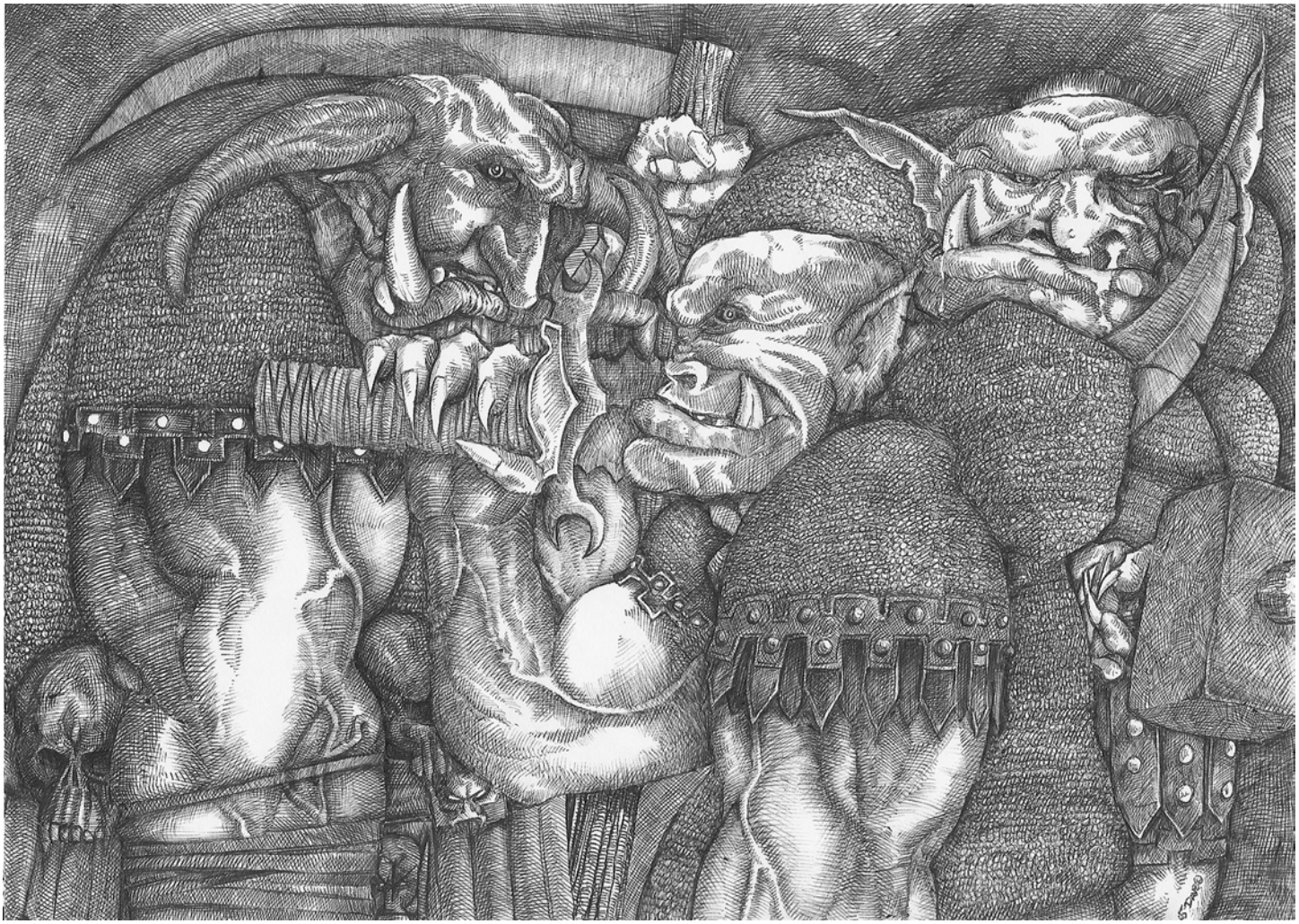
When the area is first approached, Cinna is holding court in 7-128 among his minions. He is instantly aware of an attack on any of the minions of his domain; if such an attack occurs, he immediately disperses his remaining lesser minions to soften up intruders' defenses. He then plans ambushes with his greater minions among the hallways and shrines of his domain.

Cinna's Minions:
Cinna has sired two vampires, whom he dominates and employs as assistants. He has also charmed several adventurers and a few monsters. Finally, he has dominated a trio of wights and a small pack of ghouls. He has issued strict orders to the charmed creatures, forbidding them from leaving his domain without permission. All of the minions fight gladly for their master. Should PCs enter the domain in a way that attracts attention – e.g., by noisily fighting with the ogres at 7-119, the ghouls at 7-123, or the wights at 7-130 – then Cinna will order the remainder of his minions to move into action against the intruders. They attempt to force the PCs into 7-128, where Cinna's entire force can participate in the assault. It is possible, however, for PCs to stealthily enter the domain via area 7-121 (or via one of the other entrances, if **silence** is employed); in this case, the minions will be found in their usual locations, and Cinna could be caught by surprise in his hall (7-128). If Cinna captures any PCs, there is a 50% he will attempt to charm one or more low-intelligence characters into his service, and a 15% chance he will make one into a vampire.

7-119: Spiral Stairs Up to SL7-31

The stone spiral stairs here lead up 425' to area SL7-31 in the Flooded Vaults.

Three ogres are cheerfully roasting an equal number of fish-men (see new monsters) on a spit over a roaring fire. The ogres have been charmed by Cinna Minux (7-122) and are stationed here to watch for intruders from above. The ogres have a barrel of Hak's ale (7-94), plus a dirty sack filled with apples, potatoes, and 769 gp. If confronted by a powerful-looking party, one of the three vigorously beats a cowbell to alert Cinna and his other minions



to the threat. The ogres have a 50% chance of taking notice of any combat that breaks out in 7-130; if they do, one reports to Cinna in 7-128 while the others head north and attempt to lay an ambush from the corridor leading west.

Inhabitants:
1. **3 charmed ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 27, 25, 22; #AT 1; Dmg 1-10, or by weapon.

Treasure:
The ogres have a filty leather bag containing a total of 769 gp.

7-120: Shrine to Ptah

The ancient Archontean shrine to Ptah is in remarkably good condition. The chamber is tall (20'), and clad entirely in green marble. To the south is a cult statue of the god, standing on a dais. A well-appointed forge occupies the center and northern part of the chamber. Painted onto the green walls are images of farmers engaged in every sort of agricultural activity, one per 5' section of marble. Looming behind each farmer is the face of Ptah, handsome and bearded. The one exception is the north wall, which is devoted to an enormous high-relief carving of bearded Ptah

Statue of Ptah: The statue of Ptah is 9' tall and stands on a 3' dais. He takes the form of a standing man, tightly wrapped in a thin shroud, holding three scepters across his chest. The statue is white marble, save for the head, which is polychromed green marble. His head is impassive, with blue eyes, black eyebrows, and a black beard. The three scepters – two held in the right hand, and one in the left – are a was stick, a djed pillar, and an ankh. A lawful good cleric who invokes Ptah (even if he/she follows a different god) hears the following words rumble like an earthquake through the chamber: "*Champion of Order and Creation, choose your reward: power, life, or stability.*" The cleric has 3 rounds to remove one of the three scepters; after the three rounds, the magic ends and none of the scepters can be removed.

The was stick is shaped like one of the Set **was sticks** (see new magic items), that is, like a curved head on a straight body, with a forked bottom. In the hands of a lawful good cleric, it functions as a **rod of striking** with 20 charges (albeit only usable by LG clerics).

The djed pillar appears as a rod formed of concentric rings of polished copper, starting with a ring 1" in diameter and ending with one that is 6" in diameter. In the hands of a LG cleric, it acts as a potent enchanted mace known as **the creator's breath** (see new magic items).

The ankh appears as a 2'-long copper ankh, incised with lapis. In the hands of a lawful good cleric it functions as **rod of resurrection** (with 10 charges).

Ptah's Field: Most of the northern half of the chamber is devoted to a remarkable site known in antiquity as "Ptah's Field". The field is an area of loamy dirt about 5' deep, from which grow gorgeous specimens of wheat and corn. A gentle breeze blows constantly from the large carving of Ptah on the north wall, except for ten

minutes of every hour, when the breath turns into a gentle rain. The crops are without disease or weeds, and can easily be harvested, threshed and ground into flour using tools and a stone that stand in the center of the chamber. If the crops are harvested, a new set will have grown back within 2 weeks. It takes an hour to thresh the harvest, and another hour to grind it into flour. One harvest can produce 5 lb of flour. If made into bread, the flour is quite valuable: one loaf not only provides all food needs for a day, it also cures 2-12 HP.

Treasure:
Ptah's grain (see above); possibility of an enchanted 'scepter'.

7-121: Deserted Chamber

The eastern door is unlocked, but closed, while the western door features a sturdy, well-oiled lock.

This former administrative office is filled with junk: broken desks and chairs, shreds of parchment, pieces of equipment, etc. A clear path, however, runs between the two doors.

A poltergeist inhabits this chamber. Although Cinna Minux could easily remove it, he has elected to let it remain as a barrier against varumani exploration of his domain. The bestial varumani are duly terrified by the poltergeist (see 7-100), and have decided (rightly) that the area is haunted.

Inhabitants:
1. **1 poltergeist**: SZ M; AL LE; AC 10; MV 60'; HD 1-4 HP; HP 3, 2; #AT 0; Dmg special. Special attacks: throw object, a hit causes fear (throws as a 5 HD creature). Special defenses: invisible; silver, or +1 or better weapons to hit.

7-122: Lair of the Vampire, Cinna Minux

The final 15' of the staircase that rises from 7-119 to this hall has been blocked with rubble (stone bits and pieces of furniture). It would take several hours of hard labor to move all the debris.

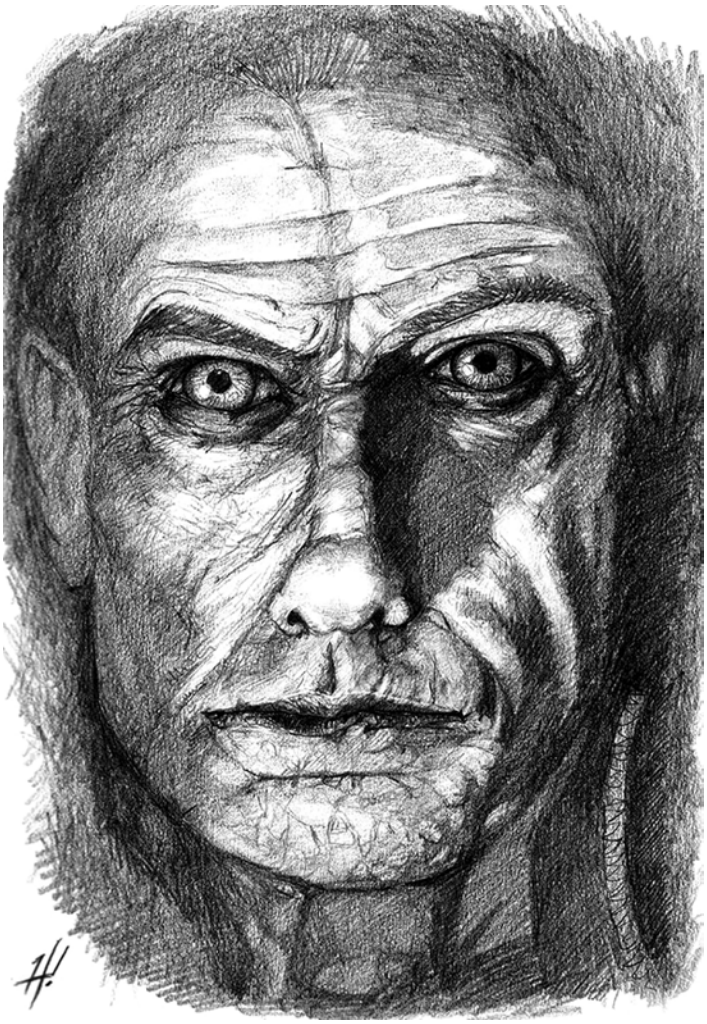
Cinna Minux has made a sanctum out of this ancient Archontean convocation hall, a site where the priests of the various temples and shrines used to meet to discuss business and settle disputes. Cinna enters and exits the lair in gaseous form through one of several holes he drilled in the floor of 7-122; these holes emerge in the ceiling of the corridor that passes beneath the convocation hall. Should Cinna be encountered elsewhere and driven to 0 HP, he is forced into gaseous form and retreats to this chamber, where his coffin lies.

The hall was once very grand, with frescoes of all the ancient Archontean gods lining the walls above a set of tiered benches. The frescoes are faded, but still visible and depict, in addition to Thoth and Set, Horus, Wadjet, Sobek, Besa, Osiris, Isis, Jael, Anubis, Tiamat, and Ptah, each in their iconic poses. The benches rise steeply from the central space, where once a speaking rostrum stood; now, however, the central space holds the sarcophagus/coffin of Cinna Minux.

The sarcophagus is made of fine marble and unadorned save for an inscription in Mithric that reads, 'Cinna Minux. First Knight.' A set of 10 ½"-diameter holes are drilled in the lid, which can only be budged by making an open doors roll. The interior of the sarcophagus contains a 3" layer of dirt and Cinna's emergency stash of yellow topazes inside a red-silk bag.

Surrounding the sarcophagus are various treasures that Cinna has accumulated over the centuries: a 3'-tall silver statue of a maiden (900 gp); a rosewood and ebony escritoire inlaid with ivory (1,200 gp); a silk and ivory canopy, such as might be carried above a dignitary in a procession (350 gp); a settee carved from a single piece of maple, carved with images of lions, tigers, and bears (250 gp); an armor rack with a full set of imperial field plate (see Arden Vul items); a **Theodorus's bed of convenient respite** (see new magic items) in full-sized mode; a set of six oak dinner chairs on the backs of which is carved the seal of the old archons of Arden Vul (150 gp each); and several codices, including *Symbols of Power*, the *Twelve Labors of Arden*, *Words and Symbols: an attempt to understand the symbols of the old ones*, *Thirty-Seven Quips of Balak the Sage*, *Tales of Larel One-Eye*, and *Sixteen Steps to Successful Administration* (see Arden Vul books for all). It should be noted that these objects are all (mostly) bulky and require much labor to move.

Inhabitants:
1. **Cinna Minux, ancient vampire, formerly a 10th-level male Archontean fighter**: SZ M; AL CE; AC 1; MV 120', 180' flying (Class B); HD 8+3; HP 59; #AT 1, or 3/2; Dmg 5-10, or 8-15 (**Cers**). Special attacks: energy drain; charm gaze (-2 to saves, duration 10x longer than usual). Special defenses: shape change (bat); assume gaseous form; summon 10-100 rats or bats; immune to charm, hold, sleep; +1 or better weapons to hit. Due to his age, Cinna's charm power has a duration of 10x that of normal vampires. He possesses the intelligent enchanted scimitar, **Cers** (see new magic items), which he can wield as follows: #AT 3/2, Dmg 8-15.



Treasure:
Sarcophagus: 20 golden yellow topaz gems (500 gp each), and a full set of six colored glass activation squares (see **Thothian teleportation rings** in new magic items).
Chamber: numerous bulky valuables (see above).

7-123: Badly Damage Shrine to Osiris

This former shrine to Osiris – one of the old gods of Archontos – has suffered massive structural damage along the south wall. Indeed, that south wall has collapsed, leaving a scree that leads down 10' to the large cavern at 7-113 and 7-112. Cinna Minux has stationed six ghouls here as a deterrent to visitors. The ghouls have strict orders to send one of their number to report any intruders to him, but given their rapacious nature there is only a 33% chance that they do so.

Not much remains of the shrine. A headless granite statue of a man stands against the west wall, while fragments of color suggest once-vibrant frescoes on the walls. At the east, however, a djed pillar still stands: it is 8' tall and formed of concentric circles of stone. The ghouls give it a wide berth, as it sparks constantly (a vestige of its old divine power).

Inhabitants:
1. **6 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 16, 15, 15, 14, 14, 13; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

7-124: Shrine to Sobek

Badly looted and desecrated by vandals over the centuries, this small shrine to the aggressive sea-god, Sobek, has lost any connection to the divine. Bits of frescoes are still visible, including one that shows a crocodile-headed human with spears in each hand, riding a wave in a fragile-looking boat; another of the same crocodile-headed man spearing enemies; and a third in which a crocodile head is emerging from a mound of sand or earth.

A dais to the south once held the cult statue, but it is gone.

Cinna Minux's two charmed minions have made this chamber their home. The pair were part of an adventuring party that was defeated on the chasm floor; Cinna came across these survivors and easily charmed them.

The shrine has two comfortable beds, a quartet of chairs, a pair of locked chests, a table filled with food, and a set of twelve bottles of wine. Most of the time (75%), the pair are found in 7-128 with Cinna; the rest of the time they are here.

Inhabitants:
1. **Nasteon of Upford**, **8th-level male Archontean thief**, **charmed by Cinna (25%)**: SZ M; AL CE; AC 2; HD 8; HP 48; #AT 1; Dmg 5-10 (**short sword +4**, **defender**). Abilities: STR 14, INT 9, WIS 10, DEX 18, CON 16, CHA 15. Possessions: **leather armor of shadows** (see new magic items); **short sword +4 defender**; a **potion of greek fire** (see new magic items); key to his chest. Thief skills: PP 75%, OL 72%, F/RT 60%, MS 82%, HS 69%, HN 25%, CW 96%, RL 40%.
2. **Elliana the Swarthy**, **6th-level female Archontean fighter**, **charmed by Cinna (25%)**: SZ M; AL NE; AC 5; HD 6; HP 65; #AT 3/2; Dmg 3-10 (**long sword +1**), 1-6 (long bow). Abilities: STR 17, INT 8, WIS 10, DEX 12, CON 17;,CHA 15. Possessions: **scale mail +1**; **long sword +1**; long bow and 20 arrows; a packet of **immobilizing mesh** (see new magic items); key to her chest.

Treasure:
Nasteon's chest is locked with a poison needle trap. Inside are two sets of thieves' picks, four vials of poison, a set of three golden chalices studded with colored crystal (150 gp each); a packet of gethite lotus powder (see new flora); a token of Arden (see Arden Vul items); three Arden Vul cakes (see Arden Vul items); a **rudishva palm of temporal flux** (see new magic items), with no charges (worth 100 gp as a curiosity); and a sack filled with 577 sp, 135 gp and 40 moss agates (10 gp each).
Elliana's chest is locked, but not trapped. It contains a sack with 893 sp and 431 gp; two **potions of heroism**; a bolt of patterned yellow silk showing elephants (250 gp); a pair of yellow silk slippers embroidered with silver thread (150 gp); and white gold ring that is a **ring of friendly defense** (see new magic items). The other ring is found in one of the bestial varumani caves (see 7-96).

7-125: Shrine to Wadjet

One of the largest rooms in the complex, this 15'-tall chamber was the shrine to the protector goddess Wadjet. It is in good condition.

The north, west, and east walls are lined with impressive, 9'-tall, high relief carvings of hooded cobras rearing to strike. The heads of the cobras are about 2' square and actually project away from the wall by the same distance, presenting a striking degree of verisimilitude. Three of the heads have been broken off, but the other fifteen are intact. Across the southeast and southwest walls runs the following inscription, in 5' Mithric letters: 'The Goddess Protects those without Fear.'

Statue of Wadjet: The 10'-tall cult statue of Wadjet is found to the south, and takes the form of a lithe young woman with the head of a cobra. Her body is white marble, while the cobra head is gold, lapis, and silver.

If a brave – and bareheaded - postulant stands before Wadjet and beseeches her by name for her protection, the cobra head of the statue whips forward and bites the postulant on the head. The bit inflicts 1-4 damage, but conveys **protection from evil** for 6 hours. An individual can only gain this blessing once per month.

The cobra head of the statue is valuable (7,500 gp), but stealing it imposes a **curse** on the thief.

7-126: Pool of Imperial Fortitude

In the center of this circular, domed chamber sits a magic pool. The walls were originally painted pale green, although they are now dirty and long strips of paint hang from the ceiling. The pool is set flush into the floor, although a band of yellow tiles inset into the stone outlines it. The liquid is clear and inviting.

The pool was known to the Archonteans as the Pool of Imperial Fortitude, and was used by commanders before they departed to more dangerous parts of the halls on missions for the archons. A good draught from the pool imparts **remove fear** (duration 10 hours) in the drinker.

7-127: Lair of the Lesser Vampires

The door to this undecorated former storage room is locked and barred from the inside. Six 2"-diameter holes have been drilled in the door.

Within are the coffins of two junior vampires created by Cinna Minux, as well as some finery that he has allowed them to accumulate. The coffins are simple stone boxes with wooden lids; each has 6" of dirt lining its bottom. Brenna Three-Braids and Joshuel the Binder are almost always (85%) in attendance on Cinna Minux at 7-128; if not there, they are here (10%) or wandering elsewhere in the domain (5%).

Brenna has acquired an ancient Archontean puppet theater, with exquisitely carved wooden dolls showing the traditional figures of this genre: the siblings Alba and Balbus, the governess Caeca, the virtuous soldier Lucius, the vamp-ish stepmother Hortalia, and the roguish tramp, Larel (the latter is equally famous for his own stories; see 3-46). These puppets would easily be worth 400 gp each. She also has an armor rack with a suit of ceremonial gilded mail worth 450 gp but only AC 8. Finally, she has a pair of 4'-tall blackware vases, one showing the story of Larel and the Farmer's Daughter (see the *Tales of Larel One-Eye* in Arden Vul books) and the other depicting Arden's First Labor (the Owlbears of Mount Juventus - see SL13-10A). Each vase is worth 850 gp, but they are very fragile.

Joshuel is more ascetic. He has a simple desk that contains his spell book and a sack of 20 bloodstones (50 gp each); a travel satchel with six potions (**clarity** x2, **fire resistance**, **singing birds**, **hostile levitation**, and **molasses** – see new magic items for all); and one of the **eyes of Pol** (see new magic items).

Inhabitants:

1. **Brenna Three-Braids**, **7th-level female Wiskin fighter**, **now a vampire**: SZ M; AL CE; AC 1; MV 120', 180' flying (Class B); HD 8+3; HP 51; #AT 1, or 3/2; Dmg 5-10 or 6-12 (**morning star +2**). Special attacks: energy drain; charm gaze (-2 to saves). Special defenses: shape change (bat); assume gaseous form; summon 10-100 rats or bats; immune to charm, hold, sleep; +1 or better weapons to hit. Brenna occasionally wields her morning star +2, which gives her #AT 3/2, Dmg 6-12 due to STR and magic bonuses. Her natural AC as a vampire allows her to wear red silk clothing instead of armor. She carries her **olifant of command** (warriors) (see new magic items) at all times.
2. **Joshuel the Binder**, **7th-level male Archontean magic user**, **now a vampire**: SZ M; AL CE; AC 1; MV 120', 180' flying (Class B); HD 8+3; HP 52; #AT 1; Dmg 5-10. Special attacks: energy drain; charm gaze (-2 to saves). Special defenses: shape change (bat); assume gaseous form; summon 10-100 rats or bats; immune to charm, hold, sleep; +1 or better weapons to hit. Possessions: **ring of spell turning**; **wand of magic missiles** (16 charges); **potion of clairaudience**. Memorized spells: **comprehend languages**, **jump**, **shield**, **sleep**; **darkness 15' radius**, **invisibility**, **knock**; **dispel magic**, **slow**; **monster summoning II**.

Joshuel's Spell Book:

Affect normal fires, **burning hands**, **comprehend languages**, **dancing lights**, **detect magic**, **erase**, **firewater**, **floating disk**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**, **spider climb**; **continual light**, **darkness 15' radius**, **detect invisibility**, **invisibility**, **knock**, **levitate**, **mirror image**, **rope trick**, **strength**, **web**; **clairaudience**, **clairvoyance**, **dispel magic**, **fly**, **lightning bolt**, **protection from normal missiles**, **slow**, **tongues**; **fear**, **ice storm**, **monster summoning II**.

Treasure:
See above.

7-128: Court of Cinna Minux

This grand hall was once an important shrine to Horus, but now it serves as the court for the vampire, Cinna Minux, and his minions.

The ceiling is 25' tall. Two lines of columns march along the flanks of the chamber towards the cult statue at the western end. The walls are decorated with scenes of hawk-headed Horus presiding over the weather and over armies of Archontean soldiers. Two massive, oaken tables dominate the center of the chamber. They are piled with food, plates, silverware, and candelabra. Several **continual light** spells cast on the ceiling provide adequate light.

Statue: Standing on a 3' dais, the 15'-tall statue depicts a standing man holding spears in each hand (the butts rest against his feet). The head has been knocked off, however, and now serves as the centerpiece of Cinna Minux's table.

Tables: Both tables are 20' long and made of heavy oak. They are joined in a t-shape, such that Cinna and his greater minions can sit at the head table while the lesser minions (ogres and varumani) sit on the cross. Dotting the tables is an impressive array of objects: six heavy gold candelabra (200 gp each); three silver ewers (75 gp each); a dozen fine porcelain plates decorated with the imperial helmet (600 gp the set); a dozen sets of gold and steel tableware (100 gp each set); three fine porcelain vases filled with dried flowers (150 gp each); a dozen crystal goblets (75 gp each); eight pewter tankards (10 gp each); and seven heavy pewter serving dishes (25 gp each). The serving dishes are filled with food: dried fruit, dried meat, fresh meat (slightly rare), bread, jams, preserves, etc.. Seven bottles of imported Archontean wine (45 gp each) and a keg of Hak's mushroom ale (see 7-94) complete the feast.

On the table in front of Cinna sits the hawk head of Horus. At its core the head is marble, with a covering of gold to represent his back feathers, and eyes formed from silver, yellow topaz and sapphire. Intact the head is worth 8,000 gp, but weighs 125 lb; if the head is broken up, the metals and gems are worth 1,500 gp.

Unless previously alerted to intruders, and in some circumstances even then, Cinna Minux is found here, holding court with his minions. He occupies the central seat at the high table. To his left are Brenna and Joshuel; to his right are Nasteon and Elliana. Two ogres and two bestial varumani sit at the cross table. Cinna enjoys ceremony and the trappings of the civilized life, and likes nothing more than to read edifying verses or stories to his minions and to encourage them to offer songs to the group.

If a party manages to reach this location without causing a general alert, or if a party has sought negotiations with the vampire, then Cinna greets the PCs as guests and invites them to his table. Should the PCs agree, they are free to eat and drink with the company without fear. At the end of the meal, Cinna politely invites guests to share stories, poetry or song. If the offerings are successful (as determined by the GM), Cinna likely allows the party to depart in peace, with a warning not to intrude again. If the PCs' efforts are unsuccessful, or if they show hostility, then Cinna signals his minions to attack.

GM Note: Although they are not nourished by normal food, the three vampires do consume portions of the feast for the sake of

appearances. When one of them brings back a victim, they dine on it in their personal lairs and dispose of the body in 7-132.

Inhabitants:
1. **Cinna Minux**, **vampire**: Cinna is dressed in black silk chased with silver thread, with a silver torc and a silver coronet. See stats at 7-122
2. **Brenna Three-Braids**, **F7 and vampire** (see stats at 7-127)
3. **Joshuel the Binder**, **MU7 and vampire** (see stats at 7-127)
4. **Nasteon of Upford**, **charmed T8** (see stats at 7-124)
5. **Elliana the Swarthy**, **charmed F6** (see stats at 7-124)
6. **2 charmed ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 24, 21; #AT 1; Dmg 1-10, or by weapon.
7. **2 charmed bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 53; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

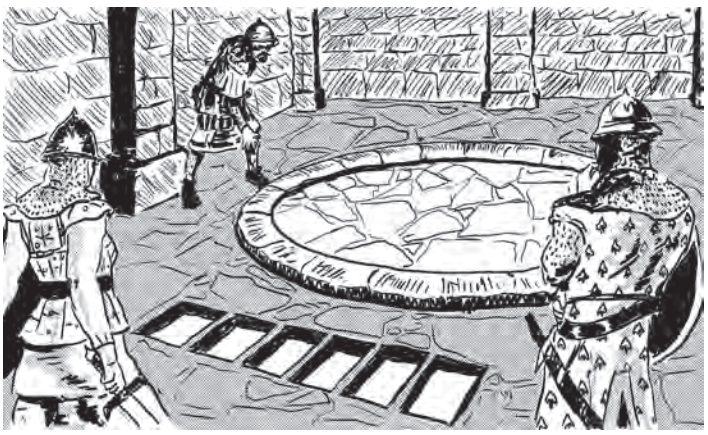
Treasure:
See table furnishings above.
Personal magic-items on inhabitants.
Hawk head of Horus: 8,000 or 1,500 gp,

7-129: Shrine to Jael

The shrine to the ancient Archontean god of the moon, secrecy and lawlessness is in good shape.

The shrine is 20' tall and painted matte black. Glowing images of phases of the moon are painted over the black, among which are four extra-large images – the new moon on the north wall, a waxing quarter on the east wall, the full moon on the south wall, and the waning quarter on the west wall.

A 10'-diameter circle of veined marble is inset into the granite floor in the center of the chamber, and a bronze statue of a heron is set into the marble. The heron is 6' tall, and its beak is cracked open. An inscription in Mithric chiseled into the marble encircles the statue: '*Summon the Night Lord's Cloak and Whisper Your Plan into his Fulsome Face.*' Should one speak the name 'Jael' while standing on the marble disk, a mist (i.e., Jael's 'cloak') will start billowing forth from the heron's beak. It fills the chamber in 5 rounds and is harmless. While the chamber is mist-filled, it is possible to seek blessings from Jael by approaching the full moon image on the south wall and whispering a secret plan or nefarious activity to the Moon God. In return, Jael rewards such persons with a bonus of 1 to all saves as well as a bonus of 1 to all rolls made while the character is in moonlight (the two bonuses do not stack). The benefits last 1-4 days.



7-130: Sarcophagi and Wights

This chamber has been fully stripped of any vestiges of its former purpose. Three simple stone sarcophagi stand in the center of the chamber, home to three wights that Cinna Minux has stationed here. The wights typically remain in their sarcophagi until the aura of sentient beings arouses them. Then they spring forth to confront the intruders. The wights do not pursue into the chasm (7-133). The southern door is stuck open, and sounds of combat here are 50% likely to alert the ogres in 7-119.

Inhabitants:
1. **3 wights**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
Between them the wights possess: 231 ancient gold solidi (see Arden Vul items); 497 ancient silver pennies (see Arden Vul items); a gold coronet studded with chrysoberyls (6,000 gp); a silver and lapis lazuli locket (14,000 gp); a silver medallion with an intaglio head of a forgotten archon of Arden Vul (900 gp); and a necklace formed of alternating tubes of gold and silver (700 gp). The locket would be worth 500 gp were it not for the fact that, when opened, it reveals a cameo in gold of Marius Tricotor, the great Archontean hero. The full value of the locket will only be realized by selling it to an Archontean collector.

7-131: Thothian Teleportation Ring

A set of 2"-tall paving stones arranged in a 6'-diameter ring occupies this ell. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: YE-RE-GR-BL-BK-WH (see new magic items for explanation).

Cinna Minux owns a set of the glass activation squares necessary to operate the ring (see 7-122). He knows the 'addresses' to the rings at areas 3-33, 8-17, and 9-98, although he only rarely visits those locations for fear of betraying his location to the Sun-Scarred Knights.

7-132: Trapped Shrine to Isis

This shrine is in extremely poor shape and, indeed, its ceiling is liable to collapse at any time.

The walls were once painted with bright frescoes, but only a few splashes of color are still visible. About a dozen corpses have been tossed into the chamber just inside the entrance; they are in various states of decomposition, but all appear to have been drained of blood.

Three bowed wooden beams prop up the 14' ceiling in the center of the chamber; they are obviously of recent, rather than ancient, vintage, and look quite unstable. At the south end of the chamber is a dais with a statue of a woman that glints gold.

Statue: The statue is not the cult statue of Isis, which is long gone, but rather a poorly carved piece of granite painted with gold paint and set here by Cinna Minux as a trap. It inelegantly depicts an unknown female.

Trap: Anyone passing the midpoint of the chamber so as to approach the statue has a 3 in 6 chance of touching off a cave-in from the ceiling. If the ceiling does collapse, it does damage to everyone in the chamber on a sliding scale based on how far each person is from the door: 0-10', take 2-12 HP damage; 11-20', take 4-24; 21-30', take 6-36; 31-40' (i.e., at the statue), take 8-48. A thief who successfully moves silently reduces his/her chance of setting off the trap to 1 in 6. A cave-in brings all inhabitants of Cinna's domain on the run to confront intruders (see inhabitants of 7-119 to 7-132).

7-133: Lesser Chasm

This chasm is 70' deep and bisects the former Archontean route from Level 7 to the main chasm floor (Level 9). Several other potentially useful connections to other levels meet here, albeit at different elevations. The floor of the chasm has much debris, some of it pieces of worked stone, lying in 2' of murky water. As is typical of such caves, a pod of chasm cephalopods makes its home here.

Inhabitants:

1. **5 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 28, 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.
2. **1 large chasm cephalopod** (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 45; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell.

7-134: Cave

A pair of adventurers slain by the chasm cephalopods lies in this cave. One is an elven magic user and the other a human fighter. Scavengers have made off with all valuables save for a single agate (10 gp) and **scroll of monster summoning IV** that the magic user wore wrapped around his right calf, below his leggings.

Treasure:
A 10 gp agate and a **scroll of monster summoning IV**.

7-135: Tunnel up to SL6-18

This tunnel snakes gently upward before joining the cavern of Pol (SL6-17 and SL6-18). It is devoid of traffic.

7-136: Ancient Archontean Road to Level 9 (9-101)

This broad and tall (15') corridor was built by the Archonteans as a main military conduit between their administrative and religious sectors (Level 7 and Sub-Level 7) and their outpost on the chasm floor (9-101). It leads down to the area near Marius's headquarters. Cinna Minux (7-122) traverses this road to hunt on the chasm floor. Because of the chasm (7-133), few others use this route.

7-137: Tunnel up to 5-100

This tunnel departs the wall of the chasm (7-133) and snakes upward to area 5-100.

7-138: Heqeti Corridor Fragment

This fragment of corridor is pebbled or granulated, and somewhat oily. It leads to a cave-in in the north.

7-139: Tomb of Kekulessa

The stone door to this lost tomb is partly broken, and thus only openable through a successful open doors check.

Inside is found the tomb of a heqeti hero from antiquity, Kekulessa. The tomb is only 7' tall. Its walls are the usual pebbled, oily heqeti affair, with the exception of the south wall, from which a stone carving of a gaping salamander maw projects. In the center of the chamber is a simple, four-step, funeral ziggurat on top of which rest the bones of Kekulessa. Scattered about the steps of the ziggurat are various objects associated with the deceased: three 4"-tall pyramids of solid copper (100 gp each), one 6" pyramid of solid silver (350 gp), a set of dividers, a pair of calipers, a dozen human scalps strung together on a leather string, a necklace made of heavy rectangles of platinum (2,500 gp); and three **tears of Kauket** (see new magic items).

Should non-heqeti enter the chamber, the outrage causes Kekulessa's bones to animate. He leaps forward as a heqeti old one (see new monsters), wielding his stone-tipped **spear +2**. Kekulessa is aided by an enchantment set on the salamander head found on the south wall: three 'tongues' of green energy flicker forth from the carving and attempt to grab intruders. The tongues hit as 6th-level fighters; if they hit, they do 1-4 damage and wrap around the victim, pulling him/her towards the south wall. It takes 2 rounds to pull victims to the maw, where they are simply held, helplessly, until the combat is over. One can break free from a tongue by rolling 4d6 under STR.

Inhabitants:

1. **Kekulessa**, **an heqeti old one** (see new monsters): SZ M; AL CE; AC 3; MV 90'; HD 6+6; HP 47,; #AT 1 Dmg 5-14 (**spear +2**). Special attacks: leap; cursed tongue. Special defenses: turned as spectres; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells. Possessions: stone-tipped **spear +2**.

Treasure:
3 pyramids of copper (300 gp); pyramid of silver (350 gp); platinum necklace (2,500 gp); three **tears of Kauket** (see new magic items).

7-140: Shattered Constructs

This wide cave is relatively flat. Two shattered rudishva animated constructs (stone natarajas – see new monsters) rest in pieces on the floor before the tunnel to 7-143. The pieces include two torsos with heads, four legs, and eight arms (2 holding nothing, 2 with scimitars, 2 with small pots, and 2 with drums). Despite the dismembering, one is still slightly animate; its eyes will follow

any non-rudishva and its grinning mouth will make a sound as if it were grinding its (stone) teeth. Despite this vestige of its former power, the construct is harmless.

A successful listen check at or in the southern tunnel reveals the sounds of shouting and combat.

7-141: Tunnel Up to Level 5 (5-85B)

This tunnel wends its way upwards some 800' to area 5-85B.

7-142: Cave of the Dust Monster

The cavern is covered with sand and dirt, amid which are numerous bones and other pieces of debris. A large dust monster (see new monsters) lies in wait here, ready to feast on chasm cephalopods and whatever else it can find.

Inhabitants:

1. **1 large dust monster** (see new monsters): SZ L; AL N; AC 0; MV 90'; HD 8, HP 38; #AT 1; Dmg 3-16. Special attacks: suffocation; blinding. Special defenses: +1 or better weapons to hit; half damage from blunt magical weapons.

7-143: Engine Room of the Beacon

This large chamber constitutes one of the original modules of the starship Beacon, the engine room. This module contains some artifacts that are both valuable and potentially useful, even though it certainly cannot be used to drive a starship anymore.

The outer walls of the engine room are made of triple-strength plasteel, painted gunmetal grey on the outside and off-white on the inside. The module is 40' tall, and has two main areas. The first is the engineering deck, set 20' above the floor of the module. Both entrances to the module give forth onto the engineering deck. The second area is the 60'x40'x20' drive well in the center of the module, in which the six warp drives stand.

A fierce battle is currently raging between three factions: a rudishva animated construct; a party of Priscian explorers who navigated their way here from Level 9 via 7-136 and 7-138; and one of Kerbog Khan's rare battle automatons (who arrived via 5-85B and 7-141). The construct is carrying out its last orders, to prevent non-rudishva from entering the module. The Priscians and the automaton are each in search of artifacts. Kerbog Khan (SL12-25) is currently directly controlling his automaton, and the strange voice of that wizard may be heard bellowing imprecations, shouting for blood samples, and threatening magical ruin on the Priscians. The Priscians are fighting quietly, using hand signals in addition to spells. Two Priscian conversi are already dead. Either the Priscians or Kerbog Khan would be willing to ally with a party of PCs, but only if the PCs help eliminate the other group.

Engineering Deck: Two control consoles stand at either end of this deck. The consoles are 4' from the ground and appear as black glass sheets studded with dials and buttons. Without technical training it would be impossible to figure out what all the functions are, let alone how to operate or trouble-shoot the drives. Those who simply push buttons and crank dials at random have a 5% chance per round of causing a meltdown in one of the drives. Once begun, a meltdown leads to loud klaxon horns and flashing red lights. In 4 rounds one of the drives will explode for 30d6 damage to all in the area. A meltdown can be averted by pushing the right sequence of buttons (1% chance if attempted randomly). With proper instructions (see below), the consoles can also be used to unlock the panels holding the drive rods.

Warp Drive Well: The well is accessed by four plasteel ladders set into the sides of the well. The drives appear as 10'-diameter, 30'-tall columns of clear plasteel filled with glowing yellow gel. A maze of tubing, wires, glowing panels, and dials is attached to the outside of each drive. At the foot of each drive is an openable panel, some 18"x36" in size. The panels can only be opened using the consoles on the engineering deck. Doing so reveals a heavy (50 lb), 2'-long rod of clear plasteel filled with glowing orange liquid; this rod is a 'drive rod.'

The six engines are also connected to each other, as well as to consoles to the east and west, by a set of blue plasteel tubing. Although amber lights periodically blink on each of the drives, all six engines have been in 'power-down' state for millennia; a nuclear generator under the engineering deck continues to provide the power that keeps the drives active.

Two rudishva skeletons (inert) lie on the floor of the drive well. One carries a GnuCoder 1000 with one data crystal and a full lesser power supply (see new technological items). The data crystal carries a set of orders that include instructions on how to remove two of the drive cores safely, and instructions (in Rudishva) to "report immediately to Lieutenant Svar-Loj in the shuttle bay" (i.e., SL13-37). One who reads Rudishva could use these instructions at the control console to open the panel doors on any or all of engines so as to remove the drive rods.

Inhabitants:

1. **1 rudishva animated constructs - stone nataraja** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 8; HP 55 51; #AT 1; Dmg 4-11; MR 25%. Special attacks: sonic or fire attack. Special defenses: +1 or better weapons to hit; immune to cold, fire, electricity, poison, and mind-affecting spells.
2. **1 battle automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 0; MV 150'; HD 8; HP 60; #AT 4; Dmg special; MR 50%. Special attacks: laser (3-12 damage); blade (3-12 damage); poison injector (death, or 3-12 damage on save); flamethrower (3-18 damage in arc). Special defenses: immune to cold and fire.
3. **Laegel the Forsworn**, **Priscian war mage** (see new monsters) **and member of Nonus**, **as a 9th-level male Archontean magic user**: SZ M; AL LN; AC 2; MV 120'; HD 9; HP 29; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 11, INT 17, WIS 14, DEX 16, CON 10, CHA 15. Possessions: a key to 9-58; **Priscian chain mail +1** (see new magic items); **Priscian gladius +2** (see new magic items); **gem of brightness**; **wand of fire** (22 charges); **staff of the magi** (13 charges). Spells memorized: **charm person**, **detect magic**, **enlarge**, **magic missile**; **continual light**, **ESP**, **locate object**; **dispel magic**, **hold person**, **suggestion**; **charm monster**, **wall of ice**; **cloudkill**. Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **darkness 15' radius**, **ESP**, **knock**, **locate object**, **mirror image**, **ray of enfeeblement**, **stinking cloud**, **web**; **blink**, **clairaudience**, **dispel magic**, **fireball**, **fly**, **hold person**, **lightning bolt**, **protection from evil 10' radius**, **suggestion**; **charm monster**, **fear**, **monster summoning II**, **remove**

curse, **wall of ice**, **wizard eye**; **interposing hand**, **cloudkill**, **hold monster**, **passwall**, **wall of iron**.

4. **Malachi**, **Priscian war mage** (see new monsters) **and member of Tertius**, **as a 5th-level male Thorcin magic user**: SZ M; AL LN; AC 3; MV 120'; HD 5; HP 15; #AT 1; Dmg 3-6 (**staff +2**). Abilities: STR 12, INT 16, WIS 10, DEX 16, CON 9, CHA 13. Possessions: **Priscian chain mail** (see new magic items); **staff +2**; **wand of paralysis**; **Priscian ring** (see new magic items) enchanted with **true seeing**. Spells memorized: **detect magic**, **identify**, **magic missile**, **sleep**; **locate place** (see new spells), **strength**; **clairvoyance**. Spell book: **affect normal fires**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**; **continual light**, **detect evil**, **ESP**, **knock**, **locate place** (see new spells), **mirror image**, **rope trick**, **stinking cloud**, **strength**; **clairvoyance**, **dispel magic**, **hold person**, **lightning bolt**, **slow**; **ice storm**.
5. **Amadec**, **Priscian war mage** (see new monsters) **and member of Secundus**, **as a 4th-level female human magic user**: SZ M; AL LE; AC 5; MV 120'; HD 4; HP 15; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 11, INT 17, WIS 14, DEX 12, CON 16, CHA 9. Possessions: **Priscian chain mail** (see new magic items); **Priscian gladius +2** (see new magic items); **wand of light** (10 charges); **potion of extra healing**. Spells memorized: **dancing lights**, **jump**, **shield**; **forget**, **levitate**. Spell book: **comprehend languages**, **dancing lights**, **detect magic**, **find familiar**, **jump**, **magic aura**, **magic missile**, **read magic**, **shield**, **sleep**, **unseen servant**, **ventriloquism**; **detect invisibility**, **forget**, **levitate**, **Pelagion's bridge of sighs** (see new spells), **pyrotechnics**, **wizard lock**; **explosive runes**, **gust of wind**, **protection from normal missiles**.
6. **Pelagor**, **Priscian conversus** (see new monsters) **and bonded defender to Laegel**, **as an 8th-level Archontean thief**: SZ M; AL LE; AC 3; MV 120'; HD 8; HP 45; #AT 1; Dmg 4-9 (**short sword +3**) or 2-5 (**dagger +1**) or 2-5 (sling). Abilities: STR 11, INT 12, WIS 12, DEX 17, CON 15, CHA 17. Thief abilities: PP 70%, OL 67%, F/RT 55%, MS 67%, HS 54%, HN 25%, CW 96%, RL 40%. Possessions: **leather armor +2**; **dagger +1**; **short sword +3**; sling and 10 sling bullets; a pouch with 15 sardonyx gems (50 gp each) and 73 gp; **boots of elvenkind**, a **potion of invisibility**.
7. **Eroica**, **Priscian conversus** (see new monsters), **as a 5th-level female Archontean fighter**: SZ M; AL NE; AC 2; MV 90'; HD 5; HP 49; #AT 1; Dmg 4-11 (**battle axe +1**) or 1-4 (light crossbow). Abilities: STR 18/50, INT 9, WIS 12, DEX 10, CON 16, CHA 7. Possessions: **splint mail +1** and shield; **battle axe +1**; light crossbow; 83 sp and 37 gp.

Treasure:
Warp drive rods (up to 6).
On the bodies: a GnuCoder 1000 image screen, with one crystal; a rudishva lesser power supply; and brown, copper, sky blue rudishva identity plaques (see new technological items for all).
Items on the Priscians (see above).

7-144: Rudishva Teleport Node

Both doors – to 7-143 and to 7-145 – are rudishva iris doors that require a pale green, pink, orange, silver, or yellow rudishva identity plaque (see new technological items) to open. A rudishva teleport node lies along this corridor. The node is comprised of a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. A rune is etched into the silvery material. To activate the node, one stands on the circle and touches one's hand to the square.

Teleport Node:
T11: access to 5-95

7-145: Pool of Sparkling Liquid

A softly gurgling basin of black granite is almost dwarfed by the large, but otherwise empty, chamber that surrounds it. The basin is 15' in diameter and 3' deep; it is filled with opalescent, sparkly liquid. Anything coated in the liquid will levitate in the shaft (7-146). The coating lasts for an hour, but can, strangely enough, be brushed off easily.

7-146: Rudishva Transit Shaft

A 40'-square shaft, sheathed in the same white marble and silver grout, extends 1,100' through the Halls, commencing at 5-84 and culminating at 9-91. Built by the rudishva as a swift form of transport for their officers, it detects strongly as magical. Anything tossed into the shaft will fall normally, but anything - or anyone - coated in the opalescent liquid is capable of levitation in the pit. Levitation is at the rate of 20' of vertical distance per round. Removal of even 10% of the silver grout cancels the levitation effect. From this point one can use the shaft to access 5-84, 6-164, and 9-91. Those without the opalescent covering who fall into the shaft fall 300' to their likely death.

A pair of giant rudishva skeletons sit in gargantuan stone chairs overlooking the transit shaft. The skeletons animate and confront any non-rudishva who step out of the shaft onto the floor of the chamber. The door to the west is a rudishva iris door that requires a pale green, pink, orange, silver, or yellow rudishva identity plaque (see new technological items) to open.

Inhabitants:
1. **2 semi-intelligent giant rudishva skeletons**: SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68, 58; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

7-147: Dangerous Route to Chasm Floor (9-86)

The bestial varumani discovered and improved this set of 'steps', hand- and foot-holds, and cracks, and a daring few among them use it to traverse the lower chasm outside the scrutiny of the thegn. Like the Dread Risers (7-2), the path ultimately leads down 300' to the chasm floor (9-86). Unlike the Risers, however, this route is extremely dangerous. Those climbing or descending it must roll 3d8 under DEX every 100' or fall off. Thieves, or others with special climbing skills, only need roll 2d8 under DEX.

7-148: Tunnel to the Flooded Vaults, SL7-9A

A 4'-diameter hole in the chasm wall leads to a narrow tunnel that wends its way to the Flooded Vaults region (SL9-7A). The hole is about 50' above the descending route that the bestial varumani take to the chasm floor (see 7-147).



LEVEL 8: THE NETHER REACHES

The Nether Reaches have a reputation among denizens of Arden Vul as an ultra-dangerous 'wild west' region. As a result, no faction controls the level, nor is any faction genuinely interested in establishing a permanent presence here. To be sure, in antiquity most of the main cultures of Arden Vul established some presence on Level 8, but in each case that presence was limited, and even secret in some cases. It was thus frequently a truism that 'to seek the Nether Reaches' meant to strike out on one's own into the dangerous and unknown areas far outside the control of the authorities. In the present, the Nether Reaches retain their aura of mystery and opportunity. Rumors of some of the infamous 'special' locations persist, and both denizens of the Halls and hardy outsiders frequently mount expeditions to the Reaches, usually in search of a fabled location or object. It must be said, however, that most of these expeditions never return to the more 'civilized' areas.

The level contains several special encounter areas, interspersed with natural tunnels and broken fragments of older habitation. Among the notable regions are the domain of the shadow lord, Laocoon (8-8 to 8-21); the temple of Bastet (8-30 to 8-41); the cave of the bliss flowers (8-67), with the nearby hives of giant bees (8-69 and 8-70); the terrible hall of the chaotic feasters (8-76), with its direct access to the greater god entity Rimmaq-Isfet; the forge of Zhorak (8-95 to 8-104); the tomb of Phocion the Builder (8-142 to 8-144); Eustachius the Cantor's famous Singing Grotto (8-146 to 8-148); and the lost temple of Besa (8-119 to 8-126). While this may seem to represent a convenient conjunction of plunderable of riches, magic, and lore, explorers of the Nether Reaches face two problems: first, many of these special areas are guarded by powerful entities; second, and perhaps more importantly, travel between the entrance halls (8-1 to 8-7) and the rest of the level is notoriously difficult. Of course, travel from the entrance hall is easy in one sense, for explorers can use teleporters in that hall to access distant sections of the Reaches (see 8-7). Perhaps it is more accurate, then, to say that travel out of the Reaches to safer areas has proven the major obstacle to adventurers. Escape from the level is rendered difficult both because of the circuitous tunnels that wend through the level, but also because of the mind-altering pollen of the bliss flowers (see new flora) that affects most of the central areas of the level. The potent bliss pollen is responsible for confounding even the most well-organized exploring parties by separating them, turning them around, and leading them into unforeseen dangers (see below at region 3 for those areas affected by the pollen).

General Construction Notes

Heqeti areas: 8-25, 8-26, 8-76, 8-159, 8-162, 8-165
Rudishva areas: 8-29, 8-35, 8-46 to 8-48, 8-51 to 8-53, 8-56, 8-59, 8-62, 8-157
Archontean areas: 8-1, 8-3 to 8-21, 8-28, 8-30 to 8-34, 8-36 to 8-41, 8-69, 8-70, 8-77 to 8-79, 8-83 to 8-86, 8-95 to 8-107, 8-119 to 8-127, 8-133, 8-142 to 8-149, 8-168

Iconic Areas

The Forge of Zhorak (8-100)

Important NPCs

Ecath, true varumani apprentice overseer of the Troll Lifts (8-1)
Nicetas and Company, NPC robbers (8-5)
Laocoon the Shadow Lord (8-15)
Oubaste, high priestess of Bastet (8-37)
Peabo, exiled lesser varumani (8-55)
Olaf the Bee-Whisperer (8-73)
Zhorak, undead dwarven spirit (8-97)
Ljots, aka Arkose Scoria, doppelganger leader posing as a dwarf (8-100)
Sir Discord, a Sun-Scarred Knight (8-116)
Vatapi, Ilvala and Tataka, rakshasas posing as rudishva (8-120, 8-124, 8-125)
Muq, exiled lesser varumani (8-151)

Significant Regions of Level 8

1. Entrance and Shadowed Halls (Areas 8-1, 8-3 to 8-21)

Almost all expeditions to the Nether Reaches commence in this compact region of mostly Archontean-era construction. Most visitors arrive via the troll lift (8-1). Depending on the intelligence they have previously garnered, explorers have several choices. They can venture north, either to cross the lesser chasm (8-27) in the direction of the temple of Bastet (8-30 to -841) or to risk the ambush of Nicetas and Co. (8-4 and 8-5). They can also venture east, to the entrance hall (8-7); there they can either push past the safety of the torch of Anubis (8-7) into the darkened halls beyond, or can use one of the one-way teleporters to head deeper into the Nether Reaches (8-7A to 8-7H).

Factions: The varumani maintain a cursory presence at area 8-1 in the person of Ecath, the most junior member of Troll Lifts staff. The areas east of the entrance hall (8-7), that is, areas 8-8 to 8-21, are under the control of a powerful shadow lord (8-15). An Archontean bandit, Nicetas, occupies area 8-5, from which he ambushes unwary explorers.

Construction: Although the area was occupied by heqeti and rudishva, the construction here dates from the Archontean era.

Environment: Area 8-8 is under several permanent **darkness** spells, a fact that renders the shadows and vorantes demons more dangerous. Only the light of the torch of Anubis (8-7) prevents them from occupying the western portion of the region.

2. Temple of Bastet (8-30 to 8-41)

A strange vestige of the ancient Archontean glory days exists in this temple devoted to the goddess, Bastet. During the war of Sortians and Theosophs (see World of Archontos appendix), the priestesses of Bastet refused to aid the anti-Sortian archon of Arden Vul and fled to the Nether Reaches, where they established a new - and

secret - temple, one that remains in operation to the present. The temple is protected by several natural chokepoints (e.g., 8-30), and the priestesses are vigilant in defending their territory from monsters and/or hostile adventurers. The large colony of feral cats that inhabits the tunnels near the temple serves as a warning system for the priestesses. Although old and rich, the temple has remained secret; for this reason it is not considered an iconic location of the Halls.

Factions: The priesthood of Bastet (8-31, 8-32, 8-37) controls this area fully. The priestesses are not necessarily hostile to those who approach humbly and with demonstrated need, but they are rightfully suspicious of adventurers and require assurances before allowing visitors into their fane.

Construction: The construction is late-Archontean era stonework, with much imagery devoted to cats.

Environment: Many chambers within the temple precincts (i.e., 8-31, 8-32, 8-37, and 8-38) are affected by the new spell, **nighteyes of Bastet** (see new spells); this spell provides true moonlight to these areas, thus allowing the priestesses to assume maubaste form (see new monsters). In addition, the outer temple (8-38) is under the effect of a **hallow** spell (see new spells), which sanctifies the area for those of chaotic neutral alignment (+2 to all rolls for those of CN alignment; -2 to all rolls for all others).

3. Caves of Bliss (Areas 8-63, 8-67 to 8-75, 8-80 to 8-83, 8-111, 8-113 to 8-115, 8-128 to 8-131)

This region is marked less by architecture or habitation than by environmental effects. Its center is the vast, magically sunlit cavern of the bliss flowers (8-67), from which the pollen spreads to surrounding areas, both worked and unworked.

Factions: No factions control this region.

Construction: Most of this region is comprised of natural caves and tunnels; the few worked areas are Archontean in origin.

Environment: Areas with bliss pollen are dangerous since the pollen induces psychotropic effects. Those breathing the pollen must save versus petrification (with a -3 penalty) or wander in a random direction, blissfully unaware of their surroundings, for 1-6 hours.

4. Forge of Zhorak (8-95 to 8-100, plus mines at 8-87 to 8-94)

Although an iconic location in the halls, knowledge of the site's location has been lost for close to a millennium. The few explorers who have managed to locate the forge have all perished, including a recent group of adventurers who had the misfortune to be ambushed by a group of doppelgangers posing as dwarves (8-100). The region includes the forge proper (8-100), as well as associated storage, design, display, and habitation chambers. While the doppelgangers form the most immediate threat here, the forge is still protected by a fearsome iron golem (8-100A). A network of mineral-rich tunnels is linked to the worked areas; although still rich with ore, the tunnels are also home to several huldugritti (see new monsters) and inert Zhorak's miners (see new monsters; they could be activated in certain circumstances).

Factions: No faction controls this region, although a group of doppelgangers posing as dwarves has just reached the area, with the goal of destroying the forge itself.

Construction: All areas are Archontean, albeit in a unique style that is the product of Zhorak's dwarven predilection.

Environment: There are no unusual environmental effects in operation here.

5. Lost Temple of Besa (8-119 to 8-126)

This region was notorious even in antiquity, thanks to the sometimes-perverse practices and rituals associated with Besa, the ancient Archontean deity of sexual pleasure and pain. Although scholars of Arden Vul history know of the existence of the temple, its location has been lost to time (with the exception perhaps of the most formidable sages). As a result, experienced adventurers consider it one of the holy grails of Arden Vul exploration, one perfect for jokes and knowing winks. The priesthood expired a millennium ago, however, and the region has fallen into the hands of three powerful and extremely clever rakshasas.

Factions: No factions control this region, although it is occupied by three rakshasas masquerading (through illusion) as well-heeled rudishva survivors.

Construction: All stonework is Archontean.

Environment: The area appears well-maintained, and even luxurious, thanks to illusions maintained by the rakshasas that have occupied the region. The illusions are particularly strong in areas 8-120 to 8-124.

Access and Egress

To Levels 2, 3, 5, 6, 7, 9: Great Chasm at 8-2, leading up to 2-63A, 3-38, 5-34, 6-108 and 7-3, and down to 9-1
To Level 3: stairs at 8-34, leading up to 3-41A
To Level 5: stairs at 8-35, leading up to 5-63
To Level 5 (formerly): inoperative rudishva teleport node (T21) at 8-157, now leading nowhere
To Level 6: Troll Lift at 8-1, leading up to 6-1
To Level 6: stairs at 8-25, leading up to 6-106
To Level 6: hole in ceiling of 8-33, leading up to 6-20
To Level 6: tunnel at 8-71, leading up to 6-44B
To Level 6: tunnel at 8-129, leading to 6-60
To Level 7: steeply climbing rope bridge at 8-24 leading up to 7-34
To Level 7: tunnel at 8-137, leading up to 7-40
To Level 7: rudishva teleport node (T18) at 8-52, leading to 7-110
To Level 9: tunnel at 8-23, leading down to 9-57
To Level 9: teleportation via **pukel-mander** (see new magic items) at 8-26, leading to 9-40
To Level 9: tunnel at 8-95A, leading down to 9-139
To Level 9: tunnel at 8-110, leading down to 9-150
To Level 9: tunnel at 8-119, leading down to 9-147
To Level 9: rudishva teleport node (T19) at 8-52, leading to 9-97
To Level 10: heqeti teleport wells at 8-25 and 8-162, leading to 10-24

To Sub-Level 10A: stairs at 8-56, leading up to SL10A-1
To Sub-Level 10A: tunnel 8-82, leading up to SL10A-9

To Sub-Level 12: tunnel at 8-54, leading up to SL12-21
To Sub-Level 15: tunnel at 8-60, leading up to SL15-12
To Various Locations: **Thothian teleportation ring** (see new magic items) at 8-17

To Unmapped Areas: tunnel at 8-170, leading to unmapped areas
To Unmapped Areas: tunnel at 8-171, leading to unmapped areas

Teleport destinations on Level 8:
8-6: from teleporter at 6-48

Random Encounters

Random encounters vary considerably according to the region in which PCs are traveling.

1. Areas with No Initial Random Encounters

The following areas have no initial random encounters: 8-30 to 8-41, 8-76 to 8-79, 8-99 to 8-104, 8-120 to 8-125, 8-142 to 8-144, 8-146 to 8-149. If the creatures that inhabit them are eliminated, however, then these areas are liable to random checks. In that case, use the general encounter charts for this level.

2. General Encounter Tables

For areas other than those listed in the more specific tables found below, checks should be made every three turns, with a 1 in 6 chance for an encounter. If an encounter is indicated for an area filled with bliss pollen (areas 8-63, 8-67 to 8-75, 8-80 to 8-83, 8-111, 8-113 to 8-115, 8-128 to 8-131), then the GM should determine if the creature(s) are under the effect of bliss pollen (75% chance); if they are, then a roll on the bliss-pollen reaction table (see below) below is required. In addition, the GM should use common sense in using the following chart. For example, if the PCs are close to areas 8-69 and 8-70, the likelihood that a random encounter will involve giant bees should be very high; the bees are a less likely encounter the further the party is from the hives. The same might hold for housecats (more common near areas 8-30 to 8-50) and heqeti (more common to the west of the level).

D20	Encounter
1-2	1-3 wild cats (from 3-181): SZ S; AL N; AC 5; MV 180'; HD 1; HP 5, 3, 3; #AT 3; Dmg 1-2/1-2/1-2. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6
3	1 invisible stalker: SZ L; AL N; AC 3; MV 120'; HD 8; HP 58; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility. If slain here, the stalker cannot be encountered at 8-64
4	Olaf the bee whisperer (see 8-73), 7th-level Wiskin magic user: SZ M; AC 7; MV 120'; HD 7; HP 19; #AT 1; Dmg 2-5 (dagger +1). Abilities: STR 13, INT 8 (formerly 17), WIS 13, DEX 17, CON 10, CHA 15. Possessions: dirty linen clothing; **periapt of proof against poison**; **dagger +1**.
5	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
6	Party of NPC adventurers (select from NPC appendix)
7-8	4-16 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x4), 3(x4), 2(x4), 1(x4); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
9	2 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 19, 19; #AT 8; Dmg nil. Special attacks: paralysis
10-11	3-10 giant worker bees: SZ M; AL N; AC 6; MV 90', 300' flying (Class D); HD 3+1; 24, 23, 22, 21, 20, 19, 18, 17, 16, 15; #AT 1; Dmg 1-3. Special attacks: sting once; poison.
12	Varumani hunter(s) (roll d4).The hunter(s) is/are hot on the trail of a rumored creature (50%), or is/are returning to 8-1 bearing monster parts from the Nether Reaches to sell at the Troll Market (7-76) (50%) 1. Livod the hunter, a true varumani (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10, or 6-24 (trident, 2-20+4), or 8-26 (**javelin +2**). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a huge trident; 7 **javelins +2**; ring mail; a thick gold torc (465 gp); a pouch with 76 sp, 112 gp, and two doses of hunter's friend (see Arden Vul items). Livod's ring mail is decorated with dozens of trophies, that is, scraps of hair or hide from his successful hunts. 2. Nolgi the hunter, a true varumani (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**spear +2**, 2-20+6). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a two-handed **spear +2**; an enormous mace; a heavy crossbow with 24 bolts; ring mail; two copper arm bands carved with images of heqeti (175 gp the pair); two doses of hunter's friend (see Arden Vul items); a pouch with 111 sp, 78 gp, and two doses of hunter's friend (see Arden Vul items). Nolgi wears a decorative helmet formed out of a couple of heqeti skulls, to which he has attached some streamers of colored cloth. 3. Halti the hunter, a true varumani (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**two-handed sword +2**, 2-20+6), or 7-25 (**javelin +1**). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a **two-handed sword +2**; a net; a sheaf of 5 **javelins +1**; ring mail; a collection of 15 bangles of gold and silver (550 gp for the collection); and a purse with 87 sp, 131 gp, and two doses of hunter's friend (see Arden Vul items). She affects a bright yellow phrygian cap (at least when she is not stalking prey). 4. Several of the above. Roll d6: 1-3= 2 of the above; 4-6: all 3 of the above

13	2 lesser varumani (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 57, 53; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mace; shield. The varumani are (25% chance for each): 1) renegades from the Troll Court (7-76); 2) looking for Muq (8-151); 3) lost and looking to make their way back to Level 7; 4) treasure-hunters, with a 'sure-fire' map to Zhorak's Forge (8-100) (20% chance the map is accurate).
14	3-6 subterranean lizards: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 43, 41, 39, 35, 32; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20
15	10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6. They are searching for the fabled scepter of the goblins (see new magic items), even though they have no clue where it is (it is currently at 8-69)
16-17	A solitary lost adventurer. Roll d6: 1-2: Knut the Lucky, a 5th-level male Wiskin fighter: SZ M; AL CG; AC 2; MV 120'; HD 5; HP 45; #AT 1; Dmg 4-7 (**war hammer +1**) or 1-6. Abilities: STR 16, INT 8, WIS 10, DEX 15, CON 15, CHA 7. Possessions: **chain mail +1** and shield; **war hammer +1**; short bow and 20 arrows; a purse with 34 sp and 9 gp; a key to his lockbox in the vaults of Set (see 4-24); and an excellent map showing the route from 8-1 to 8-4, 8-5, 8-66, 8-62, 8-63, and 8-83. The map does not, however, indicate pollen or the bandits in 8-5. 3-6: Edric 'who drinks water', a 6th-level male Thorcin cleric of Laraveen : SZ M; AL LN; AC 3; MV 90'; HD 6; HP 41; #AT 1; DMG 4-9 (**footman's flail +2**). Abilities: STR 12, INT 12, WIS 16, DEX 9, CON 15, CHA 15. Possessions: banded mail and shield; **footman's flail +2**; a **potion of healing**; a flask of strong brandy; a purse with 91 sp, 43 gp, a white opal (1,000 gp), and the key to his lockbox in 4-24. Spells prayed for: **command**, **bless**, **cure light wounds** (x2), **protection from evil**; **aid**, **find traps**, **hold person**, **silence 15' radius**; **continual light**, **create food & water**.
18	Vermin. Roll d8: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-5: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 7, 7, 5; #AT 1; Dmg 2-8 6-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
19	Cinna Minux, the vampire: for stats see 7-122. What form he takes is up to the GM to decide.
20	A heqeti exploration party of 6 hoppers led by a weaver (see new monsters): 1. 1 heqeti weaver (see new monsters), as a 7th/7th-level magic user/cleric of Kauket: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 7; HP 34; #AT 1; Dmg 5-10 (**footman's mace +2**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **staff of healing** (14 charges); copper-headed **footman's mace +2**; two **glass spheres of arcane assistance** (one of arcane warding, one of protection) (see new magic items); **potion of gaseous form**. Magic user spells: **enlarge**, **jump**, **magic missile**, **shield**; **continual light**, **levitate**, **ray of enfeeblement**; **fireball**, **protection from normal missiles**; **polymorph other**. Cleric spells: **bless**, **command** (x2), **create water**, **cure light wounds**; **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**; **animate dead**, **blindness**; **sticks to snakes**. Spell book: **affect normal fires**, **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **floating disk**, **hold portal**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**; **continual light**, **darkness 15' radius**, **detect invisibility**, **knock**, **levitate**, **magic mouth**, **ray of enfeeblement**, **web**; **dispel magic**, **fireball**, **fly**, **haste**, **protection from normal missiles**, **suggestion**; **charm monster**, **fear**, **fumble**, **ice storm**, **monster summoning II**, **polymorph other**, **remove curse**. 2. 6 heqeti hoppers (see new monsters), as 4th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 29, 28, 25, 26, 24, 22; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice

3. Entrance Halls (Areas 8-1 to 8-7)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter. If an encounter is indicated, it will either come from the chart listed below at 8-1 (50%) or from the list of random chasm encounters (8-2).

4. Shadowed Halls (Areas 8-8 to 8-20)

The shadows are quite active here. Checks should be made every 2 turns, with a 1 in 6 chance for an encounter. Encounters in this area are always the same: a mixed group of 1-2 greater shadows and 3-5 normal shadows. Combat with shadows, even those produced by a random encounter check, has a likelihood of drawing more shadows (see chart at 8-8).

1-2 greater shadows (see new monsters): SZ M; AL CE; AC 5; MV 120'; HD 5+1; HP 36, 30; #AT 1; Dmg 2-12. Special attacks: ability drain. Special defenses: +1 or better weapons to hit; immune to cold, poison, paralysis, sleep, charm, and hold; turned as a wraith.

3-5 shadows: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 22, 20, 19, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.

Level Key

8-1: Troll Lift, Up to 6-1

This hall is the debarkation site for the eastern Troll Lift (6-1). Passengers descending the 400' from Level 6 reach this location after a descent taking 11-20 minutes and costing 10 sp per leg.

Like other halls opening into the Great Chasm (8-2), this chamber was carved by the heqeti millennia ago, and as a result the pebbled walls are slightly oily to the touch and detect faintly of evil. The floor is paved with blue granite. Here the lift appears solely as a set of ropes looped around a pulley set into the floor; to secure passage up the chasm, one must shout to get the attention of Reith (6-1) or get Ecath to sound his horn. After 11-20 minutes the basket will appear and travelers step aboard. A return trip of the same duration is necessary to travel the 400' up to Level 6, at which point Reith collects the tariff for passage (10 sp per leg).

Ecath, a true varumani (see new monsters), is the lone representative of the troll thegn (7-30) in this location. His title is 'apprentice overseer of the Troll Lifts', but even Ecath recognizes a dead-end posting when he sees it. Dismayed at his prospects, Ecath has struck a secret bargain with Nicetas and his gang of robbers (8-5). Nicetas forks over 10% of all proceeds, and in return Ecath guides suitable marks towards area 8-5. Ecath hopes to use his growing stash of valuables to buy his way into the favor of the troll thegn (7-30).

Ecath would also love to take credit for some discovery or new source of wealth, as he hopes this might be his ticket out of the tedium he faces here. As a result, Ecath appears curious and engaging, hoping to elicit something valuable from any visitors.

Ecath knows a bit about the closer areas of the Nether Reaches. For instance, he knows that there is an old temple to the north (Temple of Bastet, areas 8-30 to 8-41); he also knows that those venturing east into area 8-7 had better have good sources of light. He claims to know nothing about robbers nearby (8-5), since he is on Nicetas's payroll.

Ecath has two cauldrons on tripods. One is a **tripod of heating** (see new magic items); the other holds the revenues from the troll lift (2,936 sp, and 328 ancient silver pennies (see Arden Vul items). Ecath has an impressive horn taken from some devil that he uses to alert Reith (6-1) to lower the basket. The horn is not magical, but is worth 3,100 gp.

Secret Compartment (north wall): Ecath has also used his down time to carve a small secret hole in the wall behind a loose stone. The compartment is detected as a secret door. Here he keeps the loot delivered to him by Nicetas per their arrangement.

There is a 1 in 6 chance that another other group is present in this chamber. Roll on the following table to determine its composition:

D8	Traveler	Statistics
1	Ten goblins who have heard a rumor that the long-lost and fabled (to goblins) **scepter of the goblins** (see new magic items) is located on Level 8. Although they don't really know where they are going, they are talking with Ecath, and trying to screw up their courage to head into area 8-7. The scepter is found at 8-69.	10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6
2	A rare deserter from the Children of Deino, or beastmen (see new monsters), Karol thought he could start over on Level 8, but has become deterred by its obvious dangers. He tries to glom on to a party as a scout, but will betray his new friends at the earliest opportunity, hopefully after he has stolen some of their gear. He carries only 25 sp but is an adept pick-pocket (66%).	Karol the beastman trooper (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP 7; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: spear, short sword, short bow
3	Adventurers returning from an expedition into the Nether Reaches. They were ambushed by Nicetas and Co. (8-5) and are badly wounded. They have 1-3 treasures they might sell, and some knowledge about areas 8-3 to 8-5 and 8-7 to 8-8. They plan to hole up in the Inn of the Lost (6-7 to 6-20).	Party of NPC adventurers (select from NPC appendix)
4	A party just arrived in 8-1. They are over-confident because they possess a (false) map and testament purporting to show an easy route into the Nether Reaches through the route 8-7 to 8-8 to 8-11.	Party of NPC adventurers (select from NPC appendix)

5	One (or more) of the varumani hunters (see new monsters) bearing monster parts from the Nether Reaches to sell at the Troll Market (7-76).	Roll d4 to determine which hunter: 1. Livod the hunter, a true varumani (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10, or 6-24 (trident, 2-20+4), or 8-26 (**javelin +2**). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a huge trident; 7 **javelins +2**; ring mail; a thick gold torc (465 gp); a pouch with 76 sp, 112 gp, and two doses of hunter's friend (see Arden Vul items). Livod's ring mail is decorated with dozens of trophies, that is, scraps of hair or hide from his successful hunts. 2. Nolgi the hunter, a true varumani (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**spear +2**, 2-20+6). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a two-handed **spear +2**; an enormous mace; a heavy crossbow with 24 bolts; ring mail; two copper arm bands carved with images of heqeti (175 gp the pair); two doses of hunter's friend (see Arden Vul items); a pouch with 111 sp, 78 gp, and two doses of hunter's friend (see Arden Vul items). Nolgi wears a decorative helmet formed out of a couple of heqeti skulls, to which he has attached some streamers of colored cloth. 3. Halti the hunter, a true varumani (see new monsters) (5%): SZ L; AL LE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (**two-handed sword +2**, 2-20+6), or 7-25 (**javelin +1**). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a **two-handed sword +2**; a net; a sheaf of 5 **javelins +1**; ring mail; a collection of 15 bangles of gold and silver (550 gp for the collection); and a purse with 87 sp, 131 gp, and two doses of hunter's friend (see Arden Vul items). She affects a bright yellow phrygian cap (at least when she is not stalking prey). 4. Several of the above. Roll d6: 1-3= 2 of the above; 4-6: all 3 of the above
6	A magic user with a hot rumor about a location in the Nether Reaches and who even possesses a map to that area (only 25% the map is accurate). Roll d4: 1. Temple of Bastet (8-38) 2. Forge of Zhorak (8-100) 3. Hives of Golden Nectar (8-69) 4. Halls of Song (8-132	NPC magic user and flunkies (select from NPC appendix)
7	A mixed party of varumani (see new monsters), goblins and humans bearing a captive monster to area 6-91 in the Arena. They carry 10-100 gp in coins and/or gems and have a 10% chance of bearing 1-4 potions as well. Roll d8 for creature: 1-3: an albino baboon (see new monsters) 4-5: a giant spider; 6-7: a carcass creeper; 8: GM's choice.	1. 1-4 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club 2. 2-12 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6 3. 1-6 human arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 6, 5, 5, 4, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear
8	A Sun-Scarred Knight (see new monsters). GM should select one from the new monsters entry list.	The knight is on his way to the Troll Market (7-76) to consult with Sir Prudence (7-76A). He is also hot on the trail of one of his personal interests. He/she will attempt to mediate in the case of impending hostilities, but refuses to join the fighting on either side.

Inhabitants:

1. Ecath, a true varumani (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.

Treasure:

In the open: a **tripod of heating** (see new magic items); sounding horn from a devil (3,100 gp); 2,936 sp, and 328 ancient silver pennies (see Arden Vul items).

In the hidden cache: 403 sp, 279 gp, 17 ancient gold solidi (see Arden Vul items), 3 ancient octagonal platinum pieces (see Arden Vul items), 4 deep-green spinels (100 gp each), a 6"-tall ivory statuette of a scantily clad female human dancer (375 gp), a **potion of healing**, and a **scroll of lightning bolt**.

8-2: Great Chasm

One of the iconic features of the Halls, this massive fissure extends through most of the dungeon levels and provides a sure, if difficult, means of vertical navigation of the Halls. The fissure is generally shaped like a triangular prism, with its apex about 50' above Level 2. The prism extends downward 1,600' through the Halls until it levels out at the floor of the chasm (9-1) hundreds of feet below.

The chasm is slightly wider on this level than it was on Level 7. Other than the troll lift (8-1) and the spur (8-27) that separates 8-3 from 8-28, the chasm is not a major feature of the Nether Reaches.

Random encounters use the following table; roll every three turns, with a 1 in 6 chance for an encounter.

D100	Encounter
01-10	Party of NPC adventurers (select from NPC appendix)
11-15	Either of the following: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire
16-20	Mixed undead: 1. 2-3 wraiths: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 36, 32, 28; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis 2. 1 spectre: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis
21-25	2 ogre magi (from 9-70): SZ L; AL CE; AC 4; MV 90', 150' flying (Class B); HD 5+2; HP 36, 34; #AT 1; Dmg 1-12 or by weapon. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form
26-30	1-4 margoyles: SZ M; AL CE; AC 2; MV 60', 120' flying (Class C); HD 6; HP 44, 42, 39, 37; #AT 4; Dmg 1-6/1-6/2-8/2-8. Special defenses: +1 or better weapons to hit
31-35	1-3 chasme: SZ M; AL CE; AC -1; MV 60', 210' flying (Class D); HD 7+2; HP 52, 49, 47; #AT 3; Dmg 2-8/2-8/1-4; MR 40%. Constant abilities: infravision. Special attacks: cause darkness 5' radius; cause fear; droning sound (sleep). Special defenses: immune to poison; half damage from cold, electricity, fire, and gas. Special: teleport; detect good; detect invisible; telekinese (1,500 gp weight); gate in another chasme (15%)
36-40	1-2 quasits: SZ S; AL CE; AC 2; MV 150'; HD 3; HP 19, 18; #AT 3; Dmg 1-2/1-2/1-4; MR 25%. Special attacks: DEX drain; fear blast 1/day. Special defenses: regenerate 1 hp/rd; cold iron, or +1 or better weapons to hit; immune to cold, fire, lightning; save vs spells as 7 HD creature. Special: invisibility; polymorph to bat or giant centipede; detect good; detect magic
41-45	1 black pudding: SZ M; AL N; AC 6; MV 60'; HD 10; HP 50; #AT 1; Dmg 3-24. Special attacks: dissolve wood and metal. Special defenses: divide into parts when struck; immune to cold
46-50	1-2 gloomwings: SZ M; AL N; AC 1; MV 120' flying (Class D); HD 5+1; HP 34; #AT 3; Dmg 1-3/1-3/1-8. Special attacks: pheromone; wings cause confusion; surprise on 1-3 in 6
51-55	A pile of 5 heqeti slimes (see new monsters): 1. 2 off-white, jelly-like heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 11; #AT 1; Dmg special; MR 15%. Special attacks: coagulant for up to 30 gallons liquid (including blood). Special defenses: healed by electricity or lasers; slowed by cold 2. 2 off-white, runny and oily heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 20' pseudopod; HD 2; HP 8; #AT 1; Dmg special; MR 15%. Special attacks: victim saves or believes is a different race and gender. Special defenses: healed by electricity or lasers; slowed by cold 3. 1 rust-colored, jelly-like heqeti slime (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 9; #AT 1; Dmg specials; MR 15%. Special attacks: spore-throwing (death in 3-18 days unless save at -1). Special defenses: healed by electricity or lasers; slowed by cold

56-65	A group of chasm chephalopods (see new monsters): 1. 5-8 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 30, 28, 27, 26, 25, 25, 24, 22; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4 2. 1-2 large chasm cephalopod (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 45, 38; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell
66-70	1 dao, pursued by 2 jannee 1. 1 dao: SZ L; AL NE; AC 3; MV 90', 150' flying (Class B), 60' burrow through earth; HD 8+3; HP 56; #AT 1; Dmg 3-18. Special defenses: assume gaseous form; become invisible; cause misdirection; immune to earth-based/affecting spells;. Special: change self 1/day; detect good 1/day; detect magic 1/day; fulfill limited wish; passwall; create spectral force; create wall of stone; rock to mud 3/day; dig 6/day 2. 2 jannee: SZ M; AL N(G); AC 2; MV 120', 300' flying (Class A); HD 6+2; HP 45, 41; #AT 1; Dmg 6-14 (big scimitar); MR 20%. Possessions: large scimitar; chain mail. Special defenses: invisibility 3/day. Special: growth/reduction 2/day; create food and water 1/day (as 7th-level cleric); etherealness 1 hr/day; dwell in elemental air, water, fire, earth for up to 48 hrs.
71-75	3-5 spined devils: SZ S; AL LE; AC 3; MV 60', 180' flying (Class C); HD 3+3; HP 24, 21, 20; #AT 1 and/or 2; Dmg 1-8 (military fork) and/or 1-4/1-4; MR 25%. Special attacks: flaming spines; command;. Special defenses: half damage from cold and gas; immune to fire. Special: affect normal fires; change self; produce flame; scare; summon a barbed devil 1/day (5%)
76-80	1 smoke mephit: SZ M; AL CE; AC 4; MV 120', 240' flying (Class B); HD 3; HP 19; #AT 2; Dmg 1-2/1-2. Special attacks: breath weapon; flame damage on death. Special: invisibility (1/day); dancing lights (1/day); gate 1-2 mephits (20% chance)
81-85	6-8 yeth hounds (see 9-50): SZ L; AL NE; AC 0; MV 150', 270' flying (Class B); HD 3+3; HP 25, 24, 23 22, 21, 20, 19, 18; #AT 1; Dmg 2-8. Special attacks: fear. Special defenses: silver, or +1 weapons or better to hit (damage taken is 1 per magical plus, or 1 for silver weapons)
86-90	2-3 bestial varumani (see new monsters), climbing the wall creepers: SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 53, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
91-95	Roll on Upper Zone table (see 2-63A)
96-100	Roll on Middle Zone table (see 5-34)

Chasm Color:
The GM might decide to play up the creepy and mysterious nature of the chasm. Roll every 3 turns, with a 1 in 6 chance for a chasm sound effect.

D8	Noise/Effect
1	Loud hissing
2	Moaning (of the wind?)
3	A roar
4	A shriek
5	A loud clap (a sharp, brief noise)
6	An echoing voice (undecipherable)
7	A flash of bright light for 3 second
8	Fluting, of a tuneless sort

8-3: Southern Landing

Originally nothing more than a widening of Archontean-era tunnels, this chamber is now more significant as the last 'safe' area on the south side of the east-west 'spur' of the Great Chasm (8-27). The room's original decorations are gone, effaced by time, dirt, and considerable graffiti. Some of the graffiti has been painted over with black paint, but much is still visible (Nicetas's men paint over any references to their gang – see 8-5). The northern lip of this area, by the edge of the spur has six spikes set into the floor; to these spikes are attached ropes of various length (used by previous explorers to cross the spur).

D20	Graffiti (Language)	Notes
1	Big Reward for News of Muq. Tell Gog. (Varumani)	A reference to the intrigue that caused Gog (5-2) to be exiled from the court of the troll thegn (7-75). Muq is located at 8-151. The thegn (7-30) will also pay a reward for incriminating information on Muq.
2	Image of a cat-headed woman. Below, in black paint is scrawled "Ipwet" (Elvish).	A reference to Ipwet, priestess of Bastet (8-32). Also a hint about her nature as a maubaste
3	*Oh that green silken robe,* *So tight and so trim,* *As soon as I glimpsed it,* *My heart went a-swim* (Archontean)	Part of the chorus from the song, *The Green Silken Robe*, beloved of Arden Vul Spriggans (c.f. 7-62)
4	Gislu – I have a lead on the item. Follow the bees. (Goblin)	A reference to Gislu the goblin mystic (4-2), and his search for the **scepter of the goblins** (found in 8-69)
5	Reith is a big ape who steals all the money! Tell the thegn! (Varumani)	Vitriol directed at Reith (6-1), who controls the lift to 8-1. Accusations of his corruption are unfounded.

6	We saw Philippous lurking around here. What's he doing away from the trading hall? (Thorcin)	A reference to Philippous the trader (6-28), and a hint as to his status as a fence.
7	The thegn pays for fangs from the six-legged ones. (Varumani)	It is true that the troll thegn, Varboka (7-30), pays 100 gp apiece for kaliyani fangs.
8	We came, we saw the six legged-ones, and we slew them. The Broom Sweeps all Before it! (Archontean)	Boasting from Harold Good-Ears and the other members of the adventuring party called the Broom (now at 7-75). Refers to their defeat of kaliyani at 8-8.
9	Don't mess with Nolgi. That is one bad dude. (Thorcin)	A reference to Nolgi the hunter (7-14).
10	200 solidi reward for the head of Lugo the Renegade. Apply to Lishna at court. (Varumani)	A reference to the renegade lesser varumani, Lugo (8-136). Reward will be paid by Lishna (7-75).
11	Discord – return to the citadel. The Master requires your presence. (Archontean)	A reference to Sir Discord (8-116) and the citadel of the sun-scarred knights (SL10A-14)
12	There's a crazy Wiskin out there who lives with the bees. Watch out! (Wiskin)	A reference to Olaf the bee-whisperer (8-73)
13	Where did all these damned cats come from? (Archontean)	An oblique reference to the feral cat colonies (8-42 to 8-44) living around the temple of Bastet (8-38)
14	Proceed past the entry hall at your own risk, and be sure to bring plenty of light. The darkness is ... dangerous (Archontean)	A warning about the dangers of the shadow-infested halls (8-8 to 8-21)
15	The flowers are poison. Try not to breathe. (Mithric)	A reference to bliss flowers (8-67) and the pollen they emit.
16	The Snake Was Here! Let all Flee! (Wiskin)	Boasting from Kormak the Snake (8-132)
17	We lost Justine to the clouds. We'll await her here for a day. (Archontean)	A reference to Justine Two-Hands (9-130)
18	The First Adept will pay for specimens of plants and animals. (Varumani)	A reference to Glif, the First Adept of the varumani (7-24).
19	Kallion – we need you. Your contract with Set's Bankers is expiring. Come home fast. (Archontean)	A reference to Kallion the White, now dead (8-15), and his lockbox in the vaults of Set (4-24)
20	Those dwarves we encountered were surly. Only one would speak with us. Damned dwarves. (Archontean)	An oblique reference to the false dwarves at 8-100 (really doppelgangers)

8-4: Hall of Ambushes

This long chamber is brightly lit by several **continual light** spells cast on the ceiling. It is littered with skeletons and partially-decomposed corpses. The stench of death is strong. Under all the debris is a beautiful, 10'-diameter mosaic depicting a yellow hoplite helmet (an imperial symbol); unusually, the yellow tesserae are actually bits of gold (total of 475 gp worth).

Three arrow slits occupy the north wall, as does a lowered portcullis. Nicetas and his robbers (8-4) use these apertures to ambush those who approach their domain. The robbers wait until a party has fully entered the chamber before launching their attacks.

Almost nothing of value may be found here, since Nicetas's men assiduously loot the dead bodies. Still, the robbers have never noticed that a desiccated human hand rests flush with the ceiling in the northwestern corner. Unless visitors expressly state that they are examining the ceiling, it is likely to be overlooked. The hand wears a **ring of levitation** (see new magic items), which accounts for its strange positioning.

Secret Door (east): The door is normal to detect. It is locked, and the key is held by Nicetas. Attempts to pick the lock are at +5%.

Treasure:
Ring of levitation (see new magic items).

8-5: Nicetas and Co., Robbers

A band of robbers led by Nicetas the Aesthete makes its home in this well-protected chamber. A sturdy iron portcullis separates the lair from area 8-4; the lever operating the portcullis is on the floor next to the portcullis. The door leading north is brand new and in good repair. It is also locked and barred from this side; Nicetas holds the key.

Typically Nicetas keeps the main part of the chamber dark, so as to better accomplish ambushes in 8-4; the eastern ell of the chamber, where the gang sleeps and rests, is lit by torches and a **tripod of heating** (see new magic items). The western ell holds supplies – several barrels of smoked fish, a keg of ale, sacks of potatoes and leeks, a pail of black paint (for painting over graffiti in 8-3), etc. – and provides a narrow window onto the chasm spur (8-27). The walls of all three parts of the chamber are stained with smoke and debris, but a fresco on the north wall of the main chamber could be revealed with a bit of cleaning; it shows a pair of human-cat hybrids standing before an enormous black, seated cat. The seated cat is extending its paws to touch the heads of the 'cat-women'. Underneath the image are the faded words in Mithric: "Lady Bastet bestows her gift on the faithful." [**GM**: this is a hint as to the existence of maubaste at area 8-38]

The robbers have worked out a set of relationships to maximize their potential gains. Their junior (but glib) partner,

Philippous, is ensconced in the traders' area of Level 6 (6-28), where he sells objects stolen by the gang and communicates with Nicetas via his half of a pair of **amulets of telepathy** (see new magic items). Philippous often steers naive groups to Level 8 and then alerts Nicetas as to the potential pickings. Nicetas also has an arrangement with Ecath (8-1) whereby the gang surrenders 10% of its profits to Ecath in return for the varumani directing suitable prey their way.

The gang keeps its loot in the eastern ell, amid their bedrolls and cookpots. They have a 5' marble statue of a dancing girl that they intend to sell in Newmarket, plus a locked chest whose key is held by Nicetas.

Inhabitants:

1. **Nicetas the Aesthete**, **8th-level male Archontean magic user**: SZ M; AL CE; AC 2; MV 120'; HD 8; HP 25; #AT 1; Dmg 2-5 (**dagger +1**). Abilities: STR 10, INT 17, WIS 15, DEX 16, CON 9, CHA 14. Possessions: one half of a set of **amulets of telepathy** (see new magic items); keys to the door leading to 8-66, to the secret door in 8-4 and to the treasure chest in 8-6; **wand of lightning** (18 charges); **wand of enemy detection** (33 charges); **bracers of defense** (AC 4); **dagger +1**; scroll with **fear**, **fumble** and **monster summoning I**; his spell book (see Treasure below); purse with 31 gp and seven pieces of amber (100 gp each). Memorized spells: **charm person**, **comprehend languages**, **hold portal**, **magic missile**; **continual light**, **darkness 15' radius**, **web**; **dispel magic**, **fireball**, **haste**; **confusion**, **dimension door**.
2. **Ketil the Caterpillar**, **7th-level male Wiskin fighter**: SZ M; AL NE; AC 1; MV 120'; HD 7; HP 80; #AT 3/2; Dmg 6-9 (**war hammer +1**), 6-11 (**short bow +3** and **arrows +2**). Abilities: STR 17, INT 9, WIS 11, DEX 11, CON 17, CHA 8. Possessions: **battle axe +2**; **short bow +3** and 20 **arrows +2**; **banded mail +2** and shield; purse with 133 gp.
3. **Lara One-Ear**, **7th-level female Thorcin fighter**: SZ M; AL LE; AC 1; MV 120'; HD 7; HP 70; #AT 3/2; Dmg 6-11 (**short bow +3** and **arrows +2**), 6-9 (**war hammer +1**). Abilities: STR 18/41, INT 12, WIS 10, DEX 15, CON 16, CHA 11. Possessions: **war hammer +1**; **short bow +3** and 15 **arrows +2**; **chain mail +3**; a **potion of super-heroism**; a pouch with 43 sp and 77 gp.
4. **Thorir**, **7th-level male Wiskin cleric of Loki**: SZ M; AL CE; AC 2; MV 120'; HD 7; HP 41; #AT 1; Dmg 2-4 (**staff of the serpent**), or 4-9 (**mace +1**). Abilities: STR 16, INT 10, WIS 17, DEX 16, CON 11, CHA 14. Possessions: **staff of the serpent** (adder); **studded leather armor +3**; **mace +1**; **pouch of capacity** (see new magic items) with 497 ancient gold solidi (see Arden Vul items); a **ring of shield** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **remove fear**, **sanctuary**; **chant**, **hold person** (x2), **silence 15' radius** (x2); **animate dead**, **blindness**, **dispel magic**; **cure serious wounds**.
5. **4 2nd-level Wiskin fighters** (2 male, 2 female): SZ M; AL NE; AC 5; MV 90'; HD 2; HP 18, 17, 15, 15; #AT 1; Dmg 2-9 (long sword), 3-6 (light crossbow and **bolts +2**). Special: each has STR 17 and CON 16. Possessions: chain mail; long sword; light crossbows, with 4 **bolts +2** and 20 regular bolts; a pouch with 27 sp and 33 gp.

Treasure:
Statue: marble statue of a classical dancing girl, 5' tall (2,750 gp).
Chest: gold ewer (125 gp); a burlap sack with 3,757 sp and 2,498 gp; a silk purse with 10 ancient octagonal platinum coins (see Arden Vul items); a ceremonial helmet made of silver (375 gp); three troll thegn's passports (see Arden Vul items); a pair of empty rudishva lesser power supplies (see new technological items); a rudishva **useful palm of correction** (see new magic items); a sapphire **Sortian eye** (see new magic items); and several codices, including the *Twelve Labors of Arden*, *On Profit*, *Moralia in Teracleon*, *the Kauketiad*, and *the Genealogy of the Deities of Archontos* (see Arden Vul books for all).

Nicetas's Spell Book: **Affect normal fires**, **burning hands**, **charm person**, **comprehend languages**, **enlarge**, **find familiar**, **friends**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **spider climb**, **write**; **continual light**, **darkness 15' radius**, **ESP**, **knock**, **levitate**, **magic mouth**, **rope trick**, **shatter**, **web**; **blink**, **dispel magic**, **fireball**, **gust of wind**, **infravision**, **monster summoning I**, **slow**, **tongues**, **water breathing**; **charm monster**, **confusion**, **dimension door**, **fire shield**, **minor globe of invulnerability**, **monster summoning II**; **airy water**, **dismissal**, **dolor**.

8-6: Closet and Teleporter Destination

The ancient Sortians constructed this secret closet under the noses of the imperial authorities in order to provide a link in their chain of teleport faces (see 6-48). The chamber is long and narrow, and is roughly delved without the usual finishing touches. A trio of hooks are set into the north wall; on one of them hangs a **cloak of poisonousness**, which Nicetas (8-5) hopes may thin the ranks of anyone appearing from this direction.

Against the east wall is a **Sortian face** (see new magic items). It can be activated by inserting Sortian eyes (see new magic items) into the empty eye sockets. Only a few combinations of eyes are unique to an individual face; the rest are standard (and are detailed in the new magic items appendix).

Gold-Gold: Teleportation. All within 5' are teleported to area 6-48

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *No time for the usual maxims. Take notice! Zhorak the smith has departed suddenly. His workshop is apparently unguarded. Let the next member of the League to visit these halls go swiftly to the hall of apparition and employ the third rose circle along the northern side. Else it is a long walk of 265 cubits to the north. Make haste! The smith's treasures will aid Macrinus in the Sortian cause.*

GM Notes: The magic mouth refers to the forge of Zhorak (8-100), to the appropriate rose quartz circle in the Entrance Hall (8-7C), and to Macrinus, the most militaristic of the Sortian leaders (see World of Archontos appendix). This closet is also the destination for a Sortian face found at area 6-48.

Secret Door (west): The secret door is easy to find (1 in 4). From the east side, it opens by raising a simple latch.

8-7: Entrance Hall to the Nether Reaches

This substantial hall serves an important role as the jumping-off point for expeditions to most parts of the Nether Reaches. It provides direct – albeit highly dangerous – access to the Cave of the Bliss Flowers (8-67) via the Hall of Shadows (8-8). But it also

provides one-way teleportal access to all of the key areas of the level via a set of specially built teleporters.

The hall is 30' tall and brightly lit by **continual light** spells. The ceiling is supported by six pairs of 5'-diameter basalt columns, which form an avenue down the center of the room. To the north and south of the pillars are wide stone shelves that rise 5' above the floor. Four 5'-diameter circles of rose quartz are inset into each shelf; these quartz circles are permanent teleporters providing direct, one-way access to various parts of the Nether Reaches. One activates a teleporter by standing or sitting within the rose quartz circle for one segment. Although the destinations of each circle are not officially indicated, in a few cases graffiti has been scratched into the rock next to the teleportal.

Teleporter	Destination	Graffiti (if any)
8-7A	The Face of Bastet (8-30)	'Cats!' 'That was a big mouse!' (Archontean)
8-7B	The Feasting Hall (area 8-77)	"Meat", "Avoid the Wine" (Thorcin)
8-7C	The Forge of Zhorak (8-102)	'Music Room' [incorrect]; 'Beware the [effaced]' (Archontean)
8-7D	The Temple of Besa (8-119)	'To gold' (Wiskin)
8-7E	The Singing Grotto (8-146)	'To Forge' [incorrect]; 'Find Eustachius's Book' (Mithric)
8-7F	The Crystalline Cave (8-169)	'Hot and humid', 'Bring suitable gear' (Archontean)
8-7G	Inoperable (or to an area of the GM's creation)	
8-7H	Inoperable (or to an area of the GM's creation)	

8-8: Hall of Shadows

This dangerous hall is cloaked in darkness courtesy of several permanent **darkness** spells. The only break in the darkness comes from the torch held by the statue of Anubis that looms over the hall from the west. Anubis's torch imparts a 20'-radius sphere of bright, yellow, true sunlight, and is an important protective device against the shadow creatures and other undead (see below).

The hall is 30' tall. Its walls are covered with still-vivid ancient Archontean frescoes. The frescoes depict the following: laborers shaping stone (west wall), a field of bright flowers growing amid stones (north), sarcophagi, both open and closed (east), and varumani and heqeti, with the inscription (in Mithric) "our enemies" (south). Of course, these frescoes are invisible until the **darkness** is dispelled.

The hacked corpses of four kaliyani (see new monsters) lie on the stairs leading up to 8-7. An NPC adventuring party (see 7-75) slew the kaliyani and looted the bodies of all apparent valuables. That said, they did not know that the troll thegn (7-30) pays a bounty of 100 gp for every kaliyani fang; sixteen fangs are recoverable from the corpses.

Statue of Anubis: Anubis stands on a 10'-tall pedestal at the foot of the stairs descending from 8-7. His image is 9' tall, and he is depicted in jackal-headed form, holding a traveler's staff in his left hand and an upraised torch in his right. Yellow light streams from the torch. The statue is made of obsidian, with a few exceptions: Anubis's eyes are star rubies (10,000 gp each), the staff is ebony, and the torch appears to be a formed of solid gold. The staff is theoretically removable, but only if rolls of 5d6 under STR and 4d6 under DEX are successfully made by a single person. The torch is removable (see below). Efforts to remove the eyes take 3-6 rounds and cause several negative effects: 2-12 HP electrical damage per round of prying, plus a curse. The gem thief loses one point of CON per day while a gem is not in its proper place, as does any person who even touches a stolen gem. The two effects are additive, so a thief that steals both gems suffers a loss of two points of CON per day. The curse can only be broken by returning a gem to its rightful place. Any person drained of all CON by a gem rises as a juju zombie which immediately returns the gem to its rightful location before wandering away to attack the closest living thing. Lost CON is regained at the rate of one point per week.

Torch of Anubis: The torch appears to be solid gold and detects of magic and lawfulness (but not good or evil). In fact, it is fool's gold (5 gp). It provides sunlight as well as a powerful magical protection against evil, preventing undead, demons, devils, and other evil extra-planar entities from entering its 20' radius. Such creatures are thus effectively unable to cross into area 8-7; those standing on the stairs (and in the torch's light) are also immune from attack by these creatures. The torch may be removed, albeit with serious consequences for any such thief. Removing the torch causes another identical torch to instantly appear in the hand of Anubis, so that the protective sunlight never disappears. The removed torch, however, equally instantly transforms into a cursed **blacklight torch** (see new magic items). Each time the torch of Anubis is removed, a new cursed **blacklight torch** is created.

A pack of greater shadows (see new monsters) under the control of Laocoon the shadow lord (8-15) inhabits the chamber. They are kept at bay by the sunlight emitted by the torch of Anubis, but move swiftly to attack those who step outside its light. Noise or combat in the chamber (such as combat against the shadows) will draw other minions of the shadow lord (see 8-15) on the following schedule after combat commences:

Round	New arrival(s)
2	6 greater shadows (from 8-9 and 8-14)
3	4 vorantes demons (from 8-20; see new monsters), and 3 skeletal wights (from 8-16)
4	Laocoon the Shadow Lord, plus 3 greater shadows (from 8-15)
5	4 vorantes demons (see new monsters) and a greater vorantes demon (from 8-21)

Inhabitants:

1. **8 greater shadows** (see new monsters): SZ M; AL CE; AC 5; MV 120'; HD 5+1; HP 41, 39, 37, 36, 36, 35, 33, 31; #AT 1; Dmg 2-12. Special attacks: ability drain. Special defenses: +1 or better weapons to hit; immune to cold, poison, paralysis, sleep, charm, and hold; turned as a wraith.

Treasure:
Staff of Anubis (see new magic items); sixteen kaliyani fangs (100 gp each to the troll thegn, 7-30); cursed **blacklight torch** (see new magic items)

8-9: Shadows

This former administrative chamber is crammed with debris and broken furniture. Movement is difficult before the ruined desks, chairs, racks, etc. are cleared out. For every turn searching the rubble, there is a 10% cumulative chance of finding a small item of value (each item may be found once):

D6	Item of value
1	A pouch with 23 ancient gold solidi (see Arden Vul items)
2	A scroll with the 7th-level magic user spell, **limited wish**
3	A feline ushabti figurine, made of solid silver (125 gp)
4	Two unbreakable **bolts +2**
5	A gold and platinum torc, inscribed with the name 'Paratus the Logothete' (775 gp) [see also SL12-23]
6	Key to secret door leading to 8-12

Three greater shadows inhabit the chamber, but they are likely to be encountered in area 8-8 first (see chart at that location).

Secret Door (west): The door is normal to find. It opens by sliding a panel of stone to the right.

Secret Door (east): The door is normal to find and opens either by a key (found by searching the debris) or by force.

Inhabitants:
1. **3 greater shadows** (see new monsters): SZ M; AL CE; AC 5; MV 120'; HD 5+1; HP 36, 34, 30; #AT 1; Dmg 2-12. Special attacks: ability drain. Special defenses: +1 or better weapons to hit; immune to cold, poison, paralysis, sleep, charm, and hold; turned as a wraith.

8-10: Secret Closet

The corpse of a human adventurer is slumped on the floor, next to the dead body of a vorantes demon (see new monsters). The adventurer's legs are broken, but she still wears **leather armor +2** and an **ankh of protection** (see new magic items) on a copper chain around her neck. Her **light crossbow of speed** lies by her body; its string is broken, and can only be replaced with spider silk from a giant spider or with hair from the mane of a unicorn. The adventurer wrote a short note on the wall before she died of blood loss; it reads "*The shadows seem to be controlled by some evil intelligence, but we could not locate it. We pushed south but encountered the strange rollers. Then more shadows ... everywhere! Kallion ran to the east, but Jadon and the bearers fled north towards the light. I was overcome but managed to crawl to this closet. Perhaps I can make it to the light.*" **GM Notes**: the body of Kallion is in 8-15, while that of Jadon is in 8-67; the 'evil intelligence' is Laocoon (8-15); the rollers are vorantes demons (areas 8-18 to 8-21); the light could refer to Anubis's torch (8-7) or the Cave of Flowers (8-67).

Treasure:
Leather armor +2; damaged **light crossbow of speed**; **ankh of protection** (see new magic items).

8-11: The Landing of Flowers

Forty feet of stairs rise from the darkness of 8-8 towards a bright, well-lit landing. The walls of the stairwell are carved intricately in the form of flowers, vines, and creepers. The landing extends 15' into an enormous cavern (8-67); it is 60' above the cavern floor, and 30' below the ceiling.

The magically created sunlight in 8-67 prevents the shadows from area 8-8 and other undead from neighboring areas from entering the landing.

8-12: Secret Room

A decrepit wooden table stands against the north wall, while two wall-mounted racks on the south wall have collapsed in a pile of rotted wood. A dozen potions sit on the table, the products of an ancient but forgotten Archontean alchemist. Amid the debris of the fallen racks is the **beekeeper's rod** (see new magic items).

Secret Doors (east and west): The doors are easy (1 in 3) to find from this side. They open with the key (found in 8-9) or by force.

Treasure:
Beekeeper's rod (see new magic items); **potions of healing** x3; **potions of plant control** x4; and **potions of sweetwater**, **speed**, **heroism**, **invulnerability**, and **levitation**.

8-13: Table with Corpses

A large oak table, 10'x20' in size, occupies the center of this chamber. The desiccated corpses of two human men-at-arms lie under the table; their souls have joined the troupe of shadows that killed them. The corpses carry leather armor, long swords, and pouches with 77 and 43 sp respectively.

Secret Door (west): The door is normal to find. It opens either by force, or with a key that fits the cleverly-hidden lock (the key may be found in 8-9).

8-14: More Shadows

A series of stone busts built into the walls line the walls of this chamber. There are sixteen busts, each about 3' tall; each depicts a now-forgotten Archontean functionary. They are carved in high realism, showing wrinkles, warts, and scars. Tucked into the space between one bust and the wall is a **scroll of protection from undead**, a **scroll of protection from acid**, and a **scroll of protection from devils**.

Three more greater shadows (see new monsters) occupy the chamber, although they are likely to be first encountered in area 8-8 (q.v.).

Inhabitants:
1. **3 greater shadows** (see new monsters): SZ M; AL CE; AC 5; MV 120'; HD 5+1; HP 36, 34, 30; #AT 1; Dmg 2-12. Special attacks: ability drain. Special defenses: +1 or better weapons to hit; immune to cold, poison, paralysis, sleep, charm, and hold; turned as a wraith.

Treasure:
A **scroll of protection from undead**; **scroll of protection from acid**; **scroll of protection from devils.**

8-15: Lair of Laocoon the Shadow Lord

Four thick (5'-diameter) columns support the ceiling of this oddly shaped hall. A huge oak throne sits against the south wall. The columns were painted cerulean blue in antiquity, and still bear splashes of color. A patch of **living mosaic** (see new magic items) is set in the east wall at eye level; it shows the landing of flowers (8-11) and part of the cave of flowers (8-67), and is filled with movement due to the bees that are active in 8-67.

A vile shadow lord (see new monsters) named Laocoon has taken this hall for his lair. Laocoon dominates the shadows that occupy the chambers around 8-8, and even is able to bend the vorantes (see new monsters) to his will (see 8-18 to 8-21). He typically sits in the throne, nearly invisible in the darkness, where his shadow minions whisper placatingly in his ears. Of course, Laocoon may also be encountered in 8-8 (q.v.). His treasure is piled against the wall next to the throne.

The body of a notorious adventurer, Kallion the White, lies amid the columns. Although the remains still bear his white-painted banded mail, Kallion's soul has joined the troupe of shadows that killed him. For more on Kallion, see 4-24, 4-58, and 8-10.

Inhabitants:
1. **Laocoon the shadow lord** (see new monsters): SZ M; AL CE; AC 4; MV 150', 240' flying (Class A); HD 9+3; HP 65; #AT 2; Dmg 2-5/2-5. Special attacks: evil aura, 20' radius (regenerate 1 HP/rd, reduce turning by 2, drains STR of living); command lesser undead. Special defenses: +1 or better weapons to hit; immune to cold, poison, paralysis, sleep, charm and hold; turned as vampires. Spell use: **augury**, **cause critical wounds**, **detect magic**, **dispel magic**, **locate object**, **stone tell**, **symbol of pain**.

1. **3 greater shadows** (see new monsters): SZ M; AL CE; AC 5; MV 120'; HD 5+1; HP 36, 35, 30; #AT 1; Dmg 2-12. Special attacks: ability drain. Special defenses: +1 or better weapons to hit; immune to cold, poison, paralysis, sleep, charm, and hold; turned as a wraith.

Treasure:
On Kallion's body: white **banded mail +2**; the intelligent long sword **Narses** (see new magic items); a pair of silver armbands chased with gold (500 gp each); a gold ring with a ruby (1,500 gp); a purse with 275 sp and 439 gp; and the key to his lockbox in 4-24 (q.v.).
Laocoon's treasure: 4,199 gp; 3 pieces of chalcedony (50 gp each); 3 amethysts (100 gp each); and 3 black pearls (500 gp each).

8-16: Sparring Hall

The walls of this former sparring hall are lined with metal clips and wooden racks designed to hold all manner of weapons. Only a few weapons remain, and all are mundane: 2 halberds, 2 bill-guisarmes, a footman's flail, and a mace. In the center of the chamber is a sand-filled pit; the pit is 10'x20' and 5' deep. The sand is tightly packed, such that its level is now 2" below the stone of the main floor. Buried in the sand are two skeletons, one wearing a corroded but still usable suit of imperial field plate (see Arden Vul items) while the other possesses a **philter of beauty** and clutches a **dagger of venom**. It takes 5-8 turns of digging to find these items.

Three skeletal wights (see new monsters) occupy this hall, although they are likely to be encountered in 8-8 (q.v.).

Inhabitants:
1. **3 skeletal wights** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 5+1; HP 35, 33, 32; #AT 1; Dmg 3-9. Special attacks: energy drain. Special defenses: successful energy drain heals 3-9 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghasts.

Treasure:
A suit of imperial field plate (see Arden Vul items); **philter of beauty**; **dagger of venom**.

8-17: Chamber of Several Uses

This utilitarian chamber is largely undecorated, although flecks of sky-blue paint remain on the wall. To the south is a well, 4' in diameter and rising 4' from the floor. It sinks 60' to a large waterfilled cavern. The rusted winch mechanism for the well is, however, broken.

To the north is a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: RE-BK-BL-GR-YE-WH (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

8-18: Audience Hall

A 2'-tall, semi-circular dais made of blue granite abuts the east wall. On top of the dais is a large stone throne of the same blue stone. The rest of the chamber is strangely bare of decorations.

Four vorantes demons (see new monsters) roll about in this chamber, looking for prey. The vorantes demons are quick to join combat in 8-8 (q.v.)

A hidden compartment (detected as a secret door) in the throne contains a piece of folded oilskin cloth, tied up with string and sealed with red wax (the seal is a hoplite helmet with the words 'Valens proedros' around it). Inside the cloth are Valens's tokens of office, a gold signet ring (550 gp), a platinum scepter (1,250 gp), and a set of silver writing tools (125 gp).

Inhabitants:
1. **4 vorantes demons** (see new monsters): SZ S; AL CE; AC 4; MV 120'; HD 4; HP 28, 26, 24, 21; #AT 1; Dmg 2-8; MR 10%.

Special attacks: gnaw. Special defenses: take 1 less HP damage per die versus fire and cold. Special: demonic telepathy; can see in absolute darkness.

Treasure:
A gold signet ring (550 gp), a platinum scepter (1,250 gp), and a set of silver writing tools (125 gp).

8-19: Decayed Lounge

Formerly a sumptuous-appointed lounge, this chamber is now largely filled with debris. A beautiful silk rug (10'x20') depicting various legendary monsters (dragons, sea serpents, kraken, etc.) occupies the center of the chamber (575 gp, but heavy). The rotted remnants of a half dozen leather chairs have been pushed against the walls, amid other bits of wood, leather, and cloth. Three bronze side tables (75 gp each) are buried among the debris. A tall, heavy, but empty bookcase stands in front of a 2'-diameter hole located near the ceiling of the southwest corner.

Four vorantes demons and a greater vorantes demon (see new monsters) occupy the chamber.

The tunnel to the south is only 2' in diameter where it enters this chamber; it gradually grows larger in diameter as it descends to the south. The vorantes demons are unaware of the hole, and the kaliyani (8-22) deemed it a tactically dangerous dead end.

Inhabitants:
1. **4 vorantes demons** (see new monsters): SZ S; AL CE; AC 4; MV 120'; HD 4; HP 28, 26, 24, 21; #AT 1; Dmg 2-8; MR 10%. Special attacks: gnaw. Special defenses: take 1 less HP damage per die versus fire and cold. Special: demonic telepathy; can see in absolute darkness.
2. **1 greater vorantes demon** (see new monsters): SZ M; AL CE; AC 2; MV 120'; HD 7+3; HP 47; #AT 1; Dmg 2-12; MR 25%. Special attacks: gnaw. Special defenses: immune to fire and cold. Special: demonic telepathy; can see in absolute darkness.

8-20: Former Barracks

The remains of four wooden bunkbeds rest against the north wall of this chamber. The four vorantes demons (see new monsters) that occupy the chamber are busily devouring the (somewhat rancid) corpses of two human adventurers.

Inhabitants:
1. **4 vorantes demons** (see new monsters): SZ S; AL CE; AC 4; MV 120'; HD 4; HP 28, 26, 24, 21; #AT 1; Dmg 2-8; MR 10%. Special attacks: gnaw. Special defenses: take 1 less HP damage per die versus fire and cold. Special: demonic telepathy; can see in absolute darkness.

Treasure:
One of the corpses still bears a scroll with the cleric spells **stone tell** and **heal**. The other bears a **morning star +1** and a 4"-tall, golden votive statuette of Besa, the Archontean goddess of pleasure (610 gp). A torn and tattered (but still legible) copy of *the Twelve Labors of Arden* lies under one of the bunkbeds (see Arden Vul Books).

8-21: Bedroom

Unlike neighboring rooms, this chamber features plastered walls, on top of which are bright frescoes showing an Archontean official (Valens the proedros) dispensing justice, commanding laborers, and reclining in a throne-like chair (that looks much like the one in 8-18). The plaster on the west wall conceals the broken passage that originally led to area 8-25. The corridor fragment is instantly recognizable as from a different era of construction; its walls are pebbled and oily, and throw off a very dim sense of evil (a product of its heqeti origins).

The main chamber is marked by the remains of a once grand four-poster bed, now collapsed in the southwest corner. A teak writing desk (175 gp) on the north wall is intact; the desk is carved with exotic, non-Archontean figures (it comes from the Khumus people to the west).

Four vorantes demons and a greater vorantes demon (see new monsters) occupy this chamber, although they may be first encountered in 8-8 (q.v.).

Inhabitants:
1. **4 vorantes demons** (see new monsters): SZ S; AL CE; AC 4; MV 120'; HD 4; HP 28, 26, 24, 21; #AT 1; Dmg 2-8; MR 10%. Special attacks: gnaw. Special defenses: take 1 less HP damage per die versus fire and cold. Special: demonic telepathy; can see in absolute darkness.
2. **1 greater vorantes demon** (see new monsters): SZ M; AL CE; AC 2; MV 120'; HD 7+3; HP 44; #AT 1; Dmg 2-12; MR 25%. Special attacks: gnaw. Special defenses: immune to fire and cold. Special: demonic telepathy; can see in absolute darkness.

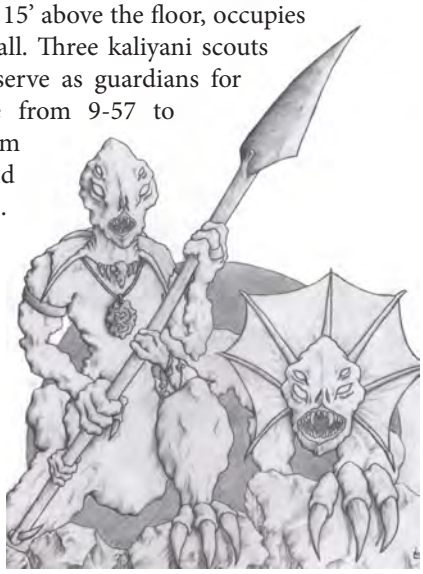
Treasure:
The writing desk holds a jade ink well (225 gp), a crystal-encrusted golden statuette of a large-bellied, smiling woman (375 gp), and, stuck to the underside of the single drawer, a parchment bifolium entitled 'The Honey Project' (see Arden Vul books).

8-22: Crossroads Cave

This large, 25'-tall cave sits at the nexus of several tunnels linking various levels of Arden Vul. Numerous stalactites and stalagmites dot the cavern. A ranger will have little difficulty in noticing the signs of recent traffic between 8-23 and 8-24; the tracks suggest a six-legged creature.

To the west of the cavern is a ledge rising some 20' above the floor. Hidden behind a rock fall is the tunnel to 8-25. The tunnel mouth should be considered as a concealed door.

A second ledge, some 15' above the floor, occupies the niche on the north wall. Three kaliyani scouts wait on the ledge. They serve as guardians for the expedition that rose from 9-57 to 8-23, crossed the chasm between 8-24 and 7-34, and then ascended to 5-125. The scouts have drunk **potions of invisibility** and will exercise caution when confronting any intruders. Indeed, if they are obviously outmatched, one of the scouts slips down the tunnel at 8-23 to warn the kaliyani at 9-57, a second attempts to slip past the PCs and swarm



up the ropes at 8-24 to alert its fellows at 5-125, and the third waits quietly, observing and taking careful notes of intruders strengths and capabilities. If intruders appear weak or foolish, however, the scouts attack from their perch.

Concealed Door (west): The tunnel to the west is concealed behind a rock fall. The tunnel can be detected normally; it takes 2-4 turns to clear the opening.

Inhabitants:

1. **3 invisible**, **5th-level kaliyani scouts** (see new monsters), **as 5th-level thieves**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 43, 41, 38, 36; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp. One has a vial of poison; another has a minor heqeti slime (see new monsters) in a breakable flask; and one has a solid gold ouroboros bracelet (175 gp). All three have already drunk **potions of invisibility**.
2. **1 pale lavender**, **quicksilver-like heqeti slime** (see new monsters), in a flask held by one of the kaliyani scouts: SZ S; AL N; AC 6; MV 5' creeping; HD 2; HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold.

8-23: Tunnel Down to Level 9 (9-57)

A narrow tunnel twists downward here before opening onto the floor of the Great Chasm (9-57). A ranger or other tracker will easily notice the signs of the passage of several six-legged creatures (kaliyani).

8-24: Chasm Access and Route to 7-34

A wide ledge provides access to the Great Chasm here. Three ropes studded with loops and knots are set into the chasm wall next to the ledge; the ropes lead upward steeply to area 7-34. The kaliyani exploring party now at 5-125 installed the ropes after they made their way from 9-57 to 8-23.

8-25: Heqeti Transport Hall, with Stairs Up to 6-106

The heqeti (see new monsters) built this hall as a connection site between their (now-destroyed) halls on Level 8 and their shrine on Level 6 (i.e., 6-104, 6-106). With the resurgence of the heqeti, and their re-occupation of the shrine at 6-104, this hall has also been partially restored. The walls have been coated with fresh slime, the passage to the pukel-mander (8-26) was re-opened, and an effort has been made to bring the teleport wells back into operation.

A statue of a heqeti warrior thrusting with a spear stands by the west wall, partly concealing the secret door to 8-26. The statue is old and very worn, and carved out of the local granite. Its eyes are empty sockets; should a gem of 500 gp (or greater) value be placed in either socket, the statue will partially animate, piping out a query in heqeti. Those who understand that language have an opportunity to ask three questions of the statue, which responds truthfully to the best of its knowledge (which, sadly, is thousands of years out of date).

The niches to the north contain heqeti teleport wells. Each well takes the form of a 7'-diameter circle of stone rising 3' above the floor. Both wells appear to contain nothing but inky blackness; objects tossed into either make no sound. Neither well is operative at the moment, however, a fact that is currently proving vexing to the heqeti. Those jumping into either well are instantly vaporized.

Currently a small party of heqeti are stationed here, puzzling over their failure to get the teleport wells to operate correctly. One of their number is stationed at the mouth of the tunnel to 8-22; the vigilance of this guard makes it unlikely that the heqeti will be surprised from this direction.

The stairs climb steeply in a tight spiral to 6-106.

A natural tunnel to 8-22 departs from the western corridor, but it is concealed behind the rockfall that blocks the corridor.

Secret Doors (west): The 4'-wide door is normal to find. It hangs on a horizontal pin; one needs merely push on the upper or lower panel to swing the door open. Within the tunnel leading to 8-26 is a second secret door, which is clearly visible from this side; the second secret door opens only by force or to a simple pulling motion by those of chaotic evil alignment.

Inhabitants:

1. **1 heqeti weaver** (see new monsters), **as a 7th/7th-level magic user/cleric of Kauket**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 7; HP 34; #AT 1; Dmg 5-10 (**footman's mace +2**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **staff of healing** (12 charges); copper-headed **footman's mace +2**; two **glass spheres of arcane assistance** (one of arcane warding, one of protection) (see new magic items); **potion of gaseous form**. Magic user spells: **enlarge**, **jump**, **magic missile**, **shield**; **continual light**, **levitate**, **ray of enfeeblement**; **fireball**, **protection from normal missiles**; **polymorph other**. Cleric spells: **bless**, **command** (x2), **create water**, **cure light wounds**; **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**; **animate dead**, **blindness**; **sticks to snakes**.
2. **6 heqeti hoppers** (see new monsters), **as 5th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 5; HP 35, 34, 33, 30, 29; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

8-26: Pukel-mander

One of the loathsome heqeti pukel-manders (see new magic items) crouches here, on a ledge overlooking the Great Chasm. Over a dozen chasm cephalopod husks dot the floor at the thing's feet.

Secret Doors (northeast): The door is normal to locate, but opens only to those who are chaotic evil in alignment (for whom it pushes aside easily) or by force. A second, 4'-wide, secret door lies at the end of the tunnel leading to 8-25. This door is easy to locate; as it hangs on a horizontal pin, it opens by pushing on either the upper or lower half of the door.

8-27: Spur of the Great Chasm

About 500 years ago, erosion along the wall of the Great Chasm began to produce this side spur. Indeed, it continues to slowly encroach on the worked areas to the east. The spur is about 100' tall; Level 8 bisects it at about its midpoint (i.e., 50' above the floor of the spur). Bits of rope attached to spikes hammered into both landings hang into the spur. At the bottom of the chasm are several chasm cephalopod husks as well as a smashed and inoperable basic exploration automaton from Kerbog Khan's workshop (see new monsters). Those investigating the floor of the spur provoke two additional chances for random encounters (see 8-2 for possible encounters).

Treasure:
The remains of the automaton could be delivered to Kerbog Khan (SL12-16) in return for favors. Among the debris are three chrysoprase gems (50 gp each) that the automaton had located.

8-28: Northern Landing

The northern side of the chasm spur is nondescript save for eight spikes hammered into the lip of the chasm. Numerous lengths of rope hang from the spikes.

8-29: Transitional Hall

This empty chamber displays a marked variation in construction. The eastern, western and southern walls are typical of Archontean construction: neatly trimmed granite. The northern third of the floor and the north wall, however, are of rudishva vintage: octagonal plaques of solid white marble closely fit together, and with rounded joints between floor and walls. In the center of the northern wall is a rudishva iris door that spirals open only when a sky blue or better plastic rudishva identity plaque (see new technological items) is presented.

Secret Door (east): This door is difficult to locate (1 in 8). It opens by inserting a 1"-diameter object into a small hole in the ceiling; the hole is perfectly sized for a sun lance of a sun-scarred knight (see new monsters).

8-30: Face of Bastet

An enormous alabaster screen carved in the form of an open cat's mouth serves as a sign that one is approaching the domain of Bastet. The screen is thick (5') and tall (15'), and is carved to show a cat with alert ears, open eyes, bared fangs, and a slightly extended tongue. The face is coated with fresh paint: the 'fur' is black, the eyes are yellow, the teeth are white, and the tongue is pink. One traverses the screen by climbing up a slight incline on the cat's tongue and then entering the corridor to the north.

There are always 2-5 cats of various shapes and sizes climbing on and around the face of Bastet. One of these felines will always be a large golden-furred tabby that purrs loudly and near-constantly; it is, in fact, a luck eater. The priestesses know of the luck eater and tolerate its presence here as a sign of Bastet's mysterious ways.

Although it detects of magic, the stone screen is inert except in two circumstances. First, if Oubaste, the high priestess of Bastet (8-37), is slain, then the cat's fangs will slam down on the person who delivered the killing blow when next that person traverses the mouth, inflicting 6-36 HP damage. The mouth remains shut, blocking traffic between 8-28 and 8-38. Only when a new high priestess is installed will the mouth open again. Second, the passage of any creature who is not primarily chaotic in alignment (i.e., all save those of alignments CE, CN and CG) through the mouth causes a loud caterwauling sound to echo throughout the region. This sound serves to alert the priestesses of the arrival of potential trouble.

Set into the floor of the niche to the west of the screen is a 5'-diameter circle of rose quartz; this is the destination for the teleporter at 8-7A.

Inhabitants:
1. **1 luck eater**: SZ S; AL N; AC 7; MV 150'; HD 4; HP 26; #AT 0; Dmg 0. Special attacks: surprise 1-4 in 6; purr effects 30' radius (effect varies).
2. **1-4 wild cats** (from 3-181): SZ S; AL N; AC 5; MV 180'; HD 1; HP 5, 3, 3, 2; #AT 3; Dmg 1-2/1-2/1-2. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6

8-31: Acolytes of Bastet

Twelve acolytes of Bastet occupy this unusual chamber.

A 10'-diameter disk of pure silver is attached to the center of the ceiling (500 gp). The chamber is flooded with pure moonlight thanks to the **nighteyes of Bastet** (see new spells) spell that has been cast on the silver disk.

Twelve piles of soft linen and wool abut the walls of the chamber. In the center is a 10'x10' pool of cool, clean water. On the west wall is a huge fresco of a black cat's head. Studding the north, south and east walls are a score of wooden posts set horizontally into the stone; these allow the acolytes' semi-tame pet cats (as well as small maubaste) to jump about and climb. Each acolyte's 'nest' contains 3-60 gp and 1-3 fancy gems (100 gp each).

A ledge above the door is empty, but bears a note that reads, in Mithric, "Rex, faithful guardian and friend to cats." It refers to Rex, the whippet companion of Gennadius (see 3-158 and 8-41). The mummified body of Rex rested on this ledge for several centuries until it was stolen and traded to Reith (6-50). The acolytes would be grateful to anyone who returns their mascot.



If the temple has not been alerted to the presence of interlopers, then six of the acolytes are present here, lounging about and bathing; the other six are present in 8-38. If the temple has been alerted to a threat, then all twelve acolytes are present in 8-38.

Acolytes are human females and 4th- or 5th-level clerics. Each wears a silver moon of Bastet (see new magic items) on a silver chain around her neck; these items allow acolytes to transform into small maubaste (see new monsters).

Inhabitants:

1. **6 acolytes, 4th-level female Thorcin clerics of Bastet**. In human form: SZ M; AL CN; AC 7; MV 120'; HD 4; HP 30, 30, 28, 28, 26, 25; #AT 1; Dmg 1-6 (jo-stick). Abilities: STR 11, INT 9, WIS 15, DEX 16, CON 11, CHA 16. Possessions: a black silk robe; an **earring of protection +1** (see new magic items); a **moon of Bastet** (see new magic items); and a polished black jo-stick. Prepared spells: **command**, **cure light wounds**, **fear**, **protection from evil**, **sanctuary**; **hold person**, **silence 15' radius**, **speak with animals**. In maubaste form: SZ S; AL CN; AC 3; MV 150'; HD 4; HP as above; #AT 3 or 5; Dmg 1-3/1-3/2-7, plus 1-3/1-3; MR 20%.
2. **6 acolytes, 5th-level female Archontean clerics of Bastet. In human form**: SZ MS; AL CN; AC 7; MV 120'; HD 5; HP 39, 39, 36, 34, 33, 30; #AT 1; Dmg 1-6 (jo-stick). Abilities: STR 11, INT 9, WIS 15, DEX 16, CON 11, CHA 16. Possessions: a black silk robe; an **earring of protection +1** (see new magic items); a **moon of Bastet** (see new magic items); and a polished black jo-stick. Prepared spells: **command**, **cure light wounds**, **fear**, **protection from evil**, **sanctuary**; **augury**, **chant**, **hold person**, **silence 15' radius**, **speak with animals**; **dispel magic** or **create food and water** (3 have the former, 3 the latter). In maubaste form: SZ S; AL CN; AC 3; MV 150'; HD 5; HP as above; #AT 3 or 5; Dmg 1-3/1-3/2-7, plus 1-3/1-3; MR 20%.
3. **7 semi-tame domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5, 4, 4, 3, 3, 2, 2; #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

Treasure:

12 'nests', each with 3-60 gp and 1-3 fancy gems (100 gp each)

8-32: Priestesses of Bastet

Four priestesses of Bastet dwell in this chamber. Should the temple be alerted to a threat, the chamber is empty; all four priestesses will be found in 8-38. If the temple has not been alerted, two priestesses may be found here. Typically the priestesses are found in human form in their chamber; each is an attractive, black-haired woman. The priestesses swiftly transform into medium maubaste if the circumstances require (see new monsters).

A 10'-diameter disk of pure silver (500 gp) is attached to the center of the ceiling. On it has been cast **nighteyes of Bastet** (see new spells); this spell causes the entire chamber to be flooded with pure moonlight.

Two bunkbeds occupy the east wall; the beds are appointed with black silk sheets (four sets of sheets, 20 gp each). A half-dozen goats hang from hooks along the north wall. A wooden table with five chairs sits in the center of the chamber, while a large wine rack with 30 bottles of valuable red wine (25-125 gp per bottle) sits against the south wall. A wardrobe by the door holds 20 black silk robes, each with a silver halfmoon on the chest and a silver cat's head on the back (25 gp each). A treasure chest sits between the two bunkbeds; it is locked, and each priestess holds a key.

Inhabitants:

1. **Atet, Hent, Ipwet, and Kiya, each a priestess of Bastet and a 7th-level female Archontean cleric of Bastet**. In human form: SZ M; AL CN; AC 6; MV 120'; HD 7; HP 53, 52, 49, 47; #AT 1; Dmg 2-7 (**jo-stick +1**). Abilities: STR 11, INT 9, WIS 16, DEX 16, CON 11, CHA 16. Possessions: a black silk robe; an **earring of protection +2** (see new magic items); a **moon of Bastet** (see new magic items); and a polished black **jo-stick +1**. Prepared spells: **command**, **cure light wounds**, **fear**, **protection from evil**, **sanctuary**; **augury**, **chant**, **hold person**, **silence 15' radius**, **speak with animals**; **dispel magic**, **prayer**; **cure serious wounds**. In medium maubaste form: SZ M; AL CN; AC 4; MV 150'; HD 7; HP as above; #AT 3 or 5; Dmg 1-4/1-4/2-9, plus 1-4/1-4; MR 30%.

Treasure:

4 sets of black silk sheets (20 gp each); 30 bottles of red wine (25-125 gp per bottle); 20 black silk robes (25 gp each).

In the treasure chest: 4,352 ancient silver pennies and 2,411 ancient gold solidi (see Arden Vul items for coins); 25 carnelians (50 gp), 10 pieces of coral (100 gp each), 5 tourmalines (100 gp), 4 aquamarines (500 gp), and 1 jacinth (1,000 gp).

8-33: Storage Chamber, with Hole up to 6-20

The cult of Bastet stores its foodstuffs and other equipment in this plain chamber. Among the goods are three barrels of dried biscuits, a box of dried meat, two boxes of dried fruit, a large sack of salt, and a sack with twelve balls made of red rubber, each 2" in diameter. In addition, the corpses of several animals are curing on hooks set into the ceiling: these include a dozen rats threaded onto three strings, a small boar, two dogs, a wolverine, and a goat. The corpse of a halfling hangs curing as well.

A hole in the ceiling leads up 400' via several ledges and landings to area 6-20. There are no handholds or footholds between the ledges and landings. Climbing up or down the entire length requires five successful climb walls checks. Oubaste (8-37) knows of the hole and of the occasional visits of Thegan White-Mane (6-19); she tolerates his coming and going so long as he brings the occasional bag, box, or barrel of supplies.

Secret Door (south): The door is difficult to locate (1 in 8). It takes the form of a 6'-wide, 3'-tall sliding panel of stone near the ceiling of the chamber. Once found it is easy to open by sliding the panel to the east.

8-34: Secret Staircase up to 3-41A

A very steep staircase climbs many hundreds of feet via numerous switchbacks before reaching the tomb of Menas the Logothete (3-41A); its upper reaches are coated with thin layer of fine sand. A pair of stone marbles rest on the penultimate stair from the bottom; their origin is a mystery. If 3-41A has never been accessed before, then opening the doors from this side causes an avalanche of sand to pour out from 3-41A and down the staircase. The force of the sand trap is likely to knock unwitting PCs down the stairs, causing 8-48 damage (half if a save versus petrification is made). At that point, the upper 40' of the staircase will be buried under sand, and area 3-41A will only be accessible after substantial digging.

Secret Door (north): The secret door on the north wall is easy to locate from this side (1 in 4). It opens by sliding a panel to the east.

8-35: Rudishva Hall, with Stairs Up to 5-63

This chamber is obviously of rudishva construction, with its sheathing of octagonal white plates of marble and lack of 90-degree angles. It is dominated by the stairs which rise some 1,000' through many landings and turns to Level 5 (area 5-63). Some garish graffiti, in huge, red-painted letters, mars the west wall: it reads (in Archontean) '*to the Knights*,' with an arrow pointing north. A second, smaller hand has annotated the earlier graffiti in the same tongue with the word 'vampires'.. Both doors are rudishva iris doors, and may only be opened when a sky blue or better plastic rudishva identity plaque (see new technological items) is presented.

GM Note: The graffiti refers to the fact that the main route to the Sun-Scarred Knights (Sub-Level 10A) may be found by heading north from this chamber

8-36: Mummification Chamber

A strong smell of cinnamon and juniper greets anyone who listens at this door.

The chamber is devoted to mummifying deceased members of the cult of Bastet. Two large stone tables stand in the center of the room; one has a human female in process of mummification, the other has two ordinary cats in early stages of mummification. Frescoes in bright paint line the walls: these show the process of mummification, from corpse to beautifully arranged mummy. Some of the subjects are human women, others are cats.

The east wall is lined with alabaster jars containing the materials used in the process: wax, juniper berries, scented unguents and oils, salt, and sawdust. A large box on the north wall contains linen strips. Scattered around the tables are a half-dozen copper knives, hooks, and other implements.

8-37: Chamber of Oubaste, the High Priestess of Bastet

Oubaste, the high priestess of Bastet, resides here. The ceiling is 20' tall, and three enormous alabaster bas-reliefs of cat faces occupy the west, north and east walls. The alabaster tongues of these cats are extended into the center of the room, where they connect to an elevated platform (10' above the floor).

Above the interlocked tongues and attached to the ceiling is another 10'-diameter disk of pure silver (500 gp). The cult has cast **nighteyes of Bastet** (see new spells) on the disk, causing it to flood the chamber with pure moonlight.

Oubaste's bed is located on the raised platform; it is comprised of numerous cushions and black silk sheets (20 gp). A silk rope ladder is coiled atop the platform. Her personal treasure is located in a locked iron box set inside the open mouth of the bas-relief on the west wall. In human form she appears as a beautiful woman with brown eyes, brown skin and waist-length, raven black hair. Oubaste shares her chamber and bed with her second-in-command, Juliana, a human magic user.

An ebony writing desk (450 gp) stands against the north wall (below the tongue).

There is only a 15% chance that Oubaste and Juliana are present; otherwise they are found in 8-38. Juliana is besotted with Oubaste, and has been begging her to grant her the right to transform into a maubaste; Oubaste has not yet agreed, preferring to observe and gauge Juliana's devotion to Bastet for a while.

Inhabitants:

1. **Oubaste, high priestess, and 9th-level female Archontean cleric of Bastet**. In human form: SZ M; AL CN; AC 4; MV 120'; HD 9; HP 62; #AT 1; Dmg 4-9 (sistrum of Bastet). Abilities: STR 12, INT 15, WIS 17, DEX 17, CON 11, CHA 18. Possessions: a low-cut black silk rob; an **earring of protection +3** (see new magic items); a **moon of Bastet** (see new magic items); a **rod of absorption** (31 spell levels remaining); and a **sistrum of Bastet** (see new magic items). She wears a silver chain around her ankle; the small key to her personal treasure chest is threaded onto the chain. Spells: **bless**, **command**, **detect magic**, **protection from evil**, **fear**, **sanctuary**; **augury**, **detect charm**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **nighteyes of Bastet** (see new spells), **blindness**, **dispel magic**, **glyph of warding**; **cure serious wounds**, **divination**; **flame strike**. In large maubaste form: SZ L; AL CN; AC 5; MV 120'; HD 9; HP as above; #AT 3 or 5; Dmg 1-6/1-6/2-11, plus 2-5/2-5; MR 40%.
2. **Juliana, 8th-level female Archontean magic user**: SZ M; AL CN; AC 4; MV 120'; HD 8; HP 24; #AT 1; Dmg 2-5 (**dagger +1**). Abilities: STR 10, INT 17, WIS 14, DEX 11, CON 9, CHA 17. Possessions: a diaphanous tunic of yellow silk (50 gp); **wand of lightning** (20 charges); **bracers of defense** (AC 4); **dagger +1**; scroll with **fear**, **fumble** and **monster summoning I**; a platinum and emerald necklace (given to her by Oubaste), worth 5,500 gp. Memorized spells: **charm person**, **comprehend languages**, **hold portal**, **magic missile**; **continual light**, **darkness 15' radius**, **web**; **dispel magic**, **fireball**, **haste**; **confusion**, **dimension door**.

Treasure:
Oubaste's personal treasure: 3 doses of **incense of attraction** (see new magic items); 1,391 ancient silver pennies (see Arden Vul items); 569 ancient gold solidi (see Arden Vul items); a pair of heavy gold bracelets, each set with a single emerald (1,500 gp each); a jade necklace set with jet (4,500 gp); a jade torc, also set with jet (2,250 gp); a dose of varumani knock-out juice (see Arden Vul items); and a **statuette of feline friendship** (see new magic items).

Juliana's Spell Book (inside the drawer of the writing desk): **Burning hands**, **charm person**, **comprehend languages**, **dancing lights**, **detect magic**, **enlarge**, **feather fall**, **floating disk**, **hold portal**, **identify**, **light**, **magic missile**, **protection from good**, **sleep**, **spider climb**; **continual light**, **darkness 15' radius**, **detect invisibility**, **ESP**, **knock**, **levitate**, **mirror image**, **ray of enfeeblement**, **rope trick**, **scare**, **web**; **blink**, **dispel magic**, **fireball**, **gust of wind**, **haste**, **hold person**, **monster summoning I**, **slow**; **confusion**, **dimension door**, **fear**, **fumble**, **minor globe of invulnerability**, **remove curse**; **animate dead**, **cloudkill**.

8-38: Outer Temple of Bastet

This enormous, 25'-tall chamber serves as the entranceway to the shrine proper. Four 10'-diameter silver disks (500 gp each) hang from the ceiling; with **nighteyes of Bastet** (see new spells) cast on them, they flood the area with pure moonlight. A landing runs

across the east end. Stairs lead down into a pool of placid water, from which half-columns rise in two rows to a height 10' above the water. At the west end is the enormous alabaster inner temple (8-39), fronted by another landing and steps into the pool. A narrow, 6"-wide ledge runs along the north and south walls at a level 15' above the floor. Also on the north and south walls, above the water line, are four 15'-tall niches, each holding a 12'-tall basalt statue of Bastet in cat-headed human form. Each statue wears a gold earring set with a sapphire (1,000 gp each). The statues themselves could be sold for 5,000 gp each to an appropriate statue merchant.

The half-pillars are 5' in diameter and rise 10' above the water. In maubaste form, the priestesses can leap easily from pillar to pillar, and will use this tactic if combat breaks out in the temple.

The tunnels leading to 8-42 and 8-50 are narrow (4' diameter) and placed 15' above the water line.

High Priestess Oubaste (8-37) has cast **hallow** (see new spells) in the outer temple; this effect means that the area is sanctified for those of chaotic neutral alignment (+2 to all rolls for those of alignment CN; -2 to all rolls for all others).

The eastern wall of the inner temple (8-39) offers a commanding sight to those in outer temple. The wall is 25' tall and made of alabaster; eighteen niches (each 3' tall and 2' wide) are carved into the facade. The niches are arranged such that there are nine niches on each side of the entrance to 8-39, in three tiers (at 5', 11', and 17' above the floor). All but one of the niches contain a 3'-tall statuette of a cat in various poses: crouching, batting with a paw, hissing, sleeping, curled with a kitten, etc. Sixteen of the statuettes are painted alabaster, but two are different. The niche on the lowest register to the left of the opening to 8-39 is empty, while its counterpart to the right of the entrance contains a solid gold **statuette of Bastet** (see new magic items). The empty niche used to contain a second golden **statuette of Bastet**, but it was stolen years ago and may currently be found in area 3-215. Returning the missing statuette wins the friendship of the priesthood.

The middle statuette in the right upper register is also significant. It is of a classically posed cat, sitting on its haunches. Unlike all the others, it is partly attached to the floor via a spring mechanism. Pulling it forward serves to unlock and open the secret doors on the west wall of 8-39 (leading to 8-40).

In addition to the priesthood, the temple is regularly visited by two dozen feral cats who use the tunnels to 8-42 and 8-50 to come and go from their lairs.

If the temple is entered by surprise, or by those allied with the cult of Bastet, PCs will find half the acolytes and priestesses (see 8-31 and 8-32) lounging about, swimming, talking, and performing rituals in the inner temple. On such occasions, Oubaste and Juliana (8-37) are also present 85% of the time.

If the temple has been alerted, or the cult has reason to believe that enemies are near, then all the members of the cult (twelve acolytes, four priestesses, Oubaste and Juliana) will be present. In such cases, eight of the acolytes will be standing in human form on the half-pillars, while the four priestesses crouch next to the basalt statues of Bastet in the north and south niches; the remaining four acolytes, plus Oubaste and Juliana, stand before the entrance to 8-39. If combat ensues, the acolytes are quick to transform into maubaste and attempt to knock foes into the water. The priestesses open with spells before changing into maubaste form and leaping across the pillars to confront foes. Oubaste and Juliana maintain spell use for as long as necessary before Oubaste also transforms into a maubaste.

Inhabitants:
1. **Oubaste**, **the high priestess** (85%): see stats at 8-37
2. **Juliana** (85%): see stats at 8-37
3. **2** (50%) or **4** (50%) **of the priestesses**: see stats at 8-32.
4. **6** (50%) or **12** (50%) **of the acolytes**; see stats at 8-31.
5. **12 domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5(x3), 4(x3), 3(x3), 2(x3); #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

8-39: Inner Temple

The inner temple takes the form of an enclosed cella some 30' square. Its walls, floor and ceiling are enormous slabs of alabaster. The external facade of the east wall of the cella is set with niches (see description at 8-38). The dominant feature of the cella is the colossal statue of Bastet that stands against the west wall. Six iron torch brackets set into the floor provide a dramatic avenue towards the statue. In addition, a basalt stone altar table stands at Bastet's feet; typically incense is burning on the altar and small offerings (rats, mushrooms, locks of hair) are scattered about it. Three open basalt chests line the north wall. The walls are empty of decoration save for the south wall, on which is painted an enormous cat's eye.

Statue of Bastet: The 20'-tall statue is formed of black basalt, and takes the form of a standing, cat-headed woman. Bastet cradles her sistrum in her left hand and points outwards with her right. She wears a modest gold hoop earring in one ear. The statue is carved such that Bastet is trampling a large serpent under her feet.

Basalt Chests: The three chests contain the accumulated wealth of the cult, mostly in the form of offerings made to Bastet in antiquity (but including some of more recent vintage). One chest contains 31,738 ancient copper bits (see Arden Vul items). The second has 11,349 ancient silver pennies (see Arden Vul items) mixed with 3,577 sp. The third contains 6,721 ancient gold solidi (see Arden Vul items) and 2,811 gp.

Cat's Eye: The eye painted on the south wall is enchanted. It initially appears as a narrowed eye with yellow iris and black, vertical pupil. The pupil moves to follow any visitor to the inner temple who is not wearing one of the **moons of Bastet** (see new magic items). Should the cult statue be molested or any of the temple treasure be stolen, Bastet will curse the malefactor. The curse takes the form of a permanent eye blazoned on the victim's forehead; in addition to this unusual ornament, the cursed person(s) will be considered inimical to all felines. Larger felines may attack, while smaller species will avoid the malefactor and hiss appropriately.

Secret Doors: The two doors are easy to locate (1 in 4), but impossible to open unless the trigger is known. The trigger is the seated cat statuette in the middle of the upper right register on the outer wall of the inner temple (see description at 8-38). If the statuette is pulled forward, both secret doors open instantly. It is easy, of course, for a maubaste to climb to this statuette and trigger the doors.

Treasure:
See temple treasury contents above.

8-40: Tomb of the Founder

The sarcophagus of Berenib dominates this roughly-carved, 8'-tall, granite chamber. The walls are painted with simplistic images of cats being worshipped by stick-figure-like humans.

Sarcophagus: Formed of shaped bluestone, the sarcophagus is carved on all sides. The short sides show figures of a seated Bastet, while the long sides offer the following inscription in Mithric: "*Berenib, high priestess, who refused to bow to the archon // and who led the children of Bastet to a new home*." The lid contains an image of a woman with cat ears, dressed in a simple tunic. The incised image on the lid is picked out by gold fill (100 gp).

Within the sarcophagus is Berenib, now a mummy, albeit one who appears more as a mummified giant cat than as a human. She only confronts intruders if her sarcophagus is violated. Berenib cannot be turned while in the environs of the shrine of Bastet.

GM Note: As the conflicts between Sortians and Theosophs began to accelerate, the archon, Alcibiades the Hunter (ruled 1717-1734 AEP), imperiously commanded that all the priesthoods join him in locating and arresting all those suspected of Sortian sympathy. Alone among the high priests and priestesses, Berenib of Bastet refused. She and the majority of her followers absconded with the temple treasury and fled to the lower reaches of Arden Vul, where they hid for several decades. Then, as the Archontean hegemony collapsed above, Berenib and her priestesses constructed a new temple to Bastet here on Level 8. For her actions, she was deemed a traitor by the Basileus and the archon; official record of the Arden Vul temple of Bastet was expunged. The cult of Bastet has remained secret since that date, with new priestesses periodically guided by Bastet to her shrine where they take up their destined roles.

Inhabitants:

1. **Berenib the cat-mummy**: SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 48; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis Berenib wears an **amulet of fire resistance** (see new magic items) and is, as noted above, immune to turning so long as she remains between areas 8-31 and 8-41.

Treasure:

Berenib wears an **amulet of fire resistance** (see new magic items) and a jade necklace with a jet representation of a seated cat (350 gp).

Inside the sarcophagus is a set of four jade cups and a jade ewer (total 500 gp); one of the cups is actually a **jade cup of life restoration** with 4 charges (see new magic items).

8-41: Catacombs of the Cat Goddess

The short flight of stairs from 8-40 leads to the burial chambers of previous priestesses of Bastet. The area is roughly carved out of the local granite, with niches for the mummified remains of centuries of priestesses. Over seventy five bodies are present in the niches, all carefully mummified. In addition, the western extension of the catacombs contains a mountain of mummified cats, each representing the favorite cat of one of the high priestesses. A small (3'-diameter) hole leads to one of the cat tunnels to the south.

There is a 15% chance that any mummified human has either a jade amulet (150 gp), a jet figurine of Bastet (175 gp), or a silver and enamel necklace (75 gp). It takes one turn to search a mummy.

One of the mummified corpses in the northwestern alcove is different from the others: it is that of Gennadius, leader of the kentarchia of the 3rd Tagmata that fled the military disaster of the Cave of Blood (7-76) only to become ensorcelled by Deino (3-158). Kentarch Gennadius, and his faithful whippet, Rex, managed to escape Deino and wandered. They came to the Inn of the Lost (6-8), where Gennadius recognized Thegan's true identity; Thegan ambushed the pair and threw them down the hole at 6-20/8-33. Badly wounded, Gennadius and his dog were, strangely enough, taken in by the cult of Bastet. In return for their service to the high priestess, she accorded them full rights of mummification. Gennadius's mummy is wrapped in linen as usual, but has a gold death mask (450 gp) that clearly reveals a male face with a military haircut; inscribed on the reverse of the mask are the words, "Gennadius, protector." Should the death mask be removed, the benign ghost of Gennadius materializes.

Gennadius's ghost speaks in an old-fashioned dialect of Archontean, and is blunt and crude, like the old soldier that he was. Gennadius pleads with PCs to let his body rest, and, in particular, to not disturb his mummy (including the mask). He also inquires about the fate of his men from the 3rd Tagmata, and begs interlocutors to rescue them from the clutches of 'that witch, Deino' (3-158). The ghost offers to provide important secrets and the possibility of great wealth if the PCs bring him proof of Deino's demise (say, by producing her head). Should the PCs do this, Gennadius explains the identity of Thegan White-Mane (6-19) and describes how to access Thegan's secret treasuries (6-20).

Inhabitants:

1. **Gennadius's ghost**: noncombatant.
2. **3-12 domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5(x3), 4(x3), 3(x3), 2(x3); #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

Treasure:

Each of the 74 mummies may have a piece of jewelry (see above). Gennadius's death mask is worth 450 gp.

8-42: Feral Cat Colony

A large colony of feral cats inhabits the caves south of the shrine to Bastet (8-42 to 8-45, 8-49, 8-50). About 60 cats of numerous breeds and colors make up the colony. The cats hunt along the chasm walls, but also frequently venture into the precincts of Bastet (via tunnels at 8-37, 8-38, 8-41, and the corridor outside 8-38) for handouts from the priestesses.

This particular cave is 8' tall in the center, and dotted with ledges and crevices that are perfect for cat nests. At any given moment 11-18 cats are present here. The cats are not naturally aggressive, but do defend their turf.

Inhabitants:

1. **11-18 feral domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5(x4), 4(x5), 3(x5), 2(x4); #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

8-43: Stinking Cave

The colony of feral cats uses this cave as a litter box, which incidentally helps ward off unwanted predators from the chasm. As a result, the stench of feline urine is rather overpowering. Spending more than a turn here imposes a -1 penalty to CON for 6 turns. At any given moment 1-4 cats are present here, doing their business.

Inhabitants:

1. **1-4 domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5, 4, 3, 2; #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

8-44: Water Hole

This cave is dominated by a pool of clear water in its southern projection. It is visited frequently by the cats of the feral colony; at any given moment 8-15 cats are present here.

Inhabitants:

1. **8-15 domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5(x3), 4(x3), 3(x3), 2 (x3), 1(x3); #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

8-45: Cat Colony, Redux

This large cave is home to the majority of the feral cat colony that occupies the area. A strip of sand runs through the center of the cave, on which are the skeletons of scores of small rodents. At any given moment 21-30 cats are present in niches along the walls.

Buried in the sand is the ancient corpse of an adventurer on which some loot may still be found.

Inhabitants:

1. **21-30 domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5(x7), 4(x8), 3(x8), 2(x7); #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

Treasure:

A set of **chain mail +2**, a **heavy crossbow of speed**, a pouch with 15 pieces of jet (100 gp each), and a **potion of healing**.

8-46: Rudishva Corridor Fragment

Most of the black octagonal sheathing has fallen from the walls of this section of broken corridor, resulting in piles of dusty black granite on the floor. A sinkhole at the western edge of the fragment provides access to the tunnels of the feral cat colony. Next to the rudishva iris door to 8-47 someone has crudely painted an image of a figure dancing on one leg with the words (in Archontean): "*Beware the Dancer Within*."

8-47: Rudishva Security Station

One of the important rudishva security centers in antiquity, this chamber is clad in octagonal black-granite sheathing and has no 90-degree angles. A 10'x10' table occupies the center of the chamber; its top is a piece of black glass. Several stools are parked around the table. The north and east walls contain consoles made of plasteel. A pedestal in the northeast corner holds a stone nataraja (see new monsters – rudishva animated constructs), still futilely guarding the otherwise empty chamber.

Wall Consoles and Holographic Table: The two consoles are identical, allowing a pair of operators to produce holographic and other effects on the table in the center of the chamber. Each console is made of orange plasteel, inset with a score of octagonal buttons with glyphs on them, plus several knobs and 'joysticks'. The northern console is in poor repair, however, and will explode in a cascade of sparks after being manipulated thrice (e.g., pushing three buttons, or operating the joystick three times, etc.). The eastern console may be operated without danger.

Wrapped in oilcloth under the eastern console is a tactical suit (see new technological items).

Using the Console: The Rudishva glyphs were specially created to describe the locations to which they connect. This means that even someone with a limited knowledge of Rudishva is unlikely to be able to simply 'read' the glyph. When a glyph is punched, the GM should roll randomly to determine which location is connected to that glyph. Once a location is connected to a glyph, PCs will be able to select a given location to view.

2d12	Function of Selected Glyph
2	Opens a communication channel to the RAJ-750 artificial intelligence in 6-27, while also providing a holographic live feed of area 6-27
3	Opens a communication channel to the Aklah-Chah artificial intelligence in SL14-13, while also providing a holographic live feed of area 6-27
4	Calls up a holographic live feed of area 5-92
5	Calls up a holographic live feed of area 5-107
6	Calls up a holographic live feed of area 5-131
7	Calls up a holographic live feed of area 5-94
8	Calls up a holographic live feed of area 5-18
9	Calls up a holographic live feed of area 5-25
10	Calls up a holographic live feed of area 6-39
11	Calls up a holographic live feed of area 6-113
12	Calls up a holographic live feed of area 6-121
13	Calls up a holographic live feed of area 6-122
14	Calls up a holographic live feed of area 7-4
15	Calls up a holographic live feed of area 7-143
16	Calls up a holographic live feed of area 7-109
17	Calls up a holographic live feed of areas 8-53A through 8-53H (six seconds per area)
18	Calls up a holographic live feed of area 9-96
19	Calls up a holographic live feed of area 9-91
20	Calls up a holographic live feed of area 9-89
21	Calls up a holographic live feed of area SL2-2
22	Calls up a holographic live feed of SL6-27
23	Calls up a holographic live feed of SL9-46
24	Calls up a holographic live feed of SL14-10

Note: The joysticks allow holographic images to rotate through a 360-degrees vantage point.

Inhabitants:
1. **1 rudishva animated constructs - stone nataraja** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 8; HP 56; #AT 1; Dmg 4-11; MR 25%. Special attacks: sonic or fire attack. Special defenses: +1 or better weapons to hit; immune to cold, fire, electricity, poison, and mind-affecting spells.

Treasure:
Tactical suit (see new technological items).

8-48: Rudishva Corridor Fragment

This fragment of ancient rudishva corridor is in bad shape. Most of the octagonal white wall sheathing has collapsed in piles on the floor, and the entire area is home to numerous rats.

Inhabitants:
1. **7-18 ordinary rats**: SZ S; AL N(E); AC 7; MV 150'; HD ¼; HP 1 each; #AT 1; Dmg 1.

8-49: Reeking Cave

Like area 8-43, this cave smells strongly of cat reek. Although none of the cats from the feral colony (see 8-42 to 8-45, 8-50) live here, they frequently travel through it on their way to hunt insects and rodents to the north. Typically 1-4 cats may be found here.

Inhabitants:
1. **1-4 domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5, 4, 2, 2; #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

8-50: Still More Feral Cats

As it provides direct access to the shrine of Bastet, this cave is a favorite one in which members of the feral cat colony prowl, play, and wait for the priestesses to offer them food. The opening to 8-39 is 3' in diameter, and 15-20 cats are usually found here.

Inhabitants:
1. **15-20 feral domestic cats**: SZ S; AL N; AC 6; MV 150'; HD 1-5 HP; HP 5(x5), 4(x5), 3(x5), 2(x5); #AT 2; Dmg 1-2/1. Special attacks: rear claw rakes; surprise 3 in 6. Special defenses: only surprised 1 in 6.

8-51: Rudishva Hall

The black granite octagonal sheathing has fared better in this antechamber to the detention block. The walls gleam with black, and offer no 90-degree angles. Stairs lead down to area 8-53. The stairs are littered with bits of broken bone. A rudishva iris door openable only with a silver or yellow rudishva identity plaque (see new technological items) occupies the south wall.

8-52: Rudishva Teleporters

The door from 8-51 is a rudishva iris door, and only opens when a silver or yellow rudishva identity plaque is presented (see new technological items). The t-shaped chamber possesses no 90-degree angles, is spotlessly clean, and is sheathed with beautiful black granite panels in the usual octagonal pattern. In each arm of the chamber a 5'-diameter circle of silvery material is inset in the floor, with a 10"x10" square of the same material affixed to the wall. Each square has a different rune etched into the silvery material.

The rudishva built these niches to be part of their teleportation network. To activate them, one stands on a silvery circle and touches the adjacent silvery square; teleportation to the appropriate location is instantaneous.

Teleport Nodes:
T18: access to Level 7 (7-110)
T19: access to Level 9 (9-97)

8-53: Rudishva Detention Block

This area served as a detention center for members of the rudishva hegemony. The entire area is sheathed in octagonal black granite tiles, and no 90-degree angles are present. The cells proper are labeled A through H; the western portion features an oval console surrounded by plasteel stools. Lockers line the north and south walls. The west wall once held a huge black glassteel view screen, but it was shattered in antiquity and its shards now litter the floor under the wall.

A pile of corpses lines the hallway to 8-51. Some of these corpses are human, both ancient Archonteans and more recent adventurers, some are varumani (see new monsters), three are kaliyani (see new monsters), and two are large horned and taloned creatures (demons).

The oval console has been subject to much damage and is inoperable. The lockers, which used to store weapons and equipment, are empty, and their doors are merely twisted and blasted pieces of plasteel.

As the type IV demon (see below) is not always present, and only attacks once the western chamber is fully entered, most of the corpses in the hallway have been looted pretty thoroughly. A few bits of treasure do remain.

Gate: The most imposing sight in the room is a 10'-diameter black disk of pulsating energy that floats above the oval console. This disk detects of magic and of evil; it is, in fact, a permanent one-way gate to the Abyss that was conjured over a millennium ago by a long forgotten wizard. A type IV demon waits behind the disk, sent here by the master of its layer of the abyss in order to investigate the gate and possibly close it. This demon has enjoyed lurking here for years at a time so as to ambush those foolish enough to investigate the gate. At times it returns to the abyss, though; there is a 15% chance that when the chamber is entered, the demon will be gone. Otherwise it waits in ambush so as to add to the pile of corpses.



Strangely, the demon does not bother Kerbog Khan's automatons as they pass from 8-54 to other areas of the Halls.

Cells: Each cell is carved from the bare granite, and features a plasteel cot and bucket. Originally force screens prevented the incarcerated from leaving, but the power supply (operated at the console in the west of the area) failed, and all the cells are open. Most of the cells are empty, save for the following:

Cell A: A perfectly circular, highly polished, 6'-diameter tunnel leads west from the back wall of this cell (see 8-54).

Cell C: The desiccated corpse of a rudishva crewman, still wearing her orange jumpsuit, lies on the floor of the cell. Forgotten by her jailors, she died of dehydration after the complex was abandoned during the collapse. In her boot is a bronze rudishva identity plaque (See new technological items).

Cell G: The body of an elven adventurer rests here. He was wounded badly by the demon and crawled here to die.

Inhabitants:

1. **1 type IV demon**: SZ L; AL CE; AC -1; MV 90', 120' flying (Class E); HD 11; HP 81; #AT 3; Dmg 1-4/1-4/2-8; MR 65%. Constant abilities: infravision. Special attacks: +2 to hit; cause fear; darkness 10' radius; use symbol (fear or discord). Special defenses: half damage from cold, electricity, fire, gas; +1 or better weapons to hit. Special: teleport without error; detect magic; read languages; telekinesis (5,000 gp); project image; create illusion; levitate; polymorph self; dispel magic; gate in demon of type I to IV (60%).

Treasure:

Amid the corpses: a scattering of 201 cp, 177 sp, 149 gp, and six 100 gp pearls; a **robe of the archmagi** (white); a **war hammer +3**; a wooden **shield +2**; 6 crossbow **bolts of fire** (see new magic items); a suit of chain mail; a slim codex containing the Cantor's Lament (see 8-148); a gold key to the Obsidian Gates (5-6D); and a carved ivory puzzle box depicting elephants and other animals (3,500 gp).

On the elven adventurer: a suit of **elven chain mail +1**, a **rope of climbing**, an **elixir of youth**, of two fire opals (1,000 gp each) and four peridots (500 gp each).

8-54: Tunnel to SL12-21 (Workshops of Kerbog Khan)

A 5'-diameter, spiral tunnel leads wends its way upwards some 1,050' to the workshops of Kerbog Khan (SL12-21). The tunnel perfectly smooth and regular, as if it had been dug and smoothed by machinery. Although it slopes upward continuously, the gradient of the slope is just gentle enough to allow bipeds to climb it with some caution. This is one of the primary routes by which Kerbog Khan's automatons leave his workshops in order to gain access to the rest of the Halls. Note that there is a 20% chance of encountering one of Kerbog Khan's automatons, the borer, in the tunnel: see text at SL12-21.

8-55: Cave of Peabo

An exiled lesser varumani named Peabo inhabits this cave. The cave is 15' tall and has a small natural basin with fresh water. Peabo otherwise survives on rats and small vermin. His security is ensured by the relative proximity of the citadel of the Sun-Scarred Knights (see new monsters), whose members come and go via 8-56; the knights, on the other hand, tolerate Peabo as a vermin remover and as a sort of canary in the coalmine, alerting them to potential dangers.

Peabo was exiled from the court of the troll thegn (7-74) for refusing to support the thegn's recent expansionist policies. He would be interested in any intrigues designed to bring down the thegn, and might be able to put those he considers friendly into touch with other varumani of similar sympathies. Peabo has occasionally crept up the stairs at 8-56 and can describe the outer precincts of the citadel of the Sun-Scarred Knights (SL10A-1 to SL10A-7, and SL10A-14); he knows several of the knights by name and interest.

If a noticeably hostile and powerful party enters his chamber, Peabo quickly drinks his **potion of invisibility** and tries to escape. Otherwise he is happy to negotiate, trading information for food and small valuables.

Inhabitants:

1. **Peabo**, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattock, one dose of varumani knock-out juice (see Arden Vul items).

Treasure:

Two **potions of invisibility**, kept in the basin of water so they remain 'fresh', as well as a pouch with 8 pearls (100 gp each) hidden under a rock.

8-56: Rudishva Hall, Stairs Up to SL10A-1

This rudishva hall is similar in physical respects to area 8-51, with black octagonal sheathing and no 90-degree angles. The stairs, however, rise rather than descend, and lead eventually to SL10A-1, just outside the citadel of the Sun-Scarred Knights.

The passage of some creatures through the hall and up the stairs is obvious; a good tracker might be able to detect that these creatures were armored.

8-57: Cave, with Charred Spiders

A clear path leads through this 8'-tall cave. In the southern niche are the roasted corpses of three huge spiders, who rather unwisely thought to make this cave their home and were incinerated by the first Sun-Scarred Knight (see new monsters) to pass this way.

8-58: Cave

The only noteworthy feature of this cave is the clear path leading from one exit to the other.

8-59: Ruined Corridor

Once a portion of a rudishva corridor, this area is noticeable for major cave-ins along the west, south and east walls. Only along the north side is the original black granite octagonal sheathing still present. Someone has chalked the following words in Archontean along the remaining sheathing: "Seek the Khan to the west, near the prison. His contracts must be sealed with blood."

8-60: Sandy Cave, with tunnel up to Sub-Level 15 (SL15-12)

This cave is covered in sand, within which lair 8 very hungry sand worms (see new monsters).

The tunnel to the northwest ascends over a half mile before intersecting another set of tunnels, namely SL15-12.

Inhabitants:

1. **8 sand worms** (see new monsters): SZ S; AL N; AC 7/2; MV 90'; HD 2; HP 15, 14, 14, 13(x3), 12, 12; #AT 1; Dmg 1-6. Special attack: slurp blood (1-4 HP/rd).

8-61: Cave with Lantern

A glowing lantern hangs from an iron shepherd's crook stuck into the floor in the center of this large cave. The hooded lantern is lit by a **continual light** spell. The Sun-Scarred Knights (see new monsters) created the lantern, as this is one of their main routes into other areas of the Halls.

8-62: Ruined Rudishva Corridor

This area still displays its origin as a rudishva corridor along its west wall: no 90-degree angles and black granite, octagonal sheathing, half of which has fallen to the floor. The east side, however, has been subject to a major cave-in, rendering it unstable and dangerous. The western extension shows signs of a recent battle, with scorch marks marring the remaining sheathing and a few pieces of broken metal on the floor. One of Kerbog Khan's rare battle automatons (see new monsters) is investigating the scene; it attacks any so foolish as to interrupt it.

GM Note: The 'battle' took place between Glif, the varumani first adept (see 7-24), and one of Kerbog Khan's exploration automatons; Glif blasted it with lightning, and then took it off to her chamber for study.

Inhabitants:

1. **1 battle automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 0; MV 150'; HD 8; HP 60; #AT 4; Dmg special; MR 50%. Special attacks: laser (3-12 damage); blade (3-12 damage); poison injector (death, or 3-12 damage on save); flamethrower (3-18 damage in arc). Special defenses: immune to cold and fire.

8-63: Pollen-Filled Cave

This cave marks the westernmost edge of the pollen effect given off by the bliss flowers found in 8-67 (see description in level overview). Any person entering the cave must save versus petrification with a -3 penalty or wander in random directions for 1-6 hours.

8-64: Invisible Stalker

An invisible stalker, summoned by Juliana (8-37), is hunting in this otherwise nondescript wet cave. It has been ordered to circle the precincts of Bastet and eliminate any threats to the shrine for a period of twenty years, and it takes its orders quite literally. This means that if a party does not appear overt or hostile, it will ignore them. If they have entered the cave bearing unsheathed weapons, or have recently or loudly engaged in combat, then it will attack. If the stalker has been encountered as a wandering monster in the pollen-filled areas and defeated, it obviously won't be present here.

Inhabitants:

1. **1 invisible stalker**: SZ L; AL N; AC 3; MV 120'; HD 8; HP 55; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility.

8-65: Bloodless Corpse

A human-sized form crouches in the center of the room, facing the southeastern wall. A **continual light** rock in front of the corpse casts shadows throughout the chamber.

Closer inspection reveals that the form is that of a human adventurer clutching the spear that pierced his chest and apparently killed him. Even closer inspection reveals a pair of bite marks on his neck. The corpse holds no valuables.

GM Note: The adventurer is an Archontean fighter whose party became lost in the Nether Reaches. After a falling out, this poor fellow was attacked and left to die by his former colleagues. Ironically, it was not the spear thrust but the vampire, Cinna Minux (7-122), that killed him.

8-66: Statue of Chibalba

An 8'-tall statue of the Archontean deity Chibalba occupies the center of this partly ruined, 15'-tall hall. The eastern side retains its worked features – typical Archontean stonework, with frescoes that have run into smears of unrecognizable color. The western side has collapsed, leaving piles of broken masonry and rough rock. A 10'-diameter mosaic surrounds the statue; it depicts pastoral subterranean scenes, including lizards, mushrooms, sarcophagi, bats, altars, etc. The door to 8-5 is obviously new and in good repair; it is locked and barred from the south.

Statue: The blue granite statue of Chibalba is in bad shape. The head has been knocked off, and is nowhere to be found. From the badly corroded remains of the statue, it appears that the statue depicted a cloaked figure holding a staff in one hand and a lantern in the other. Anyone familiar with the cult of Chibalba will have no problems recognizing these as the iconic images associated with this protector of subterranean regions and travelers.

The base of the statue reads, in Mithric: "Chibalba, lord of the Deeps, watches over these halls. Summon him if thy need is great." Should anyone standing on the mosaic either 1) state Chibalba's name three times in a row, or 2) declaim "I summon thee, Chibalba!", an avatar of the deity will arrive to lend temporary aid and protection to the invokers. The aid imparted by the avatar will depend on the needs of those making the invocation; the GM should use his/her best judgment in determining which situation is most appropriate based upon the table below.

Situation	Aid offered
In combat	Avatar fights for duration of one combat: AC 0, HD 8, HP 58, #AT 1, damage 1-10
Badly wounded	**Cure critical wounds** x2
Lightly wounded	**Cure serious wounds** x2
Uninjured	**Detect traps**, **infravision**, and **locate place** (see new spells), all good for 10 turns

Speaking in the Mithric language, the avatar describes in a solemn, deep voice what aid it will impart. This advice takes one round to describe, after which the avatar will not communicate in any way.

Summoning the avatar is only possible once per month. Should a cleric of Chibalba invoke the deity, then all four types of aid will be proffered to the cleric and his friends (with the combat avatar serving the cleric for one whole day, or until it is destroyed, whichever comes first).

Note: Two other identical statues of Chibalba may be found, at 4-69 and 9-87.

8-66A: Concealed Entrance

A **permanent illusion** of a continuous cavern wall conceals the entrance to this tunnel. The tunnel is used by the Sun-Scarred Knights (see new monsters) to access 8-29 and from it, the upper levels of Arden Vul.

8-67: Cave of the Bliss Flowers

This warm, brightly-lit cavern hums with the buzz of insects moving amid field of 6'-tall flowers. The cavern is over 100' tall in places, and features some worked areas on the south and north walls. The ledge at 8-11 is 60' above the floor, and the entrances to 8-69 and 8-70 are 30' above the floor. The floor is relatively flat, and is covered in a thick layer of humus. The walls drip with water, making the environment a bit humid.

The cavern has a long history. It was known to the rudishva as the 'Cave of Tears', since a majority of the varuda flyers were wiped out here in a heqeti ambush during the early years of the struggle between these two peoples. After centuries of desuetude the cavern became the site of a series of botanical and entomological experiments by a pair of Archontean eccentrics, the functionary Valens the proedros and his magic user accomplice, Houlios (see 8-21). The results of their extensive experiments, which they called the Golden Nectar Project, persist, and have produced a strange mini-ecosystem.

The cave is lit by bright, warm sunlight, comparable to the light of a warm summer day. Houlios's unique spell, **sun's gift** (see new spells), is the source of the light and heat. He cast over a dozen instances of the spell all over the ceiling and walls of the area; these could be dispelled individually, but only by a magic user of at least 12th-level.

Five steam vents scattered across the cavern floor provide the heat and moisture necessary for the plant life that occupies it. If standing directly over a vent when it discharges (once every 3 turns), a PC takes 1-8 HP scalding damage.

A vast field of bliss flowers (see new flora) thrives in the light and warmth. These flowers are about 6' tall and boast beautiful yellow flowers. The flowers have a rapid sexual cycle thanks to Houlios's experiments. This means that even after they release their pollen and decay, new plants spring up from the decayed remains within days.

Along the edge of the cavern grow some other plants, albeit in smaller numbers: some small alders, crepe myrtles, and chaste trees, plus numerous wild flowers. None of these additional plants are particularly healthy or vigorous specimens, but they do add biodiversity to the cavern.

A haze of bliss-flower pollen fills the cavern (and many surrounding chambers). While the giant bees (8-69 and 8-70) collect much of the pollen, the plants are so prolific that their pollen is literally everywhere. This means that those exploring the cavern must make a save versus petrification at -3 or wander in random directions, blissfully unaware of their surroundings, for 1-6 hours.

Giant bees from 8-69 and 8-70 flit among the flowers nearly continuously, producing an audible hum throughout the cavern. Most of these bees are workers, but if the workers are disturbed soldier bees will emerge from the hives to lend assistance

There is a 10% chance that Olaf the bee whisperer is wandering among the flowers (see 8-73).

Ledges on the wall of the cavern lead to other parts of the level. The ledge to 8-68 is 20' above the floor, the ledges to the bee hives (8-69 and 8-70) is 30' above the floor, and the ledge to 8-113 is 40' above the floor.

Those who dig in the humus of the cave floor have no difficulty in turning up various objects of interest. Almost any place one digs (i.e., 75% chance) reveals the bones of a medium-sized, winged biped; these are varuda bones (see new monsters), and the product of a great massacre during the rudishva-heqeti wars. The area directly under the ledge at 8-11 also bears interest: the skeleton of several humans, with some gear. (GM Note: these are the remains of Jadon and the linkboys of his party, who ran in terror to 8-11 and fell to their doom in the cavern – for Jadon, see 8-10). In addition to these results, each turn of searching in the humus has a 1 in 4 chance of turning up one item from the following table (the first three items may be found up to 3 times each):

D8	Item found	Notes
1-3	Piece of broken rudishva equipment (see new technological items for all). Roll d6: 1. empty lesser power supply 2. laser rifle 3. spear gun 4. dart thrower and clip containing 3 ordinary darts 5. sonic fence 6. battle helmet	Detritus from the battle in which the heqeti destroyed ⅔ of the varuda flyers
4	Piece of still operative rudishva equipment (see new technological items for all): Roll d4 1. clip of ordinary darts for a dart thrower 2. lesser power supply 3. laser deflector shield 4. sonic fence	Also detritus from the battle
5	Rust, brown, sky blue or pale green rudishva identity plaque (25% chance for each)	Dropped by a varuda slain here
6	A cracked leather potion belt still holding **potions of extra healing**, **fly**, and **animal control**	Dropped by Houlios the mage (see 8-21)
7	A crude basalt statuette of Rimmaq-Isfet (see new monsters)	Worth 50 gp
8	A **wand of fireballs**	3-18 charges remaining

Inhabitants:

1. **40 giant worker bees**: SZ M; AL N; AC 6; MV 90', 300' flying (Class D); HD 3+1; 24(x4), 23 (x4), 22(x4), 21(x4), 20(x4), 19(x4), 18(x4), 17(x4), 16(x4), 15(x4); #AT 1; Dmg 1-3. Special attacks: sting once; poison.
2. **1-4 giant soldier bees**, (33% chance when the cavern is first entered. But if combat breaks out, 20 or more soldier bees arrive in 1-3 rounds): SZ M; AL N; AC 5; MV 120', 300' flying (Class C); HD 4+2; HP 32, 31, 30, 30, 29, 29, 28(x3), 27, 27, 26(x4), 25(x4), 23; #AT 1; Dmg 1-4. Special attacks: sting once; poison (-1 to saves).

Treasure:

On Jadon's body: **banded mail +1**, a metal shield, a battle axe, an **amulet of courage** (see new magic items), an **Alexia's useful pole** (see new magic items), and a purse with 79 sp and 43 gp.

8-68: Darkened Cave with Roper

This section of the larger cavern rises 20' above the floor of 8-67, up a scree of loose rock. It is dark, and its floor is uneven rock, with lumps, boulders, and small stalagmites. While no bliss flowers grow here, their pollen floats throughout the area in a thick haze. Those breathing the pollen must save versus petrification at -3 or wander in a random direction for 1-6 hours.

The cave is well-suited to climbing vines of a number of species. The walls and eastern section of floor are covered with a mat of vines with pale, whitish leaves. The vines conceal the entrance to areas 8-128, 8-129 and 8-134 (the latter of which is located 10' up the south wall of this cavern).

A stone table overlooks the drop-off to 8-67; Houlios used it while preparing the bliss flower and bee experiments for the Golden Nectar Project. The long-decayed skeletal remains of Houlios lie next to the table, still wearing the prototype 'bee-suit' that he used when collecting honey from the bee hives (see Arden Vul items). A slash in the back of the suit shows how Houlios died (a dagger from a deranged apprentice). If the slash is fixed, the suit would provide excellent protection against giant bee stings.

A clever and extremely hungry roper lurks in this darkened chamber, feeding off the occasional lost bee and hoping for better prey. It prefers to take the form of a low boulder lying just behind Houlios's corpse. It waits until visitors are inspecting the corpse before striking with a 3 in 6 chance of surprise. The roper is daunted by the bright light and swarms of bees, and so does not typically visit 8-67.

Inhabitants:

1. **1 roper**: SZ L; AL CE; AC 0; MV 30'; HD 11; HP 78; #AT 1; Dmg 5-20; MR 80%. Special attacks: six poisonous strands (20'-50' range; reduce STR by 50% in 1-3 rds). Special defenses: immune to lightning; take half damage from cold.

Treasure:

Houlios's bee suit (see Arden Vul items).

Inside the roper's gut: four golden topaz gems (500 gp each), plus a pink diamond (5,000 gp)

8-69: Hive of Golden Nectar

This chamber was specially built by Valens and Houlios to house one of the hives of giant bees that formed part of the Golden Nectar Project (see 8-67). The ceiling is 40' above the floor, and the entire chamber plus the entrance from the south are of neatly worked, but undecorated, stone. The northern exit is unfinished, and turns swiftly into a natural tunnel.

The air is thick with bliss flower pollen and the drone of scores of bees.

The hive is enormous, and is composed of three huge combs attached to the ceiling and walls. Each comb is 50' wide and 30' tall, and has 5'-deep cells on each side. Thus each comb is 10' wide. Each comb is separated from its neighbor (or the north or south wall) by a 5'-wide space, which allows the bees to move about the hive. In addition, 10' of space separates the floor from the bottom of the combs. The upper 20' of each comb is devoted to honey storage, while lower 10' has cells for larval production. The queen typically moves about in the lower third of the combs, attended by her drones.

The bees are initially unconcerned by the arrival of man-sized visitors on the floor of their hive, although there is a 25% chance per turn that a bee may blunder into one of the PCs, potentially leading to combat. Should the PCs try to climb or fly among the combs, however, the bees rally to defend their turf.

There are approximately 50 cells filled with the bees' special honey on each side of each comb (a total of 300 cells). Most cells (250 of them) contains regular honey (50 gp worth per cell), but 50 of the cells contain royal jelly. Each of the royal jelly cells contains sufficient special honey to make 1-3 **potions of extra healing**, although it will take quite a lot of containers to transport the stuff to a suitable alchemist. In addition, lodged in the topmost row of cells in the middle comb is the **scepter of the goblins** (see new magic items; also see Gislu the goblin mystic at 4-2, and King Weskenim at SL4-22).

Olaf the bee-whisperer (8-73) has a 25% chance to be present in the hive, either observing the bees (33%) or climbing the comb to collect some honey for his meal (66%).

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).



Inhabitants:
Listed here are the total population numbers for the first hive. Bees encountered and destroyed elsewhere (e.g., 8-67 or as wandering monsters) should be deleted from the roster. So long as the queen lives, losses can be replaced within a week.

1. **Queen bee**: noncombatant, SZ L; AL N; AC 7; MV 0'; HD 10; HP 74; #AT 0.
2. **4 drone bees**: noncombatant, SZ M; AL N; AC 8; MV 90'; HD 5; HP 34, 33, 22, 20; #AT 0.
3. **15 giant soldier bees**: SZ M; AL N; AC 5; MV 120', 300' flying (Class C); HD 4+2; HP 32, 31, 31, 30, 29, 28(x3), 27, 26(x3), 25(x3); #AT 1; Dmg 1-4. Special attacks: sting once; poison (-1 to saves).
4. **99 giant worker b**ees: SZ M; AL N; AC 6; MV 90', 300' flying (Class D); HD 3+1; 24(x9), 23 (x10), 22(x10), 21(x10), 20(x10), 19(x10), 18(x10), 17(x10), 16(x10), 15(x10); #AT 1; Dmg 1-3. Special attacks: sting once; poison.
5. **Olaf the bee-whisperer** (25%): see 8-73

Treasure:
Honey, potentially 12,500 gp worth; royal jelly, enough for 50-100 **potions of extra healing**; The **scepter of the goblins** (see new magic items).

8-70: Second Hive of Golden Nectar

The second hive of giant bees is identical in almost every way to the hive at 8-69, complete with three massive combs spaced in the same way. Of course there is no **scepter of the goblins** here.

As with the first hive, Olaf the bee-whisperer (8-73) has a 25% chance to be present here, either observing the bees (33%) or climbing the comb to collect some honey for his meal (66%).

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Inhabitants:
Listed here are the total population numbers for the second hive. Bees encountered and destroyed elsewhere (e.g., 8-67 or as wandering monsters) should be deleted from the roster.

1. **Queen bee**: noncombatant, SZ L; AL N; AC 7; MV 0'; HD 10; HP 74; #AT 0.
2. **4 drone bees**: noncombatant, SZ M; AL N; AC 8; MV 90'; HD 5; HP 34, 33, 22, 20; #AT 0.
3. **12 giant soldier bees**: SZ M; AL N; AC 5; MV 120', 300' flying (Class C); HD 4+2; HP 32, 31, 30, 29, 28, 28, 27, 26, 26, 25(x3); #AT 1; Dmg 1-4. Special attacks: sting once; poison (-1 to saves).
4. **107 giant worker bees**: SZ M; AL N; AC 6; MV 90', 300' flying (Class D); HD 3+1; 24(x9), 23 (x10), 22(x11), 21(x11), 20(x11), 19(x11), 18(x11), 17(x11), 16(x11), 15(x11); #AT 1; Dmg 1-3. Special attacks: sting once; poison.
5. **Olaf the bee-whisperer** (25%): see 8-73

Treasure:
Honey, potentially 12,500 gp worth; royal jelly, enough for 50-100 **potions of extra healing**.

8-71: Cave, with tunnel up to Level 6 (6-44B)

Bare human footprints mark the pollen- and dust-covered floor of this otherwise nondescript cave. They lead to the northwest.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

The southern tunnel leads upwards some 400' via a number of corkscrew turns and steep cliffs before eventually reaching Level 6 (6-44B). The bliss pollen is gone after 50' of travel. The tunnel is relatively untraveled, but difficult to traverse, and requires ropes or else three successful rolls of 4d6 under DEX to avoid taking a total of 3-18 damage from falls.

8-72: Trapped Cave

Olaf the bee-whisperer (8-73) has arranged a trap in this cave as a way to protect his dwelling from unwanted visitors. A cage woven of reeds is attached to the ceiling above the tunnel leading to the northwest. In it are three angry giant soldier bees. A tripwire across the tunnel entrance is connected to a latch on the bee cage, such that anyone who breaks the wire causes the cage to open and the angry bees to burst forth.

Despite the cleverness of this mechanism, the trapped bees make a fair amount of noise. PCs have a 50% chance of hearing the bees and, thus, of detecting the trap. If PCs stop to listen, the chance rises to 80%.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Inhabitants:

1. **3 angry giant soldier bees**: SZ M; AL N; AC 5; MV 120', 300' flying (Class C); HD 4+2; HP 29, 28, 25; #AT 1; Dmg 1-4. Special attacks: sting once; poison (-1 to saves).

8-73: Olaf the Bee-Whisperer

This cave is home to an eccentric, possibly-insane Wiskin adventurer named Olaf. A hammock is slung in the corner, and a **tripod of heating** (see new magic items) provides warmth. Two dried bee husks are gently pinned to the wall. A striped cat that Olaf has named Lucia pads around the cave; it is immune to the pollen, but wise enough to not stray far from Olaf's dwelling. Two decrepit clay urns hold honey harvested from areas 8-69 and 8-70. Finally, he has rigged a deadfall trap over the entrance. Olaf is home 40% of the time.

Olaf appears as a tall, thin human with black hair and a handsome face. He wears only a loincloth, and his flesh is dirty and pocked with the result of bee stings. His eyes wander constantly, and he has some difficulty maintaining a conversation due to his long residence among bees and bliss pollen. Still, in return for food, Olaf might help a friendly party with directions to other locations in the Nether Reaches. Olaf is familiar with 8-67, 8-68 (and he knows of the roper there), 8-69 to 8-76, 8-83 to 8-84, 8-87 to 8-94, and 8-113. Although in some ways starved for conversation, he is loath to abandon his cave. Olaf has been charmed by the vampire, Cinna Minux (7-122); Cinna only rarely visits him, since Olaf's information is often garbled.

Trap (deadfall): Those breaking a thin tripwire running 3" above the floor of the entrance (75% chance for any visitor) causes the deadfall to activate. The deadfall inflicts 2-12 HP damage on up to 3 persons near the entrance. More significantly, it causes a loud noise that is likely to bring Olaf running.

GM Note: Olaf was the magic user in an adventuring party that became lost in the Nether Reaches, with each member slowly succumbing to deprivation amid the pollen clouds. Olaf was transformed by long exposure to bee pollen, but did not die. Indeed, after many years of breathing the pollen, he has become immune to its confusion effect. Eventually Olaf discovered the great bee hives (8-69, 8-70) and has been living in symbiosis with them for years, surviving primarily on honey. Although he is regularly stung by the bees, his **periapt of proof against poison** has protected him from their poison. Over the years he has become grudgingly accepted by the hives.

Although once a magic user, Olaf lost his spell book and all his equipment. At this point his mind has been so transformed by pollen and bee-honey that even were he escorted to safety, it is unlikely that he would want to practice magic ever again. Still, he once had numerous friends in the College of Macrina (see World of Archontos appendix); they might be willing to assist him if he were brought to the collegium in Narsileon.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Inhabitants:

1. **Olaf the bee-whisperer** (40%), **7th-level Wiskin magic user**: SZ M; AC 7; MV 120'; HD 7; HP 19; #AT 1; Dmg 2-5 (**dagger +1**). Abilities: STR 13, INT 8 (formerly 17), WIS 13, DEX 17, CON 10, CHA 15. Possessions: dirty linen clothing; 3 doses of varumani knock-out juice (see Arden Vul items); **periapt of proof against poison**; **dagger +1**.

Treasure:
Olaf's **periapt of proof against poison** and his **tripod of heating** (see new magic items)

8-74: Mostly Empty Cave

A broken clay urn lies on the floor of this cave, surrounded by a sticky mass of honey. Bare human footprints lead south.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

8-75: Large Cave with Pool

The northern-most portion of this large cavern is filled with a 50'-deep pool of cold water. The surface of the water is coated with a thin layer of yellow pollen.

Bare human footprints lead to the east (these are Olaf's feet; see 8-73). In addition to Olaf, giant worker bees regularly come here to gather water.

More ominously, if the demonic sounding horn at 8-76 is winded without first ringing the tubular bells around it, the chaotic reverberations have a 50% chance of summoning a worm of Qok (see new monsters) into this pool. The horrible worm is attracted to sound, so once summoned it will begin to slither down the passage to 8-76 (as the horn's sound resounds for a whole turn). Those present in 8-75 when it emerges from the pool may have difficulties of their own!

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Inhabitants:

1. **3-8 giant worker bees**: SZ M; AL N; AC 6; MV 90', 300' flying (Class D); HD 3+1; 24(x4), 23 (x4), 21, 20, 19, 18, 17, 16, 15, 15; #AT 1; Dmg 1-3. Special attacks: sting once; poison.
2. **1 worm of Qok** (see new monsters): SZ L; AL CE; AC 3; MV 60'; HD 12; HP 86; #AT 1; Dmg 2-24; MR 50%. Special attacks: swallow.

8-76: The Feasting Hall

This enormous cave is referred to as the Feasting Hall to those few who know of its existence. It is the site of an interdimensional singularity, whereby the abyssal plane on which Rimmaq-Isfet continuously writhes comes into direct contact with the Prime Material plane.

The cave is very old, with rough walls covered with an oily sheen, and a flat, sanded floor. The ceiling is 30' tall. Two ledges are built into the east wall; one features a cistern with clear water, while the other holds a large pile of bones. To the south are five pedestals: the central one is home to a 10'-tall demonic sounding horn, while the four surrounding ones hold tubular gongs of various sizes. To the west is a 10'-tall stone ledge running alongside the wall; this is the point where cultists are able to directly contact Rimmaq-Isfet. The center of the chamber holds three stone tables with heavy stone benches.

Fifteen filthy, long-haired, wild-eyed humans and humanoids are seated at the tables, ravenously devouring thick, juicy steaks. They wear scraps of clothing and boast long, greasy, untended hair. Their bodies are lean, but well-muscled, and their eyes are bright and inquisitive. They greet visitors cheerfully, inviting them in Archontean to join the feast. If questioned, they are unable to recall their own names, or the circumstances of their presence here.

Niches on the Eastern Wall: The northern niche has a 5'-tall retaining wall between it and the rest of the cave. The wall forms a kind of cistern, with water dripping from the walls and ceiling collecting here. Two copper dippers sit atop the retaining wall, and a 12'-tall rickety ladder leans against the wall, allowing access to the cistern from the cavern floor. At the bottom of the cistern is a limed-over skeleton of a human with a **stone of passage** (see new magic items) resting amid the bones; only by swimming in the pool will this item be found.

The southern niche is filled with whitened bones. All are human or humanoid, the remains of previous generations of chaotic feasters. Close inspection of the remains shows that no skulls are present and that many of the long bones have been gnawed. Beneath the bones are the plinth and shattered remains of a heqetiera statue; the statue depicted a crouching heqeti hopper, but only the head is recognizable.

Lesser Pedestals: Tubular Bells: Five pedestals dominate the southern approaches of the cave. Copper tubular bells hang from aged iron racks on the four lesser pedestals. Each bell is artfully etched, albeit with unsettling images and strange glyphs. The glyphs are in an obscure abyssal tongue; in most circumstances, the services of a sage will be necessary to decode them. A wooden mallet is attached to each rack with an ancient, cracked leather cord. Striking a bell with its mallet produces a deep, echoing tone. The tubular bells vary as follows, from the northeast pedestal clockwise to the northwest pedestal:

Size and Musical Note	Glyphs and Images
Bell 1: 2' tall, 6" in diameter, C	**Glyphs**: "Tairon [the name of this bell] speaks, and the dread lord Rimmaq wakes." **Images**: A thick serpent-like creature snakes around the bell; it is squeezing bipedal creatures with anguished faces
Bell 2: 3' tall, 1' in diameter, E	**Glyphs**: "Peqar [the name of the bell] speaks, and the ears of dread Rimmaq open" Images: Heqeti striking a tubular bell similar to this one
Bell 3: 4' tall, 2' in diameter, G	**Glyphs**: "Ivlik [the name of the bell] speaks and the dread lord Rimmaq begins to writhe" **Images**: Heqeti carrying human and rudishva heads on spears while leering demonic faces
Bell 4: 6' tall, 3' in diameter, B	**Glyphs**: "Ristik [the name of the bell] speaks, and lord Rimmaq approaches the veil. Bring him home!" **Images**: A large heqeti sounds a curved horn of such size that it surrounds his body

The bells could be detached from their mounts and sold to collectors of antiquities and exotica: Tairon would bring 1,000 gp, Peqar 2,000 gp, Ivlik 4,000 gp, and Ristik 8,000 gp. The two larger bells are quite heavy and bulky.

Central Pedestal: the Demonic Sounding Horn: The central pedestal, around which the lesser pedestals of the bells are arranged, contains a huge, spiral horn that rises 10' above the floor of the pedestal. The horn is supported by three copper rods thrust into the corners of the pedestal. It is possible for a man-sized creature to stand in the center of the pedestal, partly surrounded by the coils of the horn, and sound it. The horn is carved with blasphemous images of a large, slug-like creatures feeding continuously on bipedal creatures; the creature is surrounded by salamander-seeming creatures with sharp teeth. A set of glyphs near the mouth of the horn reads (to those able to read abyssal tongues): "Lord Rimmaq-Isfet and his spawn feed on the sacrifices. Summon him at your peril!"

The horn is quite dangerous if used carelessly. Sounding it while the tubular bells are still ringing (see below) produces a potent blast of cacophony that serves to open the rift to the abyss, where Rimmaq-Isfet writhes. Sounding it without first properly ringing the bells, however, has a 50% chance to summon a worm of Qok (see new monsters) at 8-75, and produces a chaotic effect from the following table. If summoned, the worm of Qok arrives here within 5 rounds. An individual may only sound the horn once per week. It has no uses outside this chamber (although it might bring 3,500 gp).

D6	Effect
1	Berserk: all within hearing must save vs paralysis or immediately attack a random 'opponent'. Those of lawful alignments save at +1. The berserk status lasts for 3-6 round per individual.
2	Demonic Assault: a keqemander (see new monsters) appears and attacks savagely until reduced to ⅓ HP, at which point it teleports away.
3	Abyssal Environment: the temperature of the cavern rises to 110F and an acidic rain drips down from the ceiling. Those in armor have ½ movement, and all take 1-3 HP damage per round from the acid. Effect lasts for a turn.
4	Mark of the Abyss: a tentacular eye appears from the west wall, zooms in on the PC who sounded the horn, scans him/her slowly, and departs. The PC now has a purple tattoo of an eye on his/her forehead, and all creatures associated with the abyss have +1 to hit and damage versus that PC. The mark may only be removed with a **remove curse** spell.
5	Gravity Reversal: gravity is temporarily reversed in the cavern, such that all unattached items and beings will fall 'upward' towards the ceiling, which is the new focus of gravity. Living beings take 3-18 damage, or half damage if a save versus spells is made. The effect lasts for 1-3 turns, at which point a similar 'falling' back to the floor occurs (with another chance for damage).
6	Summoning: a series of heqeti hopping dead (see new monsters) are summoned to the platform along the west wall. Two warriors are summoned per round for 5-8 rounds. The warriors attack PCs first, ignoring the chaotic feasters until/unless the PCs flee.

Accessing the Flank of Rimmaq-Isfet Proper manipulation of the bells and the sounding horn opens a dimensional portal that provides access to the flank of Rimmaq-Isfet. To open the portal, one must first strike each of the tubular bells in turn, starting with C, and proceeding through E, G, and B. While the tones of the tubular bells are still ringing, one then sounds the enormous demonic sounding horn. The combination of the tones is cacophonous, and requires all within hearing to save vs. paralyzation or be stunned for 1-2 rounds. The sounding horn echoes for a full turn, during which time it is possible to harvest 'meat' from the flank of Rimmaq-Isfet.

The Flank of Rimmaq-Isfet: Access to the flank of Rimmaq-Isfet is obtained from the platform that runs across the western side of the cavern. When the tubular bells and sounding horn have been properly employed, anyone standing on the platform will feel a light breeze emanating from the wall, bringing with it an array of strong, and mostly unpleasant odors: burnt sugar, ammonia, spoiled eggs, and so forth. A 10'x5' rectangle of the wall will be seen to ripple gently with motion, and it will be apparent that the section of wall is no longer stone, but rather a mottled grey-green hide. For the turn that the sounding horn echoes, it is possible to carve pieces of this flank as one might a piece of beef. Two 3'-long, curved copper daggers rest on the platform; the chaotic feasters use the daggers to carve meat from Rimmaq-Isfet.

The meat of Rimmaq-Isfet is nutritious and tasty, but consuming it is risky. For each serving consumed, there is a 5% cumulative chance of the diner turning into a chaotic feaster; this chance is modified by +25% for those of chaotic evil alignment and +15% for those of chaotic (but not evil) alignments.

Effects on Rimmaq-Isfet: As Rimmaq-Isfet is an extremely powerful greater deity, one with regenerative powers, it is able to absorb the carving of meat from its flank without truly noticing such actions. Clever PCs might realize, however, that it would be

possible to inflict greater harm on Rimmaq-Isfet through the open dimensional portal. Simply hacking at its flesh is easy enough; should 50 HP damage be inflicted in this way, Rimmaq-Isfet will notice and move away from the portal. The portal stays open, and foolish PCs could enter the abyss through it if so desired. It is also possible to poison, and hence weaken, Rimmaq-Isfet through the portal. The GM should determine the composition of a suitable 'poison'; one possibility might be ten flasks of holy water, mixed with 2 oz of unicorn hairs and a pair of brownie eyes. The benefit to PCs of weakening Rimmaq-Isfet through poison will be felt if the PCs confront the heqeti on Level 10 (see level introduction for Level 10).

The Chaotic Feasters: An elaborate set of entirely false beliefs has grown up among the society of the feasters, one that seeks to explain in limited ways the situation in which they find themselves. What is most surprising is the fact that the feasters do not realize they are consuming the flesh of a greater god of intense chaotic evil, but instead have come to attribute their bounty to the existence of a vast planar creature they call the throom. The throom, they think, may be singular, or there may be 'herds' of them moving through interdimensional space; either way, the throom are so vast and placid that careful harvesting of the throom flesh goes largely unnoticed. It is the good fortune of the feasters, they think, to have located a nexus point where they can harvest the throom's flesh. Beyond their rituals with the throom, the feasters have been known to engage in cannibalism to supplement the regular harvesting of the throom; this is particular true for feasters who have grown old, sick, and/or feeble, but might also apply to nosy visitors. The feasters refer to the western platform as the 'throom Platform', and the copper knives as 'throom knives', and their meat as 'throom steaks'.

The feasters are welcoming, if slightly suspicious, of newcomers. They invite PCs to share in the throom-bounty, and may (33%) grow enraged if their offer is rejected. If visitors are cautious and respectful, it is possible to inspect the cavern without provoking the feasters. Should PCs seek to remove items (including the bells, the 'throom-knives', or anything else), the feasters immediately attack. Should careless PCs sound the demonic sounding horn without following the correct procedure with the bells, the feasters turn sullen and uncommunicative; after 4 rounds they attack. Finally, if PCs question the feasters too aggressively about their past lives or the meaning of this cavern, they will also grow sullen and uncommunicative and will attack within a turn.



Inhabitants:

1. **The alpha chaotic feaster**: SZ M; AL CE; AC 3; MV 90'; HD 8; HP 57; #AT 3; Dmg 3-14/2-5/1-3; MR 10%. Special attacks: flying feet (an additional attack sequence doing 2-5 damage), extra-crazy (additional attack sequence doing 1-3 damage with chance for disease). Special defenses: magic immunity, immune to fire.
2. **14 chaotic feasters**: SZ M; AL CE; AC 10 or 6; MV 90'; HD 4; HP 30(x3), 29(x3), 25 (x5), 21(x3); #AT 1; Dmg 3-10; MR 10%. Of the fourteen, five have nails of iron (2-9 plus 1-3 bleeding for 3 rounds) and tough skin (AC 4); three have corpse breath (foes save vs poison or spend 2 round retching) and immunity to fire; two have flying feet (an additional attack sequence doing 2-5 damage) and immunity to cold; two have extra crazy (additional attack sequence doing 1-3 damage with chance for disease) and magic immunity (to 1st-level spells); one has mesmerizing eyes (foe saves vs petrification or be charmed) and tough skin (AC 4); and one has extra crazy (see above) and immunity to fire.
3. **1 worm of Qok** (see new monsters): see stats at 8-75 (50% chance to arrive 5 rounds after the horn is sounded).

Treasure:
A pair of boxes under one of the tables contains a mixture of treasure: two 10-lb gold bars (500 gp each), 567 gp, 911 sp, a gold brooch with a quartz starbust (1,150 gp), a fine-crystal ewer (150 gp), a set of five copper flasks inscribed with Archontean names (40 gp each), a set of 3 platinum-tipped ivory rods, suitable for using as reading aids (75 gp each), a tarnished silver censer with a **dose of incense of relaxation** (see new magic items), a set of 12 **arrows +2**, an **arrow of slaying devils**, a **military pick +4**, a **war hammer +3**, and a **helm of brilliance**.

8-77: Antechamber

Those using the teleporter at 8-7B appear in a 6'-diameter circle of lapis tile set into the northeast corner of this chamber.

An Archontean-era construction, the chamber has neatly worked granite surfaces, all of which are blackened by smoke from a large fire that crackles in the center of the chamber. A 10'-square iron grill is hung from the ceiling above the fire; on the grill roast a dozen thick steaks. Two dirty humans crouch near the fire, tending to the meat.

The fire burns more brightly and more hotly than the fuel – some charcoal and some bones – would seem to allow. This is because the rendered fat from the special steaks is highly flammable (indeed, if collected somehow, the fat of three steaks could produce liquid comparable to a flask of oil).

The cooks are chaotic feasters (see new monsters). They greet visitors cheerfully, inviting them in Archontean to join the feast, which is taking place just down the stairs in the main hall. If questioned, they are also unable to recall their own names, or the circumstances of their presence here. Instead, they rave only about

the great food and drink, and the companionship of like-minded friends. Should they be treated roughly or aggressively, they flee to 8-76 to warn their colleagues.

Almost completely concealed behind the soot on the walls is an ancient inscription in Mithric, located above the stairs leading down to 8-76. It reads: "Caveat Comestor" [**GM Note**: "Let the diner beware"]

Secret Door (south): The door is standard sized and normal to locate. It is very difficult to open from this side, requiring an open-doors roll to pull it open. It slams shut after one turn in the open position.

Inhabitants:

1. **2 chaotic feasters** (see new monsters): SZ M; AL CE; AC 10 or 6; MV 90'; HD 4; HP 26, 21; #AT 1; Dmg 3-10; MR 10%. On has nails of iron (2-9 plus 1-3 bleeding for 3 rounds) and immunity to cold; the other has mesmerizing eyes (foe saves vs petrification or be charmed) and tough skin (AC 4).

8-78: Feasters' Lair

This chamber is dark and reeks of waste and bodily fluids. The floor is covered with a noxious 2" layer of dirt, filth, and worse. A shelf is set into the walls at a level 6' above the floor; the shelf contains over a hundred skulls that have been stripped of flesh but are still stained brown and red. These are the remains of previous generations of feasters.

Hidden among the skulls is an ivory cylinder that can be twisted open to reveal an inner compartment. The cylinder is carved with an image of the emperor Arthuinus the Mighty; the emperor is dressed as a scholar, wears a philosopher's long beard, and is depicted writing at a scribe's desk. Inside the cylinder is a bit of parchment with the following text: "*The cavern below was used by the hoppers to summon their god, and to consume its flesh in debauched rituals. Might it be possible to weaken their slimy lord by making use of the opened portal?*" The cylinder is worth 225 gp.

8-79: A Second Feasters' Lair

This chamber is similar in most respects to 8-78, complete with layer of filth and shelf with skulls. An ancient human skeleton is nailed to the east wall, though.

The skeleton is that of Helibar of Archontos, the last Archontean administrator of this site before the collapse. Helibar's men grew hungry as supplies from the surface failed, and they began to consume the meat of Rimmaq-Isfet over his objections. Transformed into chaotic feasters, they eventually crucified him on the wall, where he died a slow death. Given the nature of his demise, Helibar's soul is still close to his body. A **speak with dead** spell cast by a cleric of at least 13th level will be efficacious, despite the usual restrictions (Helibar has been dead more than 1,200 years). Such a cleric will be able to ask 3 questions of Helibar, thus allowing the PCs to learn something about the nature of area 8-76 (or whatever else they find of interest). If Helibar's remains are taken down and given a respectful burial, his soul departs and the normal parameters for **speak with dead** apply.

Inhabitants:

1. **2 chaotic feasters** (see new monsters): SZ M; AL CE; AC 10 or 6; MV 90'; HD 4; HP 26, 21; #AT 1; Dmg 3-10; MR 10%. On has nails of iron (2-9 plus 1-3 bleeding for 3 rounds) and immunity to cold; the other has mesmerizing eyes (foe saves vs petrification or be charmed) and tough skin (AC 4).

8-80: Shocking Moss

A rare form of moss, known as shocking moss (see new flora), covers the surfaces of this cave. In the presence of substantial quantities of metal (e.g., metal armor), the moss discharges electric blasts every 3 rounds. These shocks do 3-18 HP damage to anyone bearing metal (save for half damage). Touching (or walking on) the moss doubles the damage. The shocking moss is highly susceptible to fire, and can be burned off with ease. Should it be removed, a crude inscription in Varumani Semi-glyphik will be revealed in the stone of the north wall: it reads "This way to the citadel of the knights". An arrow points towards area 8-81.

The corridor between 8-80 and 8-81 is covered with more of the moss.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

8-81: More Shocking Moss

Both this cave and the tunnel leading west and north to 8-80 is coated in the same shocking moss found at area 8-80. After 3 rounds in either the tunnel or the cave, a discharge worth 3-18 HP will be targeted at a PC wearing metallic armor. Touching the moss doubles the damage.

Another inscription in Mithric lies under the moss in the tunnel that approaches 8-81. It reads: "This way to the citadel" with an arrow pointing towards 8-82.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

8-82: Tunnel up to SL10A-9

This tunnel leads upward at a gentle slope until it reaches area SL10A-9.

Note: For about 50' this tunnel is occluded by a thick cloud of bliss pollen given off by the bliss flowers in 8-67 (see description in level overview). Any person entering the tunnel must save versus petrification (-3 penalty) or wander randomly for 1-6 hours.

8-83: Ruined Storage Room

Once a storage chamber during the Archontean occupation, this chamber is bereft of anything interesting save some bare human footprints in the dust made by Olaf in 8-73; they lead west and south towards 8-74. The western wall of the chamber has collapsed, leaving piles of rubble on the floor.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

8-84: Hall of Columnar Heroes

This long hallway served as an important connecting link for the Archontean areas of Level 8. While seismic activity over the past millennium has broken many of the connections, the hall itself is still in good shape.

The hallway is 15' tall, with sixteen 3'-diameter columns supporting the roof. Each column is carved in the form of an Archontean legionary, complete with banded mail, hoplite helmet, spear and gladius. The legionaries face different ways (north, south, etc.). Remnants of paint are visible here and there. The floor is dusty, but bare human footprints come and go towards area 8-83 (these were made by Olaf in 8-73).

One of the legionary columns (marked 'A' on the map) is not like the others. A compartment in its helmet opens, revealing an 8"-tall cavity. Inside the cavity is an extremely rare artifact of ancient Archontean sorcery, one of **Caldornia's ausculatoris** (see new monsters). This ausculator has the personality of Hamil the Southron, and was one of the main spies of the Archontean forces in Arden Vul more than 1,500 years ago. Hamil has grown insane from his long imprisonment, and proves a dangerous temporary 'ally'. He greets any rescuer with respect, referring to him/her as 'guv'nor' in heavily accented Archontean and offering his services. After 2-12 days, however, Hamil attempts to flee after stabbing his primary 'guv'nor' in the eyes while he/she sleeps.

Behind the doorway on the western edge of the south wall lies a collapsed corridor. Amid the rubble is a forgotten sack of adventuring gear: two coils of rope, six flasks of oil, a set of caltrops, and a **potion of healing**. The other broken hallways behind the doors on the north and south walls contain nothing of interest.

Inhabitants:
1. **Hamil the Southron**, **one of Caldornia's ausculatoris** (see new monsters): SZ S; AL LE; AC -1; MV 60'; HD 3; HP 18; #AT 3/2; Dmg 1-4/1-4; MR 25%. Special attacks: attack as 7th-level fighter. Special defenses: permanent silence; immune to fire, cold, lightning, hold, charm, and mind-affecting spells.

8-85: Campsite

The door to this chamber is stuck. The chamber within was once the office of an Archontean bureaucrat, and still features some recognizable painted frescoes showing the counting, storage, and exchange of coins by archaically-dressed officials. All furnishing are long gone, but a previous adventuring party created a convenient firepit here. The site would be a good place at which to camp.

Secret Compartment: A secret compartment exists in the west wall. It is difficult to locate (1 in 8), and open by pressing the largest coin on the western fresco. Doing so reveals a 3'x3' cubbyhole in which are stacked 25 ancient octagonal platinum coins (see Arden Vul items) and 450 ancient gold solidi (see Arden Vul items).

8-86: Boarded-Up Chamber

Someone has attempted to prevent the door to this chamber from being opened from the south: boards run across it, hammered into the stone lintels with spikes.

Within are the ruins of an Archontean office. The only items of value amid the shattered desks, chairs, and scroll cabinets are a pair of spell scrolls. A pack of wights lurks here, hungry and menacing. They attack ferociously.

Inhabitants:
1. **13 wights**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 35, 34, 33, 31, 30(x3), 29, 28, 27, 26(x3); #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
Two scrolls, one with the druid spell **water breathing** and the other with the magic user spell **glassee**.

8-87: Coal Seam

The rich seam of coal found here was mined by Zhorak in antiquity in order to fuel his forge (8-100). The walls are uneven, with indentations, multiple 3' mini-tunnels, and so forth. A thick layer of coal dust coats everything, including two stone dwarves apparently frozen in the act of wielding mining picks. The two dwarves are perfect in every respect – enough so that viewers might assume they had been petrified by a basilisk. In fact, the dwarves are constructs, built by Zhorak in his forge and known as Zhorak's miners (see new monsters).

Close examination of the two dwarves reveals two hints as to their nature: a thin slot in their sides, under the left arm, and faces that are a bit too smooth and idealized to be real. Inside the slot of each is a depleted rudishva lesser power supply (see new technological items). Should a full lesser power be inserted into one of Zhorak's miners, it will lurch into activity, attempting to complete its mining tasks. Interfering with a miner causes it to attack, at least until the nuisance(s) have retreated.

Given the coal dust on the floor, any use of fire in this chamber is extremely dangerous. Open flame (torches, etc.) has a 25% chance per turn to cause a coal explosion that inflicts 6-36 HP damage on any persons within the chamber. Fire spells produce similar effects.

For every turn the PCs are present there is a non-cumulative 10% chance that the huldugritti from 8-92 (see new monsters) decide to visit this cave. When first encountered, huldugritti are always in spirit form.

Inhabitants:
1. **2 Zhorak's miners** (see new monsters): SZ S; AL N; AC 2; MV 60'; HD 5; HP 35, 24; #AT 1; Dmg 2-8. Special defenses: immune to fire, cold, and mind-affecting spells.
2. 1 **huldugritti** (see new monsters) (10% chance): for stats see area 8-92.

8-88: Depleted Gallery

This seam of iron and coal was mined to near exhaustion in antiquity. A pair of broken picks lies in the dust.

8-89: Iron Deposits

This cave contains a rich deposit of iron. Although none of Zhorak's miners are found here, their labors are evident. A spiral path leads from the floor up the wall of the cavern, rising slowly but steadily and gradually carving out deeper rings in the walls. The path rises a good 35' in height.

A pair of baindara (see new monsters), brought here by the dead adventurer on the floor of the cave, chatter nervously at the uppermost limit of the spiral path. More significantly, a huldugritti (see new monsters) lurks here, consuming the delicate iron dust and filings that still remain.

The corpse of a female elven magic user lies on the floor, slain by the huldugritti. The corpse contains some treasure, as well as the magic user's spell book.

Inhabitants:
1. **2 baindara** (see new monsters): SZ S; AL N; AC 8; MV 150', 150' gliding; HD 1-1; HP 3, 2; #AT 1; Dmg 1-2.
2. **1 huldugritti** (see new monsters): SZ M; AL N; AC 0 or 2; MV 120' or 60'; HD 8+8; HP 50; #AT 2 (in stone form); Dmg 2-16/2-16; MR 25%. Special attacks: hurl boulders (2-8 HP each). Special defenses: meld with stone (cure 3-24 HP); assume spirit form; +1 or better weapons to hit; immune to fire, electricity, and mind-affecting spells.

Treasure:
A linen pouch with six 100 gp pearls; a beautiful egg made of solid gold, chased with silver in geometric patterns (775 gp); an **elven cloak**; a **wand of cold** (10 charges); a **staff +2**; a spell book.

Spell Book: **Alarm**, **charm person**, **detect magic**, **feather fall**, **floating disk**, **friends**, **hold portal**, **jump**, **magic missile**, **protection from evil**; **audible glamer**; **darkness 15' radius**, **detect invisibility**, **flaming sphere**, **forget**, **invisibility**, **magic mouth**, **mirror image**, **rope trick**, **shatter**; **blink**, **clairvoyance**, **cloudburst**, **dispel magic**, **explosive runes**, **fireball**, **gust of wind**, **haste**, **phantasmal force**, **suggestion**, **water breathing**; **charm monster**, **dig**, **fire shield**, **ice storm**, **plant growth**, **remove curse**, **stoneskin**.

8-90: Depleted Iron Deposits

This side cave proved to contain a rich lode of iron, and Zhorak's miners extracted nearly every ounce of it.

For every turn the PCs are present there is a non-cumulative 10% chance that the huldugritti from 8-92 (see new monsters) will have decided to visit this cave. When first encountered, huldugritti are always in spirit form.

Inhabitants:
1. 1 **huldugritti** (see new monsters) (10% chance): for stats see area 8-92.

8-91: Mining Supplies

This wide spot in the mine holds two rickety wooden shelves, on which are a variety of mining implements: pick heads, shovels, wedges, mauls, canvas sacks for ore, and so forth. Inside one of the canvas sacks is a gold nugget worth 600 gp.

For every turn the PCs are present there is a non-cumulative 10% chance that the huldugritti from 8-92 (see new monsters) will have decided to visit this cave. When first encountered, huldugritti are always in spirit form.

Inhabitants:
1. 1 **huldugritti** (see new monsters) (10% chance): for stats see area 8-92.

8-92: Depleted Coal Seam

A rich coal seam used to run through this cavern, but Zhorak's miners extracted most of it in antiquity. The remaining dust makes for fine feeding grounds for a huldugritti (see new monsters); if the huldugritti has been encountered elsewhere (see chances at 8-87, 8-90, 8-91 and 8-93) it obviously will not be present here.

Inhabitants:
1. **1 huldugritti** (see new monsters): SZ M; AL N; AC 0 or 2; MV 120' or 60'; HD 8+8; HP 56; #AT 2 (in stone form); Dmg 2-16/2-16; MR 25%. Special attacks: hurl boulders (2-8 HP each). Special defenses: meld with stone (cure 3-24 HP); assume spirit form; +1 or better weapons to hit; immune to fire, electricity, and mind-affecting spells.

8-93: Active Coal Seam

Two of Zhorak's miners (see new monsters) are frozen in mid-swing of the pickaxe here, having shut down when their power supplies became depleted. A pile of mined coal lies in the center of the cave. As with area 8-87, the miners could be reactivated by replacing the depleted rudishva lesser power supplies that power them.

For every turn the PCs are present there is a non-cumulative 10% chance that the huldugritti from 8-92 (see new monsters) will have decided to visit this cave. When first encountered, huldugritti are always in spirit form.

Inhabitants:
1. **2 Zhorak's miners** (see new monsters): SZ S; AL N; AC 2; MV 60'; HD 5; HP 35, 24; #AT 1; Dmg 2-8. Special defenses: immune to fire, cold, and mind-affecting spells.
2. 1 **huldugritti** (see new monsters) (10% chance): for stats see area 8-92.

8-94: Mine Entrance

This broad cave was the initial site of Zhorak's mining endeavors. It is tall (40'), and ringed by a spiral pathway that allowed mining on all sides. At the top of the spiral path (on the west wall, above the passage to 8-95) is a coffer made of carved ivory plates; the carvings show exotic scenes of elephants being ridden into battle by distinctly non-Archontean humans. The coffer itself is worth 500 gp, but also contains a **heqeti ring** and an **icon of Kauket** (see new magic items for each).

A single huldugritti (see new monsters) inhabits this cave.

The passage to the west turns into worked stone, but is blocked by a formidable steel portcullis, the lever for which is in area 8-95. A lift gates roll is needed to budge the portcullis from this side.

Inhabitants:
1. **1 huldugritti** (see new monsters): SZ M; AL N; AC 0 or 2; MV 120' or 60'; HD 8+8; HP 52; #AT 2 (in stone form); Dmg 2-16/2-16; MR 25%. Special attacks: hurl boulders (2-8 HP each). Special defenses: meld with stone (cure 3-24 HP); assume spirit form; +1 or better weapons to hit; immune to fire, electricity, and mind-affecting spells.

Treasure:
Carved ivory coffer (500 gp); **icon of Kauket** (see new magic items), and a **heqeti ring** (see new magic items)

8-95: Entrance Hall to the Forge

This tall octagonal chamber was the main public hall for Archontean dignitaries eager to visit the famous forge of Zhorak and, perhaps, to acquire some of the legendary smith's work. The ceiling here is 30' tall, and several **continual light** spells cast on the ceiling provide bright light.

The walls of the diagonal sides of the chamber are carved as colossal statues of crouching dwarves. These statues are rendered

out of huge 10'-thick slabs of black basalt, which Zhorak bolted to the native granite. The dwarves have too-large eyes and thin grins on their half-open mouths; they are depicted in floppy Phrygian caps and tight-fitting leather half-coats. Each holds a distinct tool across its chest: one a hammer, another a set of tongs, the third a fuller, and the last a swage.

An octagonal dais about 3' tall occupies the center of the chamber. On the dais are three gleaming, silver, savonarola-style chairs in a row facing north. The chairs are carved with Dwarvish runes and images of dour-faced dwarves. Although the chairs appear to be solid silver, they are actually teak with a thick layer of silver gilt. As objects, they are worth 525 gp each; the silver gilt is worth a total of 175 gp.

8-95A: Tunnel down to Level 9 (9-139)

Amid the wreckage that once connected the forge to area 8-84 is a tunnel delved out of the loose rock. It descends in swoops and whorls at a rather precipitous pitch all the way down to area 9-139.

8-96: Ruined Workshop

This was Zhorak's design workshop, where he planned and sketched the creations he would produce in the forge. It has two beautiful sloped writing desks made of teak (150 gp, but heavy), three teak cabinets for scrolls and paper (100 gp each), plus a pair of teak stools (50 gp). A whirlwind of parchment appears to have been unleashed in the chamber – the result of frantic efforts to pack and 'loot' as the Archonteans fled. Most of the parchment is useless, but there is a 1 in 6 chance per turn spent searching that something interesting might be unearthed. If an interesting result is indicated, roll on the following table to determine what is found (each may be found only once):

D6	Parchment	Notes
1	Magic user scroll of level 3-8, determined randomly	
2	Forge Instructions: detailed notes on how to operate the forge	A guide for future smiths produced by Zhorak; includes important details such as the need to use his seal (8-97) to activate the enhanced forge. See text at 8-100.
3	Charcoal sketch of a dwarf	This is an accurate rendering of Zhorak himself, made by one of his apprentices. It could be sold to an Archontean collector for 75 gp, or presented to the dwarven kingdom of Kazildor (see World of Archontos appendix) for favors.
4	Formula and sketches for creating a **chime of opening**	The formula reduces the amount of arcanum required by ¼, and the amount of additional costly materials and time by ½.
5	Formula and sketches for creating a set of golden **bracers of archery**	The formula reduces the amount of arcanum required by ¼, and the amount of additional costly materials and time by ½.
6	Formula and sketches for creating a set of leather and steel **gauntlets of ogre power**	The formula reduces the amount of arcanum required by ¼, and the amount of additional costly materials and time by ½.

8-97: Zhorak's Retreat and Resting Place

Secret Door: The door is difficult to locate (1 in 8) and opens only by inserting a rounded, 2"-diameter object into a hidden aperture near the floor. A suitable object would be a ring with a correctly-sized stone, such as **Zhorak's ring** (see new magic items; currently in 8-115), although any similar object will work. Although the door can be propped open from the inside, it can only be opened from within if the true **Zhorak's ring** (8-115) is used from within; otherwise, intruders will be trapped once the door closes in an hour.

The chamber is only 6' tall and undecorated. Stone ledges 3' tall run along the walls of the chamber. In the center is a sunken area, 10' below the level of the floor. The sunken area contains a rope bed stretched across the west end of the area, plus a water barrel and a wooden chest. The ledges are scattered with scraps of metal, empty potion bottles, and unfinished projects. The true treasure of Zhorak, however, is **Zhorak's hammer** (see new magic items); it rests on a special rack by the west wall.

A dwarven corpse, desiccated but not visibly damaged, rests on the rope bed. On the wall by the bed, in Dwarven Runic, is scrawled the phrase "Burn me!". The corpse wears a finely carved seal matrix on a silver chain (50 gp) around its neck, and an elaborate copper-and-silver bracelet on its left wrist. These objects are the seal of Zhorak, which may be used to activate advanced features of the forge (8-100), and **Zhorak's bracelet** (see new magic items), which allowed him to control his miners. The corpse is Zhorak, who was deceived in the early years (1701 AEP) of the War of Sortians and Theosophs (see World of Archontos appendix) by his assistant, Lozor Hornfels, and died slowly of starvation in his own sanctum. Zhorak's spirit (see new monsters) haunts the place as a malign entity, eager to take vengeance on any of the living.

GM Note: Lozor Hornfels (see 8-115) smithed a replica of Zhorak's ring in secrecy. He managed to switch the two rings, hoping to gain power or influence by possession of the ring. When Zhorak entered his sanctum using the false ring, he became trapped within. As no one else knew the location of the sanctum, Zhorak slowly died; Lozor, afraid of retribution, fled but was slain in the cavern of 8-115.

Inhabitants:

1. **Zhorak**, **undead spirit** (see new monsters): SZ M; AL NE; AC 1; MV 120' flying (Class A); HD 9; HP 61; #AT 1; Dmg 3-12; MR 75%. Special attacks: energy drain; gaze instills hunger. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold and cold; cannot be turned while remains are intact.

Treasure:

Zhorak's hammer (see new magic items); the seal of Zhorak (350 gp); **Zhorak's bracelet** (see new magic items); a beautiful white and yellow gold ring with a 2" jade stone, i.e., the false ring of Zhorak (1,750 gp); assorted scraps of precious metal and stones (350 gp total); **slippers of stealth** (see new magic items); and Zhorak's inert **dwarven life-stone** (see new magic items), which, due to his fame, would bring a reward of 10x its normal value if returned to Kazildor.

8-98: Zhorak's Quarters

This chamber served as Zhorak's private sanctum and living space. A patch of **living mosaic** (see new magic items) is set into the north wall; it is covered by a tattered bit of hanging cloth. This particular specimen is unusual, as it can call up images of most of the Archontean locations in the halls, provided the speaker issues commands in Dwarvish. It is possible to 'zoom' in on the mosaic by saying 'closer' in Dwarvish. The following table summarizes areas that may be viewed:

Level	Viewable Areas
Level 1	All
Level 2	All except areas 2-39 to 2-41 and 2-47 to 2-56
Level 3	All except areas 3-51, 3-111 to 3-116, 3-166 to 3-171, 3-180 to 3-192, 3-196, and 3-198 to 3-220
Level 4	All except areas 4-63 to 4-100, 4-112 to 4-118, 4-151, 4-165, 4-166, 4-172 to 4-176, 4-178, 4-179, 4-182 to 4-186, 4-1888 to 4-190
Level 5	Only areas 5-2, 5-6 to 5-14, 5-18 to 5-31, 5-41, 5-42, 5-53 to 5-56, 5-63 to 5-72, and 5-76 to 5-83
Level 6	Only areas 6-1 to 6-15, 6-18, 6-19, 6-41 to 6-44, 6-50, 6-52, 6-53, 6-55 to 6-59, 6-61 to 6-95, 6-136 to 6-145, 6-147 to 6-160
Level 7	Only areas 7-119 to 7-133, and 7-136
Level 8	Only areas 8-1 to 8-21
Level 9	Only areas 9-98 and 9-100 to 9-107
Sub-Level 2	Only area SL2-1
Sub-Level 3	Only areas SL3-2 to SL3-11
Sub-Level 4	All except areas SL4-1, SL4-2, SL4-4, SL4-21, SL4-28 to SL4-32, SL4-39, SL4-41, SL4-42, SL4-46, SL4-50, SL4-56, and SL4-61 to SL4-63
Sub-Level 6	Only areas SL6-1, SL6-2, SL6-5 to SL6-11, SL6-24 to SL6-30, SL6-32 to SL6-37, SL6-39
Sub-Level 7	All except SL7-9A, SL7-36, and SL7-37
Sub-Level 8	Only areas SL8-16 to SL8-24

The east wall features a fresco depicting an underground grotto – with pools, stalagmites, stalactites, flowstone in various colors, and so forth. An expert spelunker or dwarf will notice subtle touches of carving and shaping of the features of the grotto; in fact, the fresco is a scene from the famous (to dwarves) Grotto of Contemplation in Kazildor (see World of Archontos appendix). Dwarven PCs from that center of dwarven culture will recognize it immediately; others may just see the fresco as a dim, somewhat inert cavernscape. **Detect magic** reveals that the fresco is enchanted. Those who know the command word ("Home" in Dwarvish) can use the fresco to travel directly to the Grotto by literally stepping into the scene. Knowledge of the command word was limited to Zhorak himself; short of random guessing, the word can only be revealed by powerful planar or divine magic.

Other than these features, the chamber is mundane. Furniture includes a bed frame, an armoire, a scroll case, a low table and three dwarf-sized chairs, all exquisitely made out of teak (2,500 gp for the lot). Long strips of torn bedclothes litter the area, and almost all personal items were looted in antiquity. Careful inspection of the table reveals a hidden compartment cleverly concealed on its underside. Inside the compartment is a square of parchment that reveals Zhorak's doubts about his 2nd Tapper, Lozor Hornfels. It reads, in Dwarvish: "*In case of my disappearance, Second Tapper Hornfels will undoubtedly be found to be responsible. He has been sniffing about my secrets for too long now. The color of his stone is off. As yet he does not know of my sanctum. Seek it to the southwest, and bring the true ring.*" It is signed with the distinctive seal of Zhorak. The note refers to area 8-97, and to Zhorak's (correct) suspicions that Lozor would betray him. Lozor's body may be found at 8-115.

8-99: Gallery of Goods

This 12'-tall, barrel-arched hallway was used to display Zhorak's finished items for visiting dignitaries. The floor is red marble. The walls are lined with 4'-tall ledges sheathed in blue marble. The ceiling was painted yellow, but most of the paint is flaking off in large strips. For obvious reasons, none of Zhorak's goods remain, with one exception: his enchanted blade, **feather** (see new magic items). It lies in a pile of paint flakes on the east ledge, waiting for someone to speak the command word that activates it from super-heavy to 'light as a feather'.

Treasure:
The magic sword, **feather** (see new magic items).

8-100: The Forge of Zhorak

The legendary forge of Zhorak is found in this tall (30') chamber. The walls are sheathed in red granite up to 20' in height, while the domed ceiling is covered in white marble tiles. A **continual light** spell cast at the peak of the dome provides light. Colossal (18' tall) statues of dwarven smiths flank both the eastern and western exits. The dwarves carry the same tools as the statues in area 8-95 (hammer, tongs, fuller and swage) and are carved such that they stare at the forge proper. The north wall carries a colossal carved face of a dwarf, one that visitors always assumed to be in the likeness of Zhorak himself.

The center of the chamber holds the elements of the forge: an x-shaped stone basin with rancid water, two anvils, a bellows, a bin containing a pile of lava rocks, and a glowing, white-hot forge.

Ten dwarves currently occupy the chamber. They are dressed in chain mail and carry weapons, and are busy inspecting the forge apparatus (although they do not appear to be operating it). See below for their reactions to visitors. **GM Note**: the dwarves are actually doppelgangers, a strike-force of special operatives taking part in the Endless War between dwarves and doppelgangers.

A pair of fresh corpses of human adventurers are piled against the northeast wall. They have been slain by weapons, and still bear some of their equipment.

Using the Forge: Basics
The solid elements of the forge – the basin and forge itself – are constructed of blocks of red granite, 3' tall and carved with geometric forms and Dwarven Runes. A helmeted dwarven face is carved on the north side of the forge, with its mouth open in a round 'o' about 6" in diameter.

The interior of the forge consists of a steel tray set into the granite. Scores of lava rocks litter the tray. Both tray and rocks are red hot with heat. Close inspection reveals that the tray is hinged, and could probably be opened downward once the mechanism

were discovered. Inflicting 25 HP of damage on the tray will break it, spilling the rocks into the larger cavity below, a cavity in which a huge fire elemental has been imprisoned for millennia. Breaking the tray releases the fire elemental, which will attack furiously for 3-6 rounds before departing to the elemental plane of fire.

In its base configuration (closed tray with lava rocks), the forge is eminently usable, provided suitable tools and materials are located (e.g., those in 8-101) and the water in the basin replaced.

But to achieve more potent effects such as those for which Zhorak was famous, it is necessary to access the inner workings of the forge. To do so, one must procure Zhorak's seal (8-97) and place it in the open mouth carved on the north side of the forge. Doing so causes the metal grate to fall open, revealing a deeper forge fueled by the fire elemental. Placing any other object in the open mouth activates the iron golem at 8-100A, which crashes through the wall to defend the forge.

Using the Forge: Special Properties

What follows are special rules that modify and in some cases replace the standard rules for enchanting objects. Regular metallic equipment and jewelry may be imbued with magical effects in one of two ways. The first is for a competent smith to locate **Zhorak's hammer** (see new magic items; currently in 8-97), a potent magical item that allows the smith to impart certain spell effects into his craft. It should be noted that, while slightly more limiting in terms of possible magical effects, this method is far easier and was, in fact, how Zhorak himself operated. Method one requires the following: **arcanum** (see new magic items), **Zhorak's hammer**, and the appropriate items to be enchanted. The time needed for enchanting is a minimum of a week per effect (or plus). Any effects created with **Zhorak's hammer** are permanent. Each effect requires a certain amount of **arcanum** be added to the forge during the smithing process. Finally, the materials to be enchanted must be of the highest quality, and the smith must be above average in skill; those with no smithing experience will fail dismally. For the effects that may be enchanted, as well as the accompanying **arcanum** cost, see the write-up of **Zhorak's hammer** in the new magic items section.

The second method is more laborious, costly, and time-consuming, but allows a wider variety of magical effects to be enchanted. For method two, a smith and a magic user of at least 12th level (or a smith who is also a magic user of that level) must work together over the forge. The pair must possess the following: an object to be enchanted, **arcanum**, the spell **enchant an item**, the spell(s) appropriate to the effect to be created, and other ingredients worth 250 gp per level of spell to be created. This method requires substantial amounts of **arcanum**: 10 lb per spell level or plus to be created (e.g., 10 lb for a **dagger +1**; 20 lb for a **detect evil** ring, etc.). The time required for enchantment is two weeks per plus or equivalent spell level. Of course, to create permanent items the magic user must be higher level and have access to the 8th-level spell, **permanency**.

It is possible to combine methods one and two, that is, for a smith to use **Zhorak's hammer** in conjunction with a magic user of appropriate level. In so doing, one can create a wider array of effects than those native to the hammer itself, but at a faster and cheaper rate than if the hammer were not used. The cost and time for enchantment is halved when the hammer is used during method two.

The Doppelgangers

Ljots, a doppelgangers of exceptional power and intelligence, leads the expedition. His mission was to locate the forge of Zhorak, loot it of any valuables and intelligence usable in the Endless War, and then destroy it. The team has been operating in Arden Vul for many months, but only recently managed to ambush a dwarven party with a map to area 8-7; they have just used the teleportal there to access the forge. They have scouted areas 8-95 to 8-96 and 8-98 to 8-104, but have not (yet) entered the mines (8-94). Neither have they located areas 8-97 or 8-100A. While Ljots is content with his success in finding the forge, the other members of the team are growing restive, as they have become worried about how they will escape from the forge once their mission is completed. Ljots is unaware that other doppelgangers have infiltrated the Guild of Service (see 4-10).

The shape-changers are not necessarily hostile when encountering PCs. Ljots introduces himself as Arkose Scoria, a member of the famous clan Scoria. He speaks good Dwarvish and the common trade argot, but little Archontean; he apologizes that his brothers are nervous around non-dwarfs and thus probably won't reply to questions. His cover story is that he has been sent by the Pyrite Council of Kazildor to locate Zhorak's old forge and, hopefully, his remains; 'Arkose' is also to evaluate the risks and rewards for establishing a new dwarven colony in Arden Vul. He explains that the human corpses are of bandits who tried to prevent the 'dwarves' from reoccupying what should be dwarven property.

Ljots wears a silver chain around his neck of the sort typical for a **dwarven life-stone** (see new magic items), but if it were possible to look at the stone (and it is a serious cultural insult to ask to see a dwarf's life-stone), it would instantly be apparent that the stone is inert and thus not connected to the life force of Arkose/Ljots. Three of the other doppelgangers speak Dwarvish and wear similarly inert life-stones tucked into their shirts. The other six speak no Dwarvish and have no life-stones.

If an adventuring party has no dwarves in it, Ljots and his companions will be much more at ease, as they feel confident their disguises are sufficient to fool non-dwarves. In such cases, the doppelgangers may share food and swap stories and maps with the PCs, hoping that the PCs will locate an exit from the area. Only if a non-dwarven party is aggressive or exceptionally stupid (like sleeping without guards) will the doppelgangers attack. If a party contains dwarven PCs, however, Ljots and his band will become visibly nervous the longer the PCs stay in the area. A dwarven PC has a base 10% chance of noticing some incorrect detail of their speech or disguises; this chance rises by 5% for every hour the PCs spend with the shapeshifters. The base chance is also modified as follows: +25% to base if PCs somehow learn that a number of the 'dwarves' speak no Dwarvish; +75% to base if a PC manages to glimpse one of the inert life-stones; +50% to base if a PC is familiar with the Scoria clan, and +100% if a dwarven PC is a member of that clan. Once the doppelgangers think that the PCs are beginning to grow suspicious, they attack viciously. If combat of any sort breaks out, Ljots uses his **potions of rock melting** (see new magic items) on the forge, thus unwittingly causing the iron golem (8-100A) to activate.

The Iron Golem (8-100A)

Zhorak created the iron golem as the main defender of his forge. It waits behind the stone wall at 8-100A until circumstances cause it to activate and burst through the wall. See 8-100A for details.

The Forge after Initial Encounters

If the PCs never discover the nature of Ljots and his fellows and depart in peace, then Ljots will eventually accomplish his mission and destroy the forge. Subsequent visits will find the forge wrecked and cold; substantial scorch marks (from the fire elemental) will be visible all over the area, and the corpses of eight doppelgangers will be scattered about the floor (torn apart by the iron golem). In such cases the iron golem will be ready and waiting to smite any new desecrators.

Inhabitants:

1. **1 fire elemental**: SZ L; AL N; AC 2; MV 120'; HD 16; HP 114; #AT 1; Dmg 3-24. Special attacks: combustion. Special defenses: +2 weapons or better to hit.
2. **Ljots**, **aka Arkose Scoria**, **more powerful doppelganger**: SZ M; AL N; AC 2; MV 90'; HD 8; HP 52; #AT 1; Dmg 7-14 (battle axe +2) or 3-6 (light crossbow +2). Special attacks: surprise 4 in 6. Special defenses: immune to charm and sleep; saves as a 10th-level fighter. Special: ESP. Possessions: dwarven-sized **chain mail +2**; **helm of comprehend languages**; a **handy haversack**; 4 **potions of rock melting** (see new magic items); a **light crossbow +2** and 20 bolts; and a **battle axe +2**. Due to his natural doppelganger strength, he attacks with weapons like a human with STR 18/76 (i.e., +2 to hit, and +4 damage); these bonuses stack with the magic of his weapons.
3. **9 doppelgangers**: SZ M; AL N; AC 5 or see below; MV 90'; HD 4; HP 25, 24, 23, 22; #AT 1; Dmg 1-12 or see below. Special attacks: surprise 4 in 6. Special defenses: immune to charm and sleep; saves as a 10th-level fighter. Special: ESP. The three toughest doppelgangers wear dwarven-sized chain mail, giving them AC 4; these three also carry **war hammers +1** (6-9 damage). Due to their natural strength, they are +2 to hit and +3 to damage with weapons (bonuses stack with the magic of the weapons). The other doppelgangers fight as regular instances of their race.

Treasure:

On the human corpses: **studded leather armor +1**, a suit of chain mail, a **spear +1**, a **two-handed sword +1** with the name 'Rex' inscribed on the blade, and a **large shield +1**, **missile deflector**.

In a special pouch tied to Ljots's belt: 4 **potions of rock melting** (see new magic items). He intends to use these four to destroy the forge.

On the doppelgangers, in addition to the worn equipment listed above: four inert **dwarven life-stones** (see new magic items), which could be returned to Kazildor for important favors; 3,472 sp; 3,954 gp; a coral statuette of a cephalopod, with quartz eyes (275 gp); a square of platinum stamped on both sides with the name 'Ljots' and yin-yang symbol (75 gp); 3 coils of silk rope; rations suitable for feeding ten persons for a week; two **potions of poison**; a **potion of diminution**; and six vials of concentrated acid.

They also have the map they used to locate Zhorak's Forge: a rectangular piece of copper inscribed with an image (the map) and a set of Dwarven runes. The runes state: '*Lord Zhorak made his home near the bottom of the chasm. Find the hall with the six basalt columns, then use the appropriate red circle.*' The image shows two rows of four circles each; the third circle in the top row has an 'x' scratched through it. [**GM Note**: the map refers, of course, to area 8-7, with its six pillars and eight teleportals. It correctly indicates the proper teleporter for Zhorak's Forge (8-7C)].

8-100A: Iron Golem

Behind the northern wall of 8-100 stands a terrible iron golem, the creation of Zhorak the smith. The golem is a bit smaller than the 'usual' golem (10' instead of 12'), but if anything is better built than most. The golem appears as an armored, trim-bearded dwarf with runes incised on its back and a grim, unsmiling face. The runes read 'Zhorak' and 'Vengeance'. The golem carries a huge, two-handed stone hammer. It is inert until one of two circumstances occur: 1) if anything other than Zhorak's seal is inserted into the open mouth carved on the north side of the forge in 8-100; or 2) if damage is inflicted on any of the sculptural elements of area 8-100 (i.e., the carved dwarven statues) or the forge itself (including breaking the steel tray – see above), whether intentionally or not. In either case, the golem activates, bursting through the south wall to smite the intruders.

Inhabitants:

1. **1 iron golem**: SZ L; AL N; AC 3; MV 60'; HD 18; HP 80; #AT 1; Dmg 4-40. Special attacks: poison gas. Special defenses: +3 or better weapons to hit; immune to all magic except electricity, which slows it; healed by fire.



8-101: Forge Materials

Zhorak used this chamber to store basic materials for the forge. Much remains: 40 5-lb ingots of iron (5 cp per bar), 25 5-lb ingots of steel (5 sp per bar), 20 5-lb ingots of silver (250 sp per bar), and 2 5-lb ingots of gold (250 gp per bar). There is also a large, but very heavy (100 lb), spool of silver thread (250 gp) and a similar spool of solder (250 cp).

8-102: Teleport destination from 8-7C

A 6'-diameter circle of shiny lapis tile is set into the western ell of this intersection; those using the teleporter at 8-7C arrive on the lapis circle.

8-103: Vats

Two 4'-diameter, 4'-tall stone vats once used in metal preparations occupy this storage area. Two human skeletons are slumped against the vats, bereft of equipment. One of the vats contains 4" of water floating above oil; the other is filled with strong acid. A very large gray ooze waits on the ceiling for other victims; it (and not the acid) ate all of the equipment of these treasure hunters.

Inhabitants:

1. **1 gray ooze**: SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold.

8-104: Arcanum Mother Lode

This chamber holds one of the largest pieces of **arcanum** (see new magic items) discovered in Arden Vul, and is the reason why Zhorak built his forge in this location. The door to the chamber is locked, with the key lost long ago. The chamber within is hemispherical and approximately 40' in diameter. The east end is dominated by an enormous pulsating orange rock, the **arcanum** source. A finely made set of chisels and hammers lie on the floor by the **arcanum**. Approximately 900 lb of usable **arcanum** may be harvested here. Of course, the usual side-effects for magic users are applicable.

8-105: Trapped Cube

Trapped within the corridor fragment is a large and very hungry gelatinous cube. It prefers to wait immediately behind the door frame, hoping that incautious prey will step through the door and into its body. A pile of gold coins lies on the floor beyond the cube.

Inhabitants:

1. **1 extra-large gelatinous cube**: SZ L; AL N; AC 8; MV 60'; HD 6; HP 39; #AT 1; Dmg 2-8. Special attacks; paralysis; surprise on 1-3. Special defenses: partial immunity to cold; immune to electricity, fear, hold, paralyzation, polymorph, and sleep.

Treasure:

33 ancient gold solidi (see Arden Vul items).

8-106: Almost Empty Chamber

The walls of this former guardroom are covered with poorly-executed images of Archontean legionaries marching, advancing in line, and carousing. A 3' layer of trash litters the floor and rises against the walls on all sides, with the important exception of a 10'-diameter circle in the exact center of the chamber. This circle is completely clean of dust and debris, except for a dwarf-sized skeleton that appears to be reaching for the object in the center of the circle. That object is a cylinder, about 6" in diameter and 18" tall, made of a yellow metallic substance. A red light blinks on the top face of the cylinder.

Despite the ominous impressions given by the cylinder, it is nothing more than a rudishva dust ionizer (see new technological items), a device that keeps 10'-diameter areas clean of dust. How the dust ionizer came to be present here is unknown. The skeleton is without equipment.

Secret Door (east): The door is normal to find and opens by pushing inwards with brute force.

8-107: Tomb of Sulla Bellator

The door to this area is locked. Within is the tomb of Sulla, nicknamed 'the Battler' (or Bellator), a famous Archontean military commander from antiquity.

The entrance hallway is covered on wall and ceiling by quarter-round reliefs showing an Archontean polemarch personally leading legionaries against goblins, varumani, and heqeti. The commander wears an archaic hair style, with tight, neck-length ringlets. He wields a battle axe in one hand, and displays his baculus of authority in the other.

The tomb proper is 20' tall and dominated by impressive sculpture. A life-sized statue of Sulla Bellator stands against the west wall. Sulla stares with a half-smile and open eyes. Strangely, although his face and bottom inch of his hair are finely carved, the rest of his head is smooth, as if the sculptor did not finish his work or did not intend for it to be seen. The same is true of the body, which aside from the hands and shoes lacks any detail.

An inscription in Mithric is carved on the wall to the right and left of the statue; it reads: "*Sulla Bellator, fiercest of the fierce, bravest of the brave, who always led from the front. Beloved by his men, admired by the archons, he gave his image and spirit to the Myrmex.*" [**GM**: the inscription refers to the fact that Zhorak modelled the infamous Myrmex – see SL6-22 – on Sulla.]



The north and south walls feature more of the quarter-round sculptures seen in the entrance hall.

The center of the chamber is dominated by a 15'-square platform. Four 8'-tall stone legionaries point their spears towards the center, where Sulla's sarcophagus rests. The spearmen are Archontean animated constructs (see new monsters), who animate only under the circumstances listed below.

The sarcophagus is simple black basalt, with the Mithric inscription 'Sulla' and an image of a battle axe. Resting on the sarcophagus are a polemarch's helmet and cuirass, along with legionary greaves and arm guards. The workmanship of each piece is exceptional, and none of the set shows sign of rust or decay. In fact, the set is magical, the fabled **armor of Sulla** (see new magic items). Although a seam runs around the sarcophagus and thus appears to suggest that the lid is removable, this is a trick. Attempting to force open the 'lid' triggers the block trap and causes the animated spearmen to lurch into action.

The only way to access the actual interior of the sarcophagus is to adorn the statue of Sulla on the west wall with his armor. Indeed, it is immediately apparent to those who bring the armor to the statue that the 'unfinished' portions of the statue are designed for the armor. Should the armor be placed on Sulla, the sarcophagus will grind to the north, revealing a shallow compartment. Inside the compartment are Sulla's bones, plus his baculus of authority, a sunburst medallion of gold and platinum, and Sulla's battle axe (see new magic items). Unfortunately for looters, adorning the statue properly also causes the statue of Sulla to animate as an imperial stone guardian (see new monsters). Once "Sulla" has been defeated, the armor and other loot are free for the taking.

Trap (stone block): Attempting to remove the lid of Sulla's sarcophagus causes a rectangular stone block to drop from the ceiling in the entrance hallway. The block grinds downward, destroying the carvings on the walls and leaving only an 8" gap between the top of the block and the ceiling. The trap is normal to detect, but impossible to disarm.

Inhabitants:
1. **6 Archontean animated constructs** - **spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 45, 40, 38, 37, 35, 33; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.
2. **Sulla**, **the imperial stone guardian**: (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 64; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

Treasure:
The **armor of Sulla** (see new magic items); **Sulla's battle axe** (see new magic items); an archaic polemarch's baculus, in ebony with silver chasings (1,550 gp to a collector); and a sunburst medallion in gold and platinum with the Archontean numeral '5' (a 'V') set out in small rubies (4,500 gp). The medallion was given to Sulla to commemorate his command of the V Scutarii legion.

8-108: Blue Haze Lichen

This cavern is covered with a patch of psychotropic pale-blue lichen known as "blue haze" (see new flora). The lichen covers all the walls, floor and ceiling of this cave.

Secret Door (to 8-106): The door is easy to spot from this side (1 in 4), but must be pulled inward to open.

8-109: Cave with Pool

The center 20'x20' section of this cavern is filled with 15' of crystal clear water that has dripped from the walls over the ages. A skeleton in rotted leather armor can be glimpsed at the bottom of the pool. A strange, translucent ochre jelly floats atop the pool, ready to devour any who swim for the skeleton.

Inhabitants:
1. **1 translucent ochre jelly**: SZ M; AL N; AC 8; MV 30'; HD 6; HP 39; #AT 1; Dmg 3-12. Special defenses: lightning divides into half-sized creatures.

Treasure:
Next to the dead adventurer at the bottom of the pool is a battered steel box containing four 100 gp pearls.

8-110: Tunnel down to Level 9 (9-150)

This tunnel corkscrews downward until it debouches at area 9-150.

8-111: Memory Trap

The floor of this large cavern is pitted with uneven dips and hummocks. Remnants of worked stone floor slabs are evident by the northwest exit. Seven stone figurines hang from strings in the northeastern section of the chamber; each figurine is about 18" tall, with arms and legs twined about an unrealistically-large, gaping mouth. They are painted bright primary colors. Approaching within 15' of any of the figurines triggers a nasty magical trap (see below) that is set and maintained by the rakshasas nearby (see 8-125).

Trap (memory loss): Anyone approaching within 15' of any of the seven figurines must save vs. spells or have his/her memories erased. The trap is detectable as normal, but cannot be disarmed short of magical means (e.g., **dispel magic** by a 9th-level or greater spell caster). The trap causes the memories to be transferred to one of the empty vessels found in the rakshasas' 'trophy room' (8-126). Each figurine can only erase one being's memories before becoming inert; six of the figurines are still 'charged'. Memories that are erased include the victim's name, life story, friends, recent events, and so forth; anything considered to be 'passive' memory, such as language and knowledge of skills (including) combat, is not affected. A magic user affected by this trap thus would be able to memorize spells as usual, provided someone explained the process to him/her. Should PCs attempt to destroy the figurines from a distance with missiles or spells, they find that the figurines are immune to most attacks; only **dispel magic** (as stated above) is effective. Memories erased by a figurine can be restored by destroying the appropriate vessel in the trophy room. After three weeks, the rakshasas will have recharged any 'used' figurines and/or replaced any that have gone missing.

Secret Door (northeast): The door is normal to detect, and opens in one of two ways: either a rakshasa tooth must be inserted into a hidden hole, or a successful lift gates roll must be made to force it open.

GM Note: Most victims of the memory erasing trap end up as food for the rakshasas in 8-125, but a few manage to stumble away to other parts of Arden Vul. Four such victims are Hakreon (currently at 7-76), Kormak (currently at 8-132), Justine Two-Hands (currently at 9-130), and Niskim the goblin (8-114). The GM may wish to include other wanderers who have lost their memory.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

8-112: Paranoid Adventurers

This strange worked chamber is protected by two locked steel doors with closable eye-slits. Inside are two adventurers who have lost their minds in the bliss pollen. The pair has holed up inside the chamber, fearful of the imaginary threats they perceive without. They talk furtively to any visitor through the eye-slit in either door before inevitably freaking out in a loud and possibly violent tantrum. Any conversation prior to the freakout is likely to be paranoid and weird. If the adventurers are somehow subdued and allowed to recuperate in a safe environment for 3-6 weeks, they are grateful to their rescuers and offer information about their route into the Halls.

They entered at the pyramid (3-1), descended via 3-7 to the goblin caves on Level 5 (3-44A to 3-48), passed across the sundered span (5-35), descended the troll lift at 5-54 to Level 6 (6-1), journeyed to the Arena (6-58 to 6-86) where they witnessed some bouts, descended to Level 7 (via 6-64 to 7-42), and located the tunnel at area 7-40 that led them to Level 8 (8-137). They can describe all these areas accurately, and can give useful advice on dealing with the neutral factions found en route. Their advice concerning Level 8 is a bit hazier: they descended the cliff at 8-137, paid tribute to the varumani at 8-136, and then wandered north, where the pollen took them. Their comrades are gone. In addition to this valuable information, the pair might be willing to join an appropriately aligned party.

If and when the chamber is eventually accessed, PCs will find it foul-smelling and devoid of much interest. A waste bucket, a small keg of water, a cold fire pit and two bedrolls constitute the entirety of the furnishings. In his madness Laertes has scrawled numerous cryptic phrases on the walls in Archontean. A sampling include: "*They come! They come? Who are they? Latch the gate and do not let them in. The dwarf changes his shape – do not trust it!*"

Inhabitants:

1. **Keller**, **nicknamed 'Killer Keller'**, **6th-level male Archontean fighter**: SZ M; AL CN; AC 2; MV 120'; HD 6; HP 59; #AT 1; Dmg 3-8 (**spear +1**), 1-6 (long bow). Abilities: STR 16, INT 8, WIS 8, DEX 10, CON 16, CHA 14. Possessions: **chain mail +1** and **shield +1**; **spear +1**; long bow with 20 arrows; a pouch with 339 sp and 128 gp; a **potion of healing**.
2. **Laertes the Lithe**, **6th-level male Archontean magic user**: SZ M; AL LE; AC 5; MV 120'; HD 6; HP 18; #AT 1; Dmg 2-7 (**staff +1**). Abilities: STR 8, INT 16, WIS 7, DEX 15, CON 11, CHA 9. Possessions: **bracers of defense** (AC 6); **staff +1**; **wand of magic missiles** (21 charges); a sack of gold dust (375 gp); a purse with 251 sp and 37 gp; a **potion of explosive acid** and a **potion of deafening light** (see new magic items for both). Spells memorized: **burning hands**, **charm person**, **hold portal**, **sleep**; **detect invisibility**, **stinking cloud**; **fireball**, **hold person**.

Laertes's Spell book: **Burning hands**, **charm person**, **detect magic**, **friends**, **grease**, **hold portal**, **magic missile**, **sleep**, **spider climb**, **write**; **detect invisibility**, **ESP**, **levitate**, **locate object**, **rope trick**, **stinking cloud**; **dispel magic**, **fireball**, **hold person**, **lightning bolt**, **secret page**, **slow**.

8-113: Ledge

This ledge is 40' above the floor of the cavern of the bliss flowers (8-67), and provides access to other parts of the level. It is littered with the husks of dead giant bees.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

8-114: Confused Goblin

Niskim, the goblin commander of a failed expedition sent by Weskenim (SL4-22) to locate the fabled **scepter of the goblins** (see new magic items), wanders about here in a daze. In addition to having been affected by the bliss pollen, Niskim has had her memories erased by one of the figurines in 8-111. She is unable to provide any information about herself, her mission, or how/why she happens to be present in this cavern.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Inhabitants:

1. **Niskim**, **goblin sub-chief** (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 7; #AT 1; Dmg 1-8 (long sword). Possessions: long sword. She carries a pouch with six pieces of jasper (50 gp each) and a piece of dried human skin on which is drawn a crude sketch of a scepter along with the words "Find this!" in goblin. The sketch reflects the goblin court's best guess as to what the scepter looks like, and bears little resemblance to the actual object, which may currently be found at 8-69.

8-115: Dead End with Skeleton

The skeleton of a dwarf lies crushed under a large piece of stone in the northeast extension. This is Lozor Hornfels, 2nd Tapper under Zhorak the Smith (see 8-97). Lozor fled the forge area in antiquity but got lost in the pollen haze and was killed in a freak accident here. He carries the true **ring of Zhorak** (see new magic items), which he stole from Zhorak and which is necessary to open the secret door to 8-97.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Treasure:

The **ring of Zhorak** (see new magic items); Lozor's inert **dwarven life-stone** (see new magic items).

8-116: Knights' Rest

Secret Doors (north and east): The stone doors are identical. They are normal to find, but difficult to open. The doors only open after a 1"-diameter object is inserted into a small hole in the ceiling; the holes are perfectly sized for the tip of a sun lance carried by a Sun-Scarred Knight (see new monsters). Of course, destructive magic or a successful lift gates roll will also open either door.

The chamber was claimed by the Sun-Scarred Knights as a safe house in which wandering knights could rest, recuperate, and resupply. Two thick, plush carpets, one with geometric patterns and the other displaying an octagonal tower rising out of a cavern (a representation of SL10A-14), cover the floor. Two hammocks slung in the corners, two simple wooden chairs, a low table, a water keg, a **tripod of heating** (see new magic items), and an unlocked wooden chest complete the furnishings.

The chest contains dried rations suitable for one person for four weeks, 500 gp (several hundred years old, but not yet 'ancient'), 10 ancient octagonal platinum coins (see Arden Vul items), a silk pouch with seven carnelians (50 gp each), twenty flasks of oil, a tinder box, a hammer, a scribe's case with ink and parchment, and three well-worn codices bound in blue leather. The titles of the codices are: *the Secret Courtship of Julius the Exarch*, *The Thirty-seven Quips of Balak the Sage*, and *the Lives of the Noble Founders*, Arden and Vul (see appendix of Arden Vul books).

The Sun-Scarred Knight, Sir Discord, along with his varlet, Rorgo, are currently resting here (see new monsters). Sir Discord is one of the few knights who cares little for those he encounters while on his missions; he is just as likely to attack and overcome those in his path as he is to converse with them. Should PCs penetrate this chamber while Discord is still present, he will certainly take it as an offense and will attack with all his resources. If Discord and Rorgo have already been encountered at 8-117 (see text there), they will not be present here.

Sir Discord's mission is to locate the **scepter of the goblins** (see new magic items). To this end he has cultivated the fantasies of the goblin mystic, Gislu (4-2). In so doing he has annoyed his colleague, Sir Sorrow (SL4-19), who is attempting to prop up the powers of the goblin king. Discord and Rorgo are hunting for the scepter (found at 8-69), which they rightly believe to be in the Nether Reaches.

Inhabitants:

1. **Sir Discord**, **the Sun-Scarred Knight** (see new monsters), **11th-level male Wiskin fighter**: SZ M; AL LE; AC -2; MV 120'; HD 11; HP 97; #AT 3/2; Dmg 7-13 (**bastard sword +2**), or 4-7 (dagger), or 3-6 (light crossbow and **bolts +2**). Abilities: STR 18/25, INT 9, WIS 11, DEX 10, CON 17, CHA 12. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); **bastard sword +2**; dagger, light crossbow and 20 **bolts +2**; a purse with 77 sp, 61 gp, and 111 ancient copper bits (see Arden Vul items).
2. **Rorgo**, **varlet to Sir Discord**, **and a 5th-level male Thorcin fighter**: SZ M; AL CN; AC 2; MV 120'; HD 5; HP 48; #AT 1; Dmg 6-13 (**long sword +2**) or 1-6 (short bow). Abilities: STR 18/47, INT 11, WIS 10, DEX 12, CON 16, CHA 14. Possessions: **chain mail +2** and shield; **long sword +2**; short bow with 18 arrows; 2 **potions of heroism**.

8-117: Wet Cave

This cave drips with moisture. For every two turns spent here, there is a 20% (noncumulative) chance that Sir Discord and Rorgo will emerge into the cave from the secret door to 8-116. In such circumstances, Discord takes lethal action immediately in order to preserve the secret location of the knights' rest hall. Discord will pursue to the death those who flee from him.

Inhabitants:
20% chance every two turns for Sir Discord and Rorgo (see stats at 8-116).

8-118: Table Rock Cave

A 15'-diameter rock formation in the center of this cave is flattened and resembles a round table. On it rest three tarnished silver cups, upside down (20 gp each). One cup pins a note to the rock: "*Discord – return to the Citadel at once. The Master needs you.*" It is sealed with an image of a sunburst.

GM Note: The note refers to Sir Discord, currently in 8-116; the Master is Malachite, aka the leader of the Sun-Scarred Knights SL10A-32).

8-118A: Trap! Hole in the Floor

To the east of the large cave at 8-118 is a jagged, 6'-diameter hole in the tunnel floor. It leads through 3' of rock, through the ceiling of area 8-124, and then drops 10' to the floor. Due to the light and uneven conditions of the tunnel, the hole should be treated as a pit trap, albeit with a bonus for discovery (+10% to detect traps). Those falling through the hole take 2-7 HP damage, and are immediately confronted by the denizens of 8-124.

8-119: Temple of Besa: Entrance

The original entrance to the Archontean temple of Besa is found here. Although one of the Twelve and hence an official deity of the ancient Archonteans, Besa's portfolio – potency, pleasure, violence and hedonism – ensured that worship of the Sloe-Eyed Lady would be relegated to hidden and often secret locations within the empire. In Arden Vul, her temple was located deep within the Nether Reaches, accessible to those who knew where to look but suitably removed from the more proper grand temples of Thoth and Set.

The entrance hall gives a taste of what is to come: three pillars carved with scenes of the grinning goddess alternating between acts of love and acts of violence, and walls featuring badly worn frescoes depict cavorting men and women, the women voluptuous and the men priapic. Their activities include both pleasure and pain.

An **invisible** glyph is inscribed on the west wall; it is instantly apparent to illusionists, but invisible to all others. The glyph simply states, in Archontean, "*Danger.*" The existence of the glyph is revealed by **detect magic**, although non-illusionists who attempt to render it visible (by spells such as **detect illusion** or **true seeing**) must save vs spells or suffer **confusion** for 2-8 turns.

To the east is a niche containing a 5'-diameter circle of rose quartz set in the floor. This is the destination point for the teleporter at 8-7D.

A tunnel carved out of the ruined corridor leads downward to Level 9 (9-147).

The curved hallways leading downward to area 8-120 feature more of the same frescoes – voluptuous and priapic young men and women engaged in a variety of unusual acts. Despite the fading to the wall art, the floor is clear of dust and debris.

8-120: Temple of Besa: Main Temple

The site of many debaucheries in antiquity, the main temple of Besa is currently quiet, if remarkably well preserved. Soft red light emerges from sconces set into the walls, illuminating the boudoir-like qualities of the temple. Eight slim columns rise to the 20' ceiling; they are carved like the pillars at 8-119, with erotic images. Between the pillars is a sunken area, from which arises the cult statue of Besa. The floor around the pillars is covered with thick, plush red carpeting. Low platforms covered with red silk sheets and red pillows occupy the north, east and west points of the chamber. In these three locations, tapestries hang behind the platforms: one shows a surprisingly modest version of the well-known tale, the Ravishing of Besa; a second depicts Besa presiding over a scene of torture; and the third depicts a number of naked men writhing on imperial impaling spikes. The remainder of the walls display a mix of erotic and violent frescoes. Doors are concealed behind the east and west tapestries.

A rudishva, clad in an orange jumpsuit, is busily taking rubbings of the pillar carvings on a large piece of parchment. He introduces himself casually in accented Archontean as "Vatapi, one of the few survivors of the crash." Vatapi is not aggressive, and seems content to negotiate and converse with visitors. If treated well, he chats happily and may invite visitors to meet his fellow survivor, Tataka, for a meal (in 8-124). If treated in a hostile manner, he responds with 'hurt' and disappointment before drinking his **invisibility potion** and attempting to join his friends in 8-125.

Vatapi's Story and Information: Vatapi reveals the following to friendly visitors: he and another rudishva lived throughout the Archontean era with the help of key technology that they had squirreled away. When the Archonteans abandoned Arden Vul, they sought a safe location far from the politics and warfare of the new factions. They found it here, in this 'strange human temple dedicated to the pleasure/pain principles.' Here they have lived in harmony for millennia, waiting rescue from the stars. Vatapi can provide the following information: he knows the forge of Zhorak is nearby, to the northwest; he knows of the bliss pollen and its effects (8-69), and might be willing to trade some rudishva breathing technology to the PCs in return for 'stories of adventure'; several groups of goblins have come through, looking for a scepter, but Vatapi had to disappoint them, and they left via the tunnel at 8-119; he knows of two other rudishva survivors, the Lord of the Arena (6-85) and Psalor-Ki (5-75), although Vatapi considers both of them to be insane criminals; the occasional wandering monster appears in their domain, having unwittingly used the teleporter at 8-7, but Vatapi and his companion have been able to defeat or repel them all.

Vatapi's True Nature and Agenda: In fact, Vatapi is the leader of a trio of rakshasas that has occupied this area for many hundreds of years. He uses his illusion powers to appear as a rudishva and to make the ancient temple appear to be fresh and clean. Vatapi's real plan, however, is to lower the PCs' inhibitions, invite them to share a meal with him in area 8-124 (allegedly so the 'rudishva' can learn about the PCs' adventures), and then launch a surprise attack.

Statue of Besa: This impressive statue is 17' tall and composed of ivory with accents in colored stone and other natural materials. It depicts Besa, the Sloe-Eyed Lady, in the midst of her famous erotic dance. She is naked, with arms upraised, and long black hair whirled around her body (the hair is actual human hair affixed cleverly to the ivory). Her face is strangely impersonal, almost like a kouros, with almond eyes and a fixed, grinning mouth.

Despite the long habitation of the rakshasas in this region, the spirit of Besa still inhabits her statue. Touching either of her breasts conveys a magical blessing, and those who engage in vigorous sexual or violent behavior in the statue's presence have a 5% chance per day (and per act) to open a direct channel to Besa herself. The blessing takes the form of increased attractiveness to objects of desire for a month; practically, this adds +50% to reaction rolls when the blessed person encounters those he/she finds attractive. The direct channel to Besa can result in one of four 'gifts'. Each gift comes with a side-effect. Besa can only appear directly once per month, regardless of how many petitioners seek to summon her.

D4	Gift	Side Effect
1	Magical Protection: petitioner receives **spell immunity** for 1-4 hours	Increased libido; petitioner must save vs. spells each time he/she encounters an attractive person. The side effect lasts for 1 month.
2	Information: Besa truthfully and fully answers three questions posed by the petitioner	Increased bloodthirstiness: petitioner must save vs spells or actively seek to bloodily dismember all enemies, regardless of risk. Effect lasts for a month.
3	Beauty: petitioner's CHA is increased. For those with CHA 15 or above, the increase is +1; for those with CHA less than 15, the increase is +2.	Loss of wisdom: petitioner's WIS is reduced by two for a month.
4	A pure gift: Besa grants a **wish** to the petitioner	Geas: Besa imposes a **geas** on the petitioner, either to restore one of her temples here or elsewhere, to achieve 20 sexual conquests in two months, or to slaughter bloodily and publicly ten powerful foes (at GM's wish) within four months.

The statue is immensely valuable (20,000 gp), both in terms of materials and historical significance, but removing it from her shrine incurs Besa's wrath. Among the punishments meted out to desecrators include a permanent lowering of CHA by 2, the permanent disappearance of libido, and a permanent reduction of -20% to all reaction rolls. Should desecrators realize the errors of their ways and restore the statue, the curses will be lifted. Otherwise only the highest level divine intervention or high level magic (e.g., a **wish** spell) can remove the curses.

Inhabitants:

1. **Vatapi**, **the 'rudishva'** (**actually a rakshasa**): SZ M; AL LE; AC -4; MV 150'; HD 7; HP 49; #AT 3; Dmg 1-3/1-3/2-5. Special defenses: ESP; affected only by 8th-level spells or greater; immune to normal weapons; half damage from +1 and +2 weapons. Cleric spells: **curse**, **light**, **fear**. Magic user spells: **charm person**, **jump**, **magic missile**, **sleep**; **audible glamer**, **darkness 15' radius**, **mirror image**; **dispel magic**, **suggestion**. Possessions: rudishva jump suit; rudishva breather (see new technological items); **potion of invisibility**; **wand of frost** (22 charges); and one half of a pair of **amulets of return** (see new magic items).

Treasure:
The statue of Besa (20,000 gp), removal of which bears heavy consequences as described above.

8-121: Temple of Besa: Cubicles

The entrance to each of these five cubicles appears to be covered by a thick, luxurious black-velvet drape. Inside each cubicle is a 3'-tall stone platform strewn with red, yellow, and black silk pillows. In antiquity these cubicles served as private rooms for the depravities of the followers of Besa. The luxurious appearance of these cubicles is the product of an illusion cast and maintained by the rakshasas (see 8-120, 8-124, and 8-125). In reality, the drapes and pillows are rotting and tattered.

8-122: Temple of Besa: Inner Fane

This area was the site of the most secret and perverse rituals of the inner cult of Besa. Five more cubicles line the north wall, each equipped with restraints, low beds, and luxurious black silken sheets and pillows. As with the neighboring cubicles, the luxurious appearance is the product of an illusion; in reality the sheets and pillows are tattered and decrepit.

Another invisible phrase is inscribed on the south wall; it is instantly apparent to illusionists, but invisible to all others. It states the following, in Archontean: 'Flee now, lest the ghost of the priestess consume you!' The existence of the glyph is revealed by **detect magic**, although non-illusionists who attempt to render it visible (by spells such as **detect illusion** or **true seeing**) must save vs spells or suffer **confusion** for 2-8 turns.

A 70'-long freestanding wall runs across the center of the chamber, blocking sight of the cubicles. The floor south of the wall is sheathed in purple marble, while floor-length black velvet drapes conceal the niche containing the 10'-tall marble cult statue of Besa. The beauty of her naked body is slightly marred by the numerous cuts and bruises that cover her marble flesh, and by the fact that her left leg and right arm seem to have been carved as if they had been broken. Besa's face shows a smile, but a grim, humorless smile. The whiteness of the marble has been marred by a strange glyph inscribed in a circle with black paint across her chest and abdomen. In her left hand, Besa clutches a gold **djed amulet** (see new magic items); it could be removed by breaking the statue's hand or through a slow (2-4 turns) and careful process of jimmying it free.

The glyph is demonic in origin, and serves to deny spirits entrance to an object or location; the rakshasas have used it to prevent Besa from manifesting in her cult statue. Should the glyph be erased, through the use of holy water, and a ceremony of hallowing performed, Besa's spirit will return to the statue within 1-100 hours. Once she has returned, the same effects found at 8-120 can be produced through the same actions.

The spirit of Besa's last high priestess, a certain Bunefer, haunts the cubicles in the north part of the chamber as a spectre. The spectre attacks mortal intruders within 4-7 round of their arrival. It does not molest the rakshasas, however, for reasons explained below. Should the spirit of Besa be restored to her statue, Bunefer the spectre will be transformed into a wraith.

Bunefer's Story: As the Archontean hegemony crumbled, Bunefer attempted to maintain the usual ceremonies of the temple. But the demand for pleasure and pain waned in the face of more pressing issues, and both worshippers and lesser priestesses drained away. When Bunefer sought permission from Besa to close the temple, even temporarily, the goddess was irate, and punished Bunefer by slaying her and raising her as a wraith. She haunted the temple for hundreds of years until the rakshasas arrived. Vatapi convinced the wraith that they could help Bunefer repair her relationship with Besa, and even hinted that Bunefer could be restored to life. The first step in this process, according to the duplicitous Vatapi, was to conduct rituals on the cult statue of Besa. This ritual, which banished Besa, increased Bunefer's power by making her a spectre, but did not bring her back to life. The rakshasas have convinced the rather dim Bunefer that the devouring of a certain number of souls is necessary to accomplish her goals. Although they are clearly using her to attract prey, Bunefer is not smart enough to realize it; she continues to aid the rakshasas in the vain hope that this will abet her condition.

Inhabitants:

1. **Bunefer**, **a spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 53; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis. In some circumstances, Bunefer will become a wraith: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 32; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
A **djed amulet** (see new magic items), in the left hand of the statue of Besa. The velvet curtain was ensorcelled in antiquity to prevent decay; it could be sold for 250 gp.

8-123: Temple of Besa: Cubicles

These five cubicles are identical to those at 8-121, with drapes, pillows and low platforms. The furnishings appear luxurious, but are in fact the product of illusions produced by the rakshasas.

8-124: Temple of Besa: Common Room

A wooden trestle some 20' in length table stands in the center of this chamber. Four 5'-long benches encircle it. The table groans with delicious, but exotic food set in simple wooden and copper serving vessels. There are spicy vegetable dishes, a succulent-smelling roast, cups of wine, and a quivering sweet pudding. The walls are decorated with ancient and faded frescoes showing naked diners at a feast enjoying both a variety of Archontean dishes and each other.

If Vatapi (8-120) has been encountered previously and the PCs are on neutral terms with him, then he will likely be present here, attempting to get the PCs to join him at the feast and trade stories. His cover story, as recounted at 8-120, is that he and his companion, Tataka, possess a rudishva food processor which allows them to live and dine well. If the PCs agree to dine with him and share stories, he begs a few rounds (1-6) to fetch his companion, Tataka, from their home. If the PCs somehow have not encountered Vatapi previously, have slain him, or have through their actions caused him to flee from 8-120, then the chamber appears empty of inhabitants (although the food is still present).

In fact, the food is far simpler than it appears, having been enhanced by the rakshasas' illusion powers: the vegetable dishes are moldy mushrooms, the wine is water, and the desserts are lichen patched together with water and mud.

But the true horror of the meal is the roast, for the meat is actually the body of Ilvala, the third of the rakshasas dwelling here. The rakshasas' evil plan is to get visitors to consume the apparently innocuous meat, not knowing that it is in fact the temporarily dismembered body of their comrade. Once Ilvala has been consumed, Vatapi can magically reconstitute Ilvala's body thanks to their possession of a pair of **amulets of return** (see new magic items). When Ilvala is reconstituted within a diner's stomach, the reconstitution effectively kills the diner as the pieces of meat transform into a full-sized rakshasa. Death occurs in 1-4 rounds. Vatapi commences the reconstitution by introducing the concept of his long lost sister to the conversation, and then ritually summoning Ilvala by name. Ilvala can only be reconstituted in one diner's stomach, so if more than one visitor consumes the meat, the GM should roll randomly to determine which diner suffers this horrible fate. There are a few ways to avoid the rakshasas' foul trick: one is to slay Vatapi before he can summon his sister by name; another is to prevent him from uttering his sister's name through the imposition of **silence**. Should Vatapi and Tataka (see 8-125) be slain before the meat is consumed, moreover, Ilvala will have no way to return and will effectively rot into nothingness.

Hole in Ceiling: A ragged, 6'-diameter hole in the ceiling leads to area 8-118A in the tunnel network that snakes around the old Besa complex. The rakshasas are aware of the hole, but view it more as a potential source of food than as a danger point.



Inhabitants:

1. **Ilvala, a rakshasa initially disguised as cooked meat**: SZ M; AL LE; AC -4; MV 150'; HD 7; HP 45; #AT 3; Dmg 1-3/1-3/2-5. Special defenses: ESP; affected only by 8th-level spells or greater; immune to normal weapons; half damage from +1 and +2 weapons. Cleric spells: **curse**, **light**, **fear**. Magic User spells: **charm person**, **jump**, **magic missile**, **sleep**; **audible glamer**, **darkness 15' radius**, **mirror image**; **dispel magic**, **suggestion**. Possessions: rudishva jump suit; rudishva breather (see new technological items); **potion of invisibility**; half of a pair of **amulets of return** (see new magic items).
2. **Vatapi** (possibly present; see text): for stats, see 8-120.
3. **Tataka**, also possibly present; for stats, see 8-125.

Treasure:
There is no treasure here save the personal equipment borne by the rakshasas.

8-125: Temple of Besa: Rakshasa Lair

The rakshasas have converted the ancient quarters of the high priestess of Besa into their sanctum. It is dimly lit by four **smokeless torches** (see new magic items), and includes a riot of exotic and sumptuous items. Unless he has already been encountered in 8-124, Tataka the rakshasa will be found here; if Vatapi has been chased from 8-120 or 8-124, he too will be present here.

The chamber includes four elaborate day beds carved of teak (950 gp each) and set with brightly colored silk sheets and pillows. Six oriental carpets cover the floor, each a masterpiece of geometric and animal pattern (800 gp each). Four more carpets hang on the north and south walls, covering badly damaged frescoes that depict the debased rituals of Besa's cult; these carpets are figural, and depict strangely-accoutered warriors with spears and curved swords. One of the four is, in fact, a **porter's carpet** (see new magic items). A welter of small tables occupies the rest of the floor space; there are ten, ranging from a pair of 4'-tall, 2'-diameter tables of solid ivory (1,800 gp each), to a set of five oval tea tables in teak and ivory, a pair of mahogany end tables (400 gp each), and a magnificent sandalwood gaming table inset with ivory and gold (2,250 gp), on which the rakshasas play endless games of backgammon while awaiting victims (the ivory pieces are worth another 200 gp). A low bookcase holds the following tomes: Laelius Praetor's *the Ancient Ones*; *Archons of Arden Vul*; *the Book of Night Maneuvers*; *A Canticle of Arcane Knowledge*; *Elements of Animal Reproduction*; *Green are My Lover's Eyes*; *the Highly Impressive Story of Frigg the Fabulous*; *Locomotion in Animals and Humanoids*; *Sorcerous Properties of Gems*; and *the Twelve Labors of Arden* (see Arden Vul books for all). In the northeast corner is a jumble of brightly colored plasteel equipment, which (if PCs ever were to peacefully enter this chamber) the rakshasas represent as their all-important rudishva technology; the equipment is indeed rudishva in origin, but it is broken and useless.

On either side of the secret door on the west wall stand two 6'-tall statues carved out of ironwood. Each depicts a grimacing demon warrior holding a glaive; the face of each warrior has tusks and wild eyes. Each statue is decorated with an Khumus-style bronze helmet (50 gp each), a set of four gold arm rings shaped like snakes (300 gp each), a steel breastplate, a pair of steel greaves, and four gold finger rings set with black pearls (800 gp each). Each pair of breastplate and greaves is actually a set of **abyssal armor** (see new magic items). One of the glaives is normal, but

the other is a powerful sentient magic item, named **Bhima** (see new magic items). The northern statue also bears an exotic silver necklace from which dangle thirteen 4"-long curved fangs; these are rakshasa fangs, which may be used to open the secret doors here and in 8-111. The necklace of fangs could be sold for 600 gp.

Scattered among the tea tables are the following magical items: a set of **eyes of Pol**, a bag of **efreeti sand**, an **insidious bone flute**, and a set of **predictive tokens** (see new magic items for all).

Secret Door (west): The door is normal to detect, and opens in one of two ways: either a rakshasa tooth must be inserted into a hidden hole, or a successful lift gates roll must be made to force it open.

Possible Inhabitants:
1. **Tataka the rakshasa** SZ M; AL LE; AC -4; MV 150'; HD 7; HP 41; #AT 3; Dmg 1-3/1-3/2-5. Special defenses: ESP; affected only by 8th-level spells or greater; immune to normal weapons; half damage from +1 and +2 weapons. Cleric spells: **curse**, **light**, **fear**. Magic User spells: **charm person**, **jump**, **magic missile**, **sleep**; **audible glamer**, **darkness 15' radius**, **mirror image**; **dispel magic**, **suggestion**. Possessions: rudishva jump suit; rudishva breather (see new technological items); **potion of invisibility**; **wand of fire** (11 charges).
2. **Vatapi the rakshasa** (see stats at 8-120)

Treasure:
See text.

8-126: Trophy Room

If the rakshasas' living quarters reflect a certain raffish opulence and civilization, their trophy room bears witness to their evil and their monstrous nature, for it is here that the rakshasas devour their victims. Gouts of dried blood stain the walls, while two piles of human and other bones occupy the northeastern and southeastern corners. Two scorched varumani corpses hang from hooks, dripping blood onto the floor.

The west wall features shelves built into the stone; these shelves contain twenty-one life-sized heads made of clay, modeled to reflect different types of creatures (some human, some humanoid, some varumani, and some utterly exotic). These clay heads are connected to the memory trap in 8-111; the memories of those affected by the trap are transferred here, to one of the 'empty' heads appropriate to their race. Smashing a skull releases a trapped memory to its owner, regardless of where that being may be. A dull yellow glow in the eyes of a head reveals the fact that it is 'occupied' by a being's memory. Currently six of the twenty-one heads are occupied. Four of those whose memories have been stolen are Hakreon (7-76), Kormak (8-132), Justine Two-Hands (9-130), and Niskim the goblin (8-114). It is up to the GM to decide the nature of the other stored memories.

Treasure:
On one of the shelves among the clay heads is a platinum key to the Obsidian Gates (5-6D). The rakshasas know it's enchanted but never figured out what it is used for, and have forgotten about it.

8-127: Goat Pen

The rakshasas (8-125) keep a small herd of six goats penned up in this crumbling corridor fragment. They use the goats for meat if they are unable to acquire other victims, but might also use the goats as part of a longer term plan to trick unwary PCs who accept the premise of their habitation. Half of a wine cask filled with musty water sits at the south end of the fragment.

8-128: Empty Cave

This cave contains nothing of note save the bliss pollen. The tunnel connecting it to 8-68 is blocked by creepers; it takes 1-2 rounds to force one's way through the creepers.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

8-129: Cave with Tunnel up to 6-60

This nondescript cave connects to a thoqqua tunnel that leads up to the Arena area of Level 6 (area 6-60). The tunnel is steep and quite smooth, and reduces movement by half. Two extremely large thoqqua are still rooting around in the rock surrounding this cave.

The tunnel connecting it to 8-68 is blocked by creepers; it takes 1-2 rounds to force one's way through the creepers.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Inhabitants:
1. **2 large thoqqua**: SZ M; AL N; AC 2; MV 120', 30' burrowing through rock; HD 4; HP 28, 24; #AT 1 and 1; Dmg 4-32/2-12. Special attacks: heat. Special defenses: healed by fire.

8-130: Cave with Glyph

This cave features several impressive bits of flowstone in beautiful caramel colors. One of the flows emerges from the northern niche, which is naturally quite damp. The source of this flow has almost (but not quite) obscured a glowing green wizard mark featuring the entwined letters "K" and "B" (for Kel Bormol; see SL3-2A). The glyph is a **wizard's cache** (see new spells), place here by Kel Bormol as a way to secure the key to his secret lair (8-133). The password to the cache is, unsurprisingly, "Kel Bormol"; only by reciting this password or casting **dispel magic** at level 19 or above can the cache be opened.

The cache contains a very large, cartoonish key that fits the lock on the door to 8-133. It also contains a bag of powdered platinum (1,000 gp) and a **scroll of passwall**.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Treasure:
See text.

8-131: Cave with Pit

In the center of this crossroads cave is a 15'-diameter, 40'-deep shaft, bored in the distant past by Kel Bormol (SL3-2A) as part of his failed initial effort to construct a hidden sanctum. More recently some cruel adventurers have covered the opening with a mat of reeds sprinkled with rock dust and sand.

Trap: Pit trap with obscured reed-mat cover. Anyone crossing the mat has a 75% chance of falling through into the pit, thus taking 4-24 HP damage.

Note: This area is occluded by a thick cloud of bliss pollen (see new flora).

Treasure:
At the bottom of the pit is a sack holding three doses of varumani knock-out juice (see Arden Vul items).

8-132: Cave with a Weeping Warrior

In this pollen-free cave, a tough Wiskin warrior is slowly banging his head against the south wall, weeping uncontrollably. He wears a Norman helmet and a chain mail byrnie on which is painted a yellow snake, and bears a serrated long sword. He is Kormak the Snake, and he fell victim to the memory trap in 8-111. Desolate and lost, he is barely functional, and greets all visitors with suspicion (-10% to reaction rolls). If Kormak grows hostile, he shouts simple insults in Wiskin and, if the PCS respond with aggression, attacks.

Should he somehow be befriended, and his memory restored (see 8-126), he will be grateful and will be able to pass on the following bits of information: he talked to Olaf the Bee-Whisperer (8-73) and learned that a strange scepter is lodged in one of the bee hives (see 8-69). This object is the lost **scepter of the goblins** (see new magic items) which is greatly desired by King Weskenim (SL4-22). Kormak has also visited the temple of Bastet (8-38) and can give advice on how best to reach the temple and negotiate with the priestesses there. Finally, he also knows that the Forge of Zhorak (8-120) is quite close, only a few hours march to the west and north, even though he has never been there.

The door on the south wall is **wizard locked** (18th level), but also boasts an exaggeratedly-large keyhole. The **wizard lock** can be bypassed by use of the correct key (see 8-130).

Inhabitants:
1. **Kormak the Snake**, **8th-level male Wiskin fighter**: SZ M; AL N; AC 3; MV 120'; HD 8; HP 88; #AT 3/2; Dmg 4-11 (**Lithast**). Abilities: STR 17, INT 9, WIS 10, DEX 8, CON 17, CHA 14. Possessions: the enchanted long sword, **Lithast** (see new magic items); a **chain mail +2**; a purse with 275 gp and 148 sp; and a **potion of superheroism**.

8-133: Kel Bormol's Hidden Lair

The late-Archontean-era archmage, Kel Bormol (see SL3-2A), converted this tomb into one of the hidden refuges that he prepared in and around Arden Vul as he watched the city devolve into chaos. The door to the lair (in 8-132) is **wizard locked** (18th level), and can only be opened by magic or by locating the key (8-130).

The tomb was that of Liskon the Mad, the 8th archon of Arden Vul, and a lesser figure in Archontean lore. Liskon was paranoid, and ordered his resting place built in this then-obscure location, far from the growing court. The walls are decorated with shallow carvings of imperial officials in archaic togas and costumes performing administrative and judicial functions. At the center of the scene is a bearded archon (Liskon). When he claimed the tomb, Kel Bormol covered up the earlier art with a set of three large 'modern' tapestries; one showing the signing of the Compact of Ennius (see World of Archontos appendix), one depicting the great victory of the imperial legions at Trenner's Rock (see World of Archontos appendix), and the third displaying the grim court held by Emperor Maurikios IV Sanguinator in the smoking rubble of Arden Vul after its sacking. Each tapestry is worth 750 gp.

The northern section of the sanctum contains a trio of leather easy chairs (65 gp each), a low oak table (25 gp), a wine rack (with six ultra-rare, and still drinkable, Archontean whites that are 1,300 years old and worth 950 gp each), a daybed with satin sheets (covered in dust), an oak scroll cabinet, and a staff rack with six walking staffs (two of polished oak, one of ebony, one of natural pine, and the last a **staff of withering** with 9 charges).

The scroll cabinet contains eleven items, all cheesy light fiction and soft-core pornography, with titles like *the Whispering Widow*, *Legionary Rex and the Celadon Shipment*, *Paulus and the Goblin King*, *The Night Urges*, *Euphronia's Awakening*, and *Meson's Guide to the Brothels of Archontos* (see Arden Vul books for all). In addition to these well-thumbed items, copies of Kel Bormol's eleven spell books are hidden in a secret compartment at the base of the cabinet. The compartment detects normally and opens by inserting a quill-sized item into a small hole on the left side of the cabinet.

The southern portion of the chamber still holds Liskon's tomb, a 10'x8'x4' block of granite carved with an image of the archon (the bearded man with the cylindrical hat from the walls). Kel Bormol has draped a now-rotted cotton tablecloth across the tomb, and a sixteen-piece set of silver tableware rests atop it (425 gp for the set). A pair of the silver cups hold a map open on the tablecloth. The map shows a substantial section of the precincts of Set, in full detail (including secret doors): areas 4-1 to 4-58 and 4-101 to 4-105. The map was annotated by Kel Bormol, indicating the function and/or residents of each area. Along the south wall are three crates that contain long spoiled foodstuffs.

If Kel Bormol has been released (see SL3-2A), then the entire area will be cleaned, the table-cloth replaced with a new one, and a fresh set of food items will be present. In such circumstances there is a 20% chance Kel Bormol himself will be present in the chamber.

A pair of invisible stalkers wait patiently in the chamber, tasked a millennium ago to ensure that no one but Kel Bormol enters the chamber. Although their long servitude has rendered them insane, Kel Bormol's binding still holds. They do not pursue outside the sanctum.

Inhabitants:
1. **2 invisible stalkers**: SZ L; AL N; AC 3; MV 120'; HD 8; HP 61, 50; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility.

Treasure:
See text

Kel Bormol's Spell Books (in eleven large volumes): **All 1st-level spells** plus **Basil's torch treatment**, **Cleophalus's look-away spell**, and **friend of the Hekate** (see new spells for all three); **all 2nd-level spells** plus the **Bracteros effect**, **locate place**, **Pol's endless sneezes**, **pummeling fists of Arak-Zhorr**, and **wizard's cache** (see new spells for all five); **all 3rd-level spells** plus **garrulous mouth** (see new spells); **all 4th-level spells** plus **Dameon's shadow spell book** (see new spells); **all 5th-level spells** plus **harnessing the chaos**, **the hekate's bonds**, and **Pol's improved eye** (see new spells for all three); **anti-magic shell**, **curse item** (see new spells), **death spell**, **disintegrate**, **enchant an item**, **extension III**, **forceful hand**, **geas**, **globe of invulnerability**, **invisible stalker**, **legend lore**, **monster summoning IV**, **project image**, **reincarnation**, **repulsion**, **stone to flesh**, **transformation**; **cacodemon**, **delayed blast**

fireball, **duo-dimension**, **grasping hand**, **limited wish**, **mass invisibility**, **monster summoning V**, **Pol's recall** (see new spells), **power word stun**, **vanish**, **warding chain of glyphs** (see new spells); **clenched fist**, **incendiary cloud**, **irresistible dance**, **mass charm**, **mind blank**, **mindshift** (see new spells), **monster summoning VI**, **permanency**, **polymorph object**, **power word blind**, **spell immunity**, **symbol**; **astral spell**, **crushing hand**, **gate**, **meteor swarm**, **power word kill**, **prismatic sphere**, **time stop**.

8-134: Concealed Cave with Rock Formations

The entrance to this cave is concealed behind the mat of vines and creepers that fills area 8-68; it takes 1-3 rounds to push through the creepers. The cave is 25' tall and is surprisingly devoid of bliss pollen; it is cool and damp. Three large rock formations stand in the center of the sandy floor; the northern two extend all the way to the ceiling, but the southern formation is only 20' tall. Atop the southern formation is a fire ring besides which lies the skeleton of a long-dead dwarven adventurer, still wearing equipment. Also atop the southern formation is a small patch of aqua vitae mushrooms, enough for 6 doses (see new flora).

Treasure:
Six doses of aqua vitae mushrooms (see new flora), and on the skeleton: a dwarf-sized suit of **banded mail +3**; an inert **dwarven life-stone** (see new magic items) bearing the name in Dwarven Runic of Gypsum Hornfels; a fine but non-magical war hammer inscribed with the clan 'Hornfels' insignia; a silver belt (250 gp); and a backpack with a coil of rope, six spikes, a hammer, two flasks of oil, and a bag of carefully polished marbles.

8-135: Cave with Warning Signs

Three thick spears are thrust into the sand that covers the floor of this cave; a varumani skull is perched atop each one. The skulls have been there for a long time (hundreds of years), and the purpose for their placement has been long forgotten. Jammed into one of the skulls is a piece of parchment that provides the following bit of advice in Archontean: "*the tomb of Marius the Great is now inaccessible, save through the hidden door in the propagandistic 'shrine' to the archon. One must still placate the guardians*." [GM: the note refers to the shrine of Marius (6-145) with its ceiling exit that leads eventually to the tomb of Marius (6-154)].

8-136: Renegade Varumani

A band of renegade lesser and bestial varumani have abandoned the domain of the thegn (see much of Level 7, including, e.g., 7-2 and 7-8 to 7-38) and set themselves up as robbers in this cave.

The gang is led by Lugo, and contains a total of eight members. The bestial varumani are growing restless with Lugo's leadership, however, as they (rightly) blame him for failing to procure suitable meat. Familiar with stories of 'civilized robbers', however, Lugo has to date restrained his followers and convinced them that extortion is better than murder. He has them all wearing 'stylish' green berets.

The gang has built a low rock wall (4' tall) across the mouth of the cave, giving their members 50% cover (and serving to deter the rust monsters (see 8-140). They have also placed torches in the passageway to 8-137. They loudly demand 'tribute' of any who pass, in the form of silver coins (50 sp per head) or pretty rocks (gemstones, of any sort). If the tribute is paid, Lugo will most likely restrain his fellows from attacking (75%). The gang attacks if one of the following occurs: 1) the tribute is not paid; 2) the victims pay, but are not suitably humble; or 3) the bestial varumani simply decide to attack regardless of Lugo's orders (25%).

Inside their cave, the gang has accumulated three hammocks, two kegs of Hak's ale (see 7-94), three dead goats, two recently slain adventurers hanging from hooks, a sack of dried edible mushrooms; two shields; five spears; and a wooden chest with their loot.

The varumani feed all metal except coins (e.g., the armor of the dead adventurers) to the rust monsters in 8-140. There is a 15% chance that noisy combat here draws the rust monsters within three rounds; the chance rises by 5% for every round starting with the fourth.

Inhabitants:
1. **Lugo**, **a lesser varumani** (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: stone club (as mace); shield.
2. **2 more lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 57, 53; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
3. **5 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 57, 55, 53, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
In addition to the mundane equipment, the loot chest contains: 793 sp; 174 gp; 101 ancient silver pennies (see Arden Vul items); 3 citrines (55 gp each), 4 zircons (45 gp each), 2 peridots (500 gp each), and an orange jacinth (5,000 gp); a set of six **throwing daggers +1**; a set of **Banion's dice** made of bone (see new magic items); and a pair of **boots of the ogre** (see new magic items).

8-137: Cave with Cliff and Tunnel Up to 7-40

This large, 60'-tall cavern has a particularly uneven floor, with lots of small holes and ridges. Movement is reduced by half, or else explorers risk a 25% chance per round of taking 1-4 damage from tripping on the terrain. The cavern is dominated by an imposing, 40'-tall cliff that runs along its southern edge. The cliff face is relatively smooth, and can be climbed with some difficulty by thieves (-10% to climb walls). A shelf extends along the south wall above the cliff, beyond which is a steeply rising tunnel that leads to area 7-40.

Two patches of worked stone exist, one at the bottom of the cliff by the eastern edge, and the other at the top of the cliff in the same location. At each location the rock floor has been smoothed flat in a 15'-diameter circle, and a short piece of doggerel has been inscribed on the flattened rock. An oaken shepherd's crook some 10' high is firmly inserted into the rock in the exact center of each location; from each crook hangs a copper bell about 3' in diameter. The doggerel is written in Mithric, and reads as follows:

Five for the furious
Four for some fun
Three for trouble
Two to be spun
And One? One is for the lonely

The doggerel provides a clue to using the bells. Each number in the verse refers to a number of rings of one of the bells, and provides a cryptic clue to the effects wrought by ringing the bell that many times. The only safe solution is to ring the bell twice ('to be spun'). All of the effects are summarized as follows:

# of Rings	Effect
Five	**Fury**: All within 20' must save versus spells or attack someone nearby for 1-4 rounds
Four	**Fun**: Three imps dressed as clowns are summoned. The imps perform card tricks and sleight of hand for one turn. At the end of the show, one passes his bowler hat: if at least 10 gp are placed in the hat, the imps leave without incident. If no tip is offered, or it is less than 10 gp, or if they are interrupted during the show, the imps attack for 4-5 rounds before returning to their home plane. 3 imps: SZ S; AL LE; AC 2; MV 60', 180' flying (Class C); HD 2+2; HP 16, 14, 13; #AT 1; Dmg 1-4; MR 25%. Special attacks: poison. Special defenses: silver, or +1 or better weapons to hit; immune to fire, cold and electricity; save vs magic as 7 HD creatures. Special: polymorph self (to animal form); detect magic; detect good; detect magic; invisibility; regenerate 1 hp/round, suggestion 1/day
Three	**Trouble**: An aerial servant is summoned. It attacks immediately, with a 50% chance of seeking to grab victims, flying to the roof of the cave, and dropping them for 6d6 damage. Aerial servant: SZ L; AL N; AC 3; MV 240'; HD 16; HP 101; #AT 1; Dmg 8-32; surprise on 1-4; grab attack; surprise foes with 4 in 6 chance.
Two	**To be Spun**: The bell ringers is spun in a circle three times, and then teleported to the flattened rock on the other side of the cliff (i.e., from the foot of the cliff to the top, or vice versa)
One	**Lonely**: The bell ringer is teleported to a random location in Arden Vul. To determine, roll d8: 1= area AV-27 2= area 4-163 3= area 6-55 4= area 7-130 5= area 8-84 6= SL3-5 7= SL4-53 8= SL7-39

8-138: Caves with Iron Ore

A vein of iron ore runs east from this crossroads in the cave network. The rust monsters from 8-140 use the vein as a primary source of nutrition and, as a result, there is a 20% chance for the pair to be present here. A pair of pick handles lie in the intersection; the rust monsters corroded and ate the metal heads.

Inhabitants:
1. **2 rust monsters** (20%): see stats in 8-140.

8-139: Cave

A pile of wooden boards and two wooden wheels stand in the center of this chamber; formerly a cart, the rust monsters who live in 8-140 ate away the metal fittings that held it together. The circular knob to the east has a deep (30') well of cold, clear spring water. There is a 20% chance that the rust monsters are here, poking around the cart remnants or drinking water. A beautifully carved, 3'-tall, jade statuette of a warrior turning to fire an arrow over his shoulder rests at the bottom of the well. The warrior wears his long hair in two topknots that drop down his back, has a long, droopy mustache, and wears lacquered armor; all of these features mark him as a Khumus nomad from the west, and not an Archontean.

Inhabitants:
1. **2 rust monsters** (20%): see stats in 8-140.

Treasure:
Jade statuette of a western nomad, worth 4,000 gp

8-140: Rust Monster Lair

A pair of mated rust monsters has made this cave their lair. It is scattered with broken stalagmites and small remnants of oxidized and digested metals. The rust monsters are quite agile, and are adept at jumping from the cave floor to the stalagmite fragments, and from there to any source of metal.

The western niche has their nest, in which are three rust monster eggs (worth 450 gp to a dealer in a large town). Tucked among the eggs are two spell scrolls.



The rust monsters are familiar with the varumani gang at 8-136, and occasionally visit that area seeking handouts of metal. The sound of combat at 8-136 will eventually draw the rust monsters (15% for first three rounds of combat; chances rises by 5% per subsequent round). If not already encountered at 8-136, there is a 20% chance the pair will be scrounging in 8-138, a 20% chance they will be in 8-139, a 10% chance they will be in 8-141, and a 50% chance they will be present in this, their lair. Loud noise in any of the neighboring caves (8-138, 8-139, or 8-141) draws them in 1-4 rounds.

Inhabitants:
1. **2 rust monsters**: SZ M; AL N; AC 2; MV 180'; HD 5; HP 36, 29; #AT 2; Dmg nil. Special attacks: corrode metal.

Treasure:
A clerical scroll with **hallow** on it, and a magic user scroll with the spell **harnessing the chaos** on it (see new spells for each). Also three rust monster eggs (450 gp each).

8-141: Lurker Cave

This broad cave is 40' tall at its northwestern, open end, but thanks to a large flowstone drift the southeastern end is only 15' tall. The flowstone is a beautiful caramel color, and is slightly wet. Scattered about the flowstone are four piles of cleaned bones, including a recent pile that seems to have been a 5'-tall quadruped (a rust monster).

The tunnel to the south leads to a locked stone door, on which is inscribed an Archontean seal. Only those with a previously-demonstrated dedication to ancient history or architecture have a chance (15%) to recognize the seal as that of Phocion the Builder, the famous architect (see his statue at SL7-22). Before the door is another pile of bones, this time of a human adventurer; thanks to the lurkers above, the rust monsters have not yet been able to devour the adventurer's gear.

Two lurkers above make the cave their home. One typically is found in the large open area, while the other lurks in the tunnel, just above the door to 8-142.

As the lurkers have recently slain one of their number, the rust monsters are hesitant to visit this cave, even though they can smell the metallic treasure to the south. As a result, there is only a 10% chance for the rust monsters to be present here.

Inhabitants:
1. **2 lurkers above**: SZ L; AL N; AC 6; MV 10', 90' flying (Class D); HD 10; HP 68, 64; #AT 1; Dmg 1-6. Special attacks: surprise 4 in 6; constriction; suffocation. Special defenses: 90% undetectable against stone.
2. **2 rust monsters** (10%): see stats at 8-140.

Treasure:
Near the bones of the adventurer: **banded mail +2**; **glaive-guisarme +1**; a crossbow with 15 bolts; 1,741 gp scattered on the floor; and a gold ring (450 gp).

8-142: False Tomb of Phocion the Builder

The tomb of the famed Arden Vul architect, Phocion the Builder, lies in this forgotten corner of Level 8. Responsible for designing most of the public spaces in the city, as well as the main temples of Thoth and Set, Phocion was a major figure in the glory days of Arden Vul.

The stone door to this false tomb is locked, and marked with the seal of Phocion (see 8-141). It can be opened by picking the lock (-15% chance) or breaking down the door (3-6 turns).

The chamber within is 15' tall, with walls simply decorated with a single word inscribed in Mithric. To the east, the word is 'beauty', to the south 'strength, and to the west 'utility'. The inscriptions stand out from the bare granite because they are filled with silver (150 gp total).

Sarcophagus: The chamber is dominated by a 12'x5'x4' sarcophagus made of stone. Atop the sarcophagus is a fine gisant of Phocion, dressed simply in a tunic with a belt pouch, and carrying a level and a set of architect's dividers. The lid of the sarcophagus can be removed by making a successful bend bars roll. Within is a 6'x3'x2' compartment, in which a set of human bones rest. A scattering of 53 ancient gold solidi (see Arden Vul items) and 157 ancient silver pennies (see Arden Vul items) carpets the inner compartment. In addition, a tightly rolled scroll rests within: it bears the title *Testament of Phocion the Builder* (see Arden Vul books). The scroll contains an acrostic that hints at the location of the secret door on the south wall; the door is located under the 'S' in the inscription ('strength') found on that wall.

False Door: To the west is a small (only 4'x3') stone door. Despite its inviting nature, it is impossible to open.

Secret Door (south): This door is quite small (3'x3') and difficult to detect (1 in 8). It can only be opened by sheer physical force (i.e., by succeeding at a bend bars roll, or by spending six turns noisily destroying it with suitable tools).

8-143: Tomb of Phocion the Builder

The tomb of Phocion is a striking epitome of the artistry of a gifted designer and his workmen. The ceiling is 15' tall, and carved so as to suggest a wooden beamed ceiling. Two 10'x4'x4' stone sarcophagi and two tall bronze statues provide a natural focus to those entering. Large, silver-filled inscriptions occupy the diagonal walls of the northern and southern niches. A 20'-diameter mosaic, surrounded by another silver inscription, occupies the floor in the center of the chamber.

Inscriptions: The letters are in Mithric and filled with silver. It takes a turn to scrape the silver out of each inscription, earning the thief 65 gp per inscription. Clockwise from the northwest, the inscriptions read:

Northwest: *Theory and practice are the sires of art.*
Northeast: *Strength means locating a solid foundation and choosing proper materials.*
Southeast: *Utility requires a judicious distribution of the parts, with each in its proper place serving its proper purpose.*
Southwest: *Beauty derives from a proper sense of proportion and from the pleasing appearance and good taste of the whole.*

Mosaic: The mosaic is beautiful, with tesserae of brightly colored stone forming four quadrants. In a separate circular band around the mosaic proper are the word Proportion, Uniformity, Consistency, Economy. The quadrant by the word 'proportion' shows a rectangle made of silver tesserae surrounded by azure blue tiles; if measured, it appears that the long side is twice as long as

the short side [this is not quite the golden ratio, but it comes close]. The quadrant next to the word 'uniformity' shows an elevation of a building front, in ivory tesserae with thin black onyx edges, with three columns on either side of a central door. The third quadrant, next to the word 'consistency', features the front and side of a dwelling in one-point perspective, as well as a rose compass; the building is in ivory tesserae with edges marked out in thin pieces of black onyx. The columns at the front are simple (doric), and there is a window in the side wall. The rose compass indicates that the window is to the east. The final quadrant has a small person (in blue quartz) inspecting pieces of granite, silver and marble; close inspection shows the figure is pointing to the granite piece.

If the mosaic is destroyed, the value of the tesserae is 500 gp; if the mosaic is somehow excavated and brought to civilization (it weighs 600 lb), it would be worth 10,500 gp.

Statues: The eastern and western niches contain 8'-tall bronze statues of Phocion. The eastern statue shows Phocion as a typical Archontean aristocrat, dressed in a toga and gesturing into the center of the room. The other statue depicts him as an architect, wearing a simple tunic and belt pouch and holding forth his dividers and level. Both show him with closely trimmed beard and hair, and with a naturalistic face (large nose, several warts, and kind eyes). Although tarnished by age and humidity, the statues are great works of art and could fetch 2,500 gp each from an Archontean collector.

Sarcophagi: The sarcophagus to the north is a plain rectangle some 12'x8'x4' in dimensions. The word "Phocion" is inscribed on the lid and a continuous mid-relief sculpture runs along its side. The images represent the builder at work, directing men raising stone blocks, carving out caverns, and erecting a pyramid. The lid may easily be prised open; within are the mummified remains of Phocion, surrounded by desiccated flowers, pure white sand, and several valuable objects: a **ring of fire resistance** (actually a **ring of delusion**); a heavy signet ring with the letter 'P' (450 gp); a **rod of beguiling** (19 charges); a rudishva repli-cube and a partly-full rudishva lesser power supply (see new technological items); and a platinum cloak pin set with lapis (850 gp).

If activated, the repli-cube immediately projects an image of Phocion as an old man; the aged architect speaks in Mithric for 8 minutes about several matters. First, he speaks for 4 minutes about the principles of proper architectural design, emphasizing the four key components of proportion, uniformity, consistency, and economy. The second portion of the recording is more confessional; Phocion modestly describes his dividers (see 8-144), gliding quickly over their properties before lamenting the greed and deception he could see in his comrades' eyes as Phocion himself grew closer to death. Phocion then becomes slightly opaque, noting that he devised one last 'great work' meant to keep the dividers secret until 'one who was worthy' proved capable of understanding Phocion's life work and the 'proper combination of beauty, function, and strength' (a reference to the puzzle here in 8-143, and the hidden room where the dividers rest to this day). The charge on the power supply only allows the recording to be played twice before it is exhausted; of course those with their own power supplies and knowledge of how to use them could easily replay the image (or even record over it).

The second 'sarcophagus' is actually a stone table, carved on its side in the same scheme as the northern sarcophagus. It detects strongly of magic. A grid of ½"-square holes and a rose compass is carved into the top of the table; there are nineteen holes in each row/column, each 1" from its neighbor. This means that each side of the grid is 26.5" wide from corner to corner, and that there are a total of 361 holes.

Arranged around the grid are neat piles of appropriately sized building materials made of different substances. There are three piles of 3 ½"-wide, 7"-tall wall segments, each cut so as to have ½"-square pegs spaced 1" apart on its base and inset along its height so as to allow the insertion of up to three pillars along the front of the wall segment. The piles are divided by material: one of 15 wall segments in silver, one of 15 in granite, and one of 15 in white marble. A fourth pile contains wall segments with windows; there are four segments in silver, four in granite, and four in white marble. Another six piles contain pillars that can be inserted into wall segments. There are piles of oak, ebony, silver, gold, white marble, and granite pillars; each pile contains 48 pillars. Finally there are three piles of roof pieces, with each pile distinguished by size and material. One of the roof piles has six pieces, 2 ends and four interior pieces; each piece is 3 ½" by 3 ½", and is made of silver. The second pile of roof pieces contains granite pieces 7" by x 3 ½" in size; there are two end pieces and six interior pieces. The last pile of roof pieces is in white marble, with pieces measuring 10 ½" by 3 ½"; there are two end pieces and eight interior pieces. All roof pieces are gabled roofs; end pieces have a pediment on one side, while interior pieces are just the roof itself. The roof pieces are clearly suited to laying across the wall pieces. Regardless of what explorers do with the building pieces, the entire set could be sold for 5,000 gp.

Puzzle: Clearly the 'building blocks' are a puzzle. If a Greek-style building is constructed following the principles hinted at in the mosaic and inscriptions, the secret door to area 8-144 opens with an audible click. To activate this magical trigger, the following principles must be followed:

1. A structure must be built, using the grid on the table top, using wall segments, pillars, and roof pieces
2. The proportions of the structure must be 2:1 (per the mosaic hint). Although buildings of any size could be constructed in this proportion, the size of the roof pieces (either 3 ½", 7", or 10 ½") functionally limits a builder's choices to one of the following: a building with one wall segment on the short side and two on the long side, or a structure with two wall segments on the short side and four on the long side, or a building with three wall segments on the short side and six segments on the long side. Building in any of these ways satisfies Phocion's requirement of 'proportion', although only one of the three choices satisfies the principle of 'economy' (see below).
3. The eastern wall of the structure must contain at least one window; the rose compass determines which side is east. This satisfies the principle of 'consistency'.
4. The materials used must be uniform, that is, the entire building must be composed of granite, silver, or white marble (but see point 5). Adding pillars of any of the 'odd' materials is unacceptable. Building in this way satisfies the principle of 'uniformity'.
5. The building must be constructed using granite, not silver or white marble. This satisfies Phocion's principle of 'economy'. This requirement effectively limits the size of the structure to be built

because only one of the three sizes of roofing comes in granite (the 7" x 3 ½" size).

By following all these principles, it will become evident that the only solution to the puzzle is as follows: use two granite wall segments on each short sides and four granite wall segments on each long side; on the eastern long side, include at least one window; use granite pillars throughout; and use the granite roof pieces.

Secret Door (west wall): The door on the west wall is normal to detect, but is magically held. Only solving the architectural puzzle (see above) will cause the door to open with an audible click. Other than this method, only very powerful magic allows access to area 8-144.

Treasure:
1. In Phocion's sarcophagus: **ring of fire resistance** (actually **ring of delusion**), a signet ring (450 gp), **rod of beguiling**, a rudishva repli-cube and lesser power supply (see new technological items), and a platinum cloak pin (850 gp).
2. Statues: 2,500 gp each, if a way to move them is found.
3. Mosaic: 500 gp if destroyed, 10,500 gp if somehow transported intact.
4. Building set: up to 5,000 gp to a collector of curiosities.

8-144: Phocion's Dividers

Phocion's most valued item is hidden in this secret chamber. The secret door that leads to the chamber can only be opened by solving the puzzle in 8-144 or by employing very powerful magic (**passwall**, etc.).

The chamber within is simple and undecorated. A stone pedestal stands in the center of the chamber, surrounded by four simple stone benches. Atop the pedestal, wrapped in a piece of yellow silk, are **Phocion's dividers**, a potent magical artifact (see new magic items).

Treasure:
Phocion's dividers (see new magic items).

8-145: Broken Hall

This worked chamber has suffered badly from the deprivations of time. Two corridor fragments end in cave-ins. Strands of plaster hang from the ceiling, and mounds of broken tiling dot the floor. In the northeast corner stands a striking statue in basalt, with ivory accents (hair, clothing, sandals). The pediment reads "*Eustachius the cantor, who located the Singing Grotto*." Strangely, Eustachius appears in this guise without ornate Thothian decoration, merely as a handsome man of middle age dressed in a tunic. He points to the south with one arm, and holds a cithara in the other. The statue is of high quality, and despite weighing 550 lb, could bring 900 gp if sold. [**GM Note**: one of Eustachius's personal books may be found at 3-57].

8-146: Entrance to the Singing Grotto

Amid the collapsed stonework of this ruined hallway sits the still-functional destination for the teleporter at 8-7E. That destination is marked by a 5'-diameter circle of rose quartz set in the floor. Next to the circle are three backpacks containing some functional adventuring items.

Treasure:
The backpacks contain three 50' coils of rope; a dozen caltrops; a hammer and chisel; a sack with 549 sp; a control rod for the eggs at 4-85; a functional rudishva lesser power supply (see new technological items); four wax candles; a small silver mirror; and six days of still-edible iron rations.

8-147: Antechamber to Singing Grotto

A 20'-diameter mosaic sits in the center of this 15'-tall antechamber, and seven oversized (10' tall) stone doors line the walls. Six relatively recent corpses are strewn about the floor.

Mosaic: The mosaic shows at its center a Thothian cleric, singing sweetly. In the first circular register around him are some unusual, tribal-looking heads with open mouths, each with a letter from A to G under it. The outer register shows various creatures, some recognizable but others alien. The clever may notice that a head and letter are associated with a particular figure in the outer register, in the manner indicated by this table (see areas 8-147A to 8-147G for explanations):

Head and Letter	Creature
A	A butterfly-like creature with open mouth
B	A baboon-headed biped with four arms
C	A cleric of Thoth in formal, orange, ceremonial garb
D	A pair of black birds (starlings)
E	Another butterfly-like creature with open mouth
F	A fire-breathing dog
G	A blocky, golem-like entity

Doors: The doors are 10'x4' in size, and cannot be opened from 8-147 (they are magically held). Only by manipulation of the horns at 8-148 (q.v.) may a door be opened. Once opened, a door may be spiked or otherwise held open for up to 6 hours, during which time the contents of its chamber do not replenish. Otherwise, once a door opens and shuts, the contents of the room to which it leads are instantly replenished.

Corpses: Two of the corpses appear to have been scorched, two more have been badly cut up, and the final two have no visible wounds save for blood in their ears. The equipment of some of the corpses is still usable (see below).

Backstory: Eustachius designed these doors and the summoning chambers to which they lead both for security and as a way of delighting his visitors. They were linked to specific songs and melodic moods as played by the horns and heads in 8-148. Although he initially changed the contents of the magical chambers on a regular basis, as he grew closer to death he tended to favor security (i.e., summoned entities) over entertainments.

Treasure:
1. On the corpses: **leather armor +2**, **studded leather armor +1**, **banded mail +1**, a **shield +2**, a two-handed sword, a **long sword +1**, a mace, six throwing axes, a **guard cap** (see

new magic items), a pair of **bracers of defenselessness**, a **bag of beans**, two gold statuettes of Khumus warriors (450 gp each), an ebony and ivory lyre (800 gp), a scorched and useless spell book, a metal scroll case containing a **protection from magic scroll**, 479 gp and 563 sp.

2. Next to one of the corpses: a shattered antique black-ware vase. If reassembled it shows a scene of a Thothian priest standing next to the Great Head, with the inscription (in Mithric) "Eustachius sings his lament to open the door" below it.

8-147A: A is for Aerodis

When this door is opened, 1-3 hostile aerodes (see new monsters) are released.

Inhabitants:

1. **1-3 aerodes** (see new monsters): SZ M; AC 0 or 6; MV 350' flying (Class A); HD 6; HP 42, 41, 34; #AT 1; Dmg 3-12. Special attacks: beneficial or detrimental songs. Special defenses: +2 or better weapons to hit; healed by fire; immune to magic missile, charm, confusion, hold, and mind-affecting spells.

8-147B: B is for Baboons

When opened, this door releases a greater guardian of Thoth. The guardian allows those it confronts here or in 8-148 three rounds to recite the Litany of Light (see Arden Vul books) or else it attacks.

Inhabitants:

1. **1 greater guardian of Thoth** (see new monsters): SZ L; AL LN; AC 0; MV 120'; HD 8; HP 55; #AT 4 or 1; Dmg 1-8/1-8/1-8/1-8 or 1-12; MR 20%. Special attacks: fear, stun. Special defenses: +1 or better weapons to hit; teleport without error 2/day.

8-147C: C is for Care

Opening the door causes a helpful manifestation of Thoth to appear in the guise of a cleric of Thoth, complete with full ceremonial garb. The 'cleric' offers healing and succor to any who invoke Thoth: it can cast **cure light wounds** x3; **cure serious wounds** x2; **cure deafness** (reverse of the illusionist spell **deafness**); **cure blindness**; **neutralize poison**; and **remove curse**.

Inhabitants:

"Cleric" manifestation of Thoth, immune to attacks.

8-147D: D is for Delight

Opening this door causes a flight of some 500 starlings to burst down the hallway to 8-148, where they circle, form a murmuration in the shape of an ibis, and then dart through the sinkhole at 8-148G and thence into the far reaches of Arden Vul. If summoned again, the flock may take other forms at the GM's wish.

8-147E: E is for Entertainment

Opening this door releases a peaceful aerodis (see new monsters). Unless attacked, the aerodis spends 1-4 turns singing beautiful, six-part melodies. In this period it runs through 1-2 of its 'good' songs. If attacked it functions as a hostile aerodis.

Inhabitants:

1. **1 aerodis** (see new monsters): SZ M; AC 0 or 6; MV 350' flying (Class A); HD 6; HP 39; #AT 1; Dmg 3-12. Special attacks: beneficial or detrimental songs. Special defenses: +2 or better weapons to hit; healed by fire; immune to magic missile, charm, confusion, hold, and mind-affecting spells.

8-147F: F is for Fire

Opening this door releases a pack of hell hounds.

Inhabitants:

1. **8 hell hounds**: SZ M; AL LE; AC 4; MV 120'; HD 5; HP 37, 35, 34, 33, 33, 32, 32, 30; #AT 1; Dmg 1-10. Special attacks: breathe fire; surprise on 1-4 in 6. Special defenses: surprised only on 1 in 6. Special: 50% to spot hidden or invisible.

8-147G: G is for Guardians

When opened, this door releases an imperial stone guardian. Since Eustachius is not present, the guardian immediately attacks. Once one guardian has been summoned, subsequent results for this chamber produce nothing (that is, only 1 imperial stone guardian may be summoned).

Inhabitants:

1. **1 imperial stone guardian** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 58; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

8-148: The Singing Grotto

This large grotto was discovered by the cantor of the cult of Thoth, Eustachius. He developed it into one of the marvels of ancient Arden Vul, one known and appreciated by the elites whom Eustachius permitted to visit. The cave has a 35' ceiling. Several pillars of rock extend from floor to ceiling (one also descends into a sinkhole). A light breeze circulates through the chamber in a counter-clockwise direction commencing from the natural pillar marked G.

All of the natural stone – but not the shaped areas - is covered with whispering fungus (see new flora), a pale yellow, phosphorescent, and slightly furry fungus that ripples in the moving air. The fungus possesses a basic collective sentience in patches of 20 square feet or more, and one of its acts of volition is to ripple the air so as to create the breeze.

The lightly sanded floor may appear to be natural, too, but dwarves will know immediately that it has been carefully shaped. The wall to the southeast has been worked; it was known as the wall of songs, where Eustachius recorded the most successful of his compositions. To the west are seven looping horns carved into the stone and enhanced with bronze mouthpieces. Carved into one side of each of the seven main stone pillars is a 3'-tall, tiki-like stone head. The southern niche, moreover, contains an enormous boulder (15'x15'x15') that has been entirely shaped to resemble a huge stone head.

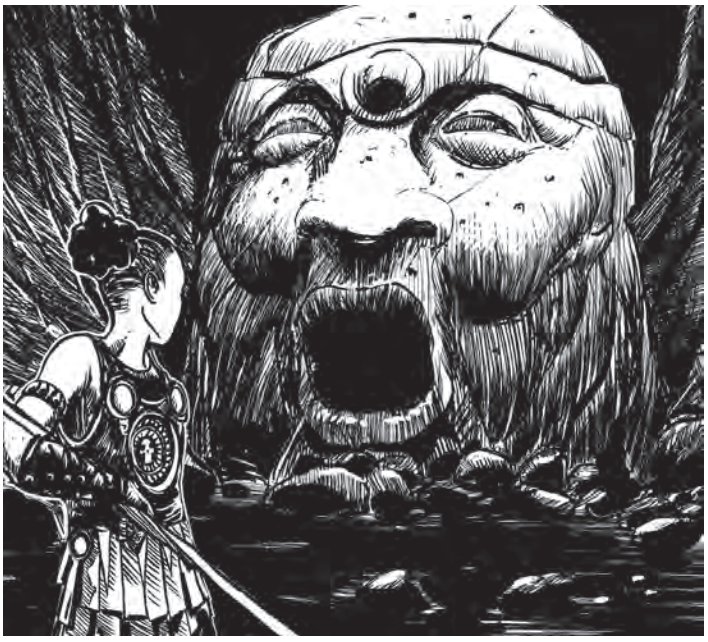
GM Note: This puzzle chamber allows the curious and clever to interact with Eustachius's great creation, the Singing Grotto. The basic idea is that each of the seven horns is connected to one of the lesser stone heads; sounding a horn produces a distinct note, which echoes forth from the appropriate stone head (sounding the

A horn produces an A note from the head marked A). If one sounds the horn in a certain sequence, certain effects may be triggered, including the release of the creatures bound in area 8-147A to 8-147G. Once one is done sounding individual notes through the horns (via a delay of 3 rounds after the last note played), the Great Head sings the sequence out in a beautiful, sonorous bass. Replicating the sequence known as the Cantor's Lament (see below, Table 1) not only causes the Great Head to sing its mournful lament, it also causes the Great Head to grind forward, revealing the staircase to 8-149.

The Horns: The sounding horns are built into a carefully shaped ledge of rock that circles the western portion of the cave. Each 'horn' is in fact a careful piece of craftsmanship that incorporates an actual tusk or horn into cleverly and magically carved stone channels in the cave wall. Each horn is slightly different, with apertures/mouthpieces of varying size and material. In addition, each horn 'plays' a distinct note, although the note sounds from the appropriate lesser head. Working counter-clockwise from the upper right, the notes played by the horns are C, D, E, F, G, A, and B. For true music fans, it is possible to achieve a flatted or sharped tone by varying the embouchure used when sounding a horn.

The Wall of Songs: A 40'x10' portion of southeastern wall of the cave was flattened by Eustachius, who used it as a sort of blackboard on which to experiment with 'compositions' or note sequences. Two lumps of whitish chalk lie invitingly on the floor by the wall, and a long-decayed step ladder sits nearby. Some remnants of Eustachius's composing process are still legible on the wall. Two are notes written in a spidery Mithric hand: "*Compose swiftly, or face appropriate action!*" and "*Repetition does not equal music.*" One tonal sequence, named '*Restorative*', is also fully indicated: EEF+EAA-. The start of a second sequence, tantalizing entitled "*Eustachius's Lament*" is also present, although most has been erased: B-D-. For the effects of these sequences, see below. Full transcriptions of Eustachius's Lament (aka the Cantor's Lament) may be found at areas 3-57, 7-22, and 8-53.

The Lesser Heads: Each of the lesser heads is carved into one side of a rock pillar in the main cave. The heads vary in size, from 2' (the G-head) to 5' (the E-head) in height. Each is distinct in its facial features and expression, but all share a few features: 1) they do not resemble 'normal' Archontean sculpture, but instead appear more like the Olmec Colossal Heads (flat noses, wide eyes, thick lips); 2) whatever their expression, the lips of each are slightly pursed, allowing sound to emanate from within; 3) all are placed at a level 5' above the cave floor. Each head is connected by magic to one of the horns, and, as a result, each head only sings a single note.



Two of the lesser heads differ slightly from the others. The 'F-head' is not found on a free-standing pillar, but rather is carved onto an outcropping of the north wall of the cave. The 'G-head' is the most unusual, as it is carved into a pillar that rises from the center of a sinkhole extending 10' below the level of the cavern floor (cf. the sinkhole below).

The Great Head: This colossal boulder located in the southern portion of the cavern has been entirely shaped into another Olmec-style head. It has two oval eyes, a flattened nose, broad cheeks, and thick lips open in an 'o'. A band of some sort surrounds its head. The top of the boulder is flat. Via his sonic magic, Eustachius arranged it so that sequences of notes played by the horns and sounded by the lesser heads are sung forth in a melody by the Great Head. The great head's melodies vary slightly, but are typically mournful. It sings in a deep but sonorous bass tone. Should the Cantor's Lament be 'played' on the horns, the Great Head grinds forward, revealing the stairs to 8-149. The Great Head encases a giant chunk of **arcanum** (see new magic items); 3-12 turns of serious excavation on the head will reveal the arcanum.

The Sinkhole: The sinkhole around the G-tone lesser head is about 15' in diameter and 10' deep. The walls of the sinkhole are fairly sheer. At its base it opens into the tunnel network leading between 8-145 and 8-156. A noticeable breeze may be felt on the sinkhole floor, one that rises into the main cavern and helps activate the whispering fungus.

Effects Produced by Tone Sequences: As indicated above, sounding the horns in certain patterns produces 'songs' sung by the Great Head. As the possibilities for such composition are infinite, some guidelines for the GM are presented here. A few sequences are fixed, and produce the fixed effect noted below on Table 1. For all other note sequences, the GM must use some judgment. In general terms, Eustachius designed the system such that note sequences in major or 'happy' scales or modes produce positive effects, while those that are discordant or in minor keys/modes produce 'negative' effects. As players may not have much musical training or inclination, however, the GM has two ways to proceed when PCs produce a set of tones. If PCs hum a melody or even a specific song, the GM should judge whether that melody/song fragment is 'positive' or 'negative'; the GM can then select whichever effect seems appropriate from Table 2. If the players don't indicate a melody or song, or if they show little inclination to engage with the musical component, the GM can simply roll randomly to determine the effect produced by the PCs' composition.

Note: In Archontean notation, F+ is the same as the modern western F-sharp, while A- is the same as our A-flat.

Table 1: Fixed Effects of Certain Tone Sequences
The following effects are fixed (i.e., playing any of these sequences only produces the associated effect).

Sequence of Tones	Effect
Any single note (without producing another tone within 3 rounds)	The Great Head produces a loud raspberry sound
AA (or any sequence of As without other tones)	Opens door A in 8-147
BB	Opens door B in 8-147
CC	Opens door C in 8-147
DD	Opens door D in 8-147
EE	Opens door E in 8-147
FF	Opens door F in 8-147
GG	Opens door G in 8-147
Any combination of two or more notes sounded simultaneously (by several persons, of course)	Cacophony from the various Heads, plus doors 8-147A and 8-147E open simultaneously
B-D-F-D-E	The Cantor's Lament; the Great Head sings a wordless lament (to Trane's "Blue Train") after which the Great Head grinds forward, revealing the entry to 8-149
The GM can assign a specific effect to other fixed sequences	varies

Table 2: Randomized Effects of Tone Sequences

D20	Sequence of Tones	Effect
1-4	Generic 'happy song'	Either door 8-147 C (33%), door 8-147D (33%), or door 8-147E (33%) opens
5-8	Generic 'sad' song	Either door 8-147A (25%), 8-147B (25%), 8-147F (25%), or 8-147G (25%) opens
9-11	Intriguing song	Summons 1-3 aerodes (see new monsters). 25% chance they are hostile.
12	EEF+EAA- [Happy Birthday]	The Great Head chants a pleasing simple melody; all in hearing have 1-8 HP restored
13	CCDECED [Yankee doodle]	The Great Head hums a fast jaunty melody; marching speed of all increased by 30' (i.e., from 90' to 120', or 120' to 150') for 2-4 hours
14	DE+EFGG+ AB+ [Blue Monk]	Great Head sings a simple climbing harmonic sequence for 5 minutes; all in hearing are affected as if by a **heroism** potion.
15	EEFGGFE [Ode to Joy]	The Great Head sings a triumphant song for 10 minutes; all in hearing receive +2 to saves for 2-4 hours.
16	BABCDEC [So What]	The Great Head sings a repetitive loop that is highly syncopated. For the next 1-4 hours, whenever the PCs make a decision about which direction to take, the GM rolls it randomly as the characters 'naturally' don't seem to care. No mapping is possible, either.
17	CBAGGCBCGG [Don't Fear the Reaper]	The Great Head intones slow ominous tones. A pair of type III demons gate in to answer the summons! Type III demons: SZ L; AC -4; MV 90'; HD 10; HP 70, 59; #AT 5; DMG 2-12/2-12/1-3/1-3/2-5; darkness; fear; levitate; cause pyrotechnics; polymorph self; telekinese; gate another demon (30%).
18	BDDEEGF+ [Iron Man]	The Great Head breathes forth a cloud of poison gas that fills the grotto within 2 rounds and lasts for 2 turns. Save versus poison (at +1 bonus) or die; even those saving take 2-8 damage.
19	EGABAGA [Stayin' Alive]	The Great Head chants a swift disco beat, and all must save or dance, imposing a -2 penalty to all rolls for 2-4 turns. Also, a randomly-determined door in 8-147 opens.
20	Discordant overload	All doors in 8-147 open simultaneously

GM Note: The sequence called the Cantor's Lament may be discovered elsewhere, at areas 3-57, 7-22, and 8-53.

Inhabitants:
There is a 25% chance that the phase spider in 8-156 comes to investigate sounds of human activity, but only if more than six rounds have passed without music from the heads. For stats, see 8-156.

Treasure:
The **arcanum** (see new magic items) within the Great Head is 5' in diameter and weighs about 11,000 lb.

8-149: The Cantor's Rest

This cavern may only be accessed by playing the Cantor's Lament on the horns/heads in area 8-148; doing so causes the Great Head to grind forward, revealing the stairs down to this area.

The square cave within was Eustachius the cantor's private study and retreat. The walls are decorated with frescoes showing representations of aerodes (see new monsters), largely as shimmering butterflies in iridescent colors. An oak desk carved to make it look as if it were made of actual branches sits against the south wall; on it are sheaves of sheet music. A hammock has rotted in place along the east wall, and a set of simple pine chairs and tables lies in the center of the chamber. The west wall boasts a rack with several musical instruments: three buccinae, a pair of cithara, three

lyres, and two auloi. One of the cithara is **Eustachius's cithara** (see new magic items), and one of the auloi is an **aulos of frenzy** (see new magic items). By the entrance hallway is a stone chest: inside the chest are the following: a pouch with eight golden yellow topaz gems (500 gp each); an unusual set of ebony Archontean chess pieces, in which each of the usual figures carries a tiny gold instrument (cithara, lyre, aulos, etc.) (the set is worth 4,000 gp); a stack of twelve ancient octagonal platinum coins (see Arden Vul items); and a set of erotic earrings made of ivory and platinum (450 gp).

Treasure:
See text above.

8-150: Leather-Making Cave

This cave smells strongly of decaying animal tissue. Four natural pools are found along its walls. In its center are four frames made of bone and wood. Muq (8-151) stretches animal skins on the frames after working them over in the pools. As a result the pools are rather filthy and smell quite badly. At the far end of the cave is a pile of bones and rotting viscera; most of the bones are those of small animals like goats, lizards, and snakes.

Treasure:
One of the skins stretching on the rack is a basilisk skin that Muq is preparing for Cinna Minux (7-122); that skin is worth 325 gp. The other three skins are more mundane, and might fetch 25-75 gp each.

8-151: Muq's Cave

The western corridor is blocked by a latticework of wooden sticks, vines, and bits of debris (so as to deny the rust monsters at 8-140 entrance to this cave).

This cave is the home of an exiled lesser varumani (see new monsters) named Muq. More than fifteen ledges and niches are set into the walls of the cave, and Muq is adept at leaping between them (or from them!). He has two goats curing from hooks in the ceiling, and a pool of clear water in the northern niche. Hidden beneath a rock at the bottom of the pool is an iron box sealed with wax; in it are Muq's few valuables.

Muq lurks in the shadows on the wall, preferring to hide if visitors look dangerous. If discovered, he proves to be anxious and shifty, attempting to placate visitors with whatever information – even invented information – will get them to leave. He only fights if cornered.

Muq is a clan-brother and former friend of Gog (5-2); he provided false evidence to Varboka the thegn (7-30) implicating Gog in treason. Gog was duly exiled, but swiftly Muq was forced to flee as varumani public opinion turned against the snitch. Fearing for his life, Muq survives by spying for the vampire, Cinna Minux (7-122), who has charmed him and who brings him food and bits of information. Both Gog and Varboka would pay well for information about Muq's location (or news of his death).

Muq is afraid of Lugo and company (8-136), and would like to avoid them if possible.

Inhabitants:
1. **Muq**, **the lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 56; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

Treasure:
In Muq's sealed box are the following: a choker made of gold inset with onyx (2,200 gp); a pair of white pearls (100 gp each); a map of areas 7-10 to 7-33 etched on the back of a piece of leather, with area 7-31 marked with an 'X' and noted as 'treasure'; a tightly-wrapped packet of documents that prove Gog's innocence and Muq's culpability. The documents would exculpate Gog in the eyes of Varboka, and are thus valuable: Gog has little money, but would prove a valuable and eternal friend, while the thegn would offer 2,500 gp for them.

8-152: Destroyed Weapons Stash

The northwest lobe of this cave contains two rickety wooden racks, each of which was once filled with spears. The spears, which are not uniform but vary in size and material, lie broken in pieces about the cave. Graffiti in Mithric is scrawled across the western wall of the cave: "Let the enemy take notice! They won't be able to use this stuff now!" and "Marcus, optio X-S". Any Archonteans would recognize the 'X-S' abbreviation as meaning the Xth legion of heavy infantry (scutarii); Marcus was an optio (minor officer) in this legion in antiquity. Beneath the spears are the bones of a heqeti hopper (see new monsters).

8-153: Headless Statue

A rather lumpish, headless statue stands near the entrance to this small, muddy cave. It depicts a being with a squat torso, thick thighs, and human-esque arms that each hold a spear. It is, of course, a heqeti hopper. The head was struck off in antiquity and is lost. As a curiosity the statue might bring 200 gp to the statue brokers (AV-22). Buried in the muck at the foot of the statue, however, is a heqeti spore bomb (see Arden Vul items), wrapped carefully in a piece of lizard hide.

8-154: Cave with Small Cliff

This cave is relatively flat and dry. A small cliff (30' high) looks down from the southern corridor into area 8-156 (although a descending passage also allows access to that location). Signs of a recent feast are present: two skeletons of subterranean lizards that have been stripped of all edible meat and marrow, and a litter of empty stoneware jugs and bottles surround a small campfire. The fire is warm, but no longer active. The debris is a warning of the presence of the spriggans to the north.

8-155: Spriggan Trouble

The cavern is relatively flat, with a sandy floor; it is brightly lit by six torches thrust into the sand around its edges. Amid the torchlight six Arden Vul spriggans (see new monsters) are playing bocce with an assortment of skulls. They tethered their trained subterranean lizard to the floor while they play; the lizard carries thirty seven bottles of various sizes containing brandies, ales, and other liquors. The skulls are human, and one has two scrolls stuffed into it.

The spriggans were sent by a faerie lord to discover the fate of their comrades (7-62), who have been missing for more than

a millennium. Displeased with the assignment, they are easily distracted and quite content to dilly-dally, play games, sing songs, and chat with visitors. Eventually, after urging any visitors to drink and play with them, the spriggans will ask about the fate of their lost colleagues. Should the PCs have useful information (such as their location), this group will part as great friends, promising to 'put in a good word' with all other spriggans; in this case, the spriggans can warn their new friends about the 'demons who are not as they appear' (8-119 to 8-120) and can suggest that the 'shiny cave' (8-157) has good pickings for non-spriggans. Should the PCs have killed the other spriggans and admit it, this group attacks immediately. If the PCs have no information to report, there is a 50% chance that this group grows angry and attacks; otherwise they continue their game, ignoring the PCs. Should the PCs mention and/or sing the *Green Silken Robe* (see 7-62), these spriggans are impressed. They immediately drop what they're doing and join in, singing for 2-8 turns. The chance that they attack drops to 10%.

Half of their number has become radicalized. As a result, they left the search party and can be found at area 9-99.

Inhabitants:

1. **6 Arden Vul spriggans** (see new monsters): SZ S or L; AL CN; AC 4 (5); MV 90' (150'); HD 5 (8+3); HP 38 (63), 37 (62), 35 (60), 34 (61), 34 (59), 32 (57); #AT 1 (2); Dmg 2-5 (knife) or (2-12/2-12); MR 25%. Thief skills: PP 75%, OL 78%, FRT 70%, MS 77%, HS 64%, HN 35%, CW 81%, RL 40%. Special attacks: confusion 1/day. Special defenses: immune to poison, charm, and mind-affecting spells; healed by magic missiles. Special: grow to giant size; affect normal fires, faerie fire, trip, detect magic, shatter.
2. **1 trained**, **smallish** (15'-long), **subterranean lizard**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 37; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

Treasure:
The alcohol is usable, or could be sold for 275 gp. The scrolls are a **scroll of protection from earth elementals** and a spell scroll containing **Kentillian's abyssal ice** (see new magic items). Each spriggan carries a pouch with 25 sp, 75 gp, 15 pp, and a potion. The six potions are as follows: **potions of fire resistance**, **undead control**, **treasure finding**, **the berserk**, **deafening light**, and **hostile levitation** (for the last three, see new magic items).

8-156: Spider Cave

A phase spider makes its home in this tall (20') cave. The spider's web runs across the upper register of the cave, allowing it to drop down on unsuspecting prey as they cross below. A number of dead starlings (6-13) lie on the cave floor; inspection reveals they have been drained of their bodily fluids. The spider has no treasure. Occasionally it visits area 8-148 through the sinkhole, but is intimidated by the music of the Great Head; only if the sounds of prey moving in 8-148 persist for 6 rounds without any music might the spider move to investigate (25% chance).

Inhabitants:

1. **1 phase spider**: SZ L; AL N; AC 7; MV 60', 150' in web; HD 5+5; HP 38; #AT 1; Dmg 1-6. Special attacks: poison (-2 to saves). Special defenses: phasing.

8-157: Rudishva Retreat

This large chamber is constructed in the usual rudishva style: all edges rounded, octagonal black granite sheathing tiles, and a very clean, minimalist look.

A long, oval console and three stools stand against the east wall; all are made of white plasteel. In one of the stools is the desiccated corpse of a rudishva, still in his orange jumpsuit. The cause of his death is obvious, as a heqeti stone spear protrudes from his back. Three hammocks of sturdy flexible plastic hang from posts set into the curved northern wall. In one of them is a second corpse, also in orange jumpsuit and also bearing signs of violent attack. Five corpses of heqeti hoppers lie in the center of the chamber; they appear to have killed each other.

By the east wall are several white plasteel racks holding numerous pieces of rudishva gear, all of it smashed and useless, as well as a closed and keyed troll chest (see new technological items). The troll chest is keyed to the hand of the third rudishva corpse (see below); were explorers able to open the rudishva iris door and slay the slime zombie, they could use the desiccated hand of the rudishva to open the chest.

The door in the southern wall is a rudishva iris door, and only opens when a silver or yellow rudishva identity plaque is presented (see new technological items). The t-shaped area beyond it is similar in appearance, although the southern corridor fragment ends in jagged rock. To the west and east are niches for rudishva teleport nodes. Lying inert in the southern extension is a valuable rudishva tool, a mobile stone cutter (see new technological items).

Just inside the southern side of the door is the corpse of a third rudishva in an orange jumpsuit. The corpse's flesh within the jumpsuit is coated by a rust colored, gluey, non-motile, flesh-animating heqeti slime (see new monsters). The corpse rises as a heqeti slime zombie (see new monsters) if warm-blooded life is detected within 10'.

Backstory: Near the end of the period of rudishva hegemony, Captain Leil-Jor commanded three crewmembers of the Beacon to begin delving a new refuge here in the depths of the Nether Reaches. Those crewmen were overwhelmed and slain during the



heqeti surprise attack, as the kaliyani let their heqeti allies use the teleporter near 5-122 (that once led to T21) to assault this region. The leader of this three-man team was infected by the heqeti slime, but managed to shut the rudishva iris door after the hoppers, trapping them in the northern portion of the room as they slaughtered his comrades. The heqeti eventually took their own lives when they could not find an exit. A later heqeti rescue party dug the tunnel that now connects this chamber to the surrounding tunnel network, but they were too late to save their fellows.

Teleport Nodes:
The two nodes are not functional, even though both possess the standard 5'-diameter silvery circle on the floor and the companion 10"x10", rune-incised wall plaque. Both lead to areas that are now buried under tons of rubble. The western node (T21) once led to the now-destroyed kaliyani areas (near 5-122). The eastern node (T22) once led to an area with substantial **arcanum** and deuterium deposits that Captain Leil-Jor had just begun to develop in the months before the demise of the rudishva. Sadly, that new area suffered a cave-in in the intervening years, and the teleporter is thus currently inoperable. The new area provides a potential location for GM development; should the GM wish it, he/she could devise a new rudishva area to which T22 leads.

T21: inoperable (once led to an area near 5-122)
T22: inoperable

Inhabitants:
1. **1 heqeti slime zombie** (see new monsters): SZ M; AL N; AC 6; MV 60'; HD 4; HP 24; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.
2. **1 rust colored**, **gluey heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 0'; HD 2; HP 11; #AT 1; Dmg special. Special attacks: flesh-animating (covers flesh and kills victim in 4-7 rounds, then re-animates as a heqeti slime zombie - see new monsters); corrosive to leather. Special defenses: healed by electricity or lasers; slowed by cold.

Treasure:
Under the corpse and atop the console in the northern part of the chamber: a stun baton with rudishva lesser power supply (see new technological items).
On the third rudishva corpse: a silver rudishva identity plaque (see new technological items).
In the troll chest (keyed to the hand of the third rudishva): two rudishva breathers, a rudishva fire extinguisher, three rudishva stun grenades, a rudishva personal force shield, two full rudishva lesser power supplies, 30 Arden Vul cakes (see new technological items for all these items).
In the unfinished southern corridor: a mobile stone cutter with a greater rudishva power supply (75% charged) (see new technological items for both).

8-158: Heqeti Sign Mold

A patch of vermillion mold covers the southern half of this cavern. Motion with 10' of the mold causes the mold to adjust its hyphae to reveal a pictographic message: a crude heqeti hopper with an arrow pointing east. The mold is, in fact, a heqeti sign-mold (see new flora), placed here ages ago to direct lost heqeti to the staging ground at 8-162

8-159: Crossroads Cave with Pukel-mander

This deserted cave seems to have been partly worked in antiquity, and several broken bits of primitive mining equipment are scattered around (shovels, picks, etc.). The southern extension contains the remains of a heqeti **pukel-mander** (see new magic items). The head of the pukel-mander has been hacked off and lies on the sandy floor; excrement has been shoved into its eye holes, and crude graffiti in Mithric covers its torso (sample: 'back to the swamp, hoppers!' and 'teleport this!'). Needless to say the teleport function of the 'mander no longer functions. A piece of dirty linen thread runs across the floor of the chamber, leading towards both 8-160 and 8-161.

8-160: Deserted Cave

A whiff of a breeze from the west may be felt in this cave. The desiccated bodies of a dozen starlings summoned in antiquity from 8-147D lie on the floor. A dirty linen thread snakes towards the east (8-159); it eventually leads to 8-161.

8-161: Cave with Secret Door

One end of the linen thread found in 8-159 ends here, next to the corpse of an adventurer. The cave floor is sandy and shows much evidence of traffic, albeit very old traffic: drag marks, the footprints of heqeti hoppers, small bits of broken bone and stone, etc. A ranger notices this immediately; others have a 1 in 4 chance to spot the signs.

Secret Door (east): This rare heqeti secret door is normal to detect. Presenting a **tear of Kauket** (see new magic items) causes the door to swing open easily; otherwise, the door must be pried open using brute strength.

Treasure:
The corpse of the human adventurer holds a flask of oil, a bandoleer of throwing knives, a broken staff, a bulls-eye lantern, and a backpack with 537 ancient silver pennies (see Arden Vul items), a pair of silver earrings shaped like heqeti hoppers (125 gp), four red spinel gems (100 gp each), and a scroll with the following magic user spells: **wall of fire**, **extension II**, and **enchant an item**.

8-162: Hidden Heqeti Staging Area

This chamber is roughly hewn from the rock. As with all heqeti areas, the walls are pebbled and slightly oily. On the east wall are three large pieces of graffiti in Mithric: "Death to the hoppers!", "Life to the Xth!" [i.e., the Xth legion of heavy scutarii], and "We have disabled the damned wells. Let them try to flank us now!" The niches to the east hold heqeti teleport wells. A statue of a heqeti weaver stands at the north end, while several overturned equipment racks stand to the south. Broken equipment and the bones of numerous heqeti and humans line the floor. The bones come to life and attack once the room is entered.

Statue of Qisstep the Weaver: Qisstep the Weaver was one of the architects of the heqeti defeat of the rudishva. The statue is 6' tall and carved of granite, and shows Qisstep gesturing with a wand toward the secret door. As a weaver, Qisstep's features are close to human, albeit with noticeable amphibian overtones: his legs are slightly thickened, his face is flattened face, and he has a slit-nose and slightly too-large mouth. Qisstep's name is etched into the plinth in simple heqeti runes.

Equipment and Bones: The shattered equipment mostly includes stone- or steel-tipped spears, with a smattering of wooden or stone clubs and Archontean gladii. The bones are jumbled, but come to life once the chamber is entered. Searching the debris for at least two turns produces several intact mundane weapons as well as several enchanted items.

Heqeti Teleport Wells: Each well takes the form of a 7'-diameter circle of stone rising 3' above the floor. Unlike other wells, which contain an inky blackness, these are void of magical effects and simply extend 10' below the surface of the chamber floor. The bottom of each well, however, bears a carven image an amphibian head, with a 4"-diameter hole in the place of the mouth. The wells could be reactivated by dropping a **tear of Kauket** (see new magic items) into the appropriate mouth. If reactivated, the wells connect to 10-24.

Inhabitants:
1. **10 skeletal wights** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 5+1; HP 38(x3), 35(x4), 29(x3); #AT 1; Dmg 3-9. Special attacks: energy drain. Special defenses: successful energy drain heals 3-9 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghasts.
2. **10 zhoul** (see new monsters), from the legionaries' corpses: SZ M; AL N; AC 6; MV 120'; HD 4; HP 30, 28, 28, 25, 25, 23, 23, 21, 21, 18; #AT 1; Dmg 3-12; MR 10%. Special defenses: immune to charm, hold, sleep, and cold; turned as ghasts.

Treasure:
Amid the litter: three intact heqeti spears, an intact stone club, a pair of fine gladii, **Qisstep's spear** (see new magic items), an enchanted gladius (**short sword +3**), four **tears of Kauket** (see new magic items), and a **heqeti spore bomb** (see new magic items) concealed in a backpack (there is a 20% chance the spore bomb activates when/if the backpack is handled).

8-163: Cave with Concealed Door

This empty cave has a moist, muddy floor. The south wall is covered with another patch of vermillion heqeti sign mold (see new flora). Approaching it causes the mold to form two pictographs: a crude spear pointing west, and an image of a heqeti hopper.

The mold also covers a small (3'-diameter) hole in the south wall. The hole is a concealed entrance to the tunnel leading to 8-159.

8-164: Watery Cave

This 50'-tall cave is full of water up to a level 30' above its floor. The tunnel to the south (towards 8-163) is found just at the water level. The tunnel to the north opens 10' above the cave floor and is thus fully submerged; it slopes downward to 8-166.

The water is not fully stagnant, but is also not running. The surface of the pool is dotted with cave lilies (see new flora). The spores of the cave lily, of course, cause intense euphoria, making swimming among the lilies highly dangerous. Those swimming must either consciously say they are avoiding the lilies's bulbs or roll 4d6 under DEX to avoid them. If a lily releases its seeds, those within 15' must save vs poison or fall into a soporific state; in such a state they will immediately sink and will drown in 3-6 rounds unless pulled out by comrades.

This cave is part of the territory of the giant snapping turtle that resides in 8-166. There is a 25% chance that the turtle is present in 8-166 at any given moment. If not present, it will still arrive from 8-166 within 2-5 rounds if it hears noise (like swimming, or the bodies of anesthetized swimmers dropping to the cave floor). The turtle is immune to the cave lilies.

The floor of this cave holds a scattering of bones as well as some treasure from previous victims of the lilies and the turtle.

Inhabitants:
1. **Giant snapping turtle** (25%): see stats at 8-166

Treasure:
Two 5-lb bars of platinum (1,250 gp each); 2 **darts of sleeping** (see new magic items); and a **jade cup of life restoration** with 2 charges remaining (see new magic items).

8-165: Looted Tomb of Qisstep the Weaver

Secret Door (east): This door is normal to find. It hangs on a pivot and opens by pushing hard on its right side.

A second, normal stone door leads to the tomb of the heqeti weaver, Qisstep. Tomb robbers will be disappointed, however, as the interior door rests crazily on its hinges; it was clearly broken down in antiquity.

The original heqeti frescoes have been utterly destroyed, with images hacked out and various curses scribed (in Mithric) all over the wall (sample: "Lucius took a dump here!" and "May Osiris keep the slimy ones from passing the veil").

To the south is a mortuary altar in the heqeti style, formed of red obsidian and with a shallow basin in which the ashes of the deceased were placed. Although no ashes are present in the basin, it seems that Lucius was true to his word. To the north is a statue of Qisstep, looking much like that at 8-162: he stands on relatively human-looking legs, and was originally pointing a wand at the door. The head and both arms have been knocked off, however.

Amid the general debris and litter are several fittings marked with the Archontean numeral, 'X': it is a sign that a spathos of the Xth legion was quartered here briefly during the heqeti wars.

For all of their destruction, the legionaries did not locate a hidden compartment in the plinth to Qisstep's statue. The compartment is protected by an ancient poison needle (50% chance it still works): those stuck must save vs poison or suffering a wasting disease (CON diminishes by 1, and HP by 10%, each week until death or until the disease is cured). Inside the compartment is **Qisstep's ring** (see new magic items) and a necklace made of jade, coral, and shark teeth (550 gp).

8-166: Water-filled Chasm

A deep chasm filled with cold, slightly stagnant water bisects this large cavern. The water-filled chasm extends 50' below the floor of the western ledge; the eastern ledge is 30' taller than the western one. The pool is filled with the strange fungi known as cave lilies (see new flora), whose spores cause motion-freezing euphoria. Swimmers must either move extremely carefully while consciously avoiding the bulbs, or successfully roll 4d6 under DEX to avoid touching a bulb. A burst bulb releases its spores in a 15' radius, causing all within to save vs poison or sink into a catatonic state (and thereby probably drowning within 3-6 rounds).

The cave is also home to a large and very hungry giant snapping

turtle that alternates hibernation with feasting on incautious spelunkers. The turtle is 75% likely to be present here (otherwise it will be in 8-164); it is immune to the cave lilies.

Inhabitants:
1. **1 giant snapping turtle**: SZ L; AL N; AC 5 (0); MV 30', 20' swimming; HD 10; HP 62; #AT 1; Dmg 6-24. Special attacks: surprise on 1-4.

8-166A: Hidden Spring

Down the submerged tunnel is a spring that feeds fresh water into the caves at 8-164 and 8-166. The spring takes the form of a slow leak through a narrow crack, and is not traversable.

8-167: Deep Cave

The entrance ledge drops 20' to the cave floor below. On the floor of the cave are the corpses of several animals who fell into this pit. Beneath them, and invisible to casual sight, is the skeletal corpse of an Archontean scholar who, having overindulged in wine, also fell into the pit and died of his injuries. The scholar still wears a **ring of fire resistance** and carries a small wooden coffer carved with scenes of Archontean justice. The coffer contains two rudishva breathers (see new technological items) and a slate tablet with the following notes, in Mithric: "*The crystal guardians completely ignore us, save when we attempt to harvest the giant crystal columns. We need more resources, better defenses, and stronger protection against the environment within.*"

Treasure:
Two rudishva breathers (see new technological items).

8-168: Archontean Corridor Fragment

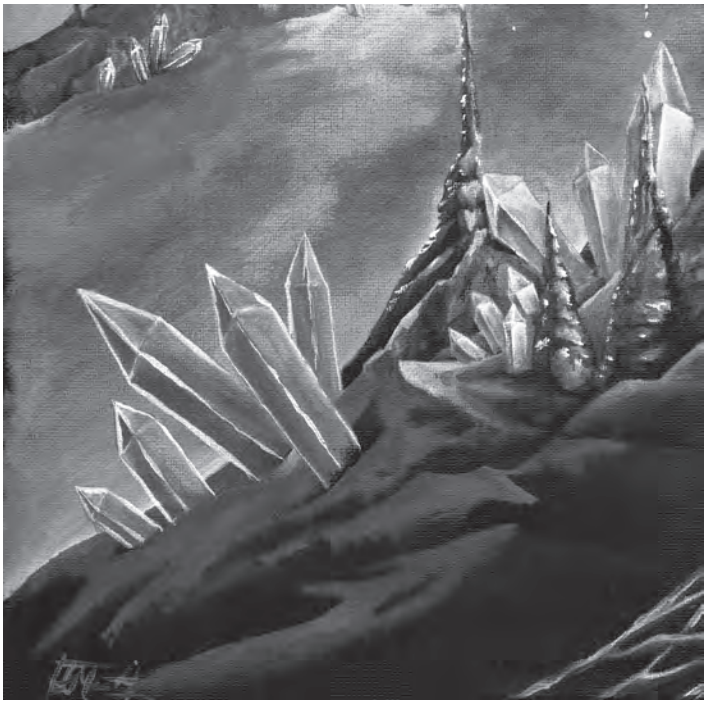
This worked section of hallway is palpably warm and humid. A plaque hammered to the wall reads, in Mithric: "*Do not proceed past the environment veil without proper protection. Their language remains elusive. Those without authorization may be trapped.*" Scholars in the late Archontean period began to finish this section of tunnel in preparation to a full-scale exploitation of area 8-169.

The northern niche contains a 5'-diameter circle of rose quartz set in the floor: the destination point for the teleporter at 8-7F.

The southern passage is blocked by a special, permanent **wall of force**; it allows passage into area 8-169, but only allows passage back to 8-168 to those who know the password ("open", in Mithric).

8-169: Crystalline Cave

This huge cave is 80' tall; the entrance ledge protrudes at a point 60' above the cavern floor. The cavern combines several unusual geological features. First, it is extremely hot and humid (~130F and close to 100% humidity), making exertion quite difficult (movement halved, all combat rolls at -2). Second, colossal columns of light-orange-colored gypsum imbued with **arcanum** (see new magic items) crisscross the bulk of the chamber. Third, the cavern is filled with bathtub-hot water up to a point 20' below the ceiling; explorers will need to swim among the giant columns to explore the cave. Fourth, six large (8'- to 10'-diameter) pockets of raw **arcanum** (indicated by capital As on the map,) are buried among the gypsum columns. And fifth, the infusion of **arcanum** in the gypsum causes the columns to give off a dull, orange glow.



Amid the gypsum columns move four regular and two large selenite guardians. They politely request that intruders depart, although their language is utterly foreign and can only be deciphered by magic. Should intruders not depart within a turn, the selenite guardians move to defend their 'garden.'

Inhabitants:
1. **4 selenite guardians** (see new monsters): SZ M; AL N; AC 2; MV 30' on dirt, 60' on selenite; HD 6; HP 41, 37, 36, 34; #AT 2; Dmg 2-8/2-8. Special defenses: regenerate 2 HP/round near selenite; immune to fire and water; take only 1 HP from edged weapons.
2. **2 large selenite guardians** (see new monsters): SZ M; AL N; AC 2; MV 30' on dirt, 60' on selenite; HD 9; HP 65, 59; #AT 2; Dmg 2-16/2-16. Special defenses: regenerate 2 HP/round near selenite; immune to fire and water; take only 1 HP from edged weapons.

Treasure:
Six large pockets of raw **arcanum** (see new magic items).
The **arcanum**-infused crystalline columns can be distilled at area SL13-37 to form more raw **arcanum**.
The corpses of any slain selenite guardians produce 6-600 gp worth of selenite crystals.

8-170: Tunnel to Unmapped Area

The destination of this tunnel is left to the GM to devise. It most certainly leads, at least indirectly, to a dwelling of the selenite guardians, deep below the earth. Perhaps it also leads to the subterranean realms of dwarves, gnomes, and dark elves? Of course, the tunnel can simply be a dead end if preferred.

8-171: Tunnel to Nowhere

Currently this tunnel ends in a cave-in. It does, however, provide the GM with an opportunity for expansion, should such expansion be desired. In such cases, the tunnel could lead to other, unexplored areas of the Halls, or even directly to the Underearth.



LEVEL 9: THE FLOOR OF THE GREAT CHASM

The focus of this level is the enormous cavern lying at the base of the Great Chasm that extends throughout Arden Vul. Surrounding cave systems and a handful of isolated and (mostly) abandoned outposts of the ancient occupants of Arden Vul provide additional interest. The western half of this enormous cavern has no roof, and intrepid explorers are thus capable of accessing Level 9 from any of the upper levels that open into the chasm. The eastern portion of the cavern, however, is enclosed, with a 50' ceiling soaring over the cavern floor. The floor of the cavern is mostly taken up by groves of colossal mushrooms, groves that are split into northern and southern halves by the lake formed by the two waterfalls falling from the upper levels. An underground river, the Rimpled Run, exits the cavern to the north (9-127, 9-141). The central cavern is home to all manner of monsters, including a vicious band of quicklings (9-4, 9-13 to 9-15).

Over the millennia all intelligent species have attempted to impose their will on the level, and thus remnants of heqeti, rudishva, Archontean, and Sortian building programs may be found branching out from the cavern walls. Some of these ancient, and other more modern, groups have begun to re-colonize the cavern floor, although to date only in cautious, exploratory ways. The heqeti have occupied the chambers leading to Level 10 (areas 9-76 to 9-82), and regularly hunt in the fungal forests. The kaliyani have sent an exploration team from Sub-Level 9 (9-118). The varumani not only hunt in the mushroom groves but have also established a silver mining operation to the south of the cavern (9-20 to 9-27). Finally, the Priscians have recently reoccupied the old (and hidden) Sortian compound (9-58 to 9-64). Other, older threats still exist in the ruins, including a camp of deadly demonic huntsmen (9-50), a tower occupied by ogre magi (9-70), the heqeti Old Father (9-126), a vengeance spirit of Sekhmet (9-104), and an Archontean-era lich (9-55).

General Construction Notes:

Heqeti areas: 9-31 to 9-48, 9-76 to 9-82, 9-108 to 9-126.
Rudishva areas: 9-29 to 9-30, 9-88 to 9-97.
Archontean areas: 9-58 to 9-64, 9-98, and 9-100 to 9-107.

Important NPCs

Rí Mear, lord of the quicklings (9-14)
Prayaska, true varumani mine boss (9-22)
Cenwulf the Unseen, 8th-level illusionist, and leader of the Priscian expeditionary team (9-31)
Vingalok, niravairi member of the Order of Planar Explorers (9-48)
Syagria Aitón, lich (9-55)
Jaracondus the Sprightly, second in command of the Priscians in Arden Vul (9-63)
Nerub Null, archmage and leader of the Priscians (9-64)
Walid, chief of the ogre magi (9-70)
Celsus Torquatius, a vengeance aspect of Sekhmet (9-104)
Rivvep, kaliyani sorcerer and leader of exploration team (9-118)

Significant Regions of Level 9

1. The Floor of the Chasm (areas 9-1 to 9-12, 9-16, 9-49 to 9-51, 9-65 to 9-67, 9-70 to 9-76, 9-83 to 9-87, 9-98, 9-108)

The Great Chasm extends downward from Level 2 through most of Arden Vul before ending here, in a massive cavern. The cavern is defined by the twin waterfalls that fall from the upper levels (9-66, 9-67) into a lake (9-65) before draining to the north in an underground river called the Rimpled Run (9-71). The western part of the region, around the lake and waterfalls, has no ceiling; to the north and east, however, the cavern has a ceiling that averages about 30' in height. North and south of the lake are extensive groves of giant mushrooms, amid which a variety of monsters thrive.

Factions: No faction controls the chasm floor, although the quicklings (9-4, 9-13 to 9-15) are active in the southern mushroom groves, and the ogre magi (9-70) and the aroksachaul (9-50) regularly hunt throughout the region.

Construction: The worked stone present in this region is very old, typically of either heqeti (9-75 and 9-76) or ancient Archontean (9-70) construction.

Environment: The region is generally humid and warm, thanks to the waterfalls (9-66 and 9-67) and plant life. The noise of the waterfalls falling into the lake (9-65) makes is easier to surprise foes; chances increase by 1 within 50' of the lake shore. Phosphorescence from the mushroom groves north and south of the lake provides dim light.

2. The Silver Mine (9-19 to 9-27)

The varumani have mined this series of caves and tunnels for silver for centuries. The miners are efficient and uninterested in talking or plotting (although the mine boss has been skimming silver from the operation). The region is defended to the north by a natural choke-point, where the varumani have built a defensive wall (9-21). Some of the mine tunnels lead upwards to the varumani regions of Level 7.

Factions: The varumani fully control this region, and are quick to eliminate any threats in the form of monsters, other factions, or foolish adventurers.

Construction: The only piece of construction is the varumani-built defensive wall at 9-21.

Environment: The region is cool and dry.

3. The Priscian Compound (9-58 to 9-64A)

A small, secret outpost delved in antiquity by the Sortians (see World of Archontos appendix) defines this region. The outpost remained hidden from the imperial administration thanks to illusions cast at area 9-58 and to the Sortians' unique teleportation system that makes use of Sortian eyes (see new magic items). The modern Priscians, who somewhat disingenuously claim to be descendants of the Sortians, reclaimed the outpost a few decades ago when the Priscian archmage Nerub Null (9-64) rediscovered it. So long as it remains secret, the outpost provides a safe refuge for Priscian exploration teams; it contains residences, storage halls, a means of teleporting to other Sortian areas, and, perhaps most significantly, the arcanum forge (9-60). The Priscians have restored the forge, which has allowed them to begin making some of the legendary Sortian equipment; as yet, however, they have not fully mastered the forge's secrets.

Factions: The region is fully controlled by the Priscians.

Construction: Construction is in the late classical style of the Archontean empire, although the Priscians have modernized it.

Environment: Normal dungeon conditions apply here.

4. The Rudishva Bastion (9-89 to 9-97)

This ultra-secret region was the command post for rudishva operations in Arden Vul and served as the residence for the bridge crew of the Beacon. It is has remained secret for 2,800 years because it is extremely difficult to access. The transit shaft (9-91), which extends downward from Level 5 to this location, provides the most likely access route. A 'back door' at area 9-88 provides the only other point of entry, but a combination of clever concealment and still-operative rudishva point defense arrays (see new technological items) has kept this route secret as well. As a result, the bastion is in excellent condition; several important secrets, including the propulsion formula that might allow the rudishva shuttle (SL13-37) to fly between the stars, may be found here.

Factions: No faction controls this area, as no living souls have visited it in several millennia.

Construction: The entire region is rudishva construction.

Environment: The region is dry and cool.

5. The Praitorion (9-100 to 9-107)

A once-important, if seldom-visited and poorly-understood, region of Arden Vul, this small complex was built in the aftermath of Archon Marius's conquest of the heqeti. It served as a command center and forward position from which to watch for heqeti recrudescence. Over the centuries, as the heqeti threat receded into legend, the Praitorion came to serve a mostly ceremonial role as a symbol of Archontean glory. It was also by tradition the complex in which one of the great items of archonal regalia, the tablet of the Beacon (see 9-107) was housed. Although it is assumed that the tablet was lost during the Archontean retreat some 1,200 years ago, the tablet still rests in its reliquary, where it is guarded by Celsus Torquatius, a fearsome vengeance aspect of Sekhmet (9-104).

Factions: No faction controls the region, and few visit it due to the formidable power of Celsus Torquatius.

Construction: The entire area is Archontean construction.

Environment: The region is dry and cool.

6. The Silent Canyon (9-109 to 9-126)

This region was one of the first settled by the heqeti in the distant past. Their dwellings were built along the side walls of a tall, narrow cave, whose dimensions make it appear to be a canyon. Ritual and public spaces were built into the rock to the south of the canyon. The region has been unoccupied for almost 3,000 years, since the rudishva newcomers slew the heqeti living in the canyon and concealed the entire region behind a secret door (9-108). Those ancient heqeti still haunt the region as a form of undead known as the heqeti old ones, under the domination of a powerful undead spirit, the Old Father (9-126). As the Archonteans never discovered the region, it has lain silent for centuries.

Factions: No faction controls this region. A team of kaliyani has just entered the region for the purpose of exploration (9-118).

Construction: The dwellings along the canyon proper are built of drystone flint walls. The delved areas (9-120 to 9-126) are of typical heqeti construction.

Environment: The region is dry and cool.

Access and Egress

To Levels 2, 3, 5, 6, 7, 8: Great Chasm at 9-1, leading up to 2-63A, 3-38, 5-34, 6-108, 7-3, and 8-2
To Level 5: tunnel at 9-35, leading up to 5-52B
To Levels 5, 6, and 7: the Great Pillar at 9-30, leading up to 5-138, 6-103, and 7-37
To Levels 5, 6, and 7: transit shaft at 9-91, leading up to 5-84, 6-164 and 7-146
To Level 6: tunnel at 9-39, leading up to 6-112A
To Level 7: the Dread Risers at 9-2, leading up to 7-2
To Level 7: tunnel at 9-27, leading up to 7-52
To Level 7: tunnel at 9-41, leading up to 7-64
To Level 7: corridor at 9-101, leading up to 7-136
To Level 7: stairs at 9-86, leading up to 7-147
To Level 8: tunnel at 9-57, leading up to 8-23
To Level 8: tunnel at 9-139, leading up to 8-95A
To Level 8: tunnel at 9-147, leading up to 8-119
To Level 8: tunnel at 9-150, leading up to 8-110
To Level 8: rudishva teleporter (T19) at 9-97, leading to 8-52
To Level 10: corridor at 9-82, leading down to 10-1
To Level 10: river at 9-141, leading down to 10-31

To Sub-Level 2: tunnel at 9-131, leading up to SL2-6
To Sub-Level 6: stairs at 9-125, leading up to SL6-4A

To Sub-Level 9: tunnel at 9-119, leading up to SL9-37
To Sub-Level 10A: tunnel at 9-99A, leading up to SL10A-8
To Sub-Level 13: tunnel at 9-44, leading up to SL13-32
To Sub-Level 13: rudishva teleporter (T20) at 9-97, leading to SL13-38
To Sub-Level 14: rudishva teleporter (T24) at 9-97, leading to SL14-7

Teleport Destinations on Level 9:

To 9-40: **pukel-manders** (see new magic items) at 2-49, 2-56C, 3-11, 4-74, 4-151A, 5-104, 6-107, 6-165, 8-26, SL5-28

Random Encounters

1. Areas with No Random Encounters

(9-21 to 9-27, 9-29 to 9-30, 9-78 to 9-82, 9-89 to 9-97, 9-100 to 9-107)

2. The Southern Mushroom Groves (9-2 to 9-12, 9-16 to 9-20, 9-31 to 9-40)

A check for an encounter should be made every three turns, with a 1 in 6 chance for success.

D20	Encounter
1-2	An item plummets from somewhere high above. All PCs must roll 4d6 under DEX. The one failing by the largest amount is struck by the object for 3-18 HP damage. If all pass the check, the object is merely an unpleasant liquid which coats all. Thrown objects are 90% junk (rocks, broken mundane objects, etc.), but there is a 10% chance it is interesting or valuable (GM's choice). If PCs are not in the western portion of the cavern (i.e., west of the dotted line), ignore this result and use the next one on the table.
3-7	A strike force of 4 quicklings: SZ S; AL CE; AC -3; MV 960'; HD 1 ½; HP 11, 10, 9, 7; #AT 3; Dmg 1-4/1-4/1-4. Special defenses: save as 19th-level clerics; never surprised; 90% invisible when moving, 100% when motionless; impossible to surprise. Special: ventriloquism, forget, levitate, shatter, dig, and fire charm. There is a 33% chance that any given quickling has coated his/her dagger with spider venom. One of the team has 2-4 skulls filled with acid (2-8 HP, 1 HP splash) attached to his/her belt.
8	1 ogre mage from the Tower of Walid (9-70): SZ L; AL CE; AC 4; MV 90', 150' flying (Class B); HD 5+2; HP 34; #AT 1; Dmg 1-12 or by weapon. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form. He is traveling swiftly and invisibly due to the threat posed by the aroksachaul (see new monsters)
9-11	1-3 giant spiders: SZ L; AL CE; AC 4; MV 30', 120' in web; HD 4+4; HP 32, 29, 25; #AT 1; Dmg 2-8. Special attacks: poison.
12-13	2-3 true varumani (see new monsters) from the Hunters' Lodge (7-14): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 61, 59, 58; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail. One of the three has 3 vials of hunter's friend (see Arden Vul items). There is a 33% chance that 1 of the encountered varumani is one of the named hunters from 7-14. The hunters are either hunting a trophy or food (50%), or returning with a trophy or food (50%)
14-15	2 renegade bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 51; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
16	Two of the Priscians from area 9-62 (GM's choice of which), cautiously scouting the area. See stats at 9-62
17	A single aroksachaul (see new monsters) from area 9-50, with 2 yeth hounds. 1. 1 aroksachaul (see new monsters): SZ L; AC CE; AC 0; MV 120', 270' flying (Class C); HD 7+7; HP 48; #AT 2; Dmg 1-4/1-4 or 3-5/4-12 (**whip +2/bastard sword +2**), or 4-9 (short bow with **arrows of striking**); MR 55%. Continual abilites: infravision; extraordinary senses. Special attacks: wield two weapons without penalty; only -1 to hit invisible creatures; cause fear; create darkness 10' radius. Special defenses: +2 or better weapons to hit; half damage from cold, electricity, fire and gas. Special: teleport without error; detect magic; read languages; dispel magic; levitate; telekinesis; gate in another aroksachaul or a type I-III demon (50%). Possessions: **whip +2**; **bastard sword +2**; short bow and 12 **arrows of striking** (see new magic items). 2. 2 yeth hounds: SZ L; AL NE; AC 0; MV 150', 270' (Class B); HD 3+3; HP 19, 18; #AT 1; Dmg 2-8. Special attacks: fear. Special defenses: silver, or +1 weapons or better to hit (damage taken is 1 per magical plus, or 1 for silver weapons)
18-19	A pod of chasm cephalopods (see new monsters): 1. 5 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 29, 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4 2. 1 large chasm cephalopod (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 42; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell
20	Roll on Great Chasm Table (see 9-1)

3. The Northern Mushroom Groves (9-73 to 9-77, 9-83 to 9-86, 9-98, 9-99, 9-108)

Checks should be made every three turns, with a 1 in 6 chance for an encounter.

D30	Encounter
1-3	2-5 corporeal undead raised by Celsus Torquatius (see 9-104). Roll d6 for type: 1-2=zombies, 3-4=ghouls, 5-6=ghasts 1. 2-5 zombies: SZ M; AL N; AC 8; MV 60'; HD 2; HP 15, 11, 10, 9, 8; #AT 1; Dmg 1-8. Special: always strike last 2. 2-5 ghouls: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm. 3. 2-5 ghasts: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 25, 24, 23, 19
4-7	Small vermin. Roll d6 for type: 1=giant rats, 2-3=giant centipedes, 4-5=fire beetles 6=large spiders 1. 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 2. 12 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 10, 9, 9, 8, 8, 7, 7, 6, 5, 4, 4, 3; #AT 1; Dmg 2-8 3. 3-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 4. 10 large spiders: SZ S; AL N; AC 8; MV 60', 150' in web; HD 1+1; HP 7, 7, 6(x3), 5, 5, 4(x3), 3; #AT 1; Dmg 1. Special attacks: poison (+2 to saves).
8	A single aroksachaul with 2 yeth hounds (from 9-50): 1. 1 aroksachaul (see new monsters): SZ L; AC CE; AC 0; MV 120', 270' flying (Class C); HD 7+7; HP 48; #AT 2; Dmg 1-4/1-4 or 3-5/4-12 (**whip +2**/**bastard sword +2**), or 4-9 (short bow with **arrows of striking**); MR 55%. Continual abilites: infravision; extraordinary senses. Special attacks: wield two weapons without penalty; only -1 to hit invisible creatures; cause fear; create darkness 10' radius. Special defenses: +2 or better weapons to hit; half damage from cold, electricity, fire and gas. Special: teleport without error; detect magic; read languages; dispel magic; levitate; telekinesis; gate in another aroksachaul or a type I-III demon (50%). Possessions: **whip +2**; **bastard sword +2**; short bow and 12 **arrows of striking** (see new magic items). 2. 2 yeth hounds: SZ L; AL NE; AC 0; MV 150', 270' (Class B); HD 3+3; HP 19, 18; #AT 1; Dmg 2-8. Special attacks: fear. Special defenses: silver, or +1 weapons or better to hit (damage taken is 1 per magical plus, or 1 for silver weapons)
9-10	1-3 land urchins (see 9-83): SZ S; AL N; AC 3; MV 120'; HD 3+3; HP 22, 20, 19; #AT 2-12; Dmg 1-2(x12). Special attacks: paralysis. Special defenses: gas cloud.
11-12	4-6 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 55, 53, 50, 49, 48; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison. These creatures have descended the stair at 9-86 either for a temporary visit (33%) or to join the renegades at 9-8 (66%)
13-15	1-3 true varumani hunters (see new monsters) from the Hunters' Lodge (7-14): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60, 59, 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail. One of the three has 3 vials of hunter's friend (see Arden Vul items). There is a 33% chance that each of the encountered varumani is one of the named hunters from 7-14. The hunters are either hunting for a trophy or food (50%), or returning with a trophy or food (50%)
16-17	An item plummets from somewhere high above. All PCs must roll 4d6 under DEX. The one failing by the largest amount is struck by the object for 3-18 HP damage. If all pass the check, the object is merely an unpleasant liquid which coats all. Thrown objects are 90% junk (rocks, broken mundane objects, etc.), but there is a 10% chance it is interesting or valuable (GM's choice). If PCs are not in the western portion of the cavern (i.e., west of the dotted line), ignore this result and use the next one on the table.
18-19	9-12 baindara (see new monsters): SZ S; AL N; AC 8; MV 150', 150' gliding; HD 1-1; HP 4(x3), 3(x3), 2(x3), 1(x3); #AT 1; Dmg 1-2. Unless appeased quickly by food or slain outright, the baindara are likely to chatter loudly, making the chance for a random encounter 2 in 6 for the next 3 turns.
20	1-2 Arden Vul spriggans (see new monsters): SZ S or L; AL CN; AC 4 (5); MV 90' (150'); HD 5 (8+3); HP 34 (61), 31 (59); #AT 1 (2); Dmg 2-5 (knife) or (2-12/2-12); MR 25%. Thief skills: PP 75%, OL 78%, FRT 70%, MS 77%, HS 64%, HN 35%, CW 81%, RL 40%. Special attacks: confusion 1/day. Special defenses: immune to poison, charm, and mind-affecting spells; healed by magic missiles. Special: grow to giant size; affect normal fires, faerie fire, trip, detect magic, shatter. These spriggans come from the radicalized group found at area 9-99; casualties taken here should be subtracted from the roster at 9-99
21-22	3 shriekers: SZ L; AL N; AC 7; MV 10'; HD 3; HP 18, 15, 13; #AT 0; Dmg nil. Special attacks: noise. Unless silenced swiftly (within 2 rounds), the shriekers are 50% likely to attract a shambling mound within 3 rounds (see next entry)
23-24	One of the shambling mounds that stalks the northern groves (see 9-83): SZ L; AL N; AC 0; HD 10; HP 72; #AT 2; Dmg 2-16/2-16. Special attacks: suffocation. Special defenses: immune to fire; lightning causes it to grow; cold does ½ or no damage

25-26	1-3 tenebrous worms (see 9-83): SZ M; AL N; AC 1; MV 150'; HD 10; HP 70, 63, 59; #AT 1; Dmg 2-20. Special attacks: acid. Special defenses: poison bristles
27	2 heqeti chosen (see new monsters), as 6th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 40, 37; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. The spears of the chosen are smeared with Kauket's vision (see Arden Vul items)
28	1 ogre mage from the Tower of Walid (9-70): SZ L; AL CE; AC 4; MV 90', 150' flying (Class B); HD 5+2; HP 34; #AT 1; Dmg 1-12 or by weapon. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form. He is traveling swiftly and invisibly due to the threat posed by the aroksachaul (see new monsters)
29	A pod of one large and five medium chasm cephalopods (see new monsters): 1. 5 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 29, 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4 2. 1 large chasm cephalopod (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 42; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell
30	Roll on the Great Chasm encounter chart (see 9-1)

4. The Silent Canyon (9-108 to 9-126)

Checks should be made every two turns, with a 2 in 10 chance for an encounter.

All random encounters will be 3-6 heqeti old ones (see new monsters), which clamber out of the sand of the canyon to assault intruders: SZ M; AL CE; AC 3; MV 90'; HD 6+6; HP 47, 45, 40, 39, 38, 37; #AT 1 Dmg 3-12. Special attacks: leap; cursed tongue. Special defenses: turned as spectres; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells. So long as the Old Father (see 9-126) still 'lives', there is an infinite supply of heqeti old ones. Should he be slain, then only 18 more can rise from the sands as random encounters.

5. The Rimpled Run and the River Caves (9-71, 9-127 to 9-150)

Checks are made every 4 turns, with a 1 in 8 chance for an encounter.

Should one be indicated, the GM should select the encounter based on the location of the PCs. If appropriate (i.e., if the PCs are in areas 9-140 to 9-150), the encounter might be with a hydra from 9-143 (25%) or 3-6 of the cave skinks (see new monsters) from areas 9-144 to 9-146). Otherwise, the GM should roll on the encounter chart for either of the mushroom groves (see above).

6. The Rudishva Bastion (9-89, 9-90, 9-93, 9-96, 9-97)

There is only one possible random encounter here, namely the harmless rudishva dust ionizer (see new technological items). Initially the ionizer is located at area 9-93A, but it slowly moves in a clockwise route through the accessible areas of the Bastion on its six-hour cleaning routine. PCs may hear the whine and light trundle of its trackballs. Although possibly alarming, the ionizer is completely harmless.

Level Key

9-1: Great Cavern at the Foot of the Great Chasm

One of the iconic features of the Halls, this massive fissure extends through most of the dungeon levels and provides a sure, if difficult, means of vertical navigation of the Halls. The fissure is generally shaped like a triangular prism, with its apex about 50' above Level 2. The prism extends downward 1,600' through the Halls until it levels out at the floor of the chasm (9-1) hundreds of feet below.

The Great Chasm bottoms out here. The foot of the chasm is an enormous cavern, some 600'x 450' in size, one that spreads out beyond the vertical part of the chasm to encompass surrounding caves and worked areas. Two waterfalls, one from 5-2A and the other from 6-6A, combine here to form a large lake, out of which a river flows to areas further underground. Given the presence of the waterfalls, the entire level is noisy and humid; indeed, it is difficult to hear or speak around the lake due to the noise. Phosphorescence from the mushroom groves provides a dim light to illuminate most of the central cavern. Individual features of the cavern, such as the two mushroom groves, the effluent canals, the plateaus, and the seeing chair, are described separately.

The western portions of the great cavern (west of the dotted line on the map) have no ceiling, as the chasm rises above them all the way to Level 2. East of the dotted line on the map, however, the cavern does have a ceiling; it is roughly 50' tall, that is, 50' above the level of the lake.

GM Note: The floor of the chasm can be altered by destroying the dam at SL6-25. In this case, a massive amount of water will flow down the spillway and cause the waterfall from 6-6A to become a raging torrent for several hours. This influx of water will raise the water level by 15' for a period of 7-10 hours. During this time period, the midden (9-87), the muck fields (9-7), the berm (9-9), the sluice gate (9-10), and a swathe of the mushroom fields (in area 9-4, a zone from the lake to area 9-6; in area 9-83, a zone from the lake to 9-76) will be swept clear of anything that is not stone. After the lake resumes its normal level, these areas will be covered with a layer of muck.

Those who can fly or climb long distances can follow the chasm upwards to 8-2, 7-3, 6-108, 5-34, 3-38 and 2-63A. Such persons use the lower zone chart for random encounters while on Level 9, rolling every three turns with a 1 in 6 chance for an encounter:

D100	Encounter
01-10	Party of NPC adventurers (select from NPC appendix)
11-15	Either of the following: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire
16-20	Mixed undead: 1. 2-3 wraiths: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 36, 32, 28; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis 2. 1 spectre: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis
21-25	2 ogre magi (from 9-70): SZ L; AL CE; AC 4; MV 90', 150' flying (Class B); HD 5+2; HP 36, 34; #AT 1; Dmg 1-12 or by weapon. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form
26-30	1-4 margoyles: SZ M; AL CE; AC 2; MV 60', 120' flying (Class C); HD 6; HP 44, 42, 39, 37; #AT 4; Dmg 1-6/1-6/2-8/2-8. Special defenses: +1 or better weapons to hit
31-35	1-3 chasme: SZ M; AL CE; AC -1; MV 60', 210' flying (Class D); HD 7+2; HP 52, 49, 47; #AT 3; Dmg 2-8/2-8/1-4; MR 40%. Constant abilities: infravision. Special attacks: cause darkness 5' radius; cause fear; droning sound (sleep). Special defenses: immune to poison; half damage from cold, electricity, fire, and gas. Special: teleport; detect good; detect invisible; telekinese (1,500 gp weight); gate in another chasme (15%)
36-40	1-2 quasits: SZ S; AL CE; AC 2; MV 150'; HD 3; HP 19, 18; #AT 3; Dmg 1-2/1-2/1-4; MR 25%. Special attacks: DEX drain; fear blast 1/day. Special defenses: regenerate 1 hp/rd; cold iron, or +1 or better weapons to hit; immune to cold, fire, lightning; save vs spells as 7 HD creature. Special: invisibility; polymorph to bat or giant centipede; detect good; detect magic
41-45	1 black pudding: SZ M; AL N; AC 6; MV 60'; HD 10; HP 50; #AT 1; Dmg 3-24. Special attacks: dissolve wood and metal. Special defenses: divide into parts when struck; immune to cold
46-50	1-2 gloomwings: SZ M; AL N; AC 1; MV 120' flying (Class D); HD 5+1; HP 34; #AT 3; Dmg 1-3/1-3/1-8. Special attacks: pheromone; wings cause confusion; surprise on 1-3 in 6
51-55	A pile of 5 heqeti slimes (see new monsters): 1. 2 off-white, jelly-like heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 11; #AT 1; Dmg special; MR 15%. Special attacks: coagulant for up to 30 gallons liquid (including blood). Special defenses: healed by electricity or lasers; slowed by cold 2. 2 off-white, runny and oily heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 20' pseudopod; HD 2; HP 8; #AT 1; Dmg special; MR 15%. Special attacks: victim saves or believes is a different race and gender. Special defenses: healed by electricity or lasers; slowed by cold 3. 1 rust-colored, jelly-like heqeti slime (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 9; #AT 1; Dmg specials; MR 15%. Special attacks: spore-throwing (death in 3-18 days unless save at -1). Special defenses: healed by electricity or lasers; slowed by cold
56-65	A group of chasm chephalopods (see new monsters): 1. 5-8 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 30, 28, 27, 26, 25, 25, 24, 22; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4 2. 1-2 large chasm cephalopod (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 45, 38; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell
66-70	1 dao, pursued by 2 jannee 1. 1 dao: SZ L; AL NE; AC 3; MV 90', 150' flying (Class B), 60' burrow through earth; HD 8+3; HP 56; #AT 1; Dmg 3-18. Special defenses: assume gaseous form; become invisible; cause misdirection; immune to earth-based/affecting spells;. Special: change self 1/day; detect good 1/day; detect magic 1/day; fulfill limited wish; passwall; create spectral force; create wall of stone; rock to mud 3/day; dig 6/day 2. 2 jannee: SZ M; AL N(G); AC 2; MV 120', 300' flying (Class A); HD 6+2; HP 45, 41; #AT 1; Dmg 6-14 (big scimitar); MR 20%. Possessions: large scimitar; chain mail. Special defenses: invisibility 3/day. Special: growth/reduction 2/day; create food and water 1/day (as 7th-level cleric); etherealness 1 hr/day; dwell in elemental air, water, fire, earth for up to 48 hrs.

71-75	3-5 spined devils: SZ S; AL LE; AC 3; MV 60', 180' flying (Class C); HD 3+3; HP 24, 21, 20; #AT 1 and/or 2; Dmg 1-8 (military fork) and/or 1-4/1-4; MR 25%. Special attacks: flaming spines; command;. Special defenses: half damage from cold and gas; immune to fire. Special: affect normal fires; change self; produce flame; scare; summon a barbed devil 1/day (5%)
76-80	1 smoke mephit: SZ M; AL CE; AC 4; MV 120', 240' flying (Class B); HD 3; HP 19; #AT 2; Dmg 1-2/1-2. Special attacks: breath weapon; flame damage on death. Special: invisibility (1/day); dancing lights (1/day); gate 1-2 mephits (20% chance)
81-85	6-8 yeth hounds (see 9-50): SZ L; AL NE; AC 0; MV 150', 270' flying (Class B); HD 3+3; HP 25, 24, 23 22, 21, 20, 19, 18; #AT 1; Dmg 2-8. Special attacks: fear. Special defenses: silver, or +1 weapons or better to hit (damage taken is 1 per magical plus, or 1 for silver weapons)
86-90	2-3 bestial varumani (see new monsters), climbing the wall creepers: SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 53, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
91-95	Roll on Upper Zone table (see 2-63A)
96-100	Roll on Middle Zone table (see 5-34)

Chasm Color:
The GM might decide to play up the creepy and mysterious nature of the chasm. Roll every 3 turns, with a 1 in 6 chance for a chasm sound effect.

D8	Noise/Effect
1	Loud hissing
2	Moaning (of the wind?)
3	A roar
4	A shriek
5	A loud clap (a sharp, brief noise)
6	An echoing voice (undecipherable)
7	A flash of bright light for 3 second
8	Fluting, of a tuneless sort

9-2: The Dread Risers (up to 7-2)

The 3,666 steps of this staircase commence at the small hillock (9-3) on the chasm floor. From there, they circle a stone ridge through a series of switchbacks before joining the chasm wall; they then climb the chasm wall until they reach area 7-2. The Dread Risers average about 3' in width and climb a total of about 300'. Those using light on the Risers, and especially on the ridge, are likely to alert the quicklings (see 9-14 to 9-15), the huntsmen (9-50) and other denizens of the giant cavern.

A small fragment of the broken end of an ancient heqeti bridge protrudes from the ridge around which the Risers circle. The fragment originally connected to area 9-31; the gap in the broken segments of the bridge is 15' wide, and thus could be jumped.

9-3: Hillock with Statue

A small hillock of stone rises offers a commanding view of the mushroom groves that surround it (9-4). The hillock lies 15' above the floor of the grove, and also serves as the starting point for the Dread Risers (9-2).

A battered, 8'-tall statue of Wadjet, the ancient Archontean deity of protection, stands on the hillock just where it adjoins the chasm wall. Wadjet appears as a young woman clothed in a simple tunic, albeit with the head of a cobra. Despite missing both arms, and possessing numerous gouges along its torso, the statue retains its beautiful polychromed head. An aura of calm and peace is palpable, since, indeed, the protective spirit of Wadjet is still present here. Should anyone beseech Wadjet orally and by name, the entire hillock will immediately be covered with the equivalent of a **protection from evil** spell; the radius of the protection is the entire hillock, and it lasts for 6 turns. If the statue is beheaded, the protection function disappears forever.

9-4: Southern Mushroom Groves

The southern third of the cavern slopes downward towards the southeast, that is, towards the cesspool at 9-16. Several millennia worth of effluent and debris has accumulated atop the cavern floor south of the lake, forming a rich bed of humus some 40' deep and masking the steepness of the slope. Atop the humus grows a large forest of giant mushrooms, fed and watered by a network of small canals containing brown, sludgy liquid (see 9-5). As a result, the entire area smells a bit foul. As some of the mushroom species (e.g. orange lamps) are phosphorescent, the groves are relatively well lit. Amid the mushrooms are a few special areas of note, including a secluded mushroom market (9-6), a mostly-buried colossal statue (9-12), and a promontory boasting a rudishva seat of contemplation (9-11).

The groves teem with life and sound thanks to the chittering of the numerous species of small insects, harmless bats, and baindara (see new monsters) that call the area home.

A thick net of spider webs cover the southern portion of the cave, roughly between areas 9-29 and 9-16. Aside for about 5' of empty space above the tops of the largest mushrooms, the webs completely fill the space above the groves. In addition, vertical webs some 10' wide crisscross the opening to the southern lobe of the cavern (leading to 9-16). A tribe of giant spiders lives in the webs, as well as in a side cave (9-17). Those blundering about under the webs are likely (75%) to attract the attention of 2-4 giant spiders; these monsters like nothing more than dropping on unsuspecting victims from above, although they may also wait in hopes that the prey snares itself in the vertical webs. Loud and sustained combat draws the rest of the tribe in 3-4 rounds, although if clearly outclassed the spiders will retreat to area 9-17.

The groves are tended by quicklings (see 9-14 and 9-15), who carefully harvest and dry the fungi before trading the dried specimens to the varumani and other sentient beings (see 9-6). A bewildering network of small tunnels (9-15) runs through the humus underlying the grove; dozens of well-disguised holes allow the quicklings to appear almost anywhere within the grove at a moment's notice. For every turn spent in the groves, there is a 25% chance that a quickling strike force emerges from the tunnels to harass the PCs. Unless they encounter easy pickings, the quicklings are only likely to spend 2 rounds attacking the PCs before disappearing down one of the tunnels. For more on their tunnel-fighting methods, see 9-15.

Mushroom Groves: Colossal mushrooms fill the cavern south of the lake (9-65) and the band of muck (9-7). The grove rises 10' to 15' in height, and includes all of the fungal species listed in the new flora appendix: orange lamps, white ribs, blue trumpets, eye-openers, cloud caps, white bulbs, aqua vitae, mind eaters, red veil and slow steppers. The groves are densely packed, since the quicklings who manage them (see 9-14) do not need wide trails. Movement is possible through the forest, but at half the normal rate. When moving on the floor of the grove, direction is hard to maintain; one must roll 6d4+2 under WIS (or possess tracking skills) to maintain the proper direction.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, a portion of the groves in a zone extending from 9-65 to 9-6 will be swept clear of anything that is not stone (including mushrooms). After 7-10 hours, this area will drain, leaving a layer of sticky muck.

The quicklings delight in laying traps among the groves. Their traps come in two forms, tripwires and small holes with punji sticks. Each turn of movement amid the fungi results in a 1 in 8 chance of stumbling upon a trap; the likelihood increases to 1 in 6 if one is following an effluent canal. Once a trap is indicated, there is a 66% chance it is a tripwire, and a 33% chance it is a hole with punji sticks.

Tripwires: The tripwires have tiny bells on them. Activating a tripwire has a 50% chance of drawing a band of 3-6 quicklings to harass and possibly attack the hapless victim(s).

Holes with Punji Sticks: The holes are about 18" in diameter and just as deep, with punji sticks angled downward into the hole. The quicklings cover the holes with loose wood and mulch; they are only activated by a creature or object weighing more than 50 lb. Such a trap inflicts 1-3 HP damage, and halves the victim's movement until that damage is healed. Releasing a foot from a hole takes three rounds of careful activity; more hasty removal inflicts another 1-3 HP damage.

Searching the Fungal Forest: For each turn spent searching the forest, it is possible (1 in 6 chance) that the PCs might come across something interesting:

D20	Fungal Forest Search Result	GM Notes
1-2	A head from an ancient statue: heqeti (65%) or Archontean (35%)	Nothing special
3-4	Relatively recent corpse, still decaying. Roll d8: 1-3: adventurer 4-5: heqeti 6-7: varumani 8: Priscian	The corpse might still have a normal weapon (25%), a mundane object such as rope (25%), a bag of coins worth 1-100 gp (50%), and/or a minor magic item (5%)
5-6	3-6 ancient skeletons. There is a 50% chance the skeletons rise from the muck and attack. Roll d20: 1-6: human (Archontean soldiers) 7-13: heqeti 14-16: varumani 17: kaliyani 18-19: varuda 20: rudishva	Human and varuda skeletons: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 7, 6, 5, 5, 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage. All other skeletons: MV 120'; AC 6; HD 2; edged weapons do ½ damage
7	An oblong bit of bronze (8"x3") with an image of a leering trollish face engraved on it.	One of the troll thegn's passports (see Arden Vul items)
8-10	A holy symbol. Roll d12: 1-4: Ancient Archontean deity, such as Thoth, Set, Osiris. 5-7: Modern Archontean deity, such as Ardenia Tessaeron, Debellaton, Mitra, or Tychias 8-9: Modern Thorcin deity, such as Croul, Nitheral, Phreena, or Utar 10: Wiskin deity, such as Gna, Loki, Odin or Thor 11: Kauket 12: Rimmaq-Isfet	Each is worth 3-60 sp. For deities, see Gods of Magae section of the World of Archontos appendix
11	A shrunken head of a monkey dangling on a string. The head chatters incessantly in Archontean about the basest of physical needs and/or about its immediate environment.	A **shrunken head** (see new magical items). If the GM wishes, the head knows how to get to one hidden tomb (e.g., 3-39, 3-66, 3-197, 5-36 or 5-57)
12	A key to 9-58	This key was lost in antiquity
13-14	A plaque depicting a warrior woman holding a dragon egg	This is the Eleventh Labor of Arden (see SL13-10K)

15-16	A fibula (brooch) lost by an Archontean legionary	Either silver (50%) and worth 10 gp, or gold and enamel (50%) and worth 125 gp
17	A broken fragment of grey plasteel	From damaged rudishva equipment
18	A soapstone idol of Kauket, lost by a heqeti hopper	Worth 50 gp
19	Three doses of liquid in glass vials	These are the hunter's friend (see Arden Vul items)
20	A rescript sealed with the sign of Marius Tricotor. If opened it reads: *To Horatius Jennius, commander of the Glorious Tenth. In answer to your query, I have brought the Tablet of the Beacon to my command post here at the foot of the chasm. The staff sorcerers believe it can be used to our advantage. Signed, Marius Tricotor, Archon*. **Note**: this item may only be found once; if indicated again, reroll.	A clue as to the location of the Tablet of the Beacon, still hidden in the Archon's quarters at 9-107.

Searching for Mushrooms: Use the following table to determine what species are nearby at any given moment. If PCs are familiar with colossal mushrooms and announce that they are looking for a specific species, it takes them 2-12 turns to locate a specimen of that species.

D20	Mushroom Search Result	GM Notes
1-4	White ribs	15' tall, 4' caps, one specimen feeds a person for 3 days
5-7	White bulbs	11' tall, 2' bulbs, poisonous
8-10	Blue trumpets	14' tall, 2'-diameter blue cup-shaped caps, 75% cap filled with water, one specimen feeds a person for 3 days
11-12	Orange lamps	10' tall, 3'-diameter orange caps, emit phosphorescence; edible but unappetizing, with one specimen feeding a person for 2 days
13-14	Eye openers	9' tall, 5'-diameter brown caps, psychedelic effects
15	Cloud caps	9' tall, with white and blue 2' caps; edible, with one specimen feeding a person for 3 days; each dose cures 1d3 HP
16	Aqua vitae	Heavy white caps with brown stems and yellow ribs; one specimen feeds a person for one day; if cooked, cure d8 HP
17	Mind eaters	Pale yellow with a red dot in center of cap; tasty and nutritious, with two specimens feeding a person for a day; but also cause insanity in those who fail save
18	Red veil	Blood red caps with pale yellow stems; violent madness (see description) if fail save
19	Slow steppers	Corpse white with black flecks; crushing or damaging the caps imposes slow on all in a 10' radius
20	A new variety of GM's creation	

Inhabitants:

1. **A strike force of 4 quicklings**: SZ S; AL CE; AC -3; MV 960'; HD 1 ½; HP 11, 10, 9, 7; #AT 3; Dmg 1-4/1-4/1-4. Special defenses: save as 19th-level clerics; never surprised; 90% invisible when moving, 100% when motionless; impossible to surprise. Special: ventriloquism, forget, levitate, shatter, dig, and fire charm. There is a 33% chance that any given quickling has coated his/her dagger with spider venom. One of the team has 2-4 skulls filled with acid (2-8 HP, 1 HP splash) attached to his/her belt.
2. **2-4 giant spiders** (in the southern portion): SZ L; AL CE; AC 4; MV 30', 120' in web; HD 4+4; HP 34, 32, 29, 25; #AT 1; Dmg 2-8. Special attacks: poison.

9-5: Effluent Canals

Generations of inhabitants of Arden Vul have tossed their human and other waste into the chasm, where much of it ends up floating in the lake. The quicklings have capitalized on this pungent but useful resource. They skim waste from the lake, and direct it into a network of small canals that run through the mushroom groves and end up in the cesspit (9-16). The canals are typically about 2.5' wide and just as deep. Most of the time the canals are filled with a sludgy, brown, foul-smelling liquid that flows slowly towards the southeast. The quicklings can alter the viscosity of the canals through use of the sluice gate (for details on its operation, see 9-10). Given the contents of the canals, those stepping into them or otherwise coming into contact with the effluent have a 5% chance of catching a disease. Searching among the effluent is generally fruitless, as the quicklings take pains to keep the canals raked clean. Still there is a 10% chance per turn of locating a gemstone (roll randomly for type) or 1-4 randomly-determined coins.

9-6: Mushroom Market

A small fire burns merrily in the center of this clearing in the midst of the mushroom forest. Around it stand three wooden racks from which hang specimens of dried mushrooms. Two quicklings are always present here, and there is a 33% chance that a true varumani is also present to trade for mushrooms. All of the usual residents of this marketplace are willing to talk first, but if visitors prove threatening a full complement of quicklings will arrive within 2 rounds (see 9-15), and the varumani will join in on the quicklings's side. Visitors are welcome to participate in the trading: the quicklings prefer gemstones, exotic alcohol, or amulets made of precious metals (and/or magic) in trade. The quicklings

sometimes have varumani knock-out juice (see Arden Vul items) for sale, although they would never admit this to the varumani. One has to ask specifically.

The following chart indicates the likelihood that a given variety is available for sale, as well as the asking price for a standard six-specimen bundle of any given variety. There will always be at least three bundles available for sale or trade.

Varietal	Chance of Bundle	Asking Price
White ribs	90%	15 gp
White bulbs	50%	25 gp
Blue trumpets	50%	20 gp
Orange lamps	25%	10 gp
Eye openers	20%	35 gp
Cloud caps	15%	40 gp
Aqua vitae	15%	60 gp
Mind eaters	15%	30 gp
Red veil	15%	50 gp
Slow steppers	15%	75 gp
New Variety of GM's creation	5%	N.A.
Varumani knock-out juice (see Arden Vul items)	20% (one dose)	250 gp

Inhabitants

1. **2 quicklings**: SZ S; AL CE; AC -3; MV 960'; HD 1 ½; HP 10, 9; #AT 3; Dmg 1-4/1-4/1-4. Special defenses: save as 19th-level clerics; never surprised; 90% invisible when moving, 100% when motionless; impossible to surprise. Special: ventriloquism, forget, levitate, shatter, dig, and fire charm. There is a 33% chance that any given quickling has coated his/her dagger with spider venom. One has 2-4 skulls filled with acid (2-8 HP, 1 HP splash) attached to his/her belt.
2. **1 true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.

Treasure:
Bundles of mushrooms (6 doses per bundle).

9-7: Muck Field

A band of thick, viscous muck runs between the lake (9-65) and the southern mushroom groves (9-4). This muck is the product of centuries of effluent being tossed down the chasm and washing up on the shore of the lake. Delimited by the berm (9-9) for most of its length, the entire field is malodorous and quite slippery. It is also potentially dangerous; spending time in it has a 5% cumulative chance per turn of causing a disease. Because the muck is about 3' deep in most places, movement by creatures weighing 50 lb or more is difficult: movement is halved, and combat penalties apply (-1 to initiative and -2 to 'to hit' rolls). A band of hungry bestial varumani hunts in the northeastern portion of the field (see 9-8 for details); they are inured to the disease-effect of the muck field.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, the muck fields will be swept clear of anything that is not stone. After 7-10 hours, this area will drain, leaving a fresh layer of sticky muck.

9-8: Varumani Cave

Six renegade bestial varumani (see new monsters) dwell in the northeastern portion of the muck field, below the escarpment leading up to the plateau (9-49). They have dug a cave into that escarpment, in which they store their small supply of treasure.

The renegades are adept at combat in the muck. They have developed a number of clever combat tactics, including waiting until foes are mired in the muck, running and sliding into battle, and attempting to grapple and then drown foes in the slime.

The bestial varumani are afraid of their true and lesser varumani cousins, however, and cower in their cave whenever such beings are sighted (e.g. the hunters – see 7-14). Members of this band slain as wandering monsters can be replaced in 2-5 weeks; should the band be wiped out, however, the cave remains empty.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, the cave will fill almost completely with water. After 7-10 hours, the cave will drain, leaving a layer of sticky muck but taking with it all the varumani's treasure.

Inhabitants:

1. **6 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 58, 55, 53, 52, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
In a smelly sack the renegades have accumulated: 5,972 cp, 4,119 sp, 1,956 gp; in addition there is an **ever-full inkwell** and a **glass sphere of arcane assistance – dispelling** (see new magic items for each).

9-9: Berm and Bridge

A 6'-tall, 4'-wide berm runs in an arc along the northern edge of the mushroom groves before climbing the escarpment to the plateau (9-49). The top of the berm is flat and well-trodden, exhibiting the signs of many feet, both bare and booted. It crosses the inlet of the lake on a shaky bridge of rope and planks affixed by iron rods to the berm. The berm serves to protect the mushrooms from being inundated with too much effluent and water, and serves as a rough barrier to the trolls living at 9-8. It also allows both quicklings and larger creatures to move more swiftly through the muck field.

Resting on the southernmost tip of the berm is a crude wicker cage containing 3 baindara. They are hungry and will bond easily with rescuers.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, the berm will be inundated by the water that is released from the drowned canyon. After 7-10 hours, this area will drain, leaving a layer of sticky muck on a much-weakened berm.

Inhabitants:

1. **3 baindara** (see new monsters): SZ S; AL N; AC 8; MV 150', 150' gliding; HD 1-1; HP 3, 3, 2; #AT 1; Dmg 1-2.



9-10: Sluice Gate

A small sluice gate rests here, where the inlet to the lake meets the quicklings's main effluent canal. The gate is made a piece of repurposed rudishva plasteel set into grooves in two heavy wooden posts. Although the gate itself is not miniature, the apparatus that controls it is: a small crank some 1' in diameter is used to raise or lower the gate. Closing the gate fully causes the effluent canals (see 9-5) to dry up, leaving stinking effluent to dry in place; the process of drying up takes about 2 hours. Opening the gate fully, however, floods the canals with relatively clean water from the lake. Within 6 turns the canals are flushed fully, and the cesspool (9-16) has grown in size. Adjusting the gate (and thus affecting the canals) is considered a provocation to the quicklings, who treat such interference as a casus belli.

Four crocodiles lie patiently in wait for anyone who interacts with the sluice mechanism.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, the sluice gate will be swept away by the ensuing flood. After 7-10 hours, this area will drain, leaving a layer of sticky muck where the gate once stood. It will take the quicklings 5-7 days to replace the sluice, during which period they will be grumpy and hostile.

Inhabitants

1. **4 crocodiles**: SZ L; AL N; AC 5; MV 60', 120' swimming; HD 3; HP 22, 18, 17, 16; #AT 2; Dmg 2-8/1-12. Special attacks: surprise on 1-3.

9-11: Greater Seat of Contemplation

A rudishva seat of contemplation sits atop this levelled rock promontory that rises 25' above the floor of the mushroom grove. The seat of the chair is 4' tall and is 5' wide and deep. The back of the chair rises another 6' in height. The seat and arms of the chair are worn, as if by use. Incised into the chair are two large (2') symbols or runes, one on the seat and one on the back. The sigil on the seat is the rune for Sight; that on the back is a rune of Communication. The runes are activated by the close proximity of living flesh. Anyone touching or sitting on the seat will thus activate both runes. It is possible to cover one or both of the runes with an appropriate object and then employ the chair normally.

Rune of Sight: The rune allows the viewer perfect vision within the chasm and areas of Level 9 connected to the chasm. That is, one can thoroughly investigate most of the chasm by sitting in this seat. The effect of this vision takes some time to get used to, as it can be nausea-inducing to swoop virtually up and down the chasm; there is a 50% chance that a user will vomit within 3 rounds of activating the rune. The rune is also dangerously attractive to human minds, and users will find it difficult to relinquish the swooping vision it produces. After a turn of use, the user must save vs spells in order to voluntarily leave the seat. If the save is failed, another may be attempted in 6 hours. Someone so ensnared by the seat will feel a great compulsion to return to the seat and use it again. A few of the old rudishva regions of the chasm are cloaked from the sight of the Chair, including the Floating Gardens (6-4 and 7-4), area 6-99, and area 9-88; a user will see these areas as impenetrable clouds of roiling darkness. Note that the chair provides perfect vision, as if the chasm was well lit. The chair does not, of course, reveal secret doors or hidden passageways. Complete scans of the chasm will take many days to accomplish.

Rune of Communication: This rune activates a three-dimensional, full-immersion communication channel to the control niche (9-89) in the rudishva bastion. The image of whoever sits in the chair appears on the control panel, and the sitter is able to speak directly to any operator in the niche. The idea was that a rudishva who had been outside in the 'wilds' could request the opening of the door at 9-88 and the temporary disabling of the point defense arrays there. Of course, there needs to be someone present in 9-89 to actually accomplish this request.

9-12: Buried Colossal Statue

The top half of a buried stone head looms forth from the mushrooms and humus here. The head is flat and amphibian in features, with no ears, huge saucer-shaped eyes, and a slit nose. Only the upper lip of what must be a gaping maw is visible above the loam. If checked, the statue detects as evil.

The head is actually the tip of a colossal, 50'-tall statue that has been mostly buried by the accumulation of humus over the millennia. Carved by the heqeti into an enormous stone pillar (40' in diameter at the base, 10' in diameter at the top), the statue was the model for the Great Pukel (see 9-40) and the other, lesser pukel-manders (see new magic items) scattered throughout Arden Vul.

It would require massive labor or powerful spells to clear away the loam around the statue (an act which would also provoke total war with the quicklings – see 9-14). Should it be accomplished, however, the rest of the statue appears as a giant worm-like thing, albeit with the feet of an elephant and the arms and hands of a human. It is, in fact, a crude depiction of the demon lord Kauket (see new monsters).

Nestled in the statue's arms (and buried 20' down) is **the founder's mattock**, (see new magic items), a lost heqeti artifact. It could be traded to the heqeti in return for 20,000 gp worth of gems and an assurance of neutrality (as the heqeti will never be true allies of any human). Doing so, however, should be considered an evil act, as possession of the mattock would greatly aid the heqeti.

Destroying the statue, either physically with implements or magically via a spell or device (e.g., the spell **stone to earth**),

weakens any incarnation of Kauket brought to this plane (see 10-37). Casting a **hallow** spell (see new spells) on the statue serves the same function.

Treasure:
The founder's mattock (see new magic items).

9-13: Mushroom Drying Cave

A network of ropes crisscrosses the ceiling of this two-lobed cave. From the ropes hang scores of colossal mushrooms harvested by the quicklings in the groves (9-4). Five bundles of every species found in the groves are drying here (each bundle contains 6 doses of that variety).

Two quicklings are always present here, buzzing about to ensure their operation is working smoothly. Should combat break out, all inhabitants of 9-14 will arrive within 2 rounds.

The entry to 9-13A is a 3'-diameter hole in the ground of the north lobe of this cave.

Barred Door (north): The door to the north is small (3'x4') and barred on the other side (9-14). A successful bend bars/lift gates roll can force the door from this side.

Inhabitants:
1. **2 quicklings**: SZ S; AL CE; AC -3; MV 960'; HD 1 ½; HP 10, 9; #AT 3; Dmg 1-4/1-4/1-4. Special defenses: save as 19th-level clerics; never surprised; 90% invisible when moving, 100% when motionless; impossible to surprise. Special: ventriloquism, forget, levitate, shatter, dig, and fire charm. There is a 33% chance that any given quickling has coated his/her dagger with spider venom. One has 2-4 skulls filled with acid (2-8 HP, 1 HP splash) attached to his/her belt.

Treasure:
50 bundles of dried mushrooms (6 doses per bundle).

9-13A: Quickling Ossuary

The tunnel connecting this side cave to 9-13 is quite small, only 3' in diameter.

The cave is wide, but has a low (4' ceiling). Carefully stacked throughout most of the cave are the tiny (2.5"-diameter) bleached skulls of hundreds of quicklings. The quickling tribe (9-14) preserves the skulls of its forebears and honors them with placement here.

The east side of the cave contains a healthy colony of mucus-like snottites, which drip acid into a pool on the floor. The acid is strong, and those brushing against the snottites will take 2-8 HP damage (per round).

The quicklings make use of the acid to give them a fighting chance against the varumani. They coat the insides of their forebears' skulls with special concoction of mud and effluent (derived from 9-7 and 9-16); then they fill the skulls with acid. Thrown against a target, these acid-skull bombs inflict 2-8 HP damage, with a 1 HP splash. The process of making the acid bombs is laborious, so not all quicklings possess them.

9-14: Hall of the Quicklings

Rí Mear, lord of the quicklings, presides over his tribe from this hidden chamber. Only accessible from the network of tunnels that riddle the loam under the mushroom groves, the 8'-tall chamber offers a gruesome prospect to those who make it through the tunnels. A pile of dried mushrooms burns continuously in the center of the hall, shedding dim light on the splashes of blood that coat the walls.

A ledge 2' above the floor runs along the east and west walls of the chamber; it is here that quicklings perch for rest, relaxation, and drinking.

The north wall possesses a single 5'x5' ledge. There sits Rí Mear's throne of skulls, a dreadful thing made of ancient human and heqeti skulls bound together with strips of dried flesh. Concealed in one of the skulls is the key to the secret door. This ledge also holds the quicklings's stock of spider poison, which they use to coat their tiny daggers. Rí Mear doles it out sparingly.

To the south are some low tables crammed with bottles, small kegs, and wine flasks containing a bewildering assortment of liquors, ales, and other spirits. The floor around the liquor tables is littered with old bones, the remains of those unwary individuals who made it through the tunnels only to meet a sad fate in the quicklings's hall.

The Quicklings: This band numbers 30 individuals, of which only ten plus Rí Mear are typically found in this chamber (the rest are out in the tunnels). The band is confident and cocky, as their situation in the tunnels has allowed them to thrive in the shadow of putatively stronger beings. They do value their small-scale but steady trade in mushrooms with the varumani, which provides them with liquors and other luxuries, but they treat all others with casual contempt. They are likely to torment and harass visitors to the mushroom groves in a regular fashion, although that harassment grows to open and total warfare if the groves are harmed in any way.

Rí Mear has established an uneasy alliance with the giant spiders whose webs fill the space above much of the mushroom groves. In return for the quicklings informing the spiders of the arrival of juicy morsels, the giant spiders provide a limited quantity of venom.

Rí Mear ("King Quick"): As the largest (2.5' tall) and strongest of the quicklings, Rí Mear has ruled the band successfully for an amazing 15 years. He is ruthless and pitiless, preferring to direct his followers in guerilla warfare against any perceived threats rather than negotiate. Only if somehow confronted in his own hall by clearly superior forces will he agree to halt harassment, and then only grudgingly (although once given, his word is good).

Secret Door (north): A tiny (3'x3'), stone, secret door leads to a room in which the quicklings store their treasure. It is normal to detect (although all the quicklings know of it), and opens to the proper key (concealed in the throne) or to force.

Barred Door (south): This stone door is 3'x4' in size and is barred with an oaken plank from this side.

Inhabitants:
1. **Rí Mear**, **quickling lord**: SZ S; AL CE; AC -3; MV 960'; HD 4 ½; HP 30; #AT 3; Dmg 2-5/2-5/2-5. Special defenses: save as 19th-level clerics; never surprised; 90% invisible when moving, 100% when motionless; impossible to surprise. Special: ventriloquism, forget, levitate, shatter, dig, and fire charm. His dagger is coated with spider venom, and he carries 3 skulls filled with acid (2-8 HP, 1 HP splash).

2. **10 quicklings**: AL CE; SZ S, AC -3; MV 960'; HD 3(x2), 1 ½(x8); HP 22, 19, 11, 10, 10, 9(x3), 8, 7; #AT 3; Dmg 1-4/1-4/1-4. Special defenses: save as 19th-level clerics; never surprised; 90% invisible when moving, 100% when motionless; impossible to surprise. Special: ventriloquism, forget, levitate, shatter, dig, and fire charm. At least three of the ten have weapons coated in giant-spider venom; there is a 33% chance that each of the other seven have followed suit. Three have 2-4 skulls filled with acid (2-8 HP, 1 HP splash) attached to their belts.

Treasure:

Alcohol: most of the liquor is of modest quality (20 containers worth 5-500 sp each). There are three kegs of Hak's mushroom ale (see 7-94) worth 15 gp each, as well as three bottles of ancient Archontean brandy worth 225 gp each.

Spider venom: Rí Mear possesses 20 doses of giant spider venom.

Treasure chamber: the floor is littered with coins (17,492 sp, 3,451 gp) and precious stones. The stones are collectively worth 12,000 gp, and include 15 moss agates (10 gp each), 22 pieces of obsidian (10 gp each) 13 tiger eyes (10 gp each), 23 citrines (50 gp each), 6 iolites (50 gp each), 17 tourmalines (50 gp each), 7 pieces of jade (100 gp each), 2 aquamarines (500 gp each), 3 violet garnets (500 gp each), an emerald (1,000 gp), and a jacinth (5,000 gp). Scattered amid the coins and gems are the following (see new magic items for all): two **glass spheres of arcane assistance** (dispelling and martial warding), a pair of **gauntlets of fire absorption**, a **heqeti ring**, an **icon of Kauket**, and a **jade cup of life restoration** with 2 charges.

9-15: Quickling Tunnels

A bewildering network of small tunnels runs through the 40'-deep loam that forms the bed of the southern mushroom groves. The tunnels are only 3' in diameter, and include vertical shifts in elevation, intersections, slight widenings, dead ends, and plenty of old bones sticking out the loam. The tunnels are present everywhere there are mushrooms, that is, between the berm (9-9) and the cesspool (9-16). Scores of tiny concealed holes (2' diameter) lead from the floor of the groves to the tunnel network; these holes are typically concealed by fallen mushroom ribs, detrital mats woven of discarded giant spider silk, or something similar. The quicklings use their tremendous speed to dash through the tunnels, either to access to a portion of the groves for fungi maintenance or to harass unwanted visitors (and most are unwanted!).

Several strike teams composed of 4-6 quicklings are present in the tunnels at all times, ready to burst forth from the nearest access hole. A strike team typically spends 2-3 rounds tormenting its foes before dashing back into an access hole. They then wait for the victims to move before repeating the procedure.

Should appropriately-sized PCs enter the tunnels, they will find the strike teams equally willing to attack lead characters in turn, hoping to reduce the invaders' strength by attrition (and, hopefully, by the successful use of the spider venom that some of the quicklings employ). Should small-sized PCs overcome these odds, it will still take 6-12 turns of claustrophobic crawling through the tunnels before the entrance to the quicklings's hall (9-14) is discovered.

Inhabitants:

1. **Up to 16 quicklings in strike teams of 4-6 individuals**: AL CE; SZ S (2'), AC -3; MV 960'; HD 3(x2), 1 ½ (x14); HP 22, 19, 11(x3), 10(x3), 9(x4), 8, 8, 7, 7; #AT 3; Dmg 1-4/1-4/1-4. Special defenses: save as 19th-level clerics; never surprised; 90% invisible when moving, 100% when motionless; impossible to surprise. Special: ventriloquism, forget, levitate, shatter, dig, and fire charm. There is a 33% chance that any given quickling has coated his/her dagger with spider venom. One member of each team has 2-4 skulls filled with acid (2-8 HP, 1 HP splash) attached to his/her belt.

9-16: Cesspool

The more liquid parts of the effluent that falls to the bottom of the chasm and is channeled through the quicklings's canals (9-5) collect here in a foetid pool. The odor is palpable from 50' away. Two quicklings, long inured to the stench, flit about the pool, using long bamboo skimmers to rescue anything small and interesting-looking. If bothered, one quickling zooms away to bring help while the other harasses the violators.

Their meager cache of valuables is deposited under a fallen mushroom cap.

Entering the pool provokes a 20% chance of catching a disease, although those doing so may discover a submerged tunnel leading to area 9-24.

GM Note: Vertical spider webs span the mouth of the southern lobe of the cavern leading to the cesspool (see 9-4) and horizontal webs cover the space above the grove and pit. For every turn spent near the pit there is a cumulative 10% chance of attracting the attention of 2-4 giant spiders. The spiders do not bother the quicklings.

Inhabitants:

1. **2 quicklings**: SZ S; AL CE; AC -3; MV 960'; HD 1 ½; HP 8, 7; #AT 3; Dmg 1-4/1-4/1-4. Special defenses: save as 19th-level clerics; never surprised; 90% invisible when moving, 100% when motionless; impossible to surprise. Special: ventriloquism, forget, levitate, shatter, dig, and fire charm. There is a 33% chance that any given quickling has coated his/her dagger with spider venom. One has 2-4 skulls filled with acid (2-8 HP, 1 HP splash) attached to his/her belt.
2. **2-4 giant spiders** (possibly): see stats at 9-17.

Treasure:

13 sp, 7 gp, a silver fibula studded with onyx (35 gp), and a single pearl earring (125 gp).

9-17: Spider Cave

The two entrances to this cave lie 15' above the floor of the mushroom forest. A tribe of eight giant spiders lives here and in the webs in the surrounding areas of the great cavern (see 9-4). The leader of the tribe goes by the name 'Fang' and is a bit larger than her fellows. The cave is filled with webs and the dried up husks of the spiders' prey. In the southern tip of the cave is a partly-concealed opening, only 3' in diameter, to another cave (9-18) that the spiders do not visit.

The spiders prefer to hunt in the chasm, but do not object if prey comes to them. They are aggressive until confronted with overwhelming force, at which point they flee into the webs, the mushroom groves, or their cave-lair.

If members of the tribe are encountered and slain elsewhere (c.f. 9-4 or 9-16), they should be subtracted from the total here.

Inhabitants:
1. '**Fang**', **larger leader of the giant spiders**: SZ L; AL CE; AC 2 MV 60', 120' in web; HD 6+6; HP 47; #AT 1; Dmg 3-12. Special attacks: poison (save at -2).
2. **7 giant spiders**: SZ L; AL CE; AC 4; MV 30', 120' in web; HD 4+4; HP 35, 34, 33, 29, 27, 25, 24; #AT 1; Dmg 2-8. Special attacks: poison.

Treasure:
473 sp, 299 gp, two suits of human-sized chain mail, a medium metal **shield +1**, and an illusionist's spell book.

Spell Book: **Audible glamer**, **color spray**, **dancing lights**, **darkness**, **gaze reflection**, **hypnotism**, **light**, **phantasmal force**; **blur**, **deafness**, **detect magic**, **hypnotic pattern**, **improved phantasmal force**, **mirror image**, **misdirection**; **continual light**, **dispel illusion**, **fear**, **paralysation**, **spectral force**, **suggestion**; **confusion**, **dispel exhaustion**, **emotion**, **massmorph**, **phantasmal killer**; **chaos**, **major creation**, **maze**, **shadow door**, **shadow magic**.

9-18: Hidden Cave
Accessible only via a 3'-diameter opening in the southernmost portion of 9-17, this cave is unremarkable save for the corpse of Kesti Jiradell, a dead human illusionist. She was the companion and lover of Erist Ellagelsson, princeling of the elven kingdom of Gallador (see SL6-5). She was overwhelmed by the spiders while looking for way to help Erist escape from his current fate. She managed to crawl into this cave before dying from the spider venom. By her corpse are two battered backpacks and other gear.

Treasure:
3 Arden Vul cakes (see Arden Vul items), 2 fully-charged rudishva lesser power supplies (see new technological items), a pair of **boots of insulation**, three **darts of sleeping**, a **lover's token** (keyed to Erist Ellagelsson – see SL6-5), a **potion of dispelling** (see new magic items for the last four), and a **rod of absorption** (with 33 spell levels in it).

9-19: Warning Cave
The cave is damp, with dripping water, numerous stalactites and stalagmites, and a healthy growth of furry green lichen. Two 'scarecrows' stand in the center of the cave, facing the exit into the chasm. One is a human adventurer, stripped of all gear save a loincloth, and tied to a triangular frame of wood. The other is a goblin, tied to a similar but smaller frame. Around the neck of each is hung a wooden shingle with the phrase "No Entry!" in Varumani. The human is dead, but only recently so, as the chasm insects are still feasting on his body. The goblin is still alive, but only barely so. His name is Baradim, and he is neither powerful nor significant. Still, King Weskenim (SL4-22) will be grateful for his return to the Goblin Warrens (to the tune of offering a reward of 500 sp); alternately, Baradim might volunteer his services as a guide and general dogsbody to his new friends.

The varumani miners placed the poor individuals here in the hopes they would deter the curious or hungry from moving into the silver mine area (9-21 to 9-28).

GM Note: The opening to the chasm lies 5' above the layer of humus on which the mushrooms grow.



Inhabitants:
1. **Baradim the goblin**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5; #AT 1; Dmg 1-6..

9-20: Empty Cave
This cave contains nothing of interest save the desiccated husk of a giant spider.

9-21: Varumani Guard Post
An 8'-tall masonry wall bisects this 20'-tall cave; it runs from the north to south side. Six true varumani warriors (see new monsters) stand on a firing ledge on the east side of the wall. Armed with heavy crossbows, spears, and battle axes, they are tasked with preventing unwanted visitors from entering the silver mine area (areas 9-22 to 9-28). Although bored, the varumani refuse to negotiate with anyone; indeed, they are eager to fight. They have a keg of Hak's ale (7-94), a rickety wooden ladder, two sides of smoked goat meat, as well as a low table with a set of seventeen dice of mixed origin; among the dice is a silver set of **Banion's dice** (see new magic items). Should combat break out, the inhabitants of area 9-22 will arrive in 3-6 rounds to aid them; the miners in area 9-21 also have a 33% chance of hearing the sounds of combat and arriving within 6-8 rounds.

Inhabitants:
1. **6 true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 62, 60, 59, 56, 53, 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed axe, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: two-handed axes; heavy crossbows; ring mail.

Treasure:
A keg of ale (50 gp), and a silver set of **Banion's dice** (see new magic items).

9-22: Mine Boss

This cave is brightly lit by four torches and serves as the headquarters of the varumani silver mining operation. Within are six hammocks, a rack containing picks, shovels, and wooden buckets, four kegs of Hak's ale (see 7-94), a dozen sides of smoked goat meat, and an unused rudishva greater power supply (see new technological items). Against the flattish south wall is a man-sized straw dummy, which the varumani use for target practice. Typically the true varumani overseer of the mining operation, Prayaska, hangs about here with her advisor, Lithiric the Talker, killing time and planning how to enrich herself. There is a 33% chance that two miners are also present, resting in their hammocks.

GM Notes: Prayaska is a proud and extremely venal member of clan Rudigaya. She is so proud, in fact, that she eschews actual mining, preferring to boss her fellows about. Her venality is well known to Varboka the thegn (7-30), but Varboka believed that her greed could be turned to the benefit of the People by ensuring maximum output from the silver mine. The thegn did not count on the evil influence of Lithiric, however. Lithiric insinuated himself into Prayaska's favor and has been slowly playing up the latter's greed; it was Lithiric who suggested that Prayaska begin holding back some portion of the smelted silver as her own 'due'. Lithiric is, in fact, an agent of High Priestess Stephania of the cult of Set (4-51), sent to the thegn's court to sow dissension; by playing on Prayaska's greed, he hopes to be able to divert an increasing quantity of the mined silver to his mistress on Level 4. Lithiric has also been charmed by Cinna Minux (7-122), and is unaware that the vampire is fully aware of the existence of the mine as well as Lithiric's political machinations. Despite his treacherous plans, Lithiric fights bravely alongside his varumani 'friends' so as to preserve Set's influence in this area.

Inhabitants:

1. **Prayaska**, **female true varumani** (see new monsters): SZ L; AL LN; AC 1; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (club, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a huge, polished rosewood war club; six javelins; a **torc of protection** (see new magic items) worn as an arm band; and **pouch of capacity** (see new magic items). The pouch contains 25 lb of pure silver, skimmed from the smelting operation in 9-26.
2. **Lithiric the Talker**, **7th-level male Thorcin magic user**: SZ M; AL CE; AC 7; MV 120'; HD 7; HP 21; #AT 1; Dmg 1-4 (dagger). Abilities: STR 9, INT 16, WIS 15, DEX 15, CON 9, CHA 10. Possessions: a bandolier of daggers; a **ring of protection +2**; a **scroll case of potency** (see new magic items) in which he has placed one of his **three scrolls of fireball**; a **bag of holding** (70 cubic feet variety) containing 500 sp and 155 lb of pure silver; and a **wand of lightning** (11 charges). Memorized spells: **burning hands**, **charm person**, **friends**, **shield**; **continual light**, **invisibility**, **mirror image**; **dispel magic**, **suggestion**; **wall of fire**.
3. **2 bestial varumani** (see new monsters) (33%): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 53, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
Three kegs of Hak's ale (50 gp each); personal treasure on the two bosses; Lithiric's spell book.

Lithiric's Spell Book: **Burning hands**, **charm person**, **comprehend languages**, **detect magic**, **friends**, **identify**, **jump**, **light**, **magic missile**, **read magic**, **shield**, **sleep**; **audible glamer**, **continual light**, **detect invisibility**, **invisibility**, **mirror image**; **dispel magic**, **fireball**, **phantasmal force**, **protection from normal missiles**, **slow**, **suggestion**; **charm monster**, **fire shield**, **fumble**, **remove curse**, **wall of fire**, **wizard eye**, **distance distortion**.

9-23: Silver Mine, Main Seam

A rich seam of pure silver runs through the rock in this area. The sound of picks and mauls echoes throughout, as the varumani have seized the area and are mining it. The main seam averages 20' in width and 15'-25' in height; torches set into sconces every 25' provide light. Numerous side tunnels (e.g. 9-28) have been dug off the main seam. Wooden scaffolding is erected here and there throughout the seam, on top of which 6-8 lesser and bestial varumani miners are always hard at work with pickaxes, mauls, shovels, and wooden buckets.

While the main seam still produces ore (about 18 lb of raw ore and 3 lb of silver per day), it is clear that the easy days of mining in the wide main seam are nearing their end. Already the section of the seam nearest area 9-26 is played out, and the miners are piling up their tailings along the west wall there. Within three months the eastern arm of the main seam will also be played out, and the miners will need to start the more difficult work of delving new seams, in the direction of area 9-28 for instance.

Unless visitors are obviously hostile, the miners ignore all those who appear to have legitimate business in the area. If a fight breaks out at area 9-21, there is only a 33% chance that the miners hear it and move to investigate.

Inhabitants:

1. **4 lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59, 58, 53, 49; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.
2. **2 or 4 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 53, 50, 49, 48; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
The miners have collected 36 lb of un-smelted raw ore.

9-24: Smelly Cave

A foul smell emerges from the pool located in the center of this cave. The water in the pool is strangely colored (brownish) and contains little bits of biological material. This fact is explained by the existence of a subterranean tunnel that connects the pool to the effluent pit (9-16). Entering the submerged tunnel provokes a chance for catching disease (20% chance). A tarnished silver statuette depicting Rimmaq-Isfet (see new monsters) may be found inside the tunnel.

Treasure:
Silver statuette of Rimmaq-Isfet (250 gp).

9-25: Cave with Hole

The silver in this extension from the main seam has played out. A 5'-diameter hole drops down 15' to a tunnel leading to area 9-19. The varumani are aware of the hole, but don't consider it a threat.

9-26: Smelting Operation

This cave is where the varumani smelt their silver ore into pure silver. The smelting is accomplished via an ancient rudishva relic: a CRUD-Ore 7500 ore processing machine (see new technological items). This piece of technology is powered by a greater rudishva power supply (see new technological items), and can distil 1 lb of pure metal from 6 lb of ore in about a turn. The power supply is good for another month of operation before becoming fully drained. Originally several other dials existed which allowed an operator to fine-tune the production and consistency of the metallic output; at the moment, the output consists of rock slag and a soft, amorphous mass of raw silver. Once smelted, the miners lug the silver up the tunnels to be smithed in the forge (7-68).

Geldaka, a mute lesser varumani, works the smelter under the direction of Prayaska (9-22).

GM Note: Prayaska and Lithiric have been skimming smelted silver from the operation. Geldaka is aware of their thievery, but has chosen to do nothing about it, mainly because he is unable to speak.

Inhabitants:

1. **Geldaka**, **mute lesser varumani smelter** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 58; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club.

Treasure:
At any given time there is a 50% chance for 50 lb of smelted silver to be present here; otherwise the stocks are empty.

9-27: Tunnel up to 7-52

This tunnel is narrow and cramped. Its size is a sore point for the varumani miners, who must crouch and scramble to return to the thegn's court (Level 7). The tunnel wends its way upwards before debouching at area 7-52.

9-28: Narrow Silver Vein

This narrow tunnel follows the most promising silver vein branching off the main seam. At its northern end the tunnel is 7' tall and 4' wide, but it tapers to 4' tall and 3' wide at its southern end. The silver seam is quite rich here, and the varumani will develop it as the new source of their silver mining operations. At the moment, Prayaska is using this location to store the proceeds of her graft.

Treasure:
Prayaska has stored 150 lb of smelted silver under a rock-colored tarp at the end of this tunnel. Unless PCs physically search the end of the tunnel, the tarp must be detected as a secret door.

9-29: Rudishva Doors and Hallway

The door to the chasm floor (9-1) is a rudishva iris door, and can only be opened if a silver or yellow rudishva identity plaque (see new technological items) is held against a yellow rectangle inset into the doors. The door is also buried under 20' of accumulated humus from the mushroom groves.

The rudishva iris door leading to the Great Pillar (9-30) is of an unusual sort; it is not opened in the usual manner, by presenting a colored rudishva identity plaque. Instead, it requires a special key to unlock. The lock is extremely complex (-40% to pick). The troll thegn (7-30) and the Arena Lord (6-85) each possess a key. The keys are 1'-long, 3"-diameter, grey plasteel rods with a notched, 1"-tall flange on each end. The door is also enchanted with the equivalent of a **wizard lock** cast at 12th level.

Lying in the hallway are two desiccated corpses of varuda, still dressed in their orange jumpsuits. Bronze and pale-green rudishva identity plaques may be found on the corpses.

9-30: Great Pillar

From this location, the rudishva great pillar may be used to ascend to Levels 5, 6, and 7 (areas 5-138, 6-103 and 7-37). The walls of the shaft, as well as the 30'-diameter pillar itself, are formed of perfectly smooth black granite. The walls of the shaft were treated by kaliyani techno-sorcerers with a unique form of anti-magic resistance, largely to protect unwanted burrowing into this important site. Although magic will work within the shaft, magical breaches of the shaft walls are almost impossible.

Inset into the floor of the shaft are four 6'-diameter circular fans made of plasteel. These marvels are still working several thousand years after their installation, and serve to pump fresh air from a hidden cave system into the pillar shaft. The cave system is unmapped, and provides an opportunity for expansion should the GM wish it.

A set of hand- and footholds are cut into the Pillar; this precarious 'ladder' ascends the Pillar in a clockwise spiral. It is thus possible, although highly impractical, to climb the Pillar by hand and foot. Several rolls of 5d6 under STR and/or DEX are necessary for anyone so foolhardy as to climb all the way to the top of the Pillar (5-138).

For a general overview of the pillar, see area 5-138.

9-31: Broken Heqeti Connector

A heqeti causeway once linked area 9-40 to the ridge at 9-2. In antiquity that span was broken in two places, one near area 9-2 and the other closer to 9-38. Although the connector is in places a corridor, carved out of solid rock, in other places it became a thin bridge of stone that extended above open spaces below. The northern tip of the causeway is one such bridge, as it extends from the cavern wall 40' above the floor; sadly, the last bit of the bridge that linked it to area 9-2 has collapsed, leaving a 15'-wide gap between the ridge and the connector. The other bridge segment comes to the south, where the connector crosses area 9-33; here the bridge is intact and floats 50' above the floor of the cave below. In addition to the main causeway, a side bridge once extended to the stairs at 9-36; the central portions of that bridge collapsed eons ago. As with all heqeti construction, the bridge is slightly rough or pebbled on its surfaces, and still retains a faint oily sheen.

Originally the connector boasted a pair of 4'-diameter free-standing columns every 10' (much like area 5-6), but most of them

were toppled long ago. The extant portions of the connector are littered with broken bits of column, fallen stalactites, and ancient heqeti, varumani, and varuda skeletons.

The Priscians have established a concealed encampment on the causeway, in the section of roofed corridor between the open areas at 9-2 and 9-33. This base camp is intended to guard their newly-discovered route to Level 7 (i.e., the route from 9-41 to 7-64). As is their wont everywhere, these Priscians prefer to remain hidden if possible, only taking action if visitors discover their camp or the tunnel at 9-41.

The camp is concealed by an **hallucinatory terrain** spell cast by Cenwulf, the leader of the Priscians. Visitors will see an empty corridor littered with broken bits of column, fallen stalactites, and a broken orange lamp mushroom that gives off some low phosphorescence. In reality, the camp is 20' in diameter and includes a camp fire, 10 bedrolls, a small keg of water, and 4 chests with supplies. The conversi thieves are also invisible, even when relaxing. The one thing that Cenwulf cannot (or will not) conceal fully is noise; those listening carefully may well detect sounds of breathing, slight movements, or shifting gear.

If discovered, the Priscians first attempt to render any visitors helpless via backstabs and disabling magic. If the PCs offer negotiation or surrender, though, the Priscians are willing to listen, provided the PCs swear to depart from this section of Level 9. They might even offer a bribe of up to 200 gp/head to induce the PCs to depart. Should the PCs agree, the Priscians will appear pleased; but will soon shift their camp to area 9-38 and double the guard, since they fully expect the PCs to return with a vengeance.

Inhabitants:

1. **Cenwulf the Unseen**, **Priscian war mage** (see new monsters) **and member of Septimus**, **as an 8th-level male Thorcin illusionist**: SZ M; AL LE; AC 3; MV 120'; HD 8; HP 24; #AT 1; Dmg 2-7 (**Sortian baculus**). Abilities: STR 10, INT 17, WIS 15, DEX 16, CON 11, CHA 11. Possessions: a key to 9-58; **bracers of defense** (AC 5); **robe of blending**; **brooch of shielding** (43 HP left); **wand of negation** (37 charges); **Sortian baculus** infused with **blink** (9 charges) (see new magic items), and a **Priscian ring** infused with **dispel magic** and **invisibility** (17 charges) (see new magic items). He holds the key to all four chests. Memorized spells: **color spray**, **darkness**, **phantasmal force**, **wall of fog**; **blur**, **brain full of small spiders** (see new spells), **invisibility**; **Frigg's caustic kisses** (see new spells), **hallucinatory terrain**; **brain full of large spiders** (see new spells). Spell book: **audible glamer**, **the Bracteros Effect** (see new spells), **color spray**, **dancing lights**, **darkness**, **detect illusion**, **detect invisibility**, **light**, **phantasmal force**, **wall of fog**; **blur**, **brain full of small spiders** (see new spells), **detect magic**, **hypnotic pattern**, **improved phantasmal force**, **invisibility**, **mirror image**, **misdirection**; **continual darkness**, **dispel illusion**, **Frigg's caustic kisses** (see new spells), **hallucinatory terrain**, **invisibility 10' radius**, **paralyzation**, **spectral force**, **suggestion**; **brain full of large spiders** (see new spells), **confusion**, **minor creation**, **phantasmal killer**.
2. **Pretius Octavus**, **Priscian war mage** (see new monsters) **and member of Quintus**, **as a 7th-level male Archontean magic user**: SZ M; AL LN; AC 2; MV 120'; HD 7; HP 21; #AT 1; Dmg 2-7 (**Sortian baculus**). Abilities: STR 9, INT 18, WIS 12, DEX 16, CON 10, CHA 13. Possessions: **Priscian chain mail +1** (see new magic items); **Sortian baculus** infused with **infravision** (see new magic items); **Priscian ring** infused with **detect invisibility** and **shield** (see new magic items); **dust of disappearance**; **scroll of protection from evil**; **wand of magic missiles** (63 charges). Memorized spells: **charm person**, **magic missile**, **sleep**, **spider climb**; **ESP**, **forget**, **Pol's endless sneezes** (see new spells); **fireball**, **fly**; **polymorph other**. Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **hold portal**, **identify**, **jump**, **magic missile**, **read magic**, **shocking grasp**, **sleep**, **spider climb**, **floating disk**; **continual light**, **detect evil**, **ESP**, **forget**, **knock**, **levitate**, **locate object**, **Pol's endless sneezes** (see new spells), **ray of enfeeblement**, **stinking cloud**, **strength**, **web**; **clairvoyance**, **dispel magic**, **fireball**, **fly**, **haste**, **invisibility 10' radius**, **lightning bolt**, **protection from normal missiles**, **slow**; **dimension door**, **hallucinatory terrain**, **polymorph other**, **wall of ice**.
3. **Aethelflaed Flatnose**, **Priscian war mage** (see new monsters) **and member of Tertius**, **as a 5th-level female Thorcin illusionist**: SZ M; AL LE; AC 3; MV 120'; HD 5; HP 16; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 11, INT 17, WIS 14, DEX 16, CON 12, CHA 8. Possessions: **Priscian chainmail** (see new magic items); **Priscian gladius +2** (see new magic items); **Priscian ring** infused with **detect invisibility**, **necklace of missiles**, **potion of polymorph self** (see new magic items). Memorized spells: **darkness**, **detect invisibility**, **hypnotism**, **phantasmal force**; **blindness**, **mirror image**; **suggestion**. Spell book: **audible glamer**, **change self**, **darkness**, **detect invisibility**, **hypnotism**, **phantasmal force**; **blindness**, **deafness**, **detect magic**, **fog cloud**, **improved phantasmal force**, **mirror image**; **fear**, **hallucinatory terrain**, **paralyzation**, **suggestion**.
4. **Demetrios Sinister**, **Priscian war mage and member of Tertius**, **as a 4th-level male Archontean magic user**: SZ M; AL LN; AC 5; MV 120'; HD 4; HP 12; #AT 1; Dmg 2-7 (**Sortian baculus**). Abilities: STR 10, INT 16, WIS 13, DEX 18, CON 9, CHA 7. Possessions: **Sortian baculus** infused with **detect magic**; **ring of protection +1**; **scroll of magic missile**. Memorized spells: **charm person**, **magic missile**, **sleep**; **Frigg's jelly legs** (see new spells), **scare**. Spell book: **charm person**, **dancing lights**, **detect magic**, **light**, **magic missile**, **magic aura**, **read magic**, **shield**, **sleep**; **darkness 15' radius**, **detect invisibility**, **fools gold**, **Frigg's jelly legs** (see new spells), **knock**, **magic mouth**, **rope trick**, **scare**, **wizard lock**; **blink**.
5. **Thorgrim the Stout**, **Priscian war mage** (see new monsters) **and member of Secundus**, **as a 3rd-level male Wiskin magic user**: SZ M; AL LE; AC 10; MV 120'; HD 3; HP 13; #AT 1; Dmg 3-5 (**darts +2**). Abilities: STR 12, INT 16, WIS 9, DEX 10, CON 16, CHA 13. Possessions: 6 **darts +2**; **Priscian ring** infused with **shield** (see new magic items); **scroll of magic missile**. Memorized spells: **jump**, **sleep**; **pummeling fists of Arak-Zhorr** (see new spells). Spell book: **detect magic**, **feather fall**, **hold portal**, **jump**, **magic missile**, **read magic**, **sleep**; **continual light**, **pummeling fists of Arak-Zhorr** (See new spells), **scare**, **strength**.
6. **Sarabel Jewel-Eye**, **Priscian conversus** (see new monsters) **and bonded defender to Cenwulf**, **as an 8th-level female Archontean thief**: SZ M; AL NE; AC 0; MV 240'; HD 8; HP 38; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 11, INT 14, WIS 14, DEX 18, CON 10, CHA 17. Thief skills: PP 85%, OL 82%, FRT 60%, MS 72%, HS 59%, HN 25%, CW 96%, RL

40%. Possessions: **gauntlets of dexterity**; **leather armor +2**; **Priscian gladius +2** (see new magic items); **boots of speed**; **bag of beans**; 2 **potions of invisibility**; **potion of extra healing**. Sarabel is under an **invisibility** spell until she engages combat.

7. **Crinux the Wrinkled**, **Priscian conversus** (see new monsters), **as a 6th-level male Archontean fighter**: SZ M; AL LE; AC 2; MV 120'; HD 6; HP 57; #AT 1; Dmg 6-13 (**battle axe +2**), 7-12 (**javelins of piercing**). Abilities: STR 18/64, INT 9, WIS 11, DEX 10, CON 15, CHA 7. Possessions: **banded mail +1** and shield; **battle axe +2**; 4 **javelins of piercing**; **potion of extra healing**.
8. **2 Priscian conversi** (see new monsters), **as 5th-level male Thorcin thieves**: SZ M; AL LE; AC 6; MV 120'; HD 5; HP 25, 22; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Special: they have DEX 16. Possessions: leather armor; **Priscian gladius +2**. One has a **potion of molasses** while the other has a **potion of greek fire** (see new magic items for both). The pair are currently operating under **invisibility** spells.
9. **2 Priscian conversi** (see new monsters), **as 3rd-level female Thorcin fighters**: SZ M; AL NE; AC 4; MV 90'; HD 3; HP 30, 28; #AT 1; Dmg 2-7 (spear) or 2-9 (long sword). Special: they have STR 17 and CON 16. Possessions: chainmail and shield; spear; long sword.

Treasure:
In addition to the personal items on the Priscians, the chests contain some valuables:

Chest #1: this chest contains the spell books of the mages, plus 3 **scrolls of detect magic**, and 2 **scrolls of knock**.

Chest #2: a pile of silver and copper coins to be used as bribes. 1,319 sp, 456 ancient silver pennies (see Arden Vul items), and 8,901 cp.

Chest #3: enough dried meat, dried vegetables and dried fruit for a dozen people for a week. In addition, 10 Arden Vul cakes (see Arden Vul items), and a 3-lb bag of nuts.

Chest #4: 2 lb of silver dust (5 gp); a pair of solid gold finials shaped like storks (330 gp each); an elaborate carved ivory box with scenes from Archontean military history (450 gp); 6 vials of sweet-smelling incense, a solid lead andiron shaped like a terrier (45 gp), a set of eight carved silver weights used in draftsmanship to hold parchment in place (35 gp each), and 3 10-lb bars of platinum (2,500 gp each).

9-32: Bone Slope

This corner of the great cavern slopes downward precipitously, losing 10' in elevation before merging with area 9-33. The slope is littered with bones from all manner of creature: human (ancient Archontean), heqeti, varumani, varuda, small animals, and even a few kaliyani. Although the presence of these bones may suggest the nearby lair of a fearsome predator, their presence here is actually due to the quicklings, who toss any bones that they discover while digging their tunnels (9-15) onto this slope. The bones do make traversing the slope rather difficult; characters other than thieves must roll 3d6 under DEX or slide down the slope, taking 1-2 HP damage in the process. Those employing light or making noise (such as that caused by sliding down the slope) automatically alert the Priscians at area 9-31.

9-33: Deep Cave beneath the Causeway

The floor of this cave lies 50' beneath the ancient heqeti causeway (9-31). It is littered with piles of broken stone, some of which still contain recognizable shapes – like shattered column drums, bits of broken pediment, and the headless, limbless torsos of three heqeti statues. Amid the debris are numerous skeletons, most of which are ancient and appear to be heqeti or human in origin. To the west end of the cave are two corpses of more modern vintage, still wearing some equipment: these corpses are riddled with strange bone arrows (heqeti arrows) and appear to have been scorched rather badly.

Searching among the debris may turn up some item of interest. For every turn spent searching, roll on the following chart. Up to six items may be found. Creating noise in the western portion of the cave (by, say, searching) brings Tashiblis from 9-34 and awakens the undead heqeti at 9-36 (see new monsters for both).

The tunnel to 9-37 is located 10' above the floor of the eastern edge of the cavern.

D100	Result	Notes
01-25	Nothing	
26-30	A pair of Archontean greaves, inscribed "Junius"	Worth 15 gp as a curio
31-35	An amethyst brooch with an intaglio of an Archontean noble woman	340 gp
36-46	A bone arrow with black fletching	5 sp. A heqeti arrow
47-50	The head to one of the heqeti statues. Roll d6: 1-2: weaver 3-4: hopper 5-6: builder	The head could be sold to a statuary dealer for 100-600 gp
50-53	A **hand of glory** made from a heqeti paw	See new magic items
54-70	Some scattered ancient coins. Roll d6 1-2: 2-12 ancient silver pennies 3-4: 3-24 ancient copper bits 5-6: 2-8 ancient gold solidi 7-8: 1-3 ancient octagonal platinum coins	See Arden Vul items for all
71-73	A shattered Archontean blackware vase showing a human greeting a dragon, with the inscription (in Mithric) "Ennius Signs the Compact"	An important clue concerning ancient Archontean history, as few modern Archonteans remember the identity of the ancient allies with whom Ennius signed his famous compact (see World of Archontos appendix). Worth 850 gp.

74-78	A metal rod	One of the control rods for the egg-shaped vessels in 4-85
79-83	A leather pouch with 3 Arden Vul cakes	See Arden Vul items
84-88	A silk pouch with three doses of red veil mushrooms	See new flora
89-91	A gold sunburst symbol mounted on a 2"-long gold rod; the center of the sunburst contains the Archontean numeral I	Intended to be inserted into an archon's command helmet in the ancient Archontean legions. From the legendary "Originals", the now-defunct I scutarii legion. Worth 575 gp
91-92	A 3"-tall hand with a third eye and touching thumb and forefinger	A **rudishva useful palm** (palm of cancellation – see new magic items)
93-94	A flute made of a thigh bone	An **insidious bone flute** (see new magic items)
95-96	A copper ziggurat with four steps, 4" tall	The bottom has an inscription in Mithric "home of Kauket. Beware". A representation of area 10-32. Worth 275 gp.
97-98	A heqeti jagged club	Worth 25 gp
99-100	A copper heqeti ritual bowl, incised with images of hoppers spearing humans	Worth 150 gp

Treasure:
On the bodies of two adventurers: a lovely yellow silk wizard's robe embroidered with coiled dragons; a suit of battered but usable banded mail; a two-handed sword; a backpack with a coil of rope, a lantern, four flasks of oil, a sack with 352 sp and 125 gp, a **potion of superheroism**; a coiled rope ladder (40' long); and a wooden scroll case with a scroll containing **harnessing the chaos** and **Pol's recall** (see new spells for both).

9-34: Cave of Tashiblis

This 'cave' is separated from area 9-33 by a narrow, 8'-wide opening between two huge piles of rubble. If examined, the rubble is easily shown to be the remains of the stone bridge that once connected 9-36 and 9-31. It is clear both that the rubble has been consciously piled up so as to close off 9-34 and that the extant entrance to 9-34 was formed by something pushing into 9-33 from within 9-34. That 'something' is a dreadful animated construct known to the heqeti as Tashiblis (see new monsters). Noise or light in the western areas of 9-33 brings Tashiblis stumping to the attack (and wakens the undead heqeti at 9-36).

Background: Tashiblis is a rudishva animated construct (stone nataraja) (see new monsters) that was abandoned during the rudishva collapse and 'repurposed' by the clever heqeti builder, Hossqip. Hossqip was a hero of the rudishva wars, and accomplished many impressive magical feats, including taking control of the animated construct and infusing it with some impressive offensive and defensive features. It guarded area 9-36 until the Archontean wars, when the stone bridge was destroyed and the Archontean magi barricaded it into area 9-34. Eventually it dug its way out of the rubble and now continues in its guard duties even in the absence of its heqeti masters.

Inhabitants:
1. **Tashiblis** (see new monsters): SZ L; AL N; AC 1; MV 120'; HD 8+8; HP 62; #AT 1; Dmg 4-11; MR 35%. Special attacks: sonic stun; small fireballs (4-24 damage); rainbow bolts (drain spells from target), breath weapon - fire (5-30 damage). Special defenses: +2 weapons or better weapons to hit.

9-35: Tunnel Up to 5-52B

This tunnel climbs a very long way through the rock (some 1,100') before ending up on Level 5, at area 5-52B. Although mostly natural, the tunnel does contain sections of worked corridors and stair segments, all of which have the familiar pebbled and slightly oily texture of heqeti construction.

Note: If the keqemander demon (see new monsters) has been summoned at area 5-52 and has not been defeated, there is a chance it may be present here or in one of the surrounding caves. See area 5-52 for details.

9-36: Heqeti Bridge Fragment and Stairs

Looming 50' above the floor of area 9-34, this bridge fragment used to extend east to area 9-31. A set of stairs commences on the bridge and leads west. Originally this staircase climbed all the way to area 5-52, but it was destroyed in antiquity, leaving only the current 60' fragment. The construction of the bridge and stairs is heqeti (pebbled and oily), and the stairs' tread-to-rise ratio is uncomfortable for humans.

Seven undead heqeti salamander warriors (see new monsters) lie in wait atop the bridge fragment. They are armed with short bows and poisoned arrows, and will employ their ranged weapons until out of ammunition, at which point they leap down to confront intruders. Very loud noise in area 9-33 might rouse them to action (33%), but they are certain to react if Tashiblis (9-34) enters melee.

Inhabitants:
1. **7 heqeti hopping dead** (see new monsters): SZ M; AL CE; AC 5; MV 90'; HD 3; HP 22, 21, 20, 19, 17, 16, 15; #AT 1; Dmg 1-8. Special attacks: leap; cursed tongue. Special defenses: turned as ghasts; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells. They are armed with short bows and 15 poisoned arrows each. The poison is known to the heqeti as Kauket's Vision, and is of a psychotropic sort that causes severe hallucinations to those who fail a save (see Arden Vul items).

9-37: Cave below the Heqeti Causeway

The floor of this large cave is 40' below the edge of the heqeti causeway (9-38 and 9-40). The eastern edge of the cave has suffered

numerous collapses and cave-ins; loose rubble and scree runs along that wall. The floor of the cave is uneven, dotted with piles of rubble including both worked and natural stone.

Given the geological instability here, any destructive magic (like fireball) cast in the area of 9-37 to 9-40 have a 75% chance of causing a pile of rocks to fall from the ceiling. The rockfall strikes an area that covers 3-6 10'x10' squares. Those within the affected zone take 6-36 HP damage; thieves who save vs breath weapons take no damage, but others still take half damage.

Dwarves or rangers will notice signs of recent passage through the rubble fields, leading towards 9-41.

9-38: Rubble-Strewn Heqeti Causeway

This section of the long heqeti causeway that once linked 9-2 to 9-40 overlooks the cavern below (9-37). The way north is blocked by an impassable cave-in; the same appears to be the case to the south, although careful inspection reveals several narrow passages that lead through the debris to area 9-40.

The west wall (running all the way to 9-40) boasts low relief carvings of heqeti, salamanders, frogs, and amphibian-like entities writhing in an interlocking, chaotic mass of limbs, tongues, and stabbing weapons. The scene is disturbing to look at, especially as the eyes of all the carvings are all hollow depressions about the size of a fist. Some ancient Mithric graffiti mars the carvings towards the north end; this graffiti is vulgar and coarse, with frequent mention of the hoppers and where they ought to hop.

At the moment this area is unoccupied. Should the Priscians at 9-31 be discovered, however, they will move their encampment to this area.

Secret Door (west): This door is difficult to locate (1 in 8 chance). It is unusually sized, taking the form of a writhing salamander, and can only be opened from this side by placing two **tears of Kauket** (see new magic items) in the eyeholes of that salamander. If this is done, the salamander-shaped door (about 3' high and 7' long) opens inward.

9-39: Secret Staircase Leading Up to 6-112A

The very long staircase behind the secret door leads up to area 6-112A. It was one of the main routes used by the heqeti in their secret – and successful – strike against the rudishva. The steps are worn, pebbled and oily. The staircase is filled with cobwebs, insect husks, and random bits of leather and metal for most of its length.

Secret Door (to 9-38): The door is easy to locate (1 in 4 chance). From this side it can only be opened by locating and depressing a small knob.

9-40: The Great Pukel

A giant pukel-mander crouches here, at the southern end of the ancient heqeti causeway in a niche that is 30' tall. Piles of rubble block views of the pukel from 9-37 or 9-38. The eastern edge of the pediment overlooking 9-37 has collapsed into the cave below; even non-thieves have a 33% chance of successfully scrambling up the scree.

The Great Pukel: Like its many lesser siblings scattered throughout Arden Vul, the Great Pukel appears as a massive, crouching salamander carved out of oily soapstone. Unlike the **pukel-manders** (see new magic items), however, the Great Pukel is 20' tall and 15' wide. The eyes are gaping holes, 5' in diameter, while the toothless maw is 6' across. Although the features of the pukel do not change, a low, chuffing laugh emerges constantly from its maw: "heh, heh, heh, heh". The Pukel radiates evil.

Within each eyehole are 3-6 pure white **tears of Kauket** (see new magic items). These potent but dangerous items may be removed easily enough (in order, for instance, to use them to activate the secret door at 9-38) by characters of chaotic evil alignment. All others who remove a tear are punished for their blasphemy: the Pukel's laugh changes to harsh shouts of anger, and two keqemandri (see new monsters) teleport in to punish the transgressors.



The gaping maw of the Great Pukel is filled with a viscous clear liquid, none other than the **sweat of Rimmaq-Isfet** (see new magic items). Up to 15 vials of the sweat may be filled from the maw. The supply of sweat gradually replenishes at a rate of 1 vial's worth per month. The same alignment restrictions as concern the **tears of Kauket** apply here; two keqemandri teleport in if a non-chaotic evil being takes any of the sweat.

GM Note: the tears appear here when beings effect teleportation by means of the lesser pukel-manders. In such cases any pure white tear used in teleportation remains in the Great Pukel's eyeholes; tears of other colors are destroyed in the teleportation. It is thus possible for the supply here to be replenished. If the PCs use the devices, then any white tear used will be found here; there is also a 5% chance per month that some other being will have used at least one white tear in a pukel-mander, and thus that a new tear will be present in the Great Pukel's eyeholes.

Destroying the Great Pukel: It is difficult, but possible to destroy the Great Pukel, and doing so will have several effects on Arden Vul. For one, it will cancel the magical powers of the lesser **pukel-manders** scattered through Arden Vul; thereafter, the **pukel-manders** will merely appear as ominous, vaguely evil statues, with no special effects. More importantly, though, destroying the Great Pukel serves to weaken Rimmaq-Isfet and Kauket, thus evening the odds should PCs confront Kauket on Level 10 (see Level 10 introduction and 10-37). To destroy the Great Pukel, four spells must be cast in sequence within a span of 6 hours: **spiritwrack** or **holy word**, **dispel magic** (by a 12th- or greater-level caster), **transmute rock to mud**, and then **hallow** (see new spells). During the casting period(s), two more keqemandri will teleport in to defend the unholy Great Pukel. Of course, a single carefully-worded **wish** would also suffice.

Inhabitants:

1. **2 or more keqemander demons** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 16; HP 116, 101; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.

9-41: Tunnel up to 7-64

This tunnel snakes upward to join Level 7 at area 7-64. The Priscians recently discovered it and have dispatched a war mage triad up it (see areas 7-39 and 7-44). If lights are employed at the entrance of this tunnel, the Priscians at 9-31 will be alerted and will arrive within a turn to protect their colleagues on Level 7.

Trap (noise trap): A smiley face is painted on the tunnel wall 50' below the point at which the tunnel arrives in area 7-44. The face is the trigger for a **Frigg's flatulence spell** (see new spells) that the Priscians have installed there as a warning. If the spell is triggered by motion, the Priscians in 7-44 will be ready.

9-42: Debris-Strewn Cave

The same geological instability present in 9-37 is found here (see above for chances of collapse). The temperature is noticeably warmer, and the air moister. Although the cave surfaces are rough and natural, obvious bits of ancient worked stone protrude crazily from the floor and walls. These include bits of stairs, flattened pieces of pediment, and an occasional broken plinth.

Lying in a pool of dried blood halfway down the cave is the corpse of an unusual being: a man-sized biped dressed in bulbous, puffy, quilted, yellow pants and coat. Within is the body of a spindly biped with a smooth, hairless body. Its eyes are pupil-less and of indeterminate color. Within its cold-weather gear it wears only a loincloth and four web-belts that were once stuffed with gear. The corpse is that of Harjot, a niravairi and a rissaldar in the Order of Planar Explorers (see new monsters). His body has a nasty gut wound and has been stripped of nearly all of its special equipment.

A ranger may be able to locate and track a subtle blood trail that leads south towards 9-43. The chance is 50% plus 5% for every level of experience over 3.

GM Note: The demonic huntsmen at 9-50 hunted Harjot and his companions, Bahula (see 9-50) and Vingelok (see 9-48), through the Astral Plane. The three members of the Order fled through the gate at 9-51, but were trailed by the huntsmen. Bahula was slain first, while Harjot was mortally wounded and succumbed to his injuries here. Vingelok still lives, wounded and desperate, deeper within the ruins.

Treasure:
Stuffed into a pouch on the web-belts is a 1-lb sack of gold flakes (50 gp), a 1-lb sack of silver flakes (50 sp), and 7 cork-sized plugs of pure platinum (weighing about 1 lb in total and worth 250 gp). Within the corpse's loincloth is a small piece of crystal covered with spidery writing in the niravairi language; if deciphered with magic, it reads "*Rissaldar! We have reason to believe Veshlok, the hero of the ancient Order, still lives, trapped in a time anomaly within the Astral. Your mission is to provide tactical support to the Havildar. Together you are to locate the missing Veshlok, probably at the arcanum mine on the hawk-headed corpse, and rescue him. May your karma be sufficient to merit success.*" [**GM**: the note refers to the other members of the Order of Planar Explorers whose fate is detailed at SL1-11].

9-43: Stalactite Cave

This cave and the surrounding tunnels are very humid and warm. Scores of stalactites and stalagmites dot the area, many in beautiful shades of blue and green. Movement is slowed to half, and unless explorers look carefully, they might overlook the tunnel leading to 9-45. A ranger may be able to locate and track a subtle blood trail that leads south towards 9-45. The chance is 50% plus 5% for every level of experience over 3.

9-44: Tunnel Leading to SL13-32

This tunnel rises steeply before reaching the Lost Chambers of Arden at SL13-32.

9-45: Unstable, Wet Cave

This wet, humid cavern is also covered with stalagmites and stalactites. The cave exhibits the same geological instability as

areas 9-37 and 9-42 (see 9-37 for chances of collapse). It will be clear to any casual observer that the cave once housed an area of worked stone, perhaps with a staircase. That worked area has been completely destroyed, however, and the cavern floor is now 30' below the nearest worked area (9-46). Piles of debris litter the floor, and bits of pediment and broken stair risers are embedded in the extant cave surfaces.

A ranger may be able to locate and track a subtle blood trail that leads east towards 9-47. The chance is 50% plus 5% for every level of experience over 3.

9-46: Ancient Slime Pits

This worked area sits 30' above the floor of 9-45 and features pebbled, oily surfaces like the rest of the heqeti architecture. Six pits, each 6' in diameter and 3' deep, are set into the floor of the chamber, while shattered stone benches rest against all the walls and piles of debris litter the floor. Amid the piles may be found stone chips, leather flasks, gourds, bits of unidentifiable dried mushroom, broken copper utensils, and small bits of flakey substances in a variety of colors. Two of the pits are coated with a long-dried precipitate, one of which is pale green and the other bright yellow.

This was one of the original locations in which the heqeti experimented with brewing slimes, relying on the chaotic influence of dread Rimmaq-Isfet (see new monsters), and on the ingenuity of their builders.

Since the site was destroyed twice, first by the rudishva and again by the Archonteans, little of use remains. Still, the precipitates that remain in the pits could be rehydrated, thus creating two heqeti slimes (see new monsters). If the slimes are rehydrated in a closed receptacle (bottle or flask), they might be usable as thrown weapons. If rehydrated in situ, they act as foes. The GM can roll randomly or choose an appropriate slime.

More significantly, a foul ichor of Rimmaq-Isfet has been drawn here by the evil that still permeates the area. It is plastered to the ceiling, where it appears as a patch of black rock. Once living prey has come into range, it drops from above in an effort to consume the living. The ichor has no treasure.

Inhabitants:

1. **1 ichor of Rimmaq-Isfet** (see new monsters): SZ L; AL CE; AC 5; MV 60'; HD 16 HD; HP 111; #AT 2; Dmg 1-6/1-6; MR 30%. Special attacks: caustic touch (1-4 HP acid damage); crush (1-10 HP/rd); obliterate organic matter. Special defenses: +1 or better weapons to hit; immune to cold and acid.
2. **1 rust-colored**, **watery heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: consumes metal in one round (magic items get save); corrosive to leather. Special defenses: healed by electricity or lasers; slowed by cold. Must be rehydrated with a gallon of water.
3. **1 rust-colored**, **peanut-butter-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 7; #AT 1; Dmg special; MR 15%. Special attacks: poison (kills in 3-18 days); corrosive to wood. Special defenses: healed by electricity, lasers; slowed by cold. Must be rehydrated with a gallon of water.

9-47: Ancient Heqeti Brood Pools

A low (3'-tall) pool runs down the center of this pebbled, greasy-surfaced chamber. It is fed by a gently-burbling fountain shaped like a trio of giant tusks (5' tall). The side niches once held pools as well, but only a salty precipitate remains in them. The liquid in the central pool is clear, but briny. Its continued operation is a mystery of Kauket, and a source of wonder to the modern heqeti who occasionally visit it.

In the distant past, this chamber was used for mating and the raising of heqeti efts.

9-48: Heqeti Chamber

This heqeti chamber, with its pebbled, greasy surfaces, was stripped of all interesting items over a millennium ago. It is now the hiding place of Vingelok, a niravairi and a havildar in the Order of Planar Explorers (see new monsters). Vingelok is dressed in puffy, quilted orange 'cold weather' outfit, and carries a fair amount of exotic gear.

Vingelok is on the run, having been chased through the gate at 9-51 by the demonic huntsmen now encamped at 9-50. His comrades, Bahula and Harjot, were slain (see 9-42 and 9-50), but Vingelok, despite his own injuries, managed to locate a temporary place of refuge in this chamber. Vingelok gratefully accepts medical aid from PCs, although what he would really like is for the PCs to eliminate the huntsmen. If the latter transpires, Vingelok returns to 9-51 and rewards rescuers with up to three items from his stash. Those who aid Vingelok win the lasting gratitude of the Order, a fact which might prove useful in Astral or other planar adventuring.

If PCs refuse to aid Vingelok, he will be dead within three days after the aroksachaul (9-50) finally get around to finishing the hunt. At that point, all that remains here is a pool of dried blood.

Inhabitants:

1. **Vingelok**, **niravairi** (see new monsters) **and havildar in the Order of Planar Explorers**, **as a 10th-level fighter**: SZ M; AL LN; AC 1; MV 120'; HD 10; HP 27 (max 70); #AT 3/2; Dmg 3-10 (**niravairi astral tulwar**), or 3-6 (**niravairi astral crossbow of accuracy** and **bolts +2**). Abilities: STR 16, INT 16, WIS 11, DEX 15, CON 12, CHA 13. Continual abilities: infravision. Special attacks: surprise on 1-3 in 6. Special defenses: only surprised on 1 in 6. Possessions: **niravairi astral tulwar** (see new magic items); **niravairi astral crossbow of accuracy** with six **bolts +2** (see new magic items); a niravairi personal shield (see new technological items); and other gear (see treasure).

Treasure:

Two signet rings made of steel (one his, one Harjot's), each worth 15 gp as a curiosity; 12 platinum disks threaded on a steel rod (250 gp per disk); 100 chrysoberyls (100 gp each); a diplomat's voice; two niravairi rebreathers; a niravairi molecular analyzer; and six packets of dehydrated rations (see new technological items for all).

9-49: Eastern Plateau

This relatively flat bit of rock looms 20' above the mushroom groves and 25' above the lake. Here the ceiling of the great cavern is only 30' above the plateau floor. An ancient stone bridge, 5' wide and without rails, crosses the Rimpled Run (9-71) at the northwest side of the plateau. To the southwest, a ramp of beaten earth leads down to the berm (9-9). Since the huntsmen established their camp on the plateau, other creatures have given it a wide berth.

9-50: Camp of the Huntsmen

A band of eight aroksachaul, or demonic huntsmen (see new monsters), have established a temporary camp by the wall of

the great cavern. The camp comprises a gaudy yurt about 20' in diameter; it is made of black felt colored with yellow images of the trophies the band has acquired. Two huntsmen stand on guard outside at all times, while the other six relax within. Eight yeth hounds prowl about the perimeter of the camp; their extraordinary senses make it difficult for foes to sneak up on the camp. The hounds have a 75% chance to detect the smell of intruders (even invisible ones) within a 50' radius. If they detect potential prey they immediately begin baying (those within range must save vs spells or flee in panic).

Twelve 8'-tall iron stakes have been pounded into the stone in a circle around the yurt. From six of them hang the draining corpses of the aroksachaul's most recent catches: Bahula, a niravairi and a naik in the Order of Planar Explorers (see new monsters); two heqeti; a bestial varumani (from 9-8); an albino baboon (see new monsters); and a quickling.

Within the yurt are seven wooden stools, a keg of fiery demonic brandy (400 gp), a weapons rack, a large chest, and a dozen desiccated trophy heads hanging from the ceiling. The huntsmen are discussing the deliquescing 'corpses' of a couple of chasm cephalopods.

While traveling the Astral Plane, these ruthless and relentless fiends came upon an expedition formed of niravairi members of the Order of Planar Explorers (see new monsters), ambushed the expedition, and chased the survivors through the gate at 9-51 into Arden Vul. The lone survivor of that attack is wounded and hiding in area 9-48. The aroksachaul have a pretty good idea which way he went, but are delighting in the new environment and in letting their prey stew in a mixture of fear and hope. Within 1-3 days they will have tracked down Vingelok (9-48), slain him, and added his corpse to the hooks outside their yurt. His equipment will be added to their treasure.

This band of aroksachaul have never been to the Prime Material Plane before, and are delighted by the hunting possibilities offered here. They are arrogant, cruel, and a bit careless. They will negotiate first with a party that appears strong, but will then lay plans to track and ambush that group. They know nothing about Arden Vul save for the following: they know amphibians are to the north; that there are weak, but fast, prey among the mushrooms; and that a powerful and dangerous foe lies within the ruins to the northwest (i.e., 9-104). In return for the specific location of Vingelok (9-48), they might agree to exclude the PCs from their hunt; of course, any such agreement would be abrogated if the PCs interfered with the huntsmen's hunting of other beings.

If a party of PCs that appears weak or wounded attempts to negotiate with them, the huntsmen will laugh evilly, begin sharpening their blades, and then 'generously' offer their new prey a head start of two turns before they begin the hunt.

The aroksachaul remain on Level 9 for 2-6 weeks after the PCs first encounter them; after this, they depart through the gate at 9-51.

The aroksachaul are unable to replenish their numbers. Should any of them (or their yeth hounds) be slain as wandering monsters, those losses should be subtracted from the roster here. Of course, previous encounters will also determine the huntsmen's willingness to negotiate.

Inhabitants:

1. **8 aroksachaul** (see new monsters): S SZ L; AC CE; AC 0; MV 120', 270' flying (Class C); HD 7+7; HP 58, 56, 55, 51, 50, 49, 48, 47; #AT 2; Dmg 1-4/1-4 or 3-5/4-12 (**whip +2**/**bastard sword +2**), or 4-9 (short bow with **arrows of striking**); MR 55%. Continual abilites: infravision; extraordinary senses. Special attacks: wield two weapons without penalty; only -1 to hit invisible creatures; cause fear; create darkness 10' radius. Special defenses: +2 or better weapons to hit; half damage from cold, electricity, fire and gas. Special: teleport without error; detect magic; read languages; dispel magic; levitate; telekinesis; gate in another aroksachaul or a type I-III demon (50%). Possessions: **whip +2**; **bastard sword +2**; short bow and 12 **arrows of striking** (see new magic items).
2. **8 yeth hounds**: SZ L; AL NE; AC 0; MV 150', 270' (Class B); HD 3+3; HP 25, 24, 23 22, 21, 20, 19, 18; #AT 1; Dmg 2-8. Special attacks: fear. Special defenses: silver, or +1 weapons or better to hit (damage taken is 1 per magical plus, or 1 for silver weapons).

Treasure:

On their persons: their weapons, plus a **bag of holding** (75 cubic feet variety).

In the chest: six feet of coiled platinum rope (4,000 gp), 3 vials of embalming fluid (25 gp each), 10 emeralds (1,000 gp each), an octagonal crystal signet ring (50 gp), a **niravairi astral tulwar**, a **niravairi astral crossbow of accuracy**, and a **niravairi astral staff of the magi** (see new magic items).

9-51: Gate to Astral Plane

A ledge has been carved into the northeast side of a pillar that rises from floor to ceiling. The ledge is 20' above the level of the northern plateau, and only 10' below the ceiling of the cavern. The ledge appears empty, but in fact is the location of a dimensional portal connecting the Prime Material and Astral Planes. The portal is almost invisible on the prime material side, appearing only as a slight silver shimmer in the air.

9-52: Abattoir Cave

A strong smell of rotting flesh comes from this cave. Inside are the insect-infested remains of numerous small animals and lesser monsters, slain by the aroksachaul (see 9-50) in their hunts. As these creatures weren't impressive enough to keep as trophies, the huntsmen tossed the mangled corpses here.

9-53: Cave with Statue

This cave is noteworthy for two respects. The first is the fact that a statue of a human stands in the northwest corner of the cave. The second is that the statue is surrounded by a circle containing the desiccated corpses of small creatures – albino monkeys, baindara, chasm cephalopods, etc. Unlike the abattoir in 9-52, the bodies show no sign of physical harm – it is as if they simply dropped dead.

Statue of Syagria Aitón: The statue is 7' tall, weighs 525 lb, and depicts a severe Archontean woman of advancing years. She wears a wizard's robe and a circlet, and carries a wand in her crossed arms. The pediment bears an inscription in Mithric: "Syagria the Rhetor, Disciple of Vul the Sorcerer". The statue is in excellent condition despite being close to 2,000 years old; it is still painted and lifelike, and has no chips or breaks. It also detects as magic.

The reason for its pristine condition is that it is enchanted in several ways. First, it carries a necromantic protection such that any being with less than 3HD that approaches within 15'

must immediately save vs. death or be slain. Second, the statue is enchanted with the 5th-level magic user spell, **avoidance** (for purposes of dispelling, the avoidance spell was cast at 19th level of experience). Should it be possible to approach the statue, careful inspection (as detecting secret doors) will reveal a small catch on its back heel. This catch opens the concealed door that leads to area 9-55.

Concealed Door: The door to 9-55 is 3'x3' in size. It is only visible to those who are able to approach the statue and peer behind it, and only opens by locating the catch on the statue (as a secret door).

9-54: Skeleton Cave

Seven human skeletons are scattered across the floor of this large cave. Most are centuries old, although a pair are of more recent vintage. The one-way door from 9-56 exits into the slightly flattened southern wall of this cave.

9-55: Lich Hall

The entrance corridor has been prepared with multiple castings of **symbol**. **Fear** has been inscribed in four places (floor, ceiling, north wall, south wall) just inside the entrance from 9-53. **Death** has been inscribed on the lintel inside 9-55, such that the first person to enter the hall will activate it.

Six slender pillars create three aisles to this quiet and shadowed chamber. Within the center aisle is a 25'-long table made of glowing orange material (**arcanum** – see new magic items). Two stone chairs sit at the north and south ends of the table, as do eight more along the side aisles; all ten of the chairs are occupied by skeletal figures in rotting yellow robes. Another dozen skeletons surround the table and lie between the chairs. The walls were once painted a vibrant yellow color with blue arcane symbols atop the yellow, but most of the paint is coming off in strips. Although it will be hard to see initially, a name – Syagria Aitón – is incised above the chair on the south wall. Several ancient large-format codices are open on the table, albeit covered with inches of dust.

The skeletal figures all wear yellow robes of obvious quality, even though most are torn and decrepit. Each wears a gold armband on one arm, a small iron box strapped to the other, and a tarnished silver circlet around the skull. The circlets boast a moon-shaped front-piece, into each of which has been set a 3,000 gp gem. The eyes of all ten all glow with red light. Nine of the ten are skeletal wights (see new monsters), while the tenth is none other than the lich, Syagria Aitón.

Intruders might easily conclude that Syagria Aitón occupies the seat of honor beneath her name (to the south), but they would be wrong. In fact, she sits in the first seat along the eastern wall.

When the hall is first accessed, five of the skeletal wights immediately move to confront the intruders. In addition, five of the 'normal' skeletons on the floor rise as skeleton archers. Syagria and the other four skeletal wights commence the casting of spells; of course in the case of the skeletal wights, this is a deception designed to keep Syagria's identity hidden for as long as possible (since they cast no actual spells). Once Syagria has been clearly identified by foes, the other four skeletal wights join the fray. She is likely to cast **time stop** first, followed immediately by **power word stun**, **power word blind**, **maze**, and **cloudkill**. Should 'time' still be permitting, she next casts **polymorph other** or **death spell**. If things go badly for her, she teleports to 9-56 using **Syagria's circlet** (see new magic items).

As this is her lair, Syagria may not be turned here. In addition, the skeletal wights are turned here as ghosts, and the skeletal archers are turned as shadows.

Syagria collected much treasure before she shut herself away from the company of humans. That treasure is located in area 9-56. To access it, one needs to don her circlet and concentrate upon 'treasure'; doing so activates the teleport feature of the circlet and transports the wearer instantly to 9-56. She also built in an alternative, failsafe mechanism to allow access to the chamber. This mechanism works by touching the pillars of the chamber in the following sequence: northwest, southeast, southwest, northeast, east, west. Doing so transports the being who touches the west pillar to area 9-56.

Backstory: Young Syagria became an apprentice of Vul the Sorcerer in the century after Arden and Vul discovered Arden Vul and the Archonteans began colonizing it. Syagria took a close and perhaps unhealthy interest in the site and in the properties of the **arcanum** found within it. Her power was great, however, and despite her strange proclivities she became a close advisor to the great military archons of the period leading up to Marius's conquests. After the defeat of the heqeti, Syagria disappeared. The archons publicly announced her death in the final battle at the ziggurat, while privately admitting that her long exposure to **arcanum** had probably driven her mad. In fact, she had long been preparing to transcend death by becoming a lich. She brought her own disciples here, where she and they could explore the planes after death. Even now she works to ascend to demi-lichdom.

Inhabitants:

1. **9 skeletal wights** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 5+1; HP 38, 38, 37, 37, 35(x3), 31, 30; #AT 1; Dmg 3-9. Special attacks: energy drain. Special defenses: successful energy drain heals 3-9 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghosts.
2. **12 skeleton archers**: SZ M; AC 7; MV 120; HD 1; HP 8, 8, 7, 7, 6(x4), 5(x3), 4; #AT 1; Dmg 1-6 (short bow). Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage; turned as shadows.
3. **Syagria Aitón, a lich**: SZ M; AL N(E); AC 0; MV 60'; HD 11; HP 71; #AT 1; Dmg 1-10. Special attacks: fear, paralysis, magic use. Special defenses: +1 or better weapon to hit; immunity to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity and death spells/symbols. She has cast **contingency** and **globe of invulnerability**, such that entrance into her hall by any outsider immediately triggers the contingency and then the globe. Possessions: **amulet of protection from normal missiles** (see new magic items); **Syagria's circlet** (see new magic items); **wand of magic missiles** (80 charges). Memorized spells (as 19th-level magic user): **comprehend languages**, **light**, **magic missile** x2, **sleep**; **darkness 15' radius**, **ESP**, **invisibility**, **acid arrow**, **web**; **dispel magic** x2, **fireball**, **protection from good 10' radius**, **slow**; **dimension door**, **black tentacles**, **fear**, **polymorph other**, **wall of ice**; **interposing hand**, **cloudkill**, **cone of cold**, **telekinesis**, **teleport**; **chain lightning**, **death spell**, **repulsion**; **monster summoning V**, **power word stun**, **teleport without error**; **clenched fist**, **maze**, **power word blind**; **time stop**.

Treasure:
Nine circlets with large yellow corundum gems (3,000 gp each).
Syagria's circlet (see new magic items).
Three valuable codices: *Preparing for the Long Death*, *Planar Dwellers and their Powers*, *Mind over Blood* (see Arden Vul books for all three).

9-56: Lich's Retreat

This small chamber serves as the repository for Syagria's treasure and her spell books. Three alabaster vases (50 gp each) hold coins: 31,197 ancient copper bits (see Arden Vul items), 24,521 ancient silver pennies (see Arden Vul items), 12,749 ancient gold solidi (see Arden Vul items), and 1,783 ancient octagonal platinum coins (see Arden Vul items). One of the vases also holds a yellow silk pouch containing a fiery yellow corundum (2,500 gp and two golden yellow topazes (600 gp each). A simple oak side table holds a **potion of fire breath**; a **sword +2, dragon slayer**; and a pair of **eyes of petrification**. A small oaken bookshelf holds her eleven spell books, plus a **manual of puissant skill at arms** and a **tome of clear thought**.

Syagria's Spell Books (in eleven large volumes): **All 1st level spells** (inc. UA); **all 2nd level spells** (inc. UA); **all 3rd level spells** (inc. UA); **all 4th-level spells** (inc. UA); **animate dead**, **avoidance**, **interposing hand**, **cloudkill**, **conjure elemental**, **cone of cold**, **contact other plane**, **dismissal**, **dolor**, **extension II**, **feeblemind**, **hold monster**, **secret chest**, **magic jar**, **monster summoning III**, **passwall**, **stone shape**, **telekinesis**, **teleport**, **wall of force**, **wall of iron**; **forceful hand**, **chain lightning**, **contingency**, **death spell**, **disintegrate**, **enchant an item**, **geas**, **globe of invulnerability**, **invisible stalker**, **project image**, **reincarnation**, **repulsion**, **spiritwrack**, **stone to flesh**; **banishment**, **grasping hand**, **forcecage**, **mass invisibility**, **monster summoning V**, **power word stun**, **teleport without error**, **vanish**, **volley**; **clenched fist**, **demand**, **maze**, **permanency**, **power word blind**, **symbol**; **astral spell**, **power word kill**, **prismatic sphere**, **time stop**.

Treasure:
See text.

9-57: Tunnel up to 8-23

A tunnel leads upward to 8-23 at this point. The mouth of the tunnel is 10' above the level of the mushroom groves. The tunnel is largely unknown to other sentients operating on Level 9 (e.g., the Priscians), due largely to the fact that the entrance is a squeeze shy of two feet in height. After 20' of crawling, the passage grows steadily to about 7' in height. The only group to discover it were the kaliyani, who recently used it to establish an outpost on Level 8. Two kaliyani scouts hidden by **invisibility potions** lurk here in order to protect the flanks of their comrades on Level 8. If this tunnel is discovered, one of the kaliyani skitters up to warn its comrades at 8-23; the other shadows the invaders, hoping to strike from behind if and when combat breaks out on Level 8.

Inhabitants:
1. **2 invisible 5th-level kaliyani scouts** (see new monsters), **as 5th-level thieves**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 43, 41, 38, 36; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp. One has a vial of poison; the other has an extra **potion of invisibility**.

Areas 9-58 to 9-64A: The Priscian Outpost

The modern order of the Priscians has reoccupied an outpost secretly constructed during the last centuries of the Archontean period by 'sleeper' Sortians embedded within the imperial bureaucracy. Those Sortians diverted resources and workmen to build these chambers as a refuge to which they and their friends could retreat in the case of discovery. They linked this base to two other Sortian centers, the teleport nexus on Level 6 (areas 6-45 to 6-49A) and the guardpost on Level 3 (area 3-50). The Sortians who built these areas were also friends with Isadora, lover of the deceased Priscus Pulcher, and knew of her plans for retirement (c.f. Sub-Level 11).

Some fifty years ago a Priscian adept from Archontos named Nerub Null (see 9-64) decided to see if he could locate the traces of the Sortians, as he and the other Priscians trace the lineage of their Order to the Sortians. He was successful in locating AV-19, which led him to 3-50 and then to 6-48. After several years of experimentation and continued exploration, Nerub Null finally figured out the secret to Sortian teleportation using **Sortian eyes** (see new magic items); this discovery led him to 9-59. Once established here, he sent for his comrades, and a contingent of circularii (magic users) and conversi arrived about six months ago. The team has restored the arcanum forge (9-60), which had allowed the ancient Sortians to create special and powerful magical items; having mastered some of the ancient Sortian magical practices, the Priscians are now equipped with **Priscian rings**, **Priscian gladii**, **Priscian chain mail**, and so forth (see new magic items).

Under the leadership of Nerub Null, the Priscians hope to plumb the secrets of Arden Vul. The leaders also have uncovered tantalizing hints about Isadora and her relationship with Priscus Pulcher (whom the Priscians revere as a 'lord of magic'). Nerub Null and Jaracondus the Sprightly would like to follow up those hints, while reserving any possible rewards for themselves. Those hints, of course, pertain to Isadora's ultra-secret refuge, located at Sub-Level 11.

9-58: Concealed Balcony

This balcony looms 10' above the floor of the plateau. A reinforced wooden door down a short corridor leads to the Priscian outpost. The ledge and door are concealed by a **hallucinatory terrain** spell, which make them look like a regular rock wall. The wooden door is locked (-15% chance to pick). Keys are held by Jaracondus the Sprightly (9-63), Nerub Null (9-64), Laegel the Forsworn (7-143), Cenwulf the Unseen (9-31), Jellicos (7-44), Lukor (SL4-44), Jillia One-Ear (6-49), Justinian (6-48 and elsewhere), Ellergast Half-Elven (9-62); another key lost in antiquity may be found by searching at 9-4. A classic sliding peephole allows those within to determine who is without.

9-59: Sortian Face

A heavy iron portcullis separates this chamber from the hallway. It may be raised by manipulating the lever at 9-59A.

The chamber is dominated by a 10'-diameter mosaic of a knot on the floor and by a **Sortian face** (see new magic items) on the south wall.

Stacked in boxes along the east and west wall is an impressive array of dungeoneering equipment, including: 3 coils of rope, 24 vials of oil, 2 bullseye lanterns, 16 torches, 6 backpacks, 15 sacks, 3 small ivory coffers (12"x18") worth 55 gp each, 3 iron boxes (18"x24"), 6 leather scroll cases, 20 iron spikes, 2 bags of marbles, 16 pieces of chalk, and 8 weeks' worth of iron rations. Scattered among these supplies are some less mundane items: 12 Arden Vul cakes (see Arden Vul items), a used rudishva lesser power supply (see new technological items), and a **lesser salt lamp of protection** (see new magic items). Pegs near the portcullis hold 7 rock-colored hooded cloaks, while a nearby ceramic bucket holds 5 stout walking staves.

The **Sortian face** may be activated by placing appropriate **Sortian eyes** into the eye sockets of a carving. Only a few combinations of eyes are unique to an individual face; the rest are standard (and are detailed in the new magic items appendix).

Gold-Gold: Teleportation. All within 5' are teleported to area 6-48

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *And so the war comes to an end. But at what cost? Death, destruction, and recrimination. We have sworn to uphold the peace, and so we shall. But listen! Lady Isadora, the Hekate's dearest companion, has taken Priscus's body from the stake. Now her estate is empty, the guards confounded. Whither Isadora and Priscus's corpse? None know. Unwillingly, therefore, I abandon the arcanum forge and our sanctum. Our late enemies still know not its nature or location, and I will do nothing to reveal that secret. Should the need arise, future Sortians will find and restore it.*

Note: This chamber is also the destination for a Sortian face found at area 6-48.

GM Notes: The magic mouth refers to the Hekate, aka Priscus Pulcher, and to his lover, Lady Isadora, both of whom were prominent Sortians (see World of Archontos appendix). The **arcanum** forge is located at 9-60. The mage who recorded this message was none other than Jace Far-Seer (see 9-60).

Treasure:
See text.

9-59A: Guard Post and Lever

A bored Priscian conversus (see new monsters) sits in this niche, watching to ensure that no unauthorized visitors arrive via teleport in 9-59 or attempt to force the door at 9-58. In the niche is a stool, a low table, and a 3'-diameter bronze gong. The conversus is casting a set of silver dice compulsively, but will sound the gong instantly if she hears anything suspicious. Attached to the wall is the lever used to raise the portcullis across the hall.

Inhabitants:
1. **1 Priscian conversus** (see new monsters), **as a 3rd-level female Archontean fighter**: SZ M; AL LE; AC 4; MV 90'; HD 3; HP 26; #AT 1; Dmg 2-7 (spear) or 2-9 (long sword). Special: she has STR 16 and CON 16. Possessions: chain mail and shield; spear; long sword.

Treasure:
Set of six silver dice (225 sp).

9-60: The Arcanum Forge

This chamber is tall (25') and quite warm. Here a pair of smiths – Big Theo, the 'normal' smith, and Palestrina the enchantress – produce the special equipment used by the Priscians. The chamber practically reeks of magic, as the aura of **arcanum** (see new magic items) permeates the chamber. There is an 80% chance that Big Theo and Palestrina are hard at work when PCs arrive; in this case, they are easily surprised (4 in 6) due to the noise of the forge. **Note**: Palestrina is immune to the possible effects of arcanum due to her long exposure to it.

The dominant feature is the **arcanum** forge, which lies to the east of the chamber. The forge area includes a pool of effervescent, orange water surrounding a huge, 20'-diameter lump of **arcanum**. At the edge of the pool are all the regular elements of a forge: a furnace into which has been bound a small fire elemental; three anvils; racks with hammers, tongs, etc.; and molds for short swords, rings, rings for mail, spear heads, etc. The smiths employ the enchanted waters of the pool, as well as raw **arcanum** itself, to creat their magical items.

To the west, in the worked area, are a simple desk and numerous crates of supplies. The desk holds four **scrolls of permanency**, Palestrina's spell book, and a strange codex formed from fifty sheets of beaten platinum bound with demon-skin: this is Jace Far-Seer's unique work, *Forging with Arcanum* (see Arden Vul books). Among the supplies are the following: 50 5-lb iron ingots (5 cp each), 50 5-lb steel ingots (5 sp each), 20 5-lb silver ingots (250 sp each), 10 5-lb gold ingots (250 gp each), 5 5-lb platinum ingots (1,250 gp each), 45 lb of **arcanum** in various sized chunks (see new magic items), 25 bloodstones (50 gp each), plus assorted string, bits of leather, frames for 'sewing' mail, and so forth. Several completed products are ready to be put into use: a suit of **priscian chain mail +1**, 2 **priscian gladii +1**, and a **priscian ring** infused with **shield** (see new magic items for all).

Big Theo is a former warrior who found a second calling as a gifted smith. He is big, strong, and dumb. Palestrina is a very powerful mage, but is by temperament more of a scholar than one who seeks power or influence. If confronted by seemingly hostile and powerful foes, she might try a **sending** spell to Nerub Null and then will try to **teleport** away.

GM Note on Sortian and Priscian Magic Items: When Nerub Null rediscovered the arcanum forge, he also rediscovered Jace Fare-Seer's manual. This manual offers general advice on how to use **arcanum** to power magic items, as well as specific 'recipes' for a few classes of item. The Priscian smith (Big Theo) and enchantress (Palestrina) have been able to master a few of the recipes. One of these is the recipe for enchanted chain mail, although their results have been slightly limited. Whereas ancient **Sortian chain mail** was permanently enchanted, the modern Priscian version (**Priscian chain mail**) is temporary; the armor must be regularly bathed in the waters of the forge or the enchantment is lost. The Priscian team has also figured out how to use **arcanum** to produce **Priscian rings** and **Priscian gladii**.

They have been working with limited success to replicate **Sortian eyes** (due in part to a missing page in Jace Far-Seer's manual). Their procedure is time-consuming (it requires a ritual lasting three months), costly (3,000 gp worth of materials), and

morally suspect (a pair of fresh human eyes are required as material components). As a result, their stock of **Sortian eyes** is rather small, a fact which explains their rather limited use of the **Sortian faces**.

They have been unsuccessful, however, in repro-ducing **Sortian faces**, and **Sortian baculi**. Although Palestrina thinks their failure may be due to a lack of experience, Big Theo believes (correctly) that they are missing a crucial quire of Jace's manual.

Inhabitants:

1. **Big Theo** (80%), **Priscian conversus** (see new monsters) **and smith, as a 4th-level male Archontean fighter**: SZ M; AL LN; AC 10; MV 120'; HD 4; HP 31; #AT 1; Dmg 6-9 (warhammer). Abilities: STR 18/81, INT 11, WIS 9, DEX 12, CON 16, CHA 11. Possessions: war hammer; silver-chased belt (25 gp).
2. **Palestrina the Enchantress** (80%), **Priscian war mage** (see new monsters), **as a 12th-level female Archontean magic user**: SZ M; AL LE; AC 2; MV 120'; HD 12; HP 36; #AT 1; Dmg 2-5 (**dagger +1**). Abilities: STR 10, INT 17, WIS 12, DEX 15, CON 9, CHA 15. Possessions: **bracers of defense** (AC 3); **Priscian ring** infused with **detect invisibility** and **invisibility** (see new magic items); **wand of fear** (23 charges); **dagger +1**. Memorized spells: **detect magic**, **identify**, **protection from evil**, **shield**; **detect invisibility**, **invisibility**, **know alignment**, **vocalize**; **blink**, **detect illusion**, **dispel magic**, **hold person**; **confusion**, **enchanted weapon**, **resilient sphere**, **shout**; **contact other plane**, **extension II**, **sending**, **teleport**; **enchant an item**.
3. **1 fire elemental**: SZ L; AL N; AC 2; MV 120'; HD 8; HP 53; #AT 1; Dmg 3-24. Special attacks: combustion. Special defenses: +2 weapons or better to hit.

Treasure:
See text for materials and objects.

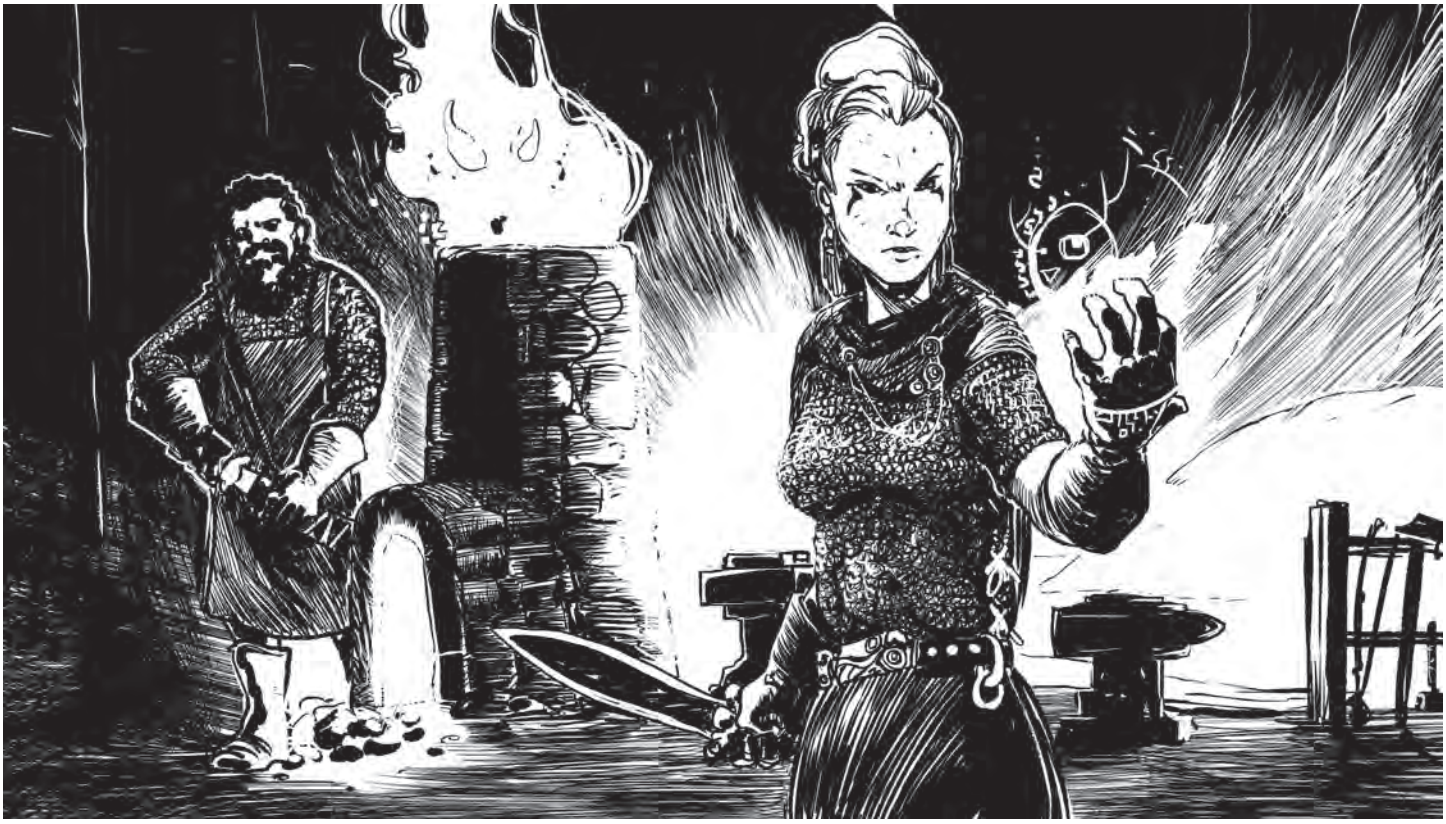
Palestrina's Spell Book: **Affect normal fires**, **armor**, **comprehend languages**, **detect magic**, **enlarge**, **firewater**, **grease**, **identify**, **light**, **magic missile**, **precipitation**, **protection from evil**, **read magic**, **shield**, **taunt**, **unseen servant**, **wizard mark**, **write**; **bind**, **continual light**, **darkness 15' radius**, **detect evil**, **detect invisibility**, **ESP**, **forget**, **invisibility**, **irritation**, **know alignment**, **locate object**, **mirror image**, **strength**, **vocalize**, **web**, **wizard lock**; **blink**, **clairvoyance**, **detect illusion**, **dispel magic**, **fly**, **haste**, **hold person**, **phantasmal force**, **protection from evil 10' radius**, **protection from normal missiles**, **secret page**, **suggestion**, **tongues**; **confusion**, **dispel illusion**, **enchanted weapon**, **extension I**, **fear**, **fire charm**, **hallucinatory terrain**, **magic mirror**, **resilient sphere**, **plant growth**, **remove curse**, **shout**, **stoneskin**; **avoidance**, **conjure elemental**, **contact other plane**, **dismissal**, **extension II**, **hold monster**, **passwall**, **sending**, **teleport**; **contingency**, **enchant an item**, **legend lore**.

9-61: Priscian Quarters

The door to this 15'-tall chamber is open, and the sound of conversation is easily audible from within. The chamber is divided in half by a heavy black curtain, with the southern half devoted to a lounge and the northern half to sleeping quarters. Only the southern half of the chamber is worked stone; the northern half is rough-hewn and natural.

Three magic users and three conversi are playing mahjong and drinking fermented goat's milk in the southern half of the chamber. Should the gong be sounded at 9-59A, all six are quick to prepare spells and move to repel intruders.

The southern half of the chamber features a dozen battered wooden straight-backed chairs, five plush leather armchairs, a 10'-long trestle table with benches, two kegs of water, a console with plates, cutlery and cups, and a liquor cabinet with 13 bottles of



assorted alcoholic beverages (1-100 gp each). The diagonal wall features a giant (10') painting of the face of Priscus Pulcher, with the legend "Priscus the Great, Lord of Magic."

Behind the curtain in the northern half of the chamber are thirteen triple bunkbeds, thirteen chests, and three desks. The chests are filled with mundane clothes and personal objects.

Inhabitants:

1. **Ulf No-brows**, **Priscian war mage** (see new monsters) **and member of Tertius**, **as a 4th-level male Wiskin magic user**: SZ M; AL LN; AC 5; MV 120'; HD 4; HP 12; #AT 1; Dmg 2-7 (**Sortian baculus**). Abilities: STR 10, INT 16, WIS 13, DEX 18, CON 9, CHA 7. Possessions: **Sortian baculus** infused with **detect magic**; **ring of protection +1**; **scroll of magic missile**. Memorized spells: **charm person**, **magic missile**, **sleep**; **Frigg's jelly legs** (see new spells), **scare**. Spell book: **charm person**, **dancing lights**, **detect magic**, **light**, **magic missile**, **magic aura**, **read magic**, **shield**, **sleep**; **darkness 15' radius**, **detect invisibility**, **fools gold**, **Frigg's jelly legs** (see new spells), **knock**, **magic mouth**, **rope trick**, **scare**, **wizard lock**; **blink**.
2. **Knut Half-troll**, **Priscian war mage** (see new monsters) **and member of Tertius**, **as a 5th-level male Wiskin magic user**: SZ M; AL LE; AC 5; MV 120'; HD 5; HP 25; #AT 1; Dmg 1-6 (staff). Abilities: STR 9, INT 16, WIS 11, DEX 15, CON 17, CHA 7. Possessions: **Priscian chain mail** (see new magic items); **wand of illumination** (18 charges); **Priscian ring** infused with **shield** (see new magic items); staff. Spells memorized: **charm person**, **enlarge**, **magic missile**, **sleep**; **ESP**, **strength**; **lightning bolt**. Spell book: **burning hands**, **charm person**, **detect magic**, **enlarge**, **hold portal**, **light**, **magic missile**, **read magic**, **shocking grasp**, **sleep**; **continual light**, **ESP**, **levitate**, **mirror image**, **stinking cloud**, **strength**; **dispel magic**, **lightning bolt**, **slow**.
3. **Dolofina Yellow-Eyes**, **Priscian war mage** (see new monsters) **and member of Primus**, **as a 2nd-level female Archontean magic user**: SZ M; AL LE; AC 10; MV 120'; HD 2; HP 5; #AT 1; Dmg 1-6 (staff). Abilities: STR 8, INT 16, WIS 13, DEX 10, CON 11, CHA 6. Possessions: staff; **potion of human control**; **potion of clairvoyance**. Spells memorized: **light**, **sleep**. Spell book: **affect normal fires**, **charm person**, **erase**, **hold portal**, **light**, **read magic**, **sleep**, **spider climb**, **write**; **levitate**, **mirror image**.
4. **Eigon the Bald**, **Priscian conversus** (see new monsters), **as a 5th-level male Archontean fighter**: SZ M; AL LN; AC 3; MV 60'; HD 5; HP 42; #AT 1; Dmg 3-10 (**long sword +1**), 1-4 (light crossbow). Abilities: STR 17, INT 10, WIS 9, DEX 15, CON 15, CHA 9. Possessions: splint mail; **long sword +1**; light crossbow; purse with 33 sp and 21 gp.
5. **Asdrusil the Swift**, **Priscian conversus** (see new monsters), **as a 4th-level female Archontean fighter**: SZ M; AL LE; AC 4; MV 90'; HD 4; HP 30; #AT 1; Dmg 3-8 (**spear +1**). Abilities: STR 16, INT 9, WIS 16, DEX 7, CON 12, CHA 17. Possessions: chainmail and shield; **spear +1**; purse with 22 sp and 21 gp.
6. **Cassie Top-Knot**, **Priscian conversus** (see new monsters), **as a 5th-level female Thorcin thief**: SZ M; AL LE; AC 5; MV 120'; HD 5; HP 21; #AT 1; Dmg 3-9 (**Priscian gladius +2**) or 1-3 (darts). Abilities: STR 12, INT 14, WIS 15, DEX 17; CON 9, CHA 15. Thief skills: PP 55%, OL 52%, F/RT 40%, MS 45%, HS 36%, HN 20%, CW 90%, RL 25%. Possessions: leather armor; **Priscian gladius +2** (see new magic items); six darts; **potion of invisibility**, purse with 11 sp and 63 gp.

9-62: Priscian Hall of Trophies

This 20'-tall chamber might once have had a ceremonial purpose, but now it is mainly used to store interesting items discovered by Priscian exploring parties. Four 4'-diameter columns support the ceiling. The walls are painted with frescoes showing a handsome, bearded man (Priscus Pulcher) engaged in scenes of magical and political significance: counselling a diademed ruler, teaching apprentices, confronting a troll-like monster, pointing a staff at a Thothian priest, producing fire from his fingertips, etc.

Narrow staircases on the west wall lead to balconies set 10' up the north and south walls.

While the floor of the chamber is cluttered with interesting objects looted from elsewhere in Arden Vul (see table below), the Priscians also use the area beneath the north landing for food storage and preparation. There may be found two work tables, a set of cookware, a **cauldron of boiling**, a keg of water, and six open crates holding substantial amounts of the following: dried fruit, nuts, dried mushrooms, smoked meat, beans and dried vegetables, and corn meal.

Amid the clutter four magic users are engaged in wizardly practice while four conversi look on with amusement. Loud noise at 9-58 or the sound of the gong at 9-59A alerts the Priscians here; they will prepare spells and move cautiously to repel intruders. Should visitors somehow manage to surprise the Priscians at their practice, it will take 3 rounds of combat to alert the inhabitants of 9-63, 9-63A, 9-64, and 9-64A.

Item	Value
A 5' marble statue of a goblin dressed in gaudy clothing with a phrygian cap carrying a whip; the Mithric inscription reads 'Lamplighter the Overseer'	500 gp
A 7'-tall granite statue of a non-Archontean warrior (a Thorcin), with mail, sword and shield. The inscription in Mithric reads: "Oswin the warrior, who located the path"	750 gp
A pair of 4'-tall shepherds's crooks that hold gold lanterns	350 gp each
A battered silver bowl with the name 'Rex' crudely etched on it. [**GM**: this is an artifact of Rex the whippet – see 6-50, 8-31 and 8-41 for more information]	25 gp
A sheaf of bronze, silver and gold rods, tied up with silver cords (a ceremonial set of fasces employed by an ancient Archontean legate)	375 gp
A folding parasol; when opened, it shows various pornographic bordello scenes	125 gp
A troll chest (see new technological items), locked. If opened, it contains 10 fully charged rudishva lesser power supplies (see new technological items)	Varies
One of the 3'-tall children automatons of Kerbog Khan (see new monsters). It is immobile, but there is a 10% chance that the Khan visits it to peer through its eyes	Varies

A plaster model of a chasm cephalopod, depending from an iron hook. The parts of the cephalopod are labelled, as are its powers and vulnerabilities	15 gp
A small wooden case containing six wax seals removed from imperial rescripts. They date to the period 1637-1687 AEP	600 gp
A staff wrapped in burlap; some dim blue light shines forth from the wrappings. It is a **staff of blue light** (see new magic items), with the name Balthazar inscribed on it (see 2-63)	1,500 gp
A set of Archontean chessmen in ebony and ivory	750 gp
A pair of **glass spheres of arcane assistance** (see new magic items) wrapped in yellow silk. They are pale green and lemon yellow.	1,500 gp each
Three nesting vases made of fine porcelain. They bear peaceful garden scenes	300 gp for the set
A stash of twelve portrait busts in stone. They have been badly treated, with chips, cracks and other damage, and are not identified. If it were possible to identify the persons they represent, the busts would be valuable to their modern descendants	200 gp each, if identified
Two battered buccinae from an Archontean legion	45 gp each
A fine granite statue of a varumani. It is actually Vanela, the penultimate thegn, who is believed to have disappeared 53 years ago. How he was petrified is unknown. If restored via **stone to flesh**, his reappearance will throw the varumani court (7-76) into chaos.	675 gp for the statue
A collection of heqeti clubs, spear-heads, and arrows, mounted on a cracked oaken board. 15% chance one of the arrows is poisoned with Kauket's vision (see Arden Vul items)	250 gp to a collector
A range of books and scrolls, including: *the Twelve Labors of Arden*; *Beyond the Veil*: *Interviews with the Elementals*; *Deeds of Phagtro the Westron*; *Divine Power is a Manifestation of Collective Will*; *the Founder and his Deeds*; *Great Villains of Archontos*, *part I*: *Secunda the Witch*; *Great Villains of Archontos*, *part IV*: *Larsinius the Exarch*; *History of the Pagan Cults*; *the Kauketiad*; *Moralia in Teracleon*; *On the Terrible Old Gods*; *the Politics*; *Secreta Secretorum*; *the Seventeen Uses of a Dead Troll*; *the Song of Jacinth the Rose*; *Thirty Uses for Arcanum*; and *Vul Speaks* (see Arden Vul books for all)	See Arden Vul books for values
Other items as the GM sees fit.	

Inhabitants:

1. **Ellergast Half-Elven**, **Priscian war mage** (see new monsters) **and member of Septimus**, **as an 8th-level half-elf magic user**: SZ M; AL LN; AC 5; MV 120'; HD 8; HP 23; #AT 1; Dmg 2-7 (**Sortian baculus**). Abilities: STR 12, INT 18, WIS 14, DEX 13, CON 9, CHA 14. Possessions: a key to 9-58; **bracers of defense** (AC 5); **Sortian baculus** infused with **suggestion** (see new magic items); **Priscian ring** infused with **dispel magic** and **shield**; (see new magic items); **wand of conjuration** (21 charges). Spells memorized: **enlarge**, **jump**, **magic missile**, **spider climb**; **continual light**, **knock**, **web**; **fireball**, **hold person**, **monster summoning I**; **fumble**, **polymorph self**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **erase**, **feather fall**, **friends**, **identify**, **jump**, **light**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**, **spider climb**, **unseen servant**; **continual light**, **darkness 15' radius**, **detect evil**, **invisibility**, **knock**, **locate object**, **mirror image**, **rope trick**, **stinking cloud**, **strength**, **web**; **blink**, **clairaudience**, **dispel magic**, **explosive runes**, **fireball**, **fly**, **hold person**, **monster summoning I**, **protection from normal missiles**, **water breathing**; **dig**, dimension door, **extension I**, **fire charm**, **fumble**, **polymorph other**, **polymorph self**, **remove curse**, **wizard eye**; **hold monster**.
2. **Gibreon**, **Priscian war mage** (see new monsters) **and member of Secundus**, **as a 4th-level male Archontean illusionist**: SZ M; AL LE; AC 3; MV 120'; HD 5; HP 14; #AT 1; Dmg 1-6 (staff). Abilities: STR 9, INT 16, WIS 11, DEX 16, CON 15, CHA 10. Possessions: **Priscian chainmail** (see new magic items); staff, **Priscian ring** infused with **detect invisibility** (see new magic items); **potion of polymorph self** (see new magic items). Memorized spells: **darkness**, **detect invisibility**, **phantasmal force**; **blindness**, **mirror image**. Spell book: **audible glamer**, **change self**, **darkness**, **detect invisibility**, **hypnotism**, **phantasmal force**; **blindness**, **deafness**, **detect magic**, **fog cloud**, **improved phantasmal force**, **mirror image**; **fear**, **hallucinatory terrain**, **suggestion**.
3. **Ebba of Pristen**, **Priscian war mage** (see new monsters) **and member of Primus**, **as a 3rd-level female Thorcin magic user**: SZ M; AL LE; AC 6; MV 120'; HD 3; HP 12; #AT 1; Dmg 1-3 (darts). Abilities: STR 12, INT 16, WIS 9, DEX 10, CON 16, CHA 13. Possessions: 6 darts; **bracers of defense** (AC 6); **scroll of magic missile**. Memorized spells: **jump**, **sleep**; **pummeling fists of Arak-Zhorr** (see new spells). Spell book: **detect magic**, **feather fall**, **hold portal**, **jump**, **magic missile**, **read magic**, **sleep**; **continual light**, **pummeling fists of Arak-Zhorr** (See new spells), **scare**, **strength**.
4. **Justina Krakteros**, **Priscian war mage** (see new monsters) **and member of Primus**, **as a 2nd-level female Archontean magic user**: SZ M; AL LN; AC 8; MV 120'; HD 2; HP 6; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 9, INT 16, WIS 10, DEX 16, CON 11, CHA 11. Possessions: **Priscian gladius +2** (see new magic items). Spells memorized: **dancing lights**, **magic missile**. Spell book: **dancing lights**, **feather fall**, **jump**, **magic missile**, **read magic**, **sleep**, **floating disc**; **forget**, **ray of enfeeblement**.
5. **Handsome Harold**, **Priscian conversus** (see new monsters) **and bonded defender to Ellergast Half-Elven**, **as a 7th-level male Thorcin fighter**: SZ M; AL LE; AC 2; MV 120'; HD 6; HP 62; #AT 3/2; Dmg 6-13 (**long sword +2**), 3-8 (short bow and **arrows +2**). Abilities: STR 18/64, INT 9, WIS 11, DEX 10, CON 15, CHA 6. Possessions: **banded mail +1** and shield; **long sword +2**; short bow with 14 arrows and 6 **arrows +2**; **potion of extra healing**.
6. **A Priscian conversus** (see new monsters), **as a 5th-level female Wiskin thief**: SZ M; AL LE; AC 6; MV 120'; HD 5; HP 21; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Special: she has DEX 16. Possession: leather armor; **Priscian gladius +2**; and **potion of invisibility**.

7. **2 Priscian conversi** (see new monsters), **as 3rd-level male Archontean fighters**: SZ M; AL LN; AC 4; MV 90'; HD 3; HP 28, 24; #AT 1; DMG 2-7 (spear) or 2-9 (long sword). Special: they have STR 17 and CON 16. Possessions: chain mail and shield; spear; long sword.

9-63: Chamber of Jaracondus the Sprightly

The door to this chamber is usually open, although it can be locked. Jaracondus the Sprightly, the second-in-command of the Priscians operating in Arden Vul, makes his abode here. The furnishings include the following: a bed, an armoire, a writing desk, an armor rack, a plush, sea-green carpet (350 gp), a solid ivory coffee table (550 gp), and a locked iron chest. The walls are painted the same peaceful sea-green color as the rug.

Jaracondus the Sprightly is an elderly wizard, but a clever and agile one. His climb through the Priscian Order (he is a member of Nonus) has been slow and steady, as his innate caution ensured that he made few enemies along the way. These qualities made him a perfect complement for the more ethereal Nerub Null: Nerub Null thinks big and sets broad strategy, while the more practical Jaracondus implements the practical logistics. In the rare cases when the Priscians choose to treat with visitors, it is with Jaracondus that visitors speak; at such moments Jaracondus prefers to strike mutually profitable bargains. Should the outpost be assaulted from without, however, Jaracondus is swift to organize the defense. He first casts **invisibility** on his bonded defender, Inlevris (9-63A) and then attempts to summon an earth elemental; only then does he move to assist his comrades.

Inhabitants:

1. **Jaracondus the Sprightly**, **Priscian war mage** (see new monsters) **and member of Nonus**, **as an 11th-level male Archontean magic user**: SZ M; AL LN; AC 0; MV 120'; HD 11; HP 34; #AT 1; Dmg 4-7 (**dagger +3**). Abilities: STR 9, INT 18, WIS 13, DEX 17, CON 9, CHA 9. Possessions: **dagger +3**; a key to 9-58; **robe of eyes**; **bracers of defense** (AC 3); **Priscian ring** infused with **blink** and **dispel magic** (see new magic items); **rod of absorption** (23 levels absorbed); **wand of fire** (23 charges), key to 9-63. Spells memorized: **enlarge**, **light**, **magic missile**, **spider climb**; **continual light**, **ESP**, **invisibility**, **mirror image**; **blink**, **fly**, **haste**, **suggestion**; **fear**, **ice storm**, **wall of ice**; **cone of cold**, **conjure elemental**, **interposing hand**.

Treasure:

Atop the desk are sketch maps of the obvious portions of Level 9, plus a tattered treasure map leading to area 5-19. The desk drawer contains three vials of hydra blood (100 gp each), an orange jacinth (4,500 gp), and several magical scrolls: **protection from earth elementals**, **protection from magic**, and **mass charm**.

The armoire contains practical clothing, including several sets of robes and slippers. The armor rack holds a suit of **Priscian chain mail** (see new magic items). Atop the coffee table are two bottles of rudishva aquavit (see Arden Vul items) and six silver cups (50 gp total).

The chest holds 4,731 sp and 3,499 gp, a complete set of **Sortian eyes** (see new magic items), a **dagger +2**, **longtooth**, all six of Jacondus's spell books, plus a pair of fully charged rudishva lesser power supplies (see new technological items).

Jaracondus's Spell Books (in six large volumes): All 1st-level spells; all 2nd-level **spells**; **blink**, **clairaudience**, **clairvoyance**, **dispel magic**, **explosive runes**, **fireball**, **fly**, **gust of wind**, **haste**, **hold person**, **invisibility 10' radius**, **lightning bolt**, **phantasmal force**, **protection from normal missiles**, **slow**, **tongues**; **charm monster**, **confusion**, **fear**, **fire shield**, **ice storm**, **minor globe of invulnerability**, **polymorph other**, **remove curse**, **wall of ice**; **airy water**, **interposing hand**, **cloudkill**, **conjure elemental**, **cone of cold**, **hold monster**, **magic jar**, **passwall**, **telekinesis**, **teleport**, **wall of stone**; **enchant an item**, **ensnarement**, **legend lore**.

9-63A: Chamber of Inlevris Half-Elven

This small chamber serves as the office and dwelling of Inlevris Half-Elven, the bonded defender of Jaracondus and one of the two leaders of the Priscian conversi in Arden Vul.

Inlevris has a desk, a bed, an equipment rack, and a locked chest. The floor is covered with a thin, sky-blue carpet (55 gp), and the walls are painted with frescoes of flying dragons.

Inlevris is an aspiring artist. Near the bed he keeps an easel, two canvases, seven large pieces of parchment, and a set of brushes and paints. He would desperately like to complete an image of the Whispering Glen (a famous location within the elven Realm of Lord Gallador and Lady Ellagel – see World of Archontos appendix). Despite filling the parchments with sketches, and attempting a formal painting numerous times, Inelvris's work is just not very good (45 gp for the canvas).

As a member of the Priscian Order, Inlevris is a superb leader and loyal friend to the ruling magi. He firmly believes in the need to advance knowledge and power in secret ways. If the outpost is alerted, Inlevris rushes to join Jaracondus to plan their response; he is then likely to slip into the outpost under an **invisibility** spell to scout and then cause havoc. If encountered in peaceful situations, Inlevris is an erudite, learned, polite half-elf with a taste for discussing art, philosophy, and literature.

Inhabitants:

1. **Inlevris Half-Elven**, **Priscian conversus** (see new monsters) **and bonded defender to Jaracondus the Sprightly**, **as a 7th/9th-level male half-elf fighter/thief**: SZ M; AL LN; AC 1; MV 120'; HD 9; HP 43; #AT 3/2; Dmg 4-10 (**Priscian gladius +2**) or 4-7 (**dagger +2**). Abilities: STR 17, INT 14, WIS 12, DEX 18, CON 14, CHA 10. Thief skills: PP 90%, OL 77%, F/RT 65%, MS 80%, HS 71%, HN 30%, CW 98%, RL 45%. Possessions: **leather armor +3**; **Priscian gladius +2**; **dagger +2**; **dust of appearance**; **ring of free action**; 2 **potions of invisibility**.

Treasure:

When Inlevris is present in his chamber, the equipment rack holds his leather armor and weapons. The desk holds a roster of all the conversi present in Arden Vul, as well as a petition to Liesbet (9-64A) asking her to bring additional personnel to Arden Vul. In the drawer of the desk are some scrunched-up pieces of parchment with attempts at poetry, and a surprisingly good pencil sketch of Jaracondus (25 gp). His chest holds clothing, a piece of ironwood from the elven realm (see World of Archontos appendix) that has been shaped and sanded to resemble a moonflower (55 gp), an iron flask filled with two uses of **oil of sharpness** (+5), a silver necklace studded with three deep blue spinels (2,250 gp), and a scroll of poetry, Inellador's *Imagining in Rounds* (see Arden Vul books).

9-64: Chamber of Nerub Null

The door to this chamber is almost always locked. Within dwells the powerful but cryptic leader of the Priscians in Arden Vul, the archmage, Nerub Null.

Nerub Null's furnishings include the following: a bed, an armoire, a writing desk, two comfortable leather chairs, an embroidered silk carpet featuring an Archontean man standing next to a gold dragon (450 gp), a teak coffee table (250 gp), and a locked iron chest. The walls are painted white, but Nerub Null has entirely covered them with mystical symbols, including long sequences of numbers and a seven bizarre words (the names of devils – GM's choice as to which).

A 10'-diameter magic circle occupies the northwest corner of the chamber. There is a 25% chance that Nerub Null has summoned a devil and is conversing with it.

The desk drawer contains three vials of devil's ichor (100 gp each), a clear red ruby (5,000 gp), and several magical scrolls: **protection from evil 10' radius** (x2), **ensnarement**, and **banishment**. Atop the desk are parchment sketches of six varieties of devil, a rudishva head preserved in a jar, a 2-lb lump of **arcanum**, a full set of the ultra-rare Priscian texts (the *Canticle of Arcane Knowledge*, the *Gesta Isadorae*, the *Hidden Codex*, and the *Fragment* [see Arden Vul books for all]), and a torn and stained parchment writ addressed to Gordion, archon of Arden Vul. The writ reads: "*To Gordion, archon, from his devoted proedros, Hasibel. You will be interested to know that I assigned a full kentarch to watch the villa of that Sortian sympathizer, Lady Isadora. My men swear that she never departed from the villa, and our combat mages confirm that nothing invisible snuck past them. And yet, when three weeks of observations produced no sign of the accursed agitator, my men broke down the door to her villa to find it completely empty! No servants, no guards, and – what is worse! – no Lady Isadora. We naturally searched the villa from top to bottom but were able to find neither hide nor hair of her. It was as if she disappeared by teleportation – but, as you know, the Archon's wards were supposed to render that impossible. It is my great displeasure, therefore, to announce our failure. Lady Isadora, consort of the arch-traitor Priscus Pulcher, has utterly disappeared. I would offer my resignation if I felt that her disappearance had occurred through my negligence, but this is not the case. I smell sorcery of the worst and most dire kind. No doubt our other agents will pick up her trail. At that point, may I recommend that she be introduced to the impalement stake? She deserves to suffer the same fate as her treacherous lover.*" The date is AEP 1713.



GM Note: The writ is a hint that Isadora, the faithful partner of Priscus Pulcher, eluded the imperial authorities and thus that it might still be possible to locate her or her refuge. It is the primary reason why Nerub Null pushed the Priscians to attempt an expedition to Arden Vul, for he (rightly) believes that secret Sortian knowledge and treasure is still to be located here. The resting place of Isadora is SL11-19, although access to her tomb is also possible through her ruined estate (AV-20).

The armoire contains practical clothing, including several sets of robes and slippers. Atop the coffee table are two bottles of strong Archontean brandy (and six silver cups (50 gp total).

The chest holds 2,171 sp and 13,275 gp, a full set of **Sortian eyes** (see new magic items), Nerub Null's eight spell books, and several codices: *The Nine Hells*: a *Catalogue with descriptions and summoning notes*; *The Founder and His Deeds*; *Great Villains of Archontos*, *part V*: *Priscus the Traitor*; *Pandects of Thaumaturgical Visitation*; *Planar Dwellers and their Powers*; *Summoning from the Beyond*; *A True History of Isadora*, *companion of Priscus Pulcher*, (see Arden Vul books for all).

Inhabitant:

1. **Nerub Null**, **Priscian war mage** (see new monsters) **and member of Decimus**, **as an 18th-level male Archontean magic user**: SZ M; AL LE; AC 2; MV 120'; HD 18; HP 40; #AT 1; Dmg 2-7 (**Sortian baculus**) or 1-6 (**staff of the magi**). Abilities: STR 7, INT 19, WIS 17, DEX 9, CON 8, CHA 15. Possessions: a key to 9-58; **Sortian baculus** infused with **suggestion**; **Priscian ring** infused with **blink** and **dispel magic** (see new magic items for both); **staff of the magi** (18 charges); **bracers of defense** (AC 2). Memorized spells: **alarm**, **friends**, **identify**, **magic missile**, **wizard mark**; **acid arrow**, **detect invisibility**, **ESP**, **knock**, **mirror image**; **dispel magic**, **fireball**, **slow**, **suggestion**, **tongues**; **dimension door**, **extension I**, **polymorph other**, **remove curse**, **shout**; **contact other plane**, **dismissal**, **dolor**, **hold monster**, **teleport**; **chain lightning**, **ensnarement**, **spiritwrack**; **banishment**, **forcecage**, **power word stun**; **binding**, **maze**; **time stop**.

Treasure:
See text.

Nerub Null's Spell Books (in eight large volumes): All 1st-level spells; all 2nd-level spells; all 3rd-level spells; **charm monster**, **confusion**, **dig**, **dimension door**, **extension I**, **fear**, **fire shield**, **hallucinatory terrain**, **ice storm**, **massmorph**, **polymorph other**, **polymorph self**, **remove curse**, **shout**, **stoneskin**, **wall of fire**, **wizard eye**; **avoidance**, **conjure elemental**, **contact other plane**, **dismissal**, **dolor**, **extension II**, **feeblemind**, **hold monster**, **interposing hand**, **magic jar**, **monster summoning III**, **sending**, **telekinesis**, **teleport**, **transmute rock to mud**, **wall of force**; **chain lightning**, **contingency**, **disintegrate**, **enchant an item**, **ensnarement**, **extension III**, **geas**, **invisible stalker**, **legend lore**, **project image**, **reincarnation**, **repulsion**, **spiritwrack**; **banishment**, **cacodemon**, **forcecage**, **instant summons**, **limited wish**, **monster summoning V**, **phase door**, **power word stun**, **teleport without error**, **torment**, **truename**; **binding**, **demand**, **maze**, **permanency**, **spell immunity**, **symbol**, **trap the soul**; **astral spell**, **gate**, **succor**, **time stop**.

9-64A: Chamber of Liesbet the Reptile

Liesbet, the bonded defender of Nerub Null, resides in this chamber. Liesbet's nickname is a product of her interests in snakes, her slippery personality, and her uncanny ability to slither out of tights spots. No one actually uses it to her face. Liesbet is rather pathetically loyal to Nerub Null; in fact, she cares little about anyone else. Although the putative leader of the conversi in Arden Vul, she rarely leaves the side of Nerub Null, leaving day-to-day administration to Inlevris Half-Elven.

Liesbet's chamber has a hammock, an equipment rack, an armoire, a locked chest, and several glass display cases. The floor is covered with a wall-to-wall, thick, wool carpet in an unpleasant shade of green (20 gp), and the walls are unpainted.

The display cases occupy the east and west walls, and are 5'x2'x3'. One contains 9 mice. The other contains a pair of poisonous vipers. The armoire is nearly empty, save for six sets of boots and a couple of tunics. The desk contains a copy of the conversi roster for Arden Vul, as well as some unopened notes from Inlevris. The notes describe the Priscian expeditions to Levels 9 (9-31) and 7 (7-39, 7-44, and 7-143), as well as to Sub-Level 4 (SL4-44). They contain rosters as well as general goals for these expeditions. It is clear that Liesbet has not read the notes.

The chest contains a variety of snake related objects: a gold statuette of a coiled cobra (175 gp); a flexible snake toy made of articulated pieces of ebony set with tiny gems (225 gp); a silver torc with matching arm rings, all in the shape of a snake (135 gp); a battered copper hooded lantern shaped like a snake's head (25 gp); and an ebony and ivory chess set in which all of the pawns are coiled cobras (350 gp).

Liesbet is obsessed with two things: Nerub Null, whom she considers a great visionary and mystic, and snakes. The reptile fascination is largely a product of her long possession of the **ring of the snake** (see new magic items). This potent ring allows her to transform into a snake 3x per day, but also has turned her mind a bit towards things reptilian. She uses it less underground than she does in her normal urban life, but will quickly adopt snake form (after drinking a **potion of invisibility**) if things go pear-shaped for the Priscians.

Inhabitant:

1. **Liesbet the Reptile**, **Priscian conversus** (see new monsters) **and bonded defender to Nerub Null**, **as an 11th-level female Archontean thief**: SZ M; AL LE; AC 1; MV 120'; HD 11; HP 49; #AT 1; Dmg 3-9 (**Priscian gladius +2**) or 3-6 (**dagger +2**). Abilities: STR 12, INT 16, WIS 15, DEX 18, CON 10, CHA 12. Thief skills: PP 100%, OL 82%, F/RT 75%, MS 91%, HS 80%, HN 35%, CW 99.1%, RL 55%. Possessions: **leather armor +3**; **Priscian gladius +2** (see new magic items); **dagger +2**; **dust of appearance**; **ring of the snake** (see new magic items); 2 **potions of invisibility**.

Treasure:
See text.

9-65: Roiling Lake

A lake has formed here where the two internal waterfalls of Arden Vul finally strike solid rock. The lake is 50' deep in its center, but becomes shallow at the north and south ends. A river known to the Archonteans as the Rimpled Run departs the lake to the east (9-71). Due to the noise and power of the falls, the lake is home to no large monsters. It is well stocked with cave fish, however. Until recently, that meant that other creatures – like the mihstu in 9-68 and 9-69, and the ogre magi in 9-70 – frequently hunted over the lake. With the arrival of the aroksachaul (9-50), however, the other natural predators have gone into hiding as they await the departure of the huntsmen.

Unsurprisingly, given its location at the foot of a huge chasm, the lake is home to several bits of forgotten treasure. It takes 4-9 turns searching underwater to turn up one of these items.

The depth of the lake remains constant, except if the dam at SL6-25 is destroyed. In this case, a massive amount of water will flow down the spillway and cause the waterfall from 6-6A to become a raging torrent for several hours. This influx of water will raise the water level by 15' for a period of 7-10 hours. During this time period, the midden (9-87), the muck fields (9-7), the berm (9-9), and a swathe of the mushroom fields (in the south, from the lake to area 9-6; in the north from the lake to 9-76) will be swept clear of anything that is not stone. After the lake resumes its normal level, these areas will be covered with a layer of muck.

Treasure:
A bronze statue of Odin, badly corroded but still worth 3,500 gp; a beautifully carved portrait bust of the 23rd claustral prior of the cult of Set, Mauricius (345 gp); an ancient **gladius +2**, **goblin-slayer**; a rotting wooden box with six lumps of **arcanum** (see new magic items); a solid gold prosthetic arm inscribed 'Histanius' (1,200 gp); a bronze tablet serving as a ceremonial and permanent iteration of an imperial rescript granting 'the survivor Ravatorus' full imperial protection in return for his alchemical and sorcerous assistance, worth 475 gp (Ravatorus is the Archontean name for Reiv-Tor; see SL7-23).

9-66: Base of Waterfall (from Level 6 - area 6-6A)

The waterfall produced by the spillway (6-143) lands here in a thunderous downpour. An area 50' around the base of the falls is cloaked in spume and mist.

9-67: Base of Waterfall (from Level 5 – area 5-2A)

The second waterfall of the Great Chasm finds its base here. An area 50' in diameter around it is clouded with mist and spray.

9-68: Mist-obscured Cave

The entrance to this cave sits 30' above the surface of the lake (9-65). It is also obscured by the mist and spray produced by the waterfalls. Once discovered, it appears to be a relatively benign place, save for being extremely damp and slightly cold. In fact it is highly dangerous, for it leads to the lair of a trio of mihstu that have made their home in this cave network; there is a 25% chance that one of the three mihstu is present here, blending into the mist. Due to the conditions, a mihstu present here has an enhanced chance to surprise (1 better pip on the dice).

The tunnels that lead to 9-69 are relatively small (6' in diameter) and damp with moisture; movement is halved. Noise or light in the tunnels is sure to alert the mihstu, who will be sure to use the opportunity of the terrain to ambush intruders from behind. Only cautious and quiet parties have a chance to arrive at 9-69 without alerting the mihstu. Halfway through the tunnel network are the corpses of an ogre (actually an ogre mage) and a Priscian conversus (see new monsters), both recently slain by the mihstu.

Inhabitants:
1. **1 mihstu** (25% in cave; greater chance in tunnels): see stats at 9-69.

Treasure:
The conversus's **Priscian chain mail** is no longer enchanted, nor is his **Priscian gladius** (see new magic items for both). He does have a **potion of growth** and a purse with 45 sp and 23 gp.

9-69: Lair of the Mihstu

This large, damp cave is the lair of three mihstu. Because the tunnels that feed it are slightly higher than the floor of the cave, the moisture in this entire area has condensed into a shallow (5"-deep) pool of water that covers the floor.

To the south is a relatively dry ledge 10' above the pool, on which is the badly rotted and encrusted corpse of a pair of ancient heroes. The pair fought an unauthorized duel in antiquity over a shared love interest. The duel led them all over Level 9 until they mortally wounded each other in this chamber. The seconds elected to lay them to rest together in secret. One is Brehmn the Scout, and the other is Sixtus Cornelius the praetor (c.f. 6-130).

Inhabitants:
1. **3 mihstu** (unless previously encountered): SZ M; AL NE; AC -2; MV 60', 60' flying (Class B); HD 8+2; HP 61, 57, 51; #AT 4; Dmg 2-7/2-7/2-7/2-7; MR 10%. Special attacks: drain CON. Special defenses: +2 or better weapons to hit; immune to electricity and all missiles (including magic missiles); stunned for 2-12 rounds by cold atacks.

Treasure
On the body of Brehmn the Scout: a **buckler +2**, a battle axe, and a pair of **javelins of lightning**.
On the body of Sixtus Cornelius: a medium **shield -1**, **missile attractor**, a **long sword +1**, **flame tongue**, and a **potion of healing**.
In addition to the bodies, a rotted purse contains 53 ancient silver pennies (see Arden Vul items), 33 ancient gold solidi (see Arden Vul items), and two ancient octagonal platinum coins (see Arden Vul items).

9-70: Tower of Walid

A large rock formation rises from the lake bed in this location. The formation is 100' tall, with 50' extending below the surface of the lake and the rest towering over it. At a point 25' above the surface of the lake a secret door leads to a hidden 'tower' constructed here by a long-forgotten Archontean sorcerer.

Secret Door (north side): The door is normal to notice, and opens to a key. At the moment the only key is held by Walid the ogre mage (9-70). The lock could be picked or the door broken down.

The Tower
The tower consists of three identical levels, each 30'x20' and 15' tall; the three are connected by a stone spiral staircase. The entrance level is the middle level. Currently the tower is home to a band of ogre magi led by the clever and fearsome Walid. The band is, however, afraid of the aroksachaul (9-50); Walid has ordered them to limit their movement outside the tower until they depart.

Five ogre magi constitute Walid's band; they are served by seven goblin slaves. Assuming they have not been defeated elsewhere, the initial locations of the band are as follows:

Entrance level: two ogre magi and three goblins
Upper Level: two ogre magi and three goblins
Lower level: Walid and one goblin

Because the goblin slaves are terrified that they will be eaten, they will initially fight for their masters. Should the tide appear to be turning, however, they will betray the ogre magi and throw themselves on the mercy of any intruders.

Entrance Level: Living Space
The chamber is lit by a pair of **continual light** spells and is finely decorated in antique Archontean style. There are four leather chairs, a settee, two low tables, a pair of **tripods of heating** (see new magic items), a cloak rack, a wine rack with a dozen bottles of liquor (2-20 gp each), and a fine carpet depicting a flying dragon (350 gp). Four leather-bound codices are scattered about the room: a copy of the *Pandects of Thaumaturgical Visitation*; *Planar Dwellers and their Powers*; *Travels in the Astral Plane*; and *Great Villains of Archontos*, *part V*: *Priscus the Traitor* (see Arden Vul books for all).

Two ogre magi and three goblin slaves are present here. The ogre magi appear as humans in casual dress and attempt to engage any intruders in conversation and negotiation, posing as scholars trapped here by the arrival of the demonic huntsmen (9-50). Their conversation is meant to buy time to draw their compatriots from the other levels of the tower.

Upper Level: Study and Bedroom
Here is found a collapsed wooden bedframe, another pair of leather chairs, a **tripod of heating** (see new magic items), a beautiful teak desk (250 gp), another carpet (125 gp), a bookshelf, and an armoire. The floor is covered with bone fragments and bits of gristle, as this is where the ogre magi sometimes consume their victims. Two ogre magi are busily devouring a bestial varumani, while three goblin slaves look on in terror. If combat breaks out in the entrance level, all inhabitants rush to join the fray.

The armoire holds seventeen silken robes of various colors and styles, from formal robes to evening gowns (10-100 gp each). The desk is empty save for a **scroll of protection against possession**. Atop the desk, however, are two, 18"-tall solid gold bookends carved as dragons (2,000 gp the pair) and a set of keys (both gold and platinum) to the Obsidian Gates (5-6D). On the bookshelves are the following: *Thoth in All His Forms*; *the Trifold Tome of Theodore the Wise*; *the Eighth Collegium – Fact or Fiction?*; *On Friends and Enemies*; *Great Villains of Archontos*, *part II*: *Kegfiller the Proedros*; *Lexicon of Mithric*; *The Lives of the Noble Founders*; *On the Errors of the Sortians*; and *Plotina's Recipe Book* (see Arden Vul books for all).

Lower Level: Laboratory and Charnel House
The base of the tower contains a wizard's laboratory, with two work tables, alchemical equipment, and supplies. It is also where the ogre magi torment their victims before carving them up. The floor is stained with blood, and a pile of cleaned bones lies in one corner. The glassware, retorts, mortars, and so forth are of fine quality, and worth 2,500 gp. A crate stuck under the workbench holds a small fortune in platinum: a 2-lb bag of platinum shavings

worth 500 gp, and 2 20-lb bars each worth 5,000 gp. Also in the box is a codex entitled *Platinum Portals: an Improvement on the Standard Silver Models*; the author is one Cornelius of Arden Vul, the former resident of the tower (whose bones are in the pile). Amid the alchemical supplies are 5 potions: **potions of plant control**, **treasure finding**, **oil of impact**, **oil of etherealness**, and a **philter of love**.

Currently Walid and one goblin slave are here, carving up a dead human adventurer whom he charmed and slew elsewhere in the Halls. The adventurer's gear includes a suit of chain mail, a **ring of clumsiness**, 77 gp, and five pink pearls (100 gp).

Inhabitants:
1. **Walid**, **chief of the ogre magi**: SZ L; AL LE; AC 4; MV 90', 150' flying (Class B); HD 7+2; HP 55; #AT 1; Dmg 3-14. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form. Walid attacks and saves as a 9 HD monster. He wears a **periapt of proof against poison** and a **ring of higher purpose** (see new magic items), and wields a **wand of illusion** and a **crossbow of accuracy +3** (with 12 **bolts +2**). He is unaware of the purpose of the ring, but knows it is magical.
2. **4 normal ogre magi**: SZ L; AL CE; AC 4; MV 90', 150' flying (Class B); HD 5+2; HP 38, 37, 36, 34; #AT 1; Dmg 1-12 or by weapon. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form.
3. **Seven goblin slaves**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-6.

Treasure:
See text.

9-71: The Rimpled Run

This river flows from the lake (9-65) towards the north and east. The current is noticeable if not particularly strong, as the river bed has a gradual declination.

9-72: Northeastern Plateau

This narrow plateau is the companion to area 9-49, albeit on the north side of the Rimpled Run (9-71). It is a bit less tall than 9-49, standing only 15' above the level of the lake and 10' above area 9-73. A set of stone stairs cut into an outcropping leads down to area 9-73.

The stumps of six basalt columns that once reached to the cavern ceiling stand alongside the river. Atop one of them is the flayed corpse of a quickling; atop another is the charred and flayed corpse of a lesser varumani.

9-73: Northeastern Mushroom Grove

The small area between the heqeti causeway (9-75) and the Rimpled Run (9-71) is filled with more colossal mushrooms. The grove here is dark, as it is composed primarily of blue trumpets and cloud caps (see new flora). Four shriekers also wander slowly through the area. Triggering the shriekers's noise causes the heqeti in areas 9-78 to 9-81 to be on high alert for 3-8 turns, and provokes an immediate roll on the appropriate random encounters chart.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, a portion of the groves in a zone extending from 9-65 to 9-6 will be swept clear of anything that is not stone (including mushrooms and shriekers). After 7-10 hours, this area will drain, leaving a layer of sticky muck.

Inhabitants:
1. **4 shriekers**: SZ L; AL N; AC 7; MV 10'; HD 3; HP 19, 17, 16, 13; #AT 0; Dmg nil. Special attacks: noise.

9-74: Stone Faces

The ancient heqeti carved two monstrous, 15' faces onto the flattened walls of this corner of the cavern.

One face is a depiction of Kauket (see new monsters): an ovoid face, with saucer-like empty eyes, and a quarter-moon-like, toothless maw. The stone of the face is old, pitted, and slowly exudes a light yellowish, oily substance; it is the same material as the **tears of Kauket**, but appears in too small a quantity to coalesce into an actual tear. If tasted, however, the liquid acts as a **tear of Kauket** (see new magic items).

The other face depicts Rimmaq-Isfet (see new monsters): a circular face, three lidless eyes, and an enormous maw that occupies ⅔ of the face. The maw is fanged with impossibly narrow, sharp teeth, and is surrounded by a forest of feelers/tentacles. Like Kauket's, this face also oozes imperceptibly; the ooze is viscous but clear, and acts like the **sweat of Rimmaq-Isfet** (see new magic items) if tasted.

Surrounding the two giant faces are 337 smaller faces, only 2' high. These are far cruder than the two major ones, and represent all of the heqeti builders (see new monsters) that have governed the heqeti in Arden Vul over the millennia. The smaller faces are all slightly different.

9-75: Heqeti Causeway

This ancient, pitted stone causeway offers the primary entrance to the heqeti dwellings and ziggurat on Level 10. It stands 10' above the level of the mushroom groves and is pebbled and greasy like all heqeti construction. Short, steep staircases lead down from the causeway to the groves on either side, while a third leads downward into the waters of the lake (9-65).

Six pairs of carved granite pillars once stood along the causeway. Those pillars were all broken in antiquity, leaving stumps between 6"-18" high. The modern heqeti have driven 5'-tall, black iron rods into each of the stumps. The ends of these rods are curved into sharpened hooks, from each of which depends a moldering and flayed corpse. The naked corpses include three (scorched) bestial varumani, five humans, a dwarf, two goblins, and a halfling. These horrific remains attract numerous insects.

9-76: Heqeti Ritual Platform

The causeway widens here into a platform with three semi-circular projections. It lies 10' above the floor of the mushroom groves, and is composed of pitted, pebbled, greasy stonework of great antiquity. A 3'-tall oblong basin occupies each of the semi-circular projections into the cavern. Each basin is filled with a different liquid: the northern one with blood, the western one with water, and the southern one with dried viscera and guts from mammalian creatures. In the center of the platform is a heptagonal platform on which sits the broken stump of a once-grand statue (formerly it was Kauket).

There is a 15% chance that the heqeti are holding an exsanguination ritual here. If so, four hoppers, four chosen, a builder and a weaver are present, along with a tongue-less victim and their special exsanguination device (see 9-79). The ritual party is armed (of course), but also possesses some stone cups, bowls, and spoons. The ritual takes about 30 minutes. It commences with chanting near the stump of the statue, before moving to the northern basin where the victim is exsanguinated. The heqeti proceed to the southern basin, where the builders flay the victim, and ends with the builders washing themselves at the western basin while the chosen hang the flayed corpse on one of the hooks at 9-75. The victim will be a helpless goblin.

Inhabitants: (15%)
1. **4 heqeti hoppers** (see new monsters): see stats at 9-78 and 9-81
2. **4 heqeti chosen** (see new monsters): see stats at 9-78 and 9-81
3. **1 heqeti builder** (see new monsters): see stats at 9-78 and 9-81
4. **1 heqeti weaver** (see new monsters): see stats at 9-78 and 9-81
5. **A mute goblin victim**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-6.

9-77: Abandoned Heqeti Chamber

Due to the cave-in to the east, this ancient heqeti chamber is unoccupied. The doorway leading to the collapsed eastern corridor is trapped.

Trapped Stone Door (**glyphs of warding**): Two **glyphs of warding** have been cast here by heqeti weavers. One is a **glyph of lightning** (doing 20 hp damage to those who do not save) and the other is a **glyph of energy drain**. The glyphs are placed so that opening the door triggers both. The noise of the glyph of lightning is likely (75% chance) to alert the heqeti at 9-78.

9-78: Bone Portcullis and Heqeti Guardpost

An imposing bone portcullis blocks access to and from this chamber. The portcullis is made of thick, femur-sized bones lashed together with sinew. The lower portion of the portcullis slides into holes in the floor. A simple winch within area 9-78 allows it to be raised and lowered. If a ritual has been taking place in 9-76, the portcullis will be raised.

The chamber is heqeti-made, with glistening, freshly-oiled, pebbled surfaces. The floor is painted with a black paint on which are numerous white teardrops. The winch used to raise the portcullis lies to the left of the portcullis.

A strong party of heqeti guard this chamber, as it is the main route to their dwellings on Level 10. The guardpost area includes a weaver, a builder, six chosen, and six hoppers (see new monsters for all). Initially the builder and the three of the chosen are present here; the others are relaxing in area 9-81, but join their comrades in two rounds if needed. If combat is going badly, one of the chosen mounts the riding salamander in 9-80 (see new monsters) and departs to alert the Great Tongue (see Level 10 introduction and 10-47) of the arrival of powerful intruders. In the case of the direst necessity, the weaver will break his **pledge of Rimmaq-Isfet** (see new magic items), thereby summoning a keqemander (see new monsters) to his aid.

Inhabitants:
1. **1 heqeti builder** (see new monsters), **6th/6th-level fighter/cleric of Rimmaq-Isfet**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46; #AT 1; Dmg 4-9 (**short sword +2 of wounding**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.
2. **3 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 42, 40, 37; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. The javelins of these chosen are smeared with Kauket's vision (see Arden Vul items).
3. **3 heqeti hoppers** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 44, 40, 39; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.



4. **1 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 12; HP 78; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.

Treasure:
The builder wears a copper torc chased with platinum (550 gp) and assorted rings, arm bands and amulets worth another 450 gp. The chosen each wear baubles valued at 225 gp.

9-79: Heqeti Chamber

This darkened chamber has all the usual features of heqeti construction. A heqeti riding salamander is tied to an iron ring set in the floor. In case of serious assault, one of the chosen from 9-78 will mount the riding salamander and flee down area 9-82 to warn the Great Tongue (see Level 10 introduction and 10-47).

Inhabitants:
1. **1 riding salamander** (see new monsters): SZ L; AL N; AC 6; MV 60', 90' swimming; HD 6; HP 35; #AT 1; Dmg 2-12.

9-80: The Exsanguinator

This side chamber holds a sinister, 4'-tall and 7'-long contraption made of wood, bone, and leather. It is roughly man sized, with strong, iron-reinforced extensions for arms, legs and head and a pair of jointed, wood-mounted, razor-sharp bone daggers attached near the head. This is the heqeti exsanguinator, used for rituals in 9-76. It can be pushed there by 2 chosen, or 3 if it contains a victim. It works by strapping the victim onto the contraption, then adjusting the jointed 'arms' with the bone daggers until the sharpened bone begins to slice the jugular vein of the victim. The heqeti are masters of doing this slowly, such that the blood flows below into the copper vessels they use to collect it. The exsanguinator detects strongly of evil, and any paladin would feel it her duty to destroy the device.

9-81: Heqeti Barracks

This chamber serves as a living quarters for the heqeti assigned to guard the gate at 9-78. To the south end of the room is a 10'-deep pool running across the width of the chamber. The east and west walls are lined with eight stone sleeping benches (4'x4'x6'). To the north are a pair of decapitated and charred varumani hanging from hooks on the wall; the heqeti use them for target practice. The walls and ceiling are painted an unsettling mauve color; the floor is black, with numerous white teardrops.

Inhabitants:
1. **1 heqeti weaver** (see new monsters), **as a 7th/7th-level magic user/cleric of Kauket**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 7; HP 34; #AT 1; Dmg 5-10 (**footman's mace +2**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **staff of healing** (4 charges); copper-headed **footman's mace +2**; two **glass spheres of arcane assistance** (one of arcane warding, one of protection) (see new magic items); **potion of gaseous form**. Magic user spells: **enlarge**, **jump**, **magic missile**, **shield**; **continual light**, **levitate**, **ray of enfeeblement**; **fireball**, **protection from normal missiles**; **polymorph other**. Cleric spells: **bless**, **command** (x2), **create water**, **cure light wounds**; **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**; **animate dead**, **blindness**; **sticks to snakes**. Spell book: **dancing lights**, **detect magic**, **enlarge**, **jump**, **magic missile**, **protection from good**, **read magic**, **shield**, **sleep**; **darkness 15' radius**, **invisibility**, **knock**, **mirror image**, **ray of enfeeblement**, **strength**; **blink**, **dispel magic**, **gust of wind**, **lightning bolt**, **slow**.
2. **3 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 42, 40, 37; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. The javelins of these chosen are smeared with Kauket's vision (see Arden Vul items).
3. **3 heqeti hoppers** (see new monsters), **as 5th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 5; HP 38, 34, 33; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

Treasure:
The weaver wears assorted jewelry and amulets worth 750 gp, while the chosen wear gewgaws worth 225 gp each.

9-82: Broad Corridor to Level 10-1

This 20'-wide corridor slopes downward about 300' to the heqeti complex on Level 10 (10-1). Every 20' a green-luminescent fungal pod has been affixed to the oily walls. Every 60' the corridor descends down a flight of stairs built for non-human feet.

9-83: Northern Mushroom Groves

North of the Rimpled Run lies another large grove of colossal mushrooms. Like its southern counterpart, the grove here includes specimens from all the varieties listed in the new flora appendix. These mushrooms grow on a deep (20') bed of humus. The entire area is lit with a low orange phosphorescence and echoes with the sounds of crickets, insects, and small animal life (e.g., baindara – see new monsters). A shallow, stagnant pond (9-84) has accumulated in the center of the groves, fed by two often-dry streams from the west and north. It should be noted that most of the northern groves lie under a 50' ceiling and not under the open portion of the chasm.

Unlike the southern groves, however, this region is untended by any sentient beings. As a result, the northern groves are home to a variety of dangerous monsters. These include a fungal render (see new monsters), several shambling mounds, numerous shriekers, three tenebrous worms, and a handful of land urchins. The fungal render prefers to lurk on the northern side of the pond, while the shambling mounds wander to the south and west of the pond.

The humus contains the ancient skeletal remains of hundreds of heqeti, varuda, varumani, and humans, all of whom fought and died in the chasm floor millennia ago. Should Celsus Torquatius (9-104) pursue intruders into the groves, he will be able to raise 5-8 corpses as ghasts per round.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, a portion of the groves in a zone extending from 9-65 northwards to 9-76 will be swept clear of anything that is not stone (including mushrooms). After 7-10 hours, this area will drain, leaving a layer of sticky muck.

Searching the Fungal Forest: For each turn spent searching the forest, it is possible (1 in 8 chance) for the PCs to come across something interesting. If so indicated, use the table at 9-4 to determine what is found.

Locating Specific Mushroom Species: To determine what species are nearby at any given moment, roll on the table at 9-4. If PCs are familiar with colossal mushrooms and announce that they are looking for a specific species, then it takes 2-12 turns to locate a specimen of that species.

Inhabitants:

1. **1 fungal render** (see new monsters): SZ L; AL N; AC 9 (3 for tendrils); MV 30'; HD 12; HP 87; #AT 6; Dmg special. Special attacks: if two or more tendrils hit, 1-4 HP damage per tendril per round; crush aattack (4-24 damage) Special defenses: tendrils take 10 HP damage; regenerate 2 HP/turn and 1 tendril/turn.
2. **3 shambling mounds**: SZ L; AL N; AC 0; HD 10; HP 75, 72, 68; #AT 2; Dmg 2-16/2-16. Special attacks: suffocation. Special defenses: immune to fire; lightning causes it to grow; cold does ½ or no damage.
3. **6 land urchins**: SZ S; AL N; AC 3; MV 120'; HD 3+3; HP 25, 22, 21, 20, 20, 19, 19; #AT 2-12; Dmg 1-2(x12). Special attacks: paralysis. Special defenses: gas cloud.
4. **8 shriekers**: SZ L; AL N; AC 7; MV 10'; HD 3; HP 22, 20, 19, 17, 16, 15, 15, 13; #AT 0; Dmg nil. Special attacks: noise.
5. **3 tenebrous worms** (see 9-83): SZ M; AL N; AC 1; MV 150'; HD 10; HP 70, 63, 59; #AT 1; Dmg 2-20. Special attacks: acid. Special defenses: poison bristles.

9-84: Stagnant Pool

A stagnant pool of smelly liquid sits in the center of the northern mushroom groves. The pool varies in depth, but is typically only 1-3' deep. It is fed by channels from the west and north; those channels are often dry, but occasionally channel liquids hurled into the chasm from above. The pool cannot sustain life, but is nonetheless an attraction for the shambling mounds and the fungal render, which may often be found near its shores. See 9-83 for details.

Treasure:
Four gems and a bejeweled necklace are buried in the muck of the pool: two deep green spinels (100 gp each), a deep blue spinel (500 gp), a blue star sapphire (1,000 gp), and a silver and emerald necklace (2,000 gp). Searchers have a 10% chance per turn of finding one of the six valuable items. After three valuable items are found, the chance decreases to 5%.

9-85: Western Plateau

This rocky plateau sits 10' above the northern mushroom groves (9-83) and the lake (9-65). Sloping gently from the chasm wall to its eastern and southern edges, the plateau is usually slick with moisture and liquids tossed into the chasm from above. Movement here is halved. Those using light and noise are sure to alert the shambling mounds (9-83) and other chasm denizens to their presence.

9-86: Dangerous Path to Level 7 (7-147)

A dangerous path to Level 7 commences here at the edge of the mushroom grove. This path is narrow, slippery, and fraught with danger, as it is nothing more than a set of occasional 'steps' interspersed with hand-holds, foot-holds, and cracks. The bestial varumani use it to access the chasm floor without the knowledge of the troll thegn (7-30). The path rises 300' to area 7-147. Given its primitive nature, this route is extremely dangerous. Those climbing or descending it must roll 3d6 under DEX every 100' or fall off. Thieves, or others with special climbing skills, only need roll 2d6 under DEX.

9-87: Midden with Buried Statue

The southwestern portion of the plateau (9-85) is open to the chasm and has, over the centuries, become a giant trash heap. Bits of bone, smashed chamber pots, broken leather straps, odd pieces of iron implements, masonry chunks and the occasional fragment of carved stonework combine together in a heap that is 5' tall on its edges and 8' tall in its center. There is nothing of value among the trash, as the midden is regularly picked over by scavengers. It smells rather sharply of effluence.

Still, the midden conceals a 10'-tall statue of the Archontean deity, Chibalba, that is almost fully buried in the refuse. The statue appears as a hooded, cloaked figure holding a staff in one hand and a lantern in the other. It stands on a mosaic set into the plateau, one that depicts pastoral subterranean scenes, including lizards, mushrooms, sarcophagi, bats, altars, etc. The base of the statue reads: "*Chibalba, lord of the Deeps, watches over these halls. Summon him if thy need is great.*"

Should someone clear the refuse away from the statue (a task that takes 3-6 hours) and stand on the mosaic, it is possible to summon an avatar of the deity by either 1) stating Chibalba's name three times in a row, or 2) declaiming "*I summon thee, Chibalba!*" The aid imparted by the avatar will depend on the needs of those making the invocation. The GM should use his/her best judgment in determining which situation is most appropriate.

Situation	Aid offered
In combat	Avatar fights for duration of one combat: AC 0, HD 8, HP 58, #AT 1, damage 1-10
Badly wounded	**Cure critical wounds** x2
Lightly wounded	**Cure serious wounds** x2
Uninjured	**Detect traps**, **infravision**, and **locate place** (see new spells), all good for 10 turns

Speaking in the Mithric language, the avatar describes in a solemn, deep voice what aid it will impart. This advice takes one round to describe, after which the avatar will not communicate in any way.

Summoning the avatar is only possible once per month. Should a cleric of Chibalba invoke the deity, then all four types of

aid will be proffered to the cleric and his friends (with the combat avatar serving the cleric for one whole day, or until it is destroyed, whichever comes first).

Note: This is the third such statue of Chibalba to be found in Arden Vul; the others appear at 4-69 and 8-66.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, most of the loose trash in the midden will be swept away down the river, fully revealing the statue of Chibalba and the entrances to 9-88. After 7-10 hours, this area will drain, leaving a thin layer of sticky muck over the stone and a few bits of remaining trash.

9-88: Cave with Secrets

The two entrances to this 20'-tall cave have become completely obscured as the level of the midden (9-87) has risen. Several hours of laborious excavation is necessary to unblock them. Within is a fallen statue, apparently of a human warrior.

The fallen 'statue' is in fact a killer mimic, who has been hibernating for decades while waiting for prey to dig through the blocked entrances.

Secret Doors (northwest, southeast, southwest): These three well-concealed secret doors are difficult to detect (1 in 8). The rudishva built them of steel fronted with natural stone in manner that is remarkably realistic. None of the three opens from the outside; indeed, attempting to use force or magic on any of the three causes the smaller secret doors to slide open and the point defense arrays to activate, targeting anyone in the cave. The doors can only be opened using the panel at 9-89.

Rudishva Point Defense Arrays (see new technological items): The northwest and southeast secret doors are located 10' up the wall of the cavern. They are 5' ovals that press inward 6" before sliding into slots in the wall. Behind each door is a 5'-diameter nook that contains a rudishva point defense array (see new technological items). These items are linked to the controller at 9-89, and are hardwired to fire at anyone attempting to force entry through the secret door to the bastion. Physical damage to the western secret door or any attempt to cast powerful magicks (**knock**, **passwall**, etc.) at the western door activates the point defense arrays. As they contain motion and heat sensors, they fire continuously until the chamber is empty. Each array strikes as a 10 HD fighter, attacking three times every two rounds, and inflicting 6-36 HP damage on a target (impedes regeneration).

Inhabitants:

1. **1 semi-intelligent**, **killer mimic**: SZ L; AL N; AC 7; MV 30'; HD 9; HP 61; #AT 1; Dmg 3-12. Special attacks: glue. Special defenses: perfectly mimic stone or wood.

9-89: Rudishva Bastion: Control Niche

In the southern niche is a non-portable controller for the point defense arrays found in 9-88 (see new technological items) and the secret door leading to this chamber.

The controller is comprised of a chest-height console with view-screen that is powered by a rudishva greater power supply (see new technological items). It requires an operator's key-card (copies are found in 9-94 and 9-96) to activate. The controller has a single screen divided into two sub-screens, plus two power switches, a dial, two joysticks, and a large red button. The screens are connected wirelessly to cameras on the point defense arrays. While the arrays are fully automated and remain in an active state even after all these centuries, an intelligent and experienced operator can add nuance to the system by switching over to manual control. Doing so allows one to select various settings, including motion-sensitive firing (the current setting), sweep firing, stutter firing, arc-control, and heat-sensitive firing, plus variation between projectiles (lethal rounds, rubber bullets, gas pellets, etc.). Manual control requires dexterous use of the joysticks. Those without formal training can only master the system by succeeding at a roll of 5D6 under INT and then a roll of 5D6 under DEX. The switches turn on or off power to the arrays, while the dial controls their intensity, that is, damage, from 1-6 to 6-36 (currently the setting is on high). The red button opens the secret door to 9-88. Beneath the console are three greater rudishva power supplies (see new technological items), daisy-chained together to provide power to the console and the point defense arrays. Two are empty, but the third still has 33% of its capacity remaining.

Against the west wall is a 5'x15' view screen that displays a real-time image of either 9-88 or 9-87. The view alternates every minute automatically, but a wall-mounted trackball allows one to switch images manually. The images are derived from extremely small cameras mounted on the walls of both 9-87 and 9-88; the cameras have night-vision capabilities, and can thus display heat signatures even when no light is present. Those sitting in the great chair (9-11) and activating the rune of communication will appear on this screen, where their message can be heard. If desired, the operator can then use the console to dismantle the point defense arrays and open the door to 9-88.

Secret Door (northeast): This door can only be opened by pressing the red button in the control niche.

9-90: Rudishva Bastion: Chief of Security's Chamber

The door to this modest chamber is a rudishva iris door; it opens only to a silver or yellow rudishva identity plaque (see new technological items).

Within are the quarters of the one-time rudishva chief of security, Pliv-Mol. They include a wall-mounted bed and desk, made of white plasteel, an orange plastic chair affixed to the floor, and a white plasteel wardrobe. Mounted on the north wall is a holographic display screen that alternates pictures of stars, star clusters, and nebulae, cycling through 750 unique images once every ten minutes. The wardrobe contains two orange jumpsuits, some strange footwear (desert boots, but for large feet), and a vinyl bag containing three structural mines (see new technological items). On the desk is a GnuCoder 1000 image screen and a scattering of six data crystals (see new technological items): *Letters Home*, *the Shining Beacon of Glorious Heaven*: *Technical Specifications of this Yort-Class Exploration Vessel*, *Diary of Pliv-Mol, Chief of Security*, *untitled* (by Dipra-Jol), *Crew Roster*, and *Allies for Ever!* (see Arden Vul books for all).

9-91: Rudishva Transit Shaft

The door to this hall is a rudishva iris door; it opens only to a silver or yellow rudishva identity plaque (see new technological items).

A 40'-square shaft, sheathed in the same white marble and silver grout, extends 1,100' through the Halls, commencing at 5-84 and culminating here. Built by the rudishva as a swift form of transport for their officers, it detects strongly as magical. Anything tossed into the shaft will fall normally, but anything - or anyone - coated in the opalescent liquid is capable of levitation in the pit. Levitation is at the rate of 20' of vertical distance per round. Removal of even 10% of the silver grout cancels the levitation effect. From this point one can use the shaft to access 5-84, 6-164, and 7-146.

The floor of the transit shaft is littered with the bones and equipment of the few non-rudishva who located and attempted to use the shaft.

Two granite chairs occupy the area to the south of the transit shaft. Each chair holds a giant rudishva skeleton (see new monsters). Anyone who exits the transit shaft is met with a harsh query in rudishva from the skeletons. The skeletons mercilessly attack those who do not immediately present a silver or yellow rudishva identity plaque (see new technological items). They also respond in force if attacked from the shaft itself.

Inhabitants:

1. **2 semi-intelligent giant rudishva skeleton**: SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68, 55; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

Treasure:

A suit of **ring mail +3**; a **light crossbow of speed**; 572 ancient silver pennies and 399 ancient gold solidi (see Arden Vul items); a **staff of the necromancer** with 23 charges (see new magic items); a **ring of protection +3**; a **scroll of protection from petrification**; a scroll with the illusionist spells **shadow door**, **permanent illusion**, **shades**, **veil**, and **alter reality**; and **potions of fire resistance**, **invulnerability** and **dispelling** (see new magic items).

9-92: Basin Full of Opalescent Liquid

This side chamber holds a softly gurgling basin of black granite that is 15' diameter and 3' deep. The basin is filled with opalescent, sparkly liquid. Anything coated in the liquid will levitate in the shaft (9-91). The coating lasts for an hour, but can, strangely enough, be brushed off easily.

9-93: Rudishva Bastion: Supply Closet

The walls of this chamber are set with wire shelves made of white plasteel. The shelves are mostly empty, save for some waxy, crumpled paper-like substances, each with a set of Rudishva glyphs on one side. Among the scattered wrappers is also a lone rudishva ballistic baton and three empty data crystals for use in GnuCoder-series devices (see new technological items).

9-93A: Empty Niche

When PCs first enter the bastion, an automated rudishva dust ionizer (see new technological items) is found here, partly through its six-hour cleaning routine. The routine takes it on a clockwise circuit through the open areas of the bastion, a fact which may surprise and/or alarm jumpy PCs. Of course the ionizer is completely harmless. It has kept the bastion dust-free for many centuries and could be easily removed and transported elsewhere where it will happily perform the same service.

9-94: Rudishva Bastion: Captain's Quarters

The door to this private chamber is a rudishva iris door; it opens only to a silver or yellow rudishva identity plaque (see new technological items).

Within are the quarters of Leil-Jor, captain of the Beacon. Furnishings include a wall-mounted bed, a wrap-around desk, and a wardrobe. All are made of white plasteel. In addition, a 5'-tall table made of orange plasteel is set into the floor just inside the doorway. Mounted on the south wall is a holographic display screen that alternates pictures of nebulae and random locations within Arden Vul, cycling through 550 unique images once every ten minutes. The wardrobe contains two light blue jumpsuits and some strange footwear (desert boots, but for large feet). On the desk are some rare items: a set of keys (one gold and one platinum) to the Obsidian Gates (5-6D), a GnuCoder 3000 data recorder with a data crystal inserted into it (see new technological items for both), and one of the operator cards to the console in 9-89. The data crystal carries the somewhat unappealing title *Solutions to the Propulsion Problem* (see Arden Vul books), but is in fact a rather important object for those interested in employing the LOAV-291 Shuttle (see SL13-37B); indeed, it describes the compounds necessary to fly the shuttle (see SL13-37).

Treasure:

GnuCoder 3000; data crystal; operator card to 9-89; command tablet, aka tablet of the Beacon (see new technological items for all).

9-95: Rudishva Bastion: First Officer's Quarters

The rudishva iris door to this chamber is partly open, with the desiccated and charred corpse of a rudishva in a light-blue jumpsuit jammed into the aperture, feet in the hallway and head in the room beyond. The door can be opened normally with a silver or yellow rudishva identity plaque.

Within are the quarters of Utor-Val, first officer of the Beacon. Furnishings include a wall-mounted bed, a wrap-around, wall-mounted desk, and a wardrobe. All are made of white plasteel. Mounted on the south wall is a holographic display screen that alternates pictures of nebulae and alien landscapes, cycling through 550 unique images once every ten minutes. The wardrobe contains two light blue jumpsuits and some strange footwear (desert boots, but for large feet). Although a GnuCoder 1000 image screen (see new technological items) rests on the desk, no data crystals are in evidence. In the entrance-way are two rudishva-sized manikins, each dressed in outlandish, non-rudishva attire. One has numerous belts strapped to its body, with numerous bits of jewelry, glass, and small objects depending from them. The other is dressed in furs and leather and holds a spear. Plasteel plaques identify the manikins as, respectively (and in Rudishva Glyphik), "heqeti" and "human".

Trap (explosive): Both the wardrobe and the bed are trapped with small charges of plastic explosive connected wirelessly to a controller affixed to the underside of the desk. The explosives detonate unless they are disabled by inputting a four digit code (5555) into the controller. Opening the wardrobe or searching the bed cause detonations worth 6-36 HP damage to all within 15' of the blast.

GM Note: Utor-Val was one of the few rudishva who did not handle the long exile particularly well. He grew obsessed with the local 'primitive cultures' (e.g., the manikins), and became paranoid. When the heqeti attack came, he was caught trying to flee to his chamber; he was killed in the doorway itself.

Treasure:
The small bits and bobs of jewelry and glass on the heqeti manikin are worth a total of 237 gp. The spear is ancient, but usable. Inside the wardrobe is a rudishva laser pistol (see new technological items) and two full rudishva lesser power supplies. The corpse of Utor-Val carries a silver rudishva identity plaque and a command bracelet (see new technological items).

9-96: Rudishva Bastion: Assembly Ground

This chamber was designed as a meeting and assembly area for officers of the rudishva hegemony. A huge, 20'x10' table that rises 5' from the floor occupies the southern portion of the chamber. Although no chairs are present, two slim t-shaped 'roosts' made of plasteel are set into the floor at the west end of the table. Several corpses litter the chamber: two of kaliyani just inside the northern entrance, two rudishva at the south end, behind the table, and two heqeti at the entrance to 9-97. All the corpses are ancient but show signs of charring (energy weapons); the heqeti corpses are particularly badly charred.

Trap (fire): The corridor from 9-97 to 9-96 is trapped with a sophisticated sensor that causes a fiery blast to engulf anyone not of the rudishva, varumani, kaliyani or varuda races. The fire damage does 6-48 HP damage (save vs spells for ½ damage). There is no practical way to disarm this trap without extensive programming ability; it could be done at the control niche (9-89), but it would take someone fluent in Logik (see World of Archontos appendix – Languages) and familiar with rudishva technology, and would still require a roll of 3d10 under INT to disarm the trap.

Treasure:
The rudishva corpses bear platinum, silver and sky blue rudishva identity plaques (see new technological items). On one of the corpses are two additional plastic cards: one of the two yellow 'captain's cards' necessary for access to the bridge via the private teleporter (T24), and a second operator's card to the console in 9-89. Two melted laser rifles lie next to them; they are useless. Fek-Prail is lying atop a satchel that contains two glassteel flasks, one containing 3 quarts of centrifuged **arcanum** essence and the other containing 3 quarts of deuterium. These substances are necessary to operate the shuttle (see SL13-37B).

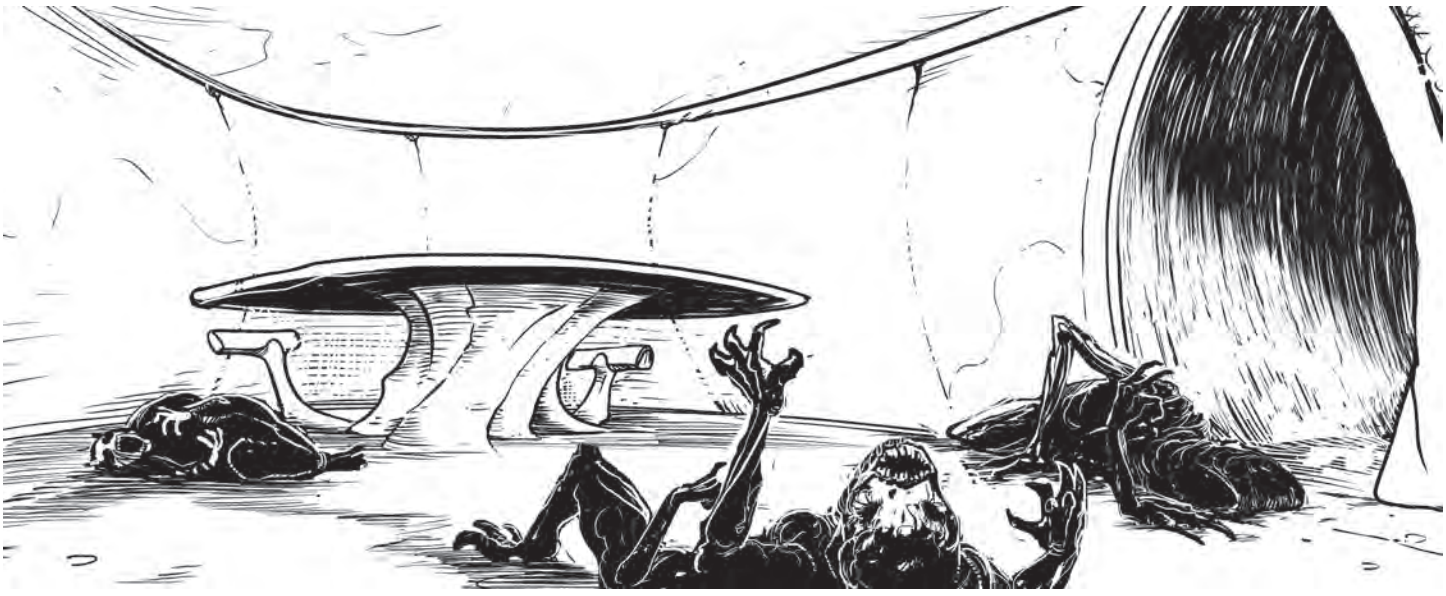
GM Note: The rudishva corpses are of Pliv-Mol, the chief of security (see 9-90) and Fek-Prail, the chemical engineer. During the surprise attack a strike team of kaliyani and heqeti descended the transit shaft (9-91) and took the senior rudishva officers by surprise. The first officer was killed by his quarters (9-95), but the chief of security almost managed to make it to the teleport nodes before getting trapped behind the conference table here. He was joined by the chemical engineer, who arrived from the shuttle bay. They held off their foes for a while before being overwhelmed. The two heqeti attempted to use the teleport niches and were fried by the trap.

9-97: Rudishva Teleport Nodes

This chamber possesses no 90-degree angles, is spotlessly clean, and is sheathed with black granite panels in the usual octagonal pattern. All of the three niches contain 5'-diameter circles of silvery material inset into the floor. Only two, however, have the usual 10"x10" squares of the same silvery material affixed to the wall. Each square has a different rune etched into the silvery material.

The third, northern niche (T24) is blocked by a rudishva force shield. Next to the shield is a 10"-square golden plaque inset in the wall. The force shield may be circumvented in one of two ways: 1) when either of the two special yellow identity plaques (the 'captain's card' – see 5-98 and 9-96) is touched to the golden square; or 2) when **disintegration** is cast upon the force shield. In the latter case, the spell causes an electrical explosion that does 4-24 HP damage to all within 15'. **Note**: although this force shield is similar to those at 5-90A, SL6-37, and SL9-50, there is no motion-activated fiery dancer in this shield.

The rudishva built these niches to be part of their teleportation network. To activate them, one stands on a silvery circle and touches the adjacent silvery square; teleportation to the appropriate location is instantaneous.



Trap (fire): The corridor leading to 9-96 is trapped; see that entry for more information.

Teleport Nodes:
T19: accesss to 8-52
T20: access to SL13-38 (shuttle bay)
T24: access to SL14-7

9-98: Archontean Pediment

This section of the level is elevated, rising 20' above the surrounding cavern floor, and is sheathed in granite flagstones. Several sets of stairs lead down from the pediment. Two ballistae are mounted on pedestals overlooking the mushroom forest; these are still functional, although no bolts are present. Four imperial stone guardians (see new monsters) sit on the pediment; they are marked "G" on the map. The southernmost guardian, although intact, is inert and no longer functions. The other three guardians are active, and respond to motion and sound with lethal force. The guardians do not detect invisible entities, and are unable to pursue foes down the narrow tunnel to 9-100.

In the western ell, by the cavern wall, is found a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: BL-YE-GR-RE-BK-WH (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

Inhabitants:
1. **3 imperial stone guardians** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 64, 57, 53; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

9-99: Radical Spriggans

The sound of numerous small drums beating together in rhythm emanates from this cave; the drum beats are punctuated every five minutes or so by a set of ragged screams. Within the cave are six Arden Vul spriggans (see new monsters) huddled around a 4'-tall statuette of a winged faerie.

These spriggans have gone rogue, abandoning their comrades (8-155) and the task assigned to them by their Tiarna (lord), namely to locate the missing spriggans (see 7-62). Unhappy with their mission, these six have adopted radical views, and are trying to convince each other that they have been slaves to the faerie lords (Tiarnaí). As a result, they have made a pact to reject all the aspects of spriggan culture that they consider 'slave' attributes, including 'silly games', lewd songs, and general capering. They have firmly sworn off, for instance, *The Green Silken Robe*, and immediately attack anyone who attempts to sing it to or with them (although each must make a save vs spells to resist joining in on the chorus). Instead, they are eager to talk about their alleged oppression at the hands of the Tiarnaí and about social justice in general. To this end, they enjoy reciting Beat-style poetry with hand-drums as accompaniment. Their current favorite is a new composition called "Scream!," to which they all listen intently before joining in with soul-tearing screams as appropriate:

Scream!

Caper. Smile. Sing.
Find the treasure, wait nearby.
Tiarnaí order and we comply.
Caper. Smile. Sing.
Sharpened spear, Sharpened teeth.
Tiarnaí send us off to death.
Caper. Smile. Sing.
Growing big, shrinking small.
It's always at the Tiarnaí's call.
Caper. Smile. Sing.
Suck the marrow, drink the red.
The Tiarnaí always want more dead.
Caper. Smile. Sing.
WAIT!
Why not tell the Tiarnaí no?
Why not work to bring them low?

Walk. Frown. Recite.
Spriggans shall indeed unite,
And together we shall ... SCREAM!

Despite their radical slogans and enlightened outlook, these spriggans are currently at a bit of a loss about what to do with themselves. Cautious visitors are greeted warmly and invited to sit down and share in the radical rhetoric; those who play along and agree with the spriggans' complaints will become 'best comrades', to whom the spriggans will offer alcohol and information. Those who disagree or even don't agree warmly are likely (50%, plus an additional 10% chance per turn) to be attacked as 'oppressors'. Singing or mentioning *The Green Silken Robe*, or approvingly mentioning the spriggans in 7-62 or 8-155, causes this group to attack instantly. Strangely enough, also reporting the death of the other spriggans will also cause combat.

The spriggans can reveal the following information to their 'best comrades': the location of Walid the ogre mage (9-70), the location and some of the powers of Celsus Torquatius (9-104), the existence of the shambling mounds (9-83), the existence of the buried statue (9-87), and the fact that there is something 'dodgy' about area 9-108. They might also trade their potions for high quality alcohol or other 'interesting' admixtures.

Secret Door (north): The secret door is normal to locate, and opens by singing or playing any bar of music with at least five different notes. A thief may (3 in 6) notice that a musical note is scribed nearby (a hint about the door). The spriggans are unaware of the secret door.

Inhabitants:

1. **6 Arden Vul spriggans** (see new monsters): SZ S or L; AL CN; AC 4 (5); MV 90' (150'); HD 5 (8+3); HP 38 (65), 36 (63), 34 (61), 32 (60), 31 (59), 30 (55); #AT 1 (2); Dmg 2-5 (knife) or (2-12/2-12); MR 25%. Thief skills: PP 75%, OL 78%, FRT 70%, MS 77%, HS 64%, HN 35%, CW 81%, RL 40%. Special attacks: confusion 1/day. Special defenses: immune to poison, charm, and mind-affecting spells; healed by magic missiles. Special: grow to giant size; affect normal fires, faerie fire, trip, detect magic, shatter.

Treasure:

Each spriggan carries a pouch with 75 gp, 15 gp and a potion; one of the spriggan also has a contraband tin whistle. The six potions are as follows: **potions of plant control**, **human control**, **diminution**, **the berserk**, **deafening light**, and **hostile levitation** (for the last three, see new magic items). The 4'-tall statuette depicts a slim, winged faerie sitting on a toadstool; it is ceramic and brightly colored, but strangely heavy. Breaking off the ceramic covering reveals an ancient statuette of the dwarven all-father, Zodarrim, in his guise as the First Tapper, holding a chisel and hammer (see Gods of Magae in World of Archontos appendix). This inner statuette is quite rare and worth at least 9,500 gp. If sold as a heavy piece of painted ceramic, however, it will bring only 300 gp.

9-99A: Narrow Tunnel up to SL10A-8

This 5'-wide passage winds upward until it reaches the cavern outside the citadel of the Sun-Scarred Knights (SL10A-8). Periodic steps have been hewn out of the rock along this tunnel.

Secret Door (south): The door is easy to find (1 in 3), mostly because five faded musical notes have been painted on it in red. It opens by singing or playing a bar of music with at least five different notes.

Areas 9-100 to 9-107: The Archontean Praitorion

This small complex was built in the aftermath of Archon Marius's conquest of the heqeti. He ordered a command center to be built here, to watch against heqeti recrudescence. By tradition, the complex – which came to be known at the Praitorion – was the home to an elite tagma of guardsmen and the resting place of one of the great treasures of Arden Vul, the tablet of the Beacon (see 9-107). When the Archonteans retreated some 1,200 years ago, the Praitorion was abandoned. Over the intervening twelve centuries, it has suffered structurally from seismic activity, particularly around the spot where area 9-100 connected to area 9-98. And yet the tablet still rests in its reliquary, thanks mostly to the efforts of a vengeance aspect of Sekhmet (9-104), whose fearsome powers have kept the Praitorion clear of looters.

9-100: The Praitorion: Central Hall

Two rows of thick granite pillars flank this broad hall. The floor is littered with chunks of masonry, bits of equipment, mounds of debris, and the long-decomposed corpses of 24 un-identifiable man-sized creatures, all covered with dust. A 25th corpse, of a charred Priscian, is recent. The pillars were once painted in blue and green, but the paint has peeled off, with only a few remaining strips hanging down into the dust.

Clear signs of a party of six to eight bipeds moving from east to west are evident in the dust, as is a slightly acrid smell, as from charred flesh and burned dust.

Dawdling in the hall (to inspect the corpses, for instance) is likely to bring Celsus Torquatius, the vengeance aspect of Sekhmet (see new monsters), from 9-104 to assault and pursue invaders. The chance starts at 1 in 6 after a turn, and rises by one every subsequent turn (2 in 6 the 2nd turn, 3 in 6 the 3rd, and so forth). If he does arrive and attacks, he will raise undead from the numerous corpses at a rate of 4-8 ghouls every other round.

Inhabitants:

1. **Celsus Torquatius**, from 9-104 (see text for chance)
2. **Up to 25 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 17, 16(x3), 15(x4), 14(x4), 13(x4), 12(x4), 11(x3), 10, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:

The corpse of the Priscian (Khulan the Westron, a member of Tertius) has some useful items: a charred leather purse with 31 cp and 73 gp, a **wand of illumination** (13 charges), a bone scroll case with a **scroll of transmute rock to mud**, and a set of **Priscian chain mail** (see new magic items). Buried in the dust in the southwest corner is a token of Arden (see Arden Vul items); it takes many turns of careful searching to find this item.

9-101: The Praitorion: Route to Level 7 (7-136)

This broad corridor leads upward to Level 7 (area 7-136). It is mostly untraveled, with two exceptions. One is the vampire, Cinna Minux (7-122), who regularly travels this way in gaseous form. The other is a bold band of Priscians from the outpost (areas 9-58 to 9-64), who made their way past Celsus Torquatius (9-104) and are now engaged in a desperate battle in area 7-143. Signs of this party's passage are evident in the dust and general debris.

9-102: The Praitorion: Barracks of the Elite Guards

As one of the two barracks for the guards tagma assigned to watch the chasm floor during the Archontean period, this chamber is a shambles. A heavy silk curtain once divided the chamber in half, but it lies in tatters, such that the image of crossed gladii picked out in gold thread is only barely visible.

To the east of the divider was a large open space, with some benches, a now-broken **tripod of heating** (see new magic items), various wall-mounted weapons racks and a large mural of legionaries with crossed gladii painted on their breastplates. The area is filled with junk.

To the west of the divider are the ruins of eight wooden bunkbeds, all collapsed in heaps of wood, rotten wool, and ancient animal nests. Sorting through the junk is time consuming. There is a flat 1 in 6 chance to find something interesting after a turn; this rises by one pip per subsequent turn. If something is found, roll on the following table to determine its identity:

D6	Item	GM Notes
1	6 ballista bolts for the machines found at 9-98, wrapped in a decrepit woolen cloak	Five are normal bolts, but one is an incendiary bolt (explodes for an additional 2-16 HP damage on a hit)

2	603 ancient silver pennies (see Arden Vul items) inside a rusted legionary's helmet	
3	A bronze plaque, 3"x6", with an enameled image of a lion-headed goddess carrying a spear and an ankh, plus an inscription	The plaque shows Sekhmet (see 9-104), the aspect of Wadjet, in her guise as goddess of war and avenging fire. The inscription reads (in Mithric) "Sekhmet, whose fire cleanses guilt and defends the fortress". The plaque is worth 50 gp.
4	5 javelins tied up with a long rope	The rope is an **elven rope** (see new magic items)
5	A writing tablet made of bronze with a wax interior; a draft letter is still visible in the wax	The letter reads: "*Dearest Manlia: the situation continues to deteriorate. The priests have fled from the administrative precincts, and yet we are required to maintain our position at the bottom of this hellhole. Our chiliarch is a good man, but altogether too rigid in his devotion to honor and duty. We all await with desperation the order to fall back. May it come swiftly. Your dearest brother, Callimachus.*" The draft letter reveals some of the rationale behind the murder of Celsus Torquatius by his men (see 9-104)
6	Three enormous black freshwater pearls, strung together on a piece of rawhide	The pearls are worth 5,000 gp each; the 'rawhide' is cured human skin.

9-103: The Praitorion: Barracks of the Elite Guards

The basic layout of this chamber is identical to that of 9-102, with an open area close to the door and bunkbeds behind a silk curtain to the west. Like area 9-102, the room has been trashed, with torn clothing, smashed crockery, broken weapons, and random bits of stoneware and equipment strewn everywhere.

Searching is also possible, with the same chances for success as in 9-102. Roll on the below table for each successful search result:

D6	Item	GM Notes
1	4 ballista bolts suitable for the machines in 9-98	
2	A large plug of aromatic leaves, lightly bound together with oil and wrapped in silk	The leaves are a mild narcotic. If chewed they provide a +2 defense vs fear and mental attacks for a period of up to 6 turns, but cause a temporary loss of 1 point of WIS. The plug contains 9-12 doses
3	A polished ceremonial shield made of wood with substantial silver adornments, including a grinning troll's head carved into the silver boss	The shield provides no bonus to AC, but does provide a +5% to reaction rolls to all but varumani, with whom it provides a -15% modifier to reaction rolls (since the varumani resent the caricature)
4	A gladius in a wooden sheath; it glows brightly upon examination	The sword is a cursed **short sword -2**.
5	A bag with 37 pieces of turquoise in it	The turquoise is worth 10 gp per piece; amid the lesser gems is a fine emerald worth 1,250 gp.
6	A folded parchment rescript from Archon Pellas the Last to a certain Jovianus Rubeus	The rescript has been folded and unfolded several times. It reads: "*To Jovianus Rubeus, dekarch in I Legio, from Pellas Idreonus, archon. You are hereby and immediately reassigned to the Guards Tagma stationed to the Praitorion within the mountain. Report immediately to the chiliarch of the tagma, Celsus Torquatius, for further instructions. Obey him as you would your own scutarion. May the emperor lend you strength.* [dated 1803 AEP]" **GM Note**: provides the name of the vengeance aspect found in 9-104 (see new monsters). The rescript could be sold as a curiosity for 35 gp.

9-104: The Praitorion: Military Chapel

This former military chapel is dark, save for a jet of burning flame that extends upward from a black basalt altar set at its south end. Thick layers of dust coat the floor and lower portions of the walls. Eight shapeless lumps dot the floor, also covered with dust. Scorch marks mar once-bright frescoes depicting the mustering of imperial legions along the eastern and western walls; the legions' archons offer sacrifices of weapons and trophies to a lion-headed goddess who holds a spear in one hand and an ankh in the other. Slumped in front of the altar is another lump, this time identifiable as a desiccated, mostly skeletonized corpse wearing enchanted **imperial field plate +2** (see Arden Vul items). The corpse appears to be gripping the altar.

Close examination of the dust (by, say, a ranger) will reveal that mostly-filled footprints lead from the altar to the entrance of the chapel, and back again.

Vengeance Aspect: Entering the chapel causes the dust to swirl, making vision hazy; even still, the flames at the altar will flare brightly. A round after the area is entered, an apparition emerges from the armored corpse by the altar. The apparition appears as a ghostly and immaterial male Archontean with military haircut and bearing and wearing (immaterial) field plate. Its eyes glow with yellow fire, and it utters the following words in a disconcerting,

silkily feminine voice (in the Mithric tongue): "Betrayal requires vengeance!" [the voice is that of Sekhmet herself]. The spirit is none other than Celsus Torquatius, formerly chiliarch of the elite guards tagma in Arden Vul and now a vengeance aspect of Sekhmet (see new monsters). Celsus attacks relentlessly, pursuing intruders throughout Level 9 (but not elsewhere), and raising lesser undead as necessary to aid it in its vengeance.

The eight lumps are the remains of long decomposed Archontean soldiers; their equipment is also useless, having been charred into rubble by intense fire. Each does possess a purse containing 31-40 ancient silver pennies (see Arden Vul items) and 4-7 ancient gold solidi (see Arden Vul items). If Celsus engages intruders in this chamber, he will immediately raise the eight lumps to fight beside him as ghasts.

Although it is technically possible to appease a vengeance aspect, usually by avenging the wrong which caused it to manifest in the first place, Celsus Torquatius is intractable and rather unfair, judging any intruder to be equivalent to his betrayers. Only those swift and canny enough to recognize a vengeance aspect of a god (i.e., clerics who successfully roll 3d8 under their INT) and who then immediately and loudly proclaim themselves to have made a sacrifice for the greater good can slow Celsus's wrath. Even then he pauses for only a few rounds, allowing the speaker to outline the sacrifice made by the speaker (or on his behalf). If Celsus is impressed (with a 'friendly' or better result on a reaction roll), then he allows the intruders to depart, although they will have to repeat the process should they return. If unimpressed, Celsus attacks.

Altar: The altar is dedicated to Sekhmet, the aspect of Wadjet devoted to warfare and cleansing fire. It is clear of dust and rather simple, with only a trio of erect swords etched into the front face to reveal its identity. The flame of Sekhmet burns continuously (unless the chapel should be desecrated), flaring only into greater brightness when her vengeance aspect is active. The flame is cold and harmless. Damaging the altar by physical force or magic results in firebolts of 6d6 HP each being targeted at the desecrators (although those who survive can successfully de-sacralize the altar). In addition, if the vengeance aspect of Sekhmet is slain in this chamber, the same firebolts strike all those who inflicted damage on the vengeance aspect. Should the vengeance aspect be slain elsewhere, however, the firebolts do not appear.

GM Notes: As the Archontean grip on Arden Vul began to crumble during the War of the Sortians and Theosophs, the archon became increasingly worried about the safety of the artifact known as the Tablet of the Beacon (see new technological items; currently in 9-107). Despite the general chaos, the tablet had been kept in this forward outpost on Level 9 since the days of the great Marius Tricotor. Indeed, it remained on Level 9 because Marius had ordered it to be so (see 9-107 for details). Celsus Torquatius was then the chiliarch (commander) of the guards tagma of Arden Vul, and a man of fidelity and honor. Ordered by Archon Pellas the Last to defend the tablet and this outpost to the death, Celsus gathered the legionaries of the guard in the military chapel dedicated to Sekhmet. Celsus demanded that his men take a fearsome oath to Sekhmet to never abandon their post, whatever might happen above. His legionaries were weak and frightened, however, and as Celsus presented his sword ritually to Sekhmet, eight of them cut him down from behind. Sekhmet immediately slew the eight with fire, but the others fled, joining the flight from the halls. Celsus Torquatius returned as a potent vengeance aspect of Sekhmet; since that day almost 1,200 years ago, Celsus has guarded the outpost, interpreting his/its task as requiring that all intruders be hunted down and punished.

Inhabitants:

1. **Celsus Torquatius**, **a vengeance aspect** (see new monsters) **of Sekhmet**: SZ M; AL LN; AC 0 or 7; MV 90' flying (Class A); HD 9; HP 62; #AT 2; Dmg 3-18/3-18; MR 75% or 50%. Special attacks: cause fear; animate dead; stunning shout; power word, blind (2/day); create any magic user symbol (1/day). Special defenses: +1 or better weapons to hit; ethereal; Special: detect magic, detect evil, detect invisibility (all at will).
2. **8 ghasts** (potentially): SZ M; AL CE; AC 4; MV 150'; HD 4; HP 31, 30, 28, 27, 24, 22, 20, 18; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm.

Treasure:
Celsus Torquatius's enchanted imperial **field plate +2** (see Arden Vul items); his saffron-yellow-hilted **long sword +4** (**defender**), named Crocensis, lies in the dust before the altar. On each of the eight corpses: 31-40 ancient silver pennies and 4-7 ancient gold solidi (see Arden Vul items).

9-105: The Praitorion: Chiliarch's Chamber

Like the rest of the Praitorion, the chamber of the commander of the Guards Tagma is a wreck. Teak furnishings – bed, armoire, table, and armchairs – have been smashed into pieces, with the contents scattered willy-nilly across the chamber.

Among the litter are two interesting items: the tattered, yellow-silk phlamoulon of the tagma, with its crossed gladii and the word 'fidelity' (worth 500 gp to Archontean collectors), and a parchment rescript sent by Archon Pellas Idreonus to chiliarch Celsus Torquatius (worth 350 gp to a collector). The rescript reads: "*To my sodalis Celsus, chiliarch of the Tagma, from Pellas, unworthy archon in these dark days. I regret to have to inform you that you are ordered to stay in place with the other heroes of the tagma. As was ordained by the divine Marius himself, the watch against the hoppers must be maintained, and control of the sacred tablet reserved for imperial (and not temple) use. To that end I am sending you an additional spatha with provisions lasting 6 months. You are to operate with my full authority in my absence. Once affairs in the Shining City have been resolved and order has been restored to the city of Arden, your sacrifices in protecting imperial territory will be recognized and rewarded. You are hereby granted license to forage in the great cavern as needed. I have also sent you a magos, Petreon the Younger, to aid in your endeavors. He brings with him the control words for the imperial guardians. Your task is great, but our trust is greater. Valete!*"

9-106: The Praitorion: Command Chamber

Access to this barrel-vaulted chamber is via a narrow tunnel wending through piles of collapsed masonry. This was the nerve-center of the Archontean praitorion, where strategy was plotted and expeditions into the wild reaches of the chasm floor planned.

The north wall has an enormous, floor-to-ceiling fresco, in faded, archaic style, showing a central legionary commander with a red-hilted gladius, flanked by three officers on each side. All are dressed in ancient legionary style. A much later hand has

annotated each of them in a careful Mithric script; the central figure is marked 'Marius, archon', while the other figures are marked from left to right as 'Lucius the scriptor' (6-135), 'Regulus the kentarch', 'Ligareus the kentarch', 'Theodorus the scutarion', 'Irene the polemarch', and 'Galen the taxiarch.'

A sand table (12'x12') with 48 lead legionaries, 48 assorted lead humanoid figures, and some pieces of scenery (stone blocks) occupies the western portion of the room. The lead figures are worth 125 gp. Under the sand table is a smaller chess table, with a lacquered box holding all 32 pieces in silk-lined compartments. The box itself is worth 225 gp, while the 32 pieces – finely carved platinum with felt bases – are worth 250 gp each.

A pile of filthy and stinky textiles occupies a portion of the western part of the chamber. The pile moves alarmingly, but is in fact the 'nest' of a hairless cat and her six kittens. Only after 3 rounds of strange muffled noises and movement is it apparent that cats, and not monsters, dwell in the pile.

Secret Door (west): This narrow (2'-wide) door is normal to find. It opens by sticking a 1"-diameter rod into a small hole set into the fresco (the eye of "Lucius the scriptor").

Inhabitants:
A hairless cat and her six kittens.

9-107: The Praitorion: The Tablet of the Beacon

Originally the private chamber of Marius Tricotor during and after his successful campaigns against the heqeti, this small chamber came to be the formal location of one of the Archonteans' great treasures, the tablet of the Beacon (see new technological items). The west wall offers a fresco of an archon (Marius) standing before a set of stairs into the ground; around him in a triangle are three obelisks. The Mithric inscription above the scene reads "The obelisks shall open the way to the chamber. There the tablet may be employed." [**Note**: the inscription refers to areas AV-5, AV-28, and AV-41, and the stairs at SL14-1 leading to the chamber of the Beacon, aka SL14-10].

Below the fresco is a stone pedestal on which sits an ebony casket, carved with images of Archonteans interacting (implausibly) with rudishva-like beings. Within, nestled in a bed of yellow silk, is the tablet of the Beacon (see new technological items). Beneath the tablet is an octavo quire of 48 folios made of parchment and without binding boards; it provides a sort of 'user's manual' for the tablet and applies to the chamber of the Beacon (SL14-10). The opening folio reads in red ink: "*The tablet is the property of the archon, and not that of the high priests of Thoth, Set or Horus. Ensure it remains safely in the hands of the civil authorities. Marius*"

Against the north wall is a simple wooden camp bed, as well as two folding chairs, a travel desk, a scroll case, and a **tripod of heating** (see new magic items). All the wooden furniture is intact, but extremely fragile and is 75% likely to crumble with contact.

Inside the travel desk is some ancient dried ink, two styluses, six rescript-sized sheets of parchment, 3 silver ankh-keys (see Arden Vul items), a parchment quire with the addresses to all of the **Thothian teleportation rings** (see new magic items) inscribed on it (a description of each chamber is placed next to each address), and a pair of gold signet rings with the letters 'MT' (Marius Tricotor) on each of them. The rings could be sold for 1,500 gp each to an Archontean collector. The scroll case contains a three-scroll 'complete' edition of *The Deeds of Marius Tricotor*; *Irene Bellatrix*: *on the Wars of this Great Archon*; *The Honorable Life of Ligareus*, *Archon*; and a four-scroll anonymous *Archons of Arden Vul*, that lists all archons from Fretevus of Haldor to Ismil the Coward, with brief annotations about the reign of each. Rolled up inside the third scroll of the *Archons of Arden Vul* is a spell scroll containing **Kentillian's animate water** (see new spells).

Treasure:
The tablet of the Beacon (see new technological items), inside an ebony box (450 gp); also a **tripod of heating** (see new magic items). Two gold rings, plus four historical works and a spell scroll.

9-108: Broken Statue and Hidden Passage

An octagonal pedestal rising 3' above the floor stands in the middle of this side cave. The stump of an ancient statue rises from the pedestal; the rest of the statue lies in shapeless lumps near the pedestal. All the stonework is slightly oily and pebbled, marking heqeti construction. Close inspection reveals an arrow pointing toward the ground carved into one side of the pedestal.

The pedestal is the key to opening the hidden passage that leads towards area 9-108A. The pedestal rests on a vertical stone axis, and can be turned slowly in a circle past four stops, one at each cardinal direction. The arrow on the side of the pedestal is currently located at the north stop. Turning it 90-degrees to the right, that is, to the east stop, causes counterweights in the southern wall to raise the secret door leading to 9-108A. The mechanism is old and finicky, and requires the application of 50 points of STR to move. Nothing happens if the pedestal is turned to the southern or western stops, as the traps associated with those positions ceased working ages ago.

Secret Door (south): The door is difficult to spot (1 in 8 chance) due to its thickness and natural rock exterior. It can only be opened by manipulating the pedestal as described above (or by manipulating the stone wheel in 9-108A). Doing so causes the door to rise into the ceiling; after a turn, or unless the pedestal is manually held at the eastern stop, the door slides back into place.

9-108A: Door Mechanism

This small cave contains the second mechanism by which the secret door to 9-108 can be opened. The mechanism takes the form of a stone cap placed over a metal rod rising out of the ground. Holes (3" in diameter) are set into the cap, allowing objects to be placed into the cap like spokes from the hub of a wheel. With these 'spokes', the cap can be turned slowly, causing the secret door to 9-108 to rise.

Two 3' iron bars are found on the ground near the mechanism. They clearly fit into the stone cap.

9-109: Silent Canyon

This foreboding canyon is 60' tall and runs southeast for close to 250'. The floor of the canyon is white sand (10' deep), dotted with an occasional boulder and scores of skeletal heqeti half-buried in the sand. Six ledges line the sides of the canyon, ranging in height from 10' to 30' above the canyon floor. In contrast to the constant hum of insect noise and wind effects in the main chasm (9-1), the canyon is deathly still and quiet. Indeed, the slightest sound echoes off the canyon walls. A palpable brooding evil fills the canyon (a fact which paladins and good clerics will instantly notice).

Every turn a breeze blows down the canyon, from southwest to northeast. The breeze is dry and produces numerous eddies and dust devils. The effects make vision difficult in the canyon.

The canyon was one of the original homes of the heqeti within Arden Vul. Primitive dwellings lined the canyon, and more finished public spaces occupied its southwestern tip. The rudishva slaughtered those dwelling within the canyon shortly after the crash of the Beacon, and the area was never recolonized.

The area is currently the preserve of the undead heqeti old ones (aka the more powerful sort of heqeti hopping dead – see new monsters) who operate under the dominion of the Old Father (9-126). For every two turns spent in the canyon proper, there is a 20% chance that 3-6 of the skeletons buried in the sand clamber forth and assault the intruders.

Inhabitants:
1. **3-6 heqeti old ones** (see new monsters): SZ M; AL CE; AC 3; MV 90'; HD 6+6; HP 47, 45, 40, 39, 38, 37; #AT 1 Dmg 3-12. Special attacks: leap; cursed tongue. Special defenses: turned as spectres; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.

9-110: Toppled Colossus

A huge heqeti statue lies in ruins here. Originally some 40' tall, it depicted a slug-like being with a vaguely-heqeti head. The head (10' in diameter) has broken off and lies at a crazy angle in the sand. The face is flat and amphibian in features, with no ears, huge saucer-shaped eyes, a slit nose, and a gaping, toothless maw. The body is thick and cylindrical, albeit worn and pitted from the canyon's breezes; the original arms are missing, buried in the sand. The statue was a crude depiction of the heqeti demon-lord, Kauket.

A kaliyani corpse is pinned to the statue with stone spears; this warrior was a casualty of the kaliyani expedition that departed SL9-37, entered Level 9 at 9-119, fought their way past the old ones into the chasm proper at 9-108, and then found the tunnel at 9-57 leading up to 8-23. The corpse is only a few days old; it lacks equipment, but is still adorned with belts and small bits of jewelry and tokens (worth 73 gp).

Noise and/or light at this location is very likely to attract the attention (if not already attracted) of the heqeti old ones at 9-111A/ 9-111B and 9-112A.

9-111A: East Cave, with Old Ones

A spur of rock extends out into the canyon here; it is 25' above the canyon floor. Six heqeti old ones inhabit it and the nearby cave. They are sensitive to the passage of the living due to the recent appearance of the kaliyani expedition (see 9-110); those dawdling in the northeastern approaches of the canyon are 50% likely to draw their attention. If visitors are concealed, extra-careful, and/ or moving swiftly, then the old ones may remain un-alerted. Once alerted, the old ones will attack all below with volleyball-sized boulders (2-8 HP damage each) for 3-4 rounds before retreating to 9-111B. Unless visitors are consciously looking upward, the old ones here are likely to gain surprise (3 in 6 chance).

The cave has some traces of worked floor (with geometric designs inset), plus a niche carved into the north wall. The niche holds (still!) a soapstone idol of Kauket, as a rising worm- or salamander-like thing with huge maw and slit eyes. It is oily and evil, but has no special powers; it could be sold to evil collectors for up to 250 gp.

Inhabitants:
1. **6 heqeti old ones** (see new monsters): SZ M; AL CE; AC 3; MV 90'; HD 6+6; HP 47, 45, 40, 39, 38, 37; #AT 1 Dmg 3-12. Special attacks: leap; cursed tongue. Special defenses: turned as spectres; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.

Treasure:
Soapstone Kauket idol (250 gp).

9-111B: West Cave and Ledge

Although this cave and ledge are initially unoccupied, the old ones from 9-111A will arrive here 3-4 rounds after initiating combat with those on the canyon floor. In addition, those who did not previously alert the old ones but spend time (with light and noise) investigating the colossus (9-110) will cause the old ones from 9-111A to move here and begin hurling stones at the intruders.

The floor is worked, even if the walls show signs of cave-ins. A rough worked corridor extends west, but ends in a cave-in. One of Kerbog Khan's dragonfly automatons (see new monsters) has been smashed into inoperative status here; if returned to Kerbog Khan (see SL12-25), the Khan will be grateful to the tune of four 300-gp gems or four pieces of useful Arden Vul related information.

9-112: Ancient Heqeti Ruin

This battered structure is one of the few heqeti habitations that still stands; the others fell into ruin shortly after the rudishva attack. Half of this dwelling extends into the canyon; it is made of roughly shaped pieces of flint assembled into drystone walls. The roof of this portion collapsed years ago. The rest of the structure is delved into the side of the canyon. The door is long gone.

Within is a jumble of smashed ceramics, plus three stone vases inscribed with heqeti faces. Four sets of heqeti remains lie amid the rubble of the roof. None of them will become old ones, but their spirits still inhabit the space as a poltergeists. The poltergeists act mostly as a pest by throwing objects, creating sudden noises, and causing puffs of air. Unlike regular poltergeists, however, these are turned as spectres so long as they remain in the canyon area (9-108A to 9-126). They follow intruders throughout the region, causing mischief and hoping to alert the old ones by their actions.

Inhabitants:
1. **4 poltergeists**: SZ M; AL LE; AC 10; MV 60'; HD 1-4 HP; HP 4, 3, 2, 1; #AT 0; Dmg special. Special attacks: throw object, a hit causes fear (throws as a 5 HD creature). Special defenses: invisible; silver, or +1 or better weapons to hit. Turned as spectres.

9-112A: Ledge with Old Ones

Four more heqeti old ones wait patiently on this ledge, which sits 20' above the chasm floor. They are armed with spears and rocks; after 2-3 rounds of hurling rocks, they leap down on their foes to engage hand-to-hand.

Inhabitants:
1. **4 heqeti old ones** (see new monsters): SZ M; AL CE; AC 3; MV 90'; HD 6+6; HP 45, 40, 39, 38; #AT 1 Dmg 3-12. Special attacks: leap; cursed tongue. Special defenses: turned as spectres; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.

9-113: Ancient Heqeti Ruin with Shaky Roof

Like area 9-112, this structure is partly free-standing within the canyon, and partly embedded in the canyon wall. The external walls are the same drystone construction, and, miraculously, its wood-and-slate roof is still in place. The wooden door, too, is still present, although it is badly stuck. It can easily be broken down (add one pip to the chance for any open doors roll), but doing so causes the roof to collapse within 3 rounds. The collapsing roof does 2-8 HP damage to any within the structure, and causes a great deal of noise.

No furnishings remain, although a pair of fired ceramic tiles may be found after 1-2 turns of sifting through the rubble. One tile shows tiny heqeti figures surrounding a ziggurat on top of which sits an enormous salamander thing (Kauket, see new monsters). The other has some indecipherable tally marks (a primitive accounting system). Two corridor fragments lead to ancient cave-ins. A silver ritual club (250 gp) lies amid the debris.

9-114: Ancient Heqeti Tomb

This ancient heqeti tomb is set entirely into the canyon wall; its wooden door is battered and would open easily were it not for the pile of rocks that has been placed before it.

The east wall of the tomb has largely collapsed. Shattered crockery and a pair of unadorned stone vases fill the floor. Two heqeti mummies inhabit the chamber and will pursue any who release them from their long entombment.

Stuck horizontally into the collapsed east wall is a beautifully carved 8' pole; the carvings are all geometric and floral. The pole is actually the **staff of the frog** (see new magic items); this potent item is concealed under a dweomer that prevents it from registering as magic to detect magic spells. **Dispel magic** will remove the dweomer; **identify** cast on the staff will reveal its abilities as normal.

Inhabitants:

1. **2 mummies** (heqeti): SZ M; AL LE; AC 3; MV 60'; HD 8+3; HP 62, 58; #AT 1; Dmg 2-16. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis; turned as vampires.

Treasure:

Staff of the frog (see new magic items).

9-115: Cave and Ledges

This cave is located 30' above the floor of the canyon. Six more heqeti old ones are present here. They hurl rocks at any causing noise at areas 9-113 or 9-114. Should a fight with the mummies at 9-113 spill into the canyon proper, half of the old ones will leap downward to confront intruders in melee.

The southeast wall of the cave contains another ledge that stands 15' above the tunnel leading to 9-117.

Inhabitants:

1. **6 heqeti old ones** (see new monsters): SZ M; AL CE; AC 3; MV 90'; HD 6+6; HP 47, 45, 40, 39, 38, 37; #AT 1 Dmg 3-12. Special attacks: leap; cursed tongue. Special defenses: turned as spectres; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.

9-116: Ledge

This ledge sits 15' above the canyon floor. The inanimate remains of four heqeti old ones are stacked like cordwood against the east edge of the cave leading south. Two new coils of rope are attached to heavy iron staples set into the edge of the cave; the ropes are coiled (not hanging over the edge). Signs of the passage of a group of six-legged creatures (kaliyani) are evident in the sand and dust.

An invisible kaliyani scout (see new monsters) is posted here to watch for traffic in the canyon. If detected, or if intruders show extended interest in this ledge, the scout hastens to 9-118 to warn his comrades.

Inhabitants:

1. **1 invisible kaliyani scout** (see new monsters): for stats see 9-118.

9-117: Crossroads Cave

This cave features many exits. It is empty of inhabitants, despite the nearby presence of a kaliyani encampment (see 9-118).

9-118: Kaliyani Camp

A forward team of kaliyani (see new monsters) has established a base camp here from which to cautiously explore parts of the lower levels of Arden Vul. One sub-team has already exited the canyon via 9-108 and discovered the tunnel at 9-57 leading upwards to 8-23, 7-34 and 5-125.

The encampment takes advantage of an ancient heqeti pediment made of weathered stone blocks that rises 4' above the cave floor. A square depression in the center of the pediment has collected several inches of dripwater. Hints that the cave once featured other worked areas abound: the eastern wall is shaped at one point, despite crumbling due to seismic activity in others; in addition, a flattened cobblestone path leads south only to end in a massive cave-in.

The kaliyani have placed eight stones around the edge of the pediment; each stone has been enchanted with **continual light**. A large ouroboros symbol has been painted on the northwest wall.

Eight kaliyani, led by Rivvep the sorcerer, inhabit the chamber. In addition to their personal equipment, they have three sacks made of mushroom fiber and creepers containing dried foodstuffs of subterranean origin; a small wooden keg of kaliyani refreshening liquid (see Arden Vul items); another wooden keg with water; a simple silver box containing 15 pearls (100 gp each); 6x 2-lb lumps of **arcanum** (see new magic items); 6 each of some slightly odd-looking but functional pick-axes, shovels, and mauls; and 3 small, soapstone heqeti idols to long-forgotten gods (150 gp each).

In addition, Rivvep carries a reed scroll from Tsilliv (SL9-77), magistra of the kaliyani consortium in Arden Vul. It reads, in Kaliyani Semi-glyphik, as follows: "*You are to accomplish three tasks. First, reestablish contact with the Old Allies and offer them gifts in return for a permanent diplomatic mission. Second, locate the ancestral home of the People in the upper levels. Avoid the brutish ones who are said to dominate the middle levels. Third, secure the portal to the Astral that lies at the base of the chasm. Too much traffic has been detected coming through it. Our preference is for you to seize control of it, but should that prove impossible, you are to destroy it.*" [**GM Note**: task one refers to the heqeti, e.g., those at 9-78; task two refers to the former kaliyani areas on Level 5 (e.g. 5-125), and makes mention of the varumani ('brutish ones'); task three refers to the gate located at 9-51].

The kaliyani are exceptionally cautious and careful. If alerted to the imminent arrival of intruders, either by noise and light or by their scout (at 9-116), they will have darkened their lights and prepared an ambush. Assuming they have a turn of foreknowledge, Rivvep and Velerim will have conjured a 12-HD earth elemental to aid them. If intruders arrive in less than a turn, the chance for conjuration drops per the rules for kaliyani rituals (55% for 5 rounds, 45% for 3 rounds, etc.). If taken by surprise, the kaliyani attempt to negotiate, while biding time for a quick strike at the intruders; negotiations may be difficult as none speak Archontean or other 'civilized' tongues (although Rivvep does know **comprehend languages**).

Inhabitants:

1. **Rivvep**, **8th-level kaliyani sorcerer** (see new monsters), SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 8; HP 45; #AT 3; Dmg 3-8/2-5/6-24 (scimitar/dagger/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 240; attack modes psionic blast, mind thrust, psychic crush; defense modes: mind blank, thought shield, intellect fortress. Disciplines: cellular adjustment, domination, detect magic; mind barring. Spells: **comprehend languages**, **charm person**, **hypnotism**; **darkness 15' radius**, **invisibility**, **mirror image**; **dispel magic**. Possessions: **bracers of protection** (AC 5); kaliyani blasting rod (6 charges) (see new technological items); two serrated daggers; a serrated scimitar; 1.5 lb **arcanum**; 14 chrysoprase gems (60 gp each).
2. **Velirim**, **5th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 29; #AT 2; Dmg 3-6/2-5 (**dagger +1**/dagger) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person**, **dancing lights**, **hypnotic pattern**. Possessions: **potion of free action**; **potion of fire breath**; one **dagger +1** and a second normal dagger; 6 javelins; a jade amulet of an ouroboros (275 gp); 7 silver rings (20 gp each); 4 vials of kaliyani refreshening liquid (see Arden Vul items).
3. **2 6th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 7; HP 53, 47; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: a pair of scimitars; six **javelins +1**; a **ring of protection +1**; a vial of kaliyani refreshening liquid (see Arden Vul items), and an assortment of silver rings, worked-glass and minor gemstones and repurposed coins worth 125 gp. One has a **potion of invulnerability**, while the other has a **potion of frost giant strength**.
4. **4 5th-level kaliyani scouts** (see new monsters), **as 5th-level thieves**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 43, 41, 38, 36; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp. One has a vial of poison; another has a minor heqeti slime (see new monsters) in a breakable flask; another has a **potion of invisibility**; and one has a solid gold ouroboros bracelet (175 gp).
5. **1 blue-black**, **gelatin-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold.
6. **1 earth elemental**: SZ L; AL N; AC 2; MV 60'; HD 12; HP 73; #AT 1; Dmg 4-32. Special defenses: +2 weapons or better to hit. Special: reduced damage if foes are not touching earth.

9-119: Tunnel to SL9-37

This newly-dug tunnel wends its way steeply upward through a series of corkscrew turns. It debouches at SL9-37.

9-120: Cave with Debris

The floor of this cave is an uneven mishmash of bits of pavement, broken segments of pillars, and fragments of broken statuary. The debris is covered with scorch marks and, due to its fragmentary and unstable nature, it is difficult to traverse. Amid the rubble two mostly intact statues remain, leaning in 30-degree angles to the floor. One is of a heqeti builder, pointing in front of itself, and the other is of a muscled heqeti hopper wielding a stone spear. The carving of each is primitive but impressive, with small touches of realism and well-articulated accent clothing and jewelry. If transported out of Arden Vul, each could be sold for 5,000 gp.

One of the pieces of debris is a 6'-diameter stone basin that, despite its awkward placement among the debris, still holds several inches of odorless, viscous, clear liquid. This 'sweat' can be placed inside the mouths of the stone heads at 9-121.

The ledge leading to area 9-123 is 20' above the floor; the lip is jagged and broken.

GM Note: This area was once a finished hallway that connected 9-123 to 9-121. It was destroyed by the rudishva, and then suffered further damage due to seismic collapse.

9-121: Ancient Shrine to Kauket

This large chamber is in much better shape than the other areas of the canyon region. The ceiling is 25' tall, and is supported by a row of 4'-diameter pillars that flank the east and west walls. Notable in the chamber are a pair of grotesque stone faces carved into two of the pillars, a 15'x5' pool in the center of the chamber, and a 15'-tall statue of Kauket in the northern corner.

The corpses of four ancient Archontean explorers who were slain by keqemandri lie among the pillars. The corpses are desiccated and inanimate, but still contain some valuables.

Stone Pillar Faces: The two pillars at the south edge of the room, at the end of the double row that once extended through 9-120 to 9-123, are carved as grotesque stone faces (like those at area 6-92). Each head is roughly humanoid, but contains some unusual amphibian-oid features, including bulbous eyes, slit noses and lolling tongues. The mouth of each head/face is open, revealing a 2' oval compartment. If a flask-full of 'sweat' from the basin in 9-122 (or the equivalent amount of the **sweat of Rimmaq-Isfet** - see new magic items) is placed in any of the mouths, the tongue of that head will lick the nearest person (within 5'). Two effects are imparted: 1) the subject will be immune to acid effects from any of the servitors of Kauket (such as keqemandri – see new monsters) for 5-10 turns, and 2) the subject will be afflicted with an effect from the following table:

D10	Effect
1	Sweat uncontrollably for 7 days, -3 CHA, -1 to hit rolls
2	Temporary gills for 7 days, allowing subject to breathe underwater
3	Eyes grow disproportionately large for 3 days, -1 CHA but **true seeing**
4	Legs grow in power while arms atrophy for 3 days: MV increased by 30', STR -1
5	Webbing between fingers and toes, 50% better swimming but -1 CHA
6	Comprehend amphibian tongues, for 7 days
7	**Cursed** (if Good), **Blessed** for 3 days if CE. Nothing for other alignments
8	Sensitive to light for 7 days (-2 to all rolls), but gains **infravision**
9	Locate body of fresh water; knows route to pool-sized bodies of water (or larger) within 200'
10	Mark of Kauket: all 9 of the above, 1-3 of the effects are permanent.

Remove curse will remove any of the temporary negative effects, but the Mark of Kauket can only be removed via **alter reality**, **miricle**, **limited wish** or **wish**, or through the special favor of a good-aligned deity via the completion of a significant quest.

Central Pool: The pool in the center of the chamber is 15' tall and 5' wide, and is filled with murky, viscous brown sludge. Four slim columns of polished basalt are placed around the pool, one on each side; these 4'-tall columns are set obliquely (not perpendicular to the floor).

The pool is (like area 6-104) an ancient summoning chamber devoted to Rimmaq-Isfet. In antiquity the heqeti would tie sacrifices to the oblique pillars and summon a worm of Qok (see new monsters) to devour the victim(s) in the name of Rimmaq-Isfet. Although no heqeti are left to perform the summoning rituals, a worm of Qok will appear within three rounds if any living flesh is immersed in the liquid of the pool.



Statue of Kauket: The statue of Kauket in the northern corner of the shrine is unusual for several reasons. First, it gleams with gold, silver, and precious metal, and appears completely untouched by the destruction and decay which otherwise marks the canyon area. Second, although recognizably Kauket, the statue has been constructed out of precious metals and in an artistic style completely unlike any of the other heqeti statuary in Arden Vul. The cylindrical, salamander-like body is formed of ebony, with short ebony forearms that end in gold, three-fingered hands. The head is made of solid silver, with saucer-shaped eyes of crimson coral, a slit nose formed of pieces of jet, and a gaping maw with teeth of diamond. The statue carries an ebony spear with a gold head. All the metalwork is without tarnish, and gleams as if new. On top of all this extravagance, dozens of pieces of clearly heqeti jewelry – rings of granite, small silver earrings, tufts of hair set into amber – have been attached to the spear and arms. The entire statue appears more like one of the garish human cult statues than the more usual and more primitive heqeti ones. The statue is incredibly valuable (60,000 gp), but also protected by Kauket itself. Should the statue be moved, or any piece of it removed, two keqemandri teleport in to punish the desecrators. Once (if?) the keqemandri have been defeated, the statue loses its potency and can be moved normally (although it is quite heavy).

GM Note: The strange artistic style of the statue requires comment. Researching the statue through a sage or extremely ancient books will reveal that the statue was clearly built by human hands, and that it dates to the very earliest days of Archontos, when the city was still ruled by an oligarchy of merchant-sorcerers; that is, it is about the same age as the famous compact of Ennius (see World of Archontos appendix). The implications of that information, however, are serious, for it suggests that Kauket was known to the early Archonteans. Indeed, the statue was constructed by a cult of evil proto-Archonteans, who knew Kauket as the 'Writhing Master' and as 'Caecus Caucius' (i.e., "Blind Kauket"). Following signs offered by Kauket himself, this sect brought the statue to Arden Vul in the days when it was ruled by the heqeti. Remnants of this cult still exist in the capital city of Archontos, where, in the deepest cellars underneath the imperial palace, rituals to supplicate the entity now called "Tuphlo-Kaukos" are still conducted. Bringing the statue to sale in an Archontean market would thus attract the notice of this small, but powerful cult, and could lead to trouble for the sellers. It might also lead to a dangerous trip to Archontos itself, where hardy PCs would have to navigate the politics of the imperial court as well as the deadly sorcerous rituals of the cult.

Inhabitants:

1. **1 worm of Qok** (see new monsters): SZ L; AL CE; AC 3; MV 60'; HD 12; HP 86; #AT 1; Dmg 2-24; MR 50%. Special attacks: swallow.
2. **2 keqemander demons** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 16; HP 111, 99; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.

Treasure:
1. Cult statue of Kauket (60,000 gp)
2. On the corpses: A suit of **imperial field plate +1**, 215 ancient gold solidi (see Arden Vul items); a **two-handed sword +2, +4 versus giants**; a pair of **boots of levitation**; and a magic user spell book.

Spell Book: **Charm monster**, **dig**, **extension I**, **ice storm**, **polymorph other**, **polymorph self**, **mnemonic enhancer**, **wall of ice**; **airy water**, **cloudkill**, **contact other plane**, **extension II**, **passwall**, **wall of force**; **control weather**, **enchant an item**, **extension III**, **invisible stalker**, **Kentillian's useful sphere** (see new spells), **legend lore**, **reincarnation**, **spiritwrack**, **wizard eye**; **Pol's recall** (see new spells).

9-122: Sweating Side Chamber

This chamber is sheathed in white marble squares (5' square) on all sides, floor and ceiling. The floor is slightly convex, dipping towards a 10'-diameter basin placed in the middle of the floor (much like area 3-117). Each square of marble has a symbol incised in its center and filled with gold inlay. The symbols are identical: an open, toothless mouth, from which extends a thick tongue. All of the marble tiles are slick with dripping moisture; close examination will determine that the moisture beads up on each incised tongue, only to drip off or down, eventually collecting in the basin. Not surprisingly, the chamber is quite slippery. All movement is halved, and the incautious should roll 3d6 under DEX to keep their footing. Anyone slipping has a chance to end up in the basin, where he or she will be affected by multiple doses of the **sweat of Rimmaq-Isfet** (see new magic items).

9-123: The Hall of Thirty-Six Pillars

A ledge some 20' above the floor of area 9-120 leads to this tee-shaped hall. Thirty-six heavy stone pillars 4' in diameter define the hall. The ceiling is 15' tall between the pillars and the walls, but rises to 30' in a barrel arch in the center of the hall. The walls and pillars are formed of pebbled stone, and seem worn and even a little greasy. The eastern and western edges of the hall end in serious cave-ins.

The pillars radiate so strongly of magic that it need not be detected; the effect is of dread (-3 morale rolls for retainers, -1 to all saves to everyone for 1-4 hours).

Scattered about the hall are the skeletons of twenty-four ice toads. The skeletons are inert until the Old Father (see 9-126) engages in combat, at which point they animate (eight per round) to aid him against interlopers.

Excessive noise in this area has a 20% chance of drawing the Old Father from 9-126 to investigate.

Inhabitants:
1. **24 ice toad skeletons** (see new monsters): SZ M; AL CE; AC 5; MV 60' plus 60' hop; HD 3; HP 22(x4), 20(x4), 18(x6), 16(x6), 14(x4); #AT 1; Dmg 3-12. Special attacks: cold blast (2-12 damage every other round). Special defenses: edged weapons do half damage; turned as spectres, or wights if the Old Father has been destroyed.

9-124: Preparation Chamber

The door to this oddly-shaped chamber has been blasted open by a powerful source of energy. Within are four stone tables and the remains of a half dozen heqeti. The yellowed bones show signs of charring (from rudishva energy weapons). The remains are inert.

Secret Door (south): The secret door is normal to locate. It opens by applying brute force (open doors check) to cause the stone door to swing inward on a pin.

Treasure:
Amid the detritus are three jade ceremonial knives (575 gp each), two small jade bowls (325 gp each), and seven black pearls (500 gp each).

9-125: Stairs Up to SL6-4A

These narrow, primitive stairs wend their way upward in a pattern of squarish rises until they reach the tiny, forgotten heqeti observation post at SL6-4A.

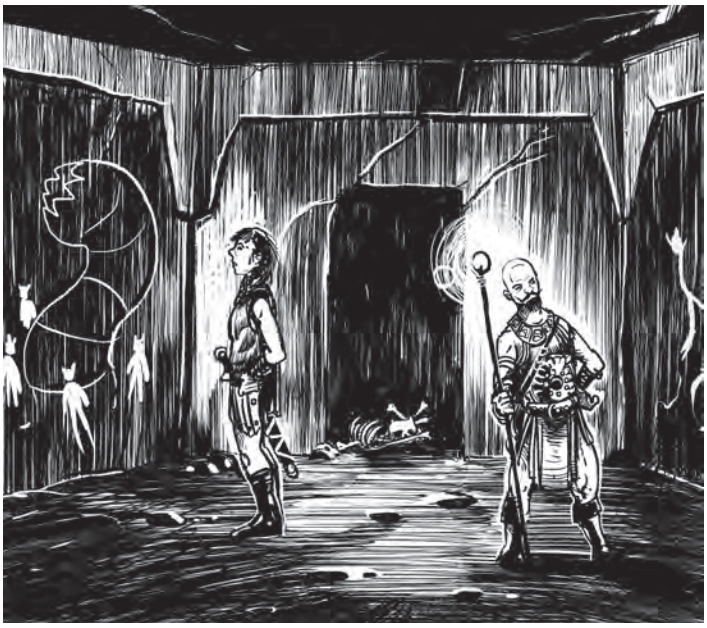
9-126: Lair of the Heqeti Old Father

Although this area used to form the eastern end of area 5-123, major seismic activity has rendered it isolated and only accessible via a narrow tunnel. The flagstone floor is buckled and cracked. Two primitive heqeti teleport wells are still visible amid the crumbling walls; these are no longer operational, however, and can never be repaired. The northeast and southeast walls bear simple images scratched into the stone; one shows a crowd of heqeti standing around a giant worm, while the other shows three heqeti receiving the obeisance of a dozen others.

Among the debris from the collapsed walls are the remains of a dozen heqeti; these appear as piles of yellowed and brittle bones.

While the entire chamber radiates evil, a paladin or lawful good cleric will be able (after one round of reflection) to pinpoint the source of the evil; it emanates from one particular pile of remains, located just inside the collapsed corridor to the east.

Those remains are those of the Old Father (see new monsters), a terrible undead spirit whose spirit inhabits this chamber and whose evil empowers the lesser undead of the canyon region. Should the Old Father's remains be hallowed, either by spell or by sprinkling holy water on them, its powers will be greatly weakened (see entry in new monsters appendix for specifics).



The Old Father does not usually wander about. Still, undue noise in area 9-123 has a 20% chance to draw him there. He will also pursue intruders throughout the canyon area (9-109 to 9-126). Once aroused, the Old Father's evil causes the ice toad skeletons in 9-123 to animate; they join him in combat wherever he may be.

GM Note: The Old Father was the Great Tongue of this area at the time of the rudishva attack. He died here, but returned in undead form. His presence is responsible for the Old Ones and other undead in the canyon area.

Inhabitants:

1. **The heqeti Old Father** (see new monsters): SZ M; AL CE; AC 0 or 6; MV 90'; HD 10+3; HP 71; #AT 1; Dmg special. Special attacks: maze; energy drain. Special defenses: ethereal; +2 or better weapons to hit; turned as a lich.

Treasure:

Among the heqeti remains are the following: 20 pieces of shaped crimson coral (100 gp each), 5 large aquamarines carved to resemble tadpole-like things (750 gp each), and 7 pieces of exceptional white jade carved to resemble salamanders (300-600 gp each).

With the Old Father's remains: a carved jade necklace worth 5,000 gp; an incised jade bracelet worth 2,500 gp; and a **rod of lordly might** made out of ebony.

9-127: Sand Bar in the Rimpled Run

A rocky outcrop located in the midst of the Rimpled Run has acquired a thin layer of soil and sand. A few interesting items have washed up on the sandbar over the years, including the head of an ancient Archontean general lost from a marble statue (50 gp); a clever teak puzzle box with a petrified egg inside it (50 gp; successful roll of 4d6 under INT to open); a tarnished silver ewer (25 gp); a soggy quire from a spell book with the magic user spells **phase door** and **simulacrum**; and the battered remains of a basic exploration automaton of Kerbog Khan (see new monsters), which was destroyed by the demonic hunters at 9-50 and tossed into the river. Returning the automaton's remains to the Khan delivers a reward, namely four 300-gp gems or four pieces of useful Arden Vul related information.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, the sand bar will be swept clear. After 7-10 hours, the river will recede to normal level, leaving a thin layer of muck covering the sand.

9-128: Tomb of Agaperion Martel

The first steps leading to this simple tomb are frequently awash in river water. The stone door to the tomb is stuck in a partly open position; it shows signs of serious damage. Within is the looted tomb of the archon, Agaperion, nicknamed 'the Hammer' (Martel). Frescoes cover all the walls, but they are nearly illegible due to moisture and age. Careful study of the west wall might reveal the name "Agaperion, Archon of Arden Vul" beneath a faded and stained image of a clean-shaven Archontean.

Three marble sarcophagi stand in the center of the chamber; the shattered lids of all three are scattered across the floor. All three feature impressive medium-relief carvings in a 2' band around all sides. The carvings on two sarcophagi are military in nature, showing Archontean legionaries in combat against heqeti and other monstrous foes: on one, the leader is an archon, wielding a large military hammer (Agaperion), while on the other the leader is a young scutarion dressed in military gear (Agaperion's son). The third sarcophagus features women in a mourning procession towards an ibis-headed god, led by a noble-looking Archontean lady (Agaperion's wife).

The floor contains a moldy layer of scattered remnants of tomb contents and furnishings – rotted wooden furniture, scraps of linen, bones, etc.

Although the destruction is near total, the sarcophagi are extremely valuable, as the carved marble is of the highest quality. Each sarcophagus is worth 20,000 gp, but is extremely heavy (over 1,000 lb, or a half a ton).

GM Note: Agaperion was the archon of Arden Vul about 1,370 years ago. He was a warrior archon, easily smiting a tentative heqeti resurgence near the ziggurat. In an effort to promote Archontean activity at the foot of the chasm, he built his tomb here.

9-129: Ledge

This 5'-wide opening in the cave wall lies 20' above the surface of the Rimpled Run. It is easy to miss unless explorers search carefully.

9-130: Broken Heqeti Hallway

A lost, frightened, and unlucky adventurer crouches in this hallway, sobbing quietly. The adventurer, Justine Two-Hands, is the sole survivor of a party that grew lost in the Nether Reaches (Level 8). After her comrades perished, Justine fell victim to the memory trap at 8-111; she eventually found her way down the tunnel at 8-110 to 9-150, where she fled the hydras and worked her way upriver. She is wounded and terrified, and will gratefully accept assistance. In addition to lacking her memory, Justine has also fallen victim to the cursed door at 9-136; as a result her alignment currently detects as NE despite the fact that she is really NG. Given her memory loss, general inability to explain herself, and this curse, she may well appear as an evil NPC trying to insinuate herself into the party.

Inhabitants:

1. **Justine Two-Hands**, **6th-level female Archontean fighter**: SZ M; AL "NE" (really NG); AC 4; MV 120'; HD 6; HP 27 (max 60); #AT 1; Dmg 5-14 (two-handed sword +1) or 2-5 (heavy crossbow). Abilities: STR 18/25, INT 10, WIS 16, DEX 9, CON 16, CHA 7. Possessions: **chainmail +1**; **two-handed sword +1**; heavy crossbow with 11 bolts; two days of rations; a purse with 37 sp and 15 gp; and a 3-lb chunk of **arcanum** (see new magic items).

9-131: Tunnel Up to SL2-6

This long tunnel climbs steeply through some ascending loops and mini-cliffs before extending north for several hundred feet to connect with SL2-6.

9-132: Tomb of Marcion Aoratus: Entrance

This tomb seems comparable to that of Agaperion (9-128). A set of stairs rises from the river to a battered stone door stuck in a partly-opened position. Within are two plain granite sarcophagi, the lids of which are broken on the floor. The walls are covered with mildewed and barely-visible frescoes of imperial administrators and military scenes. The central scene on the north wall seems

to depict an archon wearing the robes of a sorcerer, gesturing with a wand. An inscription in Mithric on the base of one of the sarcophagi reads: "Marcion the archon, called Aoratus for his ability to appear and disappear at will. Per his request, this tomb was created for him." Amid the litter on the floor are numerous bones, bits of worked stone, rotted leather, and rotted wood. In addition, 47 ancient silver pennies (see Arden Vul items) can be found among the detritus. Close examination of the bones might reveal that none are from a human; rather, they come from animals.

Secret Door (south): The door would be easy to detect, were it not concealed with a **permanent illusion**. Only by dispelling the illusion can the door be properly found. Once found, it opens easily by pushing it inward. The corridor beyond is narrow (5') and climbs steeply up a long flight of stairs.

9-133: Tomb of Marcion Aoratus: False Tomb

A basalt sarcophagus dominates this 12'-tall tomb chamber. The walls were once covered with frescoes above and below a 3'-tall register of high-relief marble sculpture that circles the room at eye-height. While the frescoes are merely smears of ruined color, the relief carvings are vivid and impressive. They depict seven scenes of an archon's life: reviewing a line of legionaries, sitting in judgment in a court chamber, presiding over an impalement execution, conducting a solemn religious procession, reading the auspices, receiving dignitaries and their gifts, and marching at the head of a column of troops.

The sarcophagus is equally impressive, featuring a gisant-style image of Marcion carved into the lid, and the words 'Marcion, Archon' on all four sides. The sarcophagus is trapped with **explosive runes**. Within the sarcophagus are a set of bones (not Marcion's), carefully wrapped in yellow silk (110 gp), as well as 57 ancient gold solidi (see Arden Vul items), 379 ancient silver pennies (see Arden Vul items), and a set of fifteen gold shabti figurines (125 gp each).

Trap (**explosive runes**): The lid of the sarcophagus is trapped with **explosive runes**.

Secret Compartment: Behind the sculpture depicting the impalement ceremony is a hollow compartment, 3' tall, 5' deep, and 6' long. The compartment is detected normally, but can only be opened by destroying or carefully removing the marble sculpture. Within are a second set of bones, also wrapped in yellow silk (110 gp), with a platinum rod of authority (350 gp), a gold and onyx signet ring (350 gp), and a **scroll of protection from undead**. These bones are also not Marcion's, but rather are another red herring designed to keep tomb robbers from locating the true tomb.

Secret Door (east wall of corridor): This secret door is difficult to locate (1 in 8); it can only be opened by destroying the thin stone 'door' panel.

9-134: Tomb of Marcion Aoratus: True Tomb

Marcion's actual bones rest within this 12'-tall chamber. The walls are undecorated, and the chamber is dominated by a simple, uncarved marble sarcophagus. Surrounding it are seventeen 24"-tall onyx shabti figurines. In addition, four 8'-tall granite figures of jackal-headed humans bearing axes stand in the corners of the chamber. An inscription in 2'-tall, silver-filled Mithric letters runs across the south wall; it reads, 'Marcion, the great archon. Whether seen or unseen, he is always present.'

Disturbing the lid of the sarcophagus causes the spirit of Marcion to animate. The spirit is an Archontean animating ghost (see new monsters) and is ethereal, although visible as a vague outline to those on the Prime Material Plane. Marcion's spirit can animate any of the stone figurines into which it manifests for a round. The spirit can only be damaged itself during the round after it exits a particular figurine, or at any time by those capable of entering the ethereal plane. It must wait 1-2 rounds after exiting a figurine before animating another. It animates the four jackal-headed statues first, before turning to the shabti figurines.

Inhabitants:

1. **Marcion, an Archontean animating ghost** (see new monsters): SZ M; AL NE; AC 8 or 2; MV 120'; HD 8; HP 51; #AT 0; Dmg 0; MR 25%. Special: animate stone statues or figurines. Special defenses: +1 or better weapons to hit.
2. **4 jackal-headed stone warriors**, **as enhanced Archontean animated constructs** - **spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 8; HP 58, 55, 53, 50; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.
3. **17 Archontean animated constructs** - **shabti warriors** (see new monsters): SZ S; AL N; AC 6; MV 60'; HD 2; HP 13(x17); #AT 1; Dmg 3-8; MR 25%. Special defenses: +1 or better weapons to hit; half damage from slashing or piercing weapons (but double-damage from crushing weapons); immune to elemental magic, poison, and mind-affecting spells.

Treasure:
Inside the sarcophagus: 273 ancient octagonal platinum coins (see Arden Vul items); 1,137 ancient gold solidi (see Arden Vul items); 3,753 ancient silver pennies (see Arden Vul items); eight green tourmalines (100 gp each); and Marcion's **rod of rulership**.

9-135: Island in the Rimpled Run

A small island covered with sand and silt rises 5-10' above the Rimpled Run in this location. A 5' statue occupies the southwestern end, while a 9'-tall carved pillar stands to the northeast end.

The statue depicts an Archontean legionary standing with her feet shoulder-width apart. The legionary rests her spear on the ground with her left hand; her right arm is extended in the universal gesture of 'stop'. The statue is marble, but is badly stained and worn from the river and other damage. Just visible on a plinth that has been bolted to the island is the word 'Forbidden!'

The pillar is almost as thick (8') as it is tall (9'). It radiates an obvious and brooding evil and exudes a chill in a 5' radius. Carved in a spiral fashion, the narrative register depicts the triumph of the heqeti followers of Rimmaq-Isfet (much like the pillar at 3-178). Given its antiquity and the moisture in this region, many of these carvings are now little more than faceless lumps. Still, careful perusal of the column reveals some information, albeit at a potentially stiff price.

Should any being not of chaotic evil alignment or otherwise girded with an appropriate token – e.g., a **heqeti ring** (see new magic items) – touch the pillar, a keqemander demon gates in to

confront the intruders (see new monsters). Simply examining the pillar will cause dizziness, and possibly **confusion** (save vs. spells to avoid). Any able to keep their eyes on the pillar might learn one of the following bits of information:

D10	Result
1-2	A colossal salamander fills the top of the pillar. It has multiple legs, and an enormous mouth filled with teeth and circled with a 'beard' of feelers/tentacles. Three lidless eyes span its massive brow.
3-4	Hopping salamander-headed bipeds wreak destruction on lizards
5-6	Humans in chains are driven into the maw of a giant amphibian
7-8	The boundary separating the spiraling narratives is in fact a tongue
9-10	The heqeti and their slaves seem to be moving towards a ziggurat in a cave.

It will take an hour of scrutiny to learn all of this information. Anyone who successfully gleans even one piece of information from the column has a flat 50% chance of recognizing the origin of Kauket artifacts and structures found elsewhere in Halls (e.g. pukel-manders, tears of Kauket, etc.), and a flat 33% chance of intuiting a relationship between Rimmaq-Isfet and Kauket. Such an ability does not allow one to intuit specific uses or functions of such objects, but does allow one to state with authority something along the lines of "That [whatever] is part of the demonic fishy-amphibian cult. I saw something similar on that blasted pillar!" Forewarned is forearmed, after all.

Note: Should the dam on Sub-Level 6 (SL6-25) be destroyed, the island will be swept clear of everything except the statue and the pillar. After 7-10 hours, the river will recede to normal level, leaving a thin layer of sticky muck on the island.

Inhabitants:

1. **1 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 12; HP 75; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.

Treasure:
A few items have washed up on the island: a cursed **shield -1**, **missile attractor**; a scroll case holding a copy of the epic adventure story, *Fraternal Triumph*: *Taticus and Thekla against the Troll* (see Arden Vul books); and a rather primitive statuette made of gold, with a solid gold body and limbs but with a head formed of three ancient Archontean solidi welded and melted together (worth 125 gp for the metal, or 430 gp to a very particular collector).

9-136: Ledge with Trapped Door

A worked ledge rising 5' out of the river leads to a stone door. The door is **wizard locked** (at 10th level of casting), and contains a deeply-incised inscription in Mithric.

The inscription takes the form of a 3'-diameter circle. A 6" register of text runs around the outer edge; within are a pair of eyes and a nose (but no other facial features). The inscription reads: "*An archon towards his subjects, a legionary to his comrades, the faithful to their god, a husband to his wife, a mother to her children*."

While the nose contains an obvious keyhole, the key is long gone. The only current way to open the door is to recognize the inscription as a riddle and speak the answer aloud in Mithric. The answer to the riddle is "love."

Trap (Curse): Touching or manipulating the door in any way imposes a curse on the manipulator. The curse causes the aura of the victim's alignment to change to its diametric opposite. To be clear, the victim's alignment itself does not change, merely the 'reading' offered by spells like **detect alignment**. In the case of true neutral, the new alignment reading is determined randomly. As this is a fairly subtle curse, the victim may not be aware that he/she has been cursed for some time. The curse can be removed, but only by **remove curse** cast at the 10th-level or greater. The trap might be detected by a thief (-10% chance), but it cannot be disarmed. **Dispel magic** cast at 10th level or above will remove it.



Note: Should the dam on Sub-Level 6 (SL6-25) be destroyed, the ledge will be swept clear. After 7-10 hours, the river will recede to normal level, leaving a thin layer of muck on the floor of the ledge.

9-137: Half-Finished Chamber

Abandoned shortly after it was begun, this chamber was intended to be the tomb of Marcion Aoratus's successor, Hecatia the Younger. The project was abandoned when the chief architect was slain in the tomb by unknown forces and Hecatia's interests turned elsewhere.

The chamber is a rough-hewn enlargement of a natural cave. Architect's chalk marks, some small iron eye-hooks, and a ball of twine are scattered about the chamber. Three large granite slabs, about 4'x4'x7' carved out of the rock of the floor, indicate the locations for future sarcophagi. The corpse of Halfdanios the Wiskin, an architect from the atelier of the great Phocion the Builder (see 8-142), is slumped over one of them. The corpse's skull has been crushed by a heavy object; the rest of the remains have deliquesced into bone and sinew. A set of architect's dividers and a fine hammer (35 gp total) rest near the corpse.

The tunnel to 9-138 was clearly bored from the west into this chamber; a small pile of rock rubble indicates this fact.

There is a 25% chance that a huldugritti (see new monsters) from 9-138 is present here, inspecting the rock for snacks.

Inhabitants:

1. **1 huldugritti** (see new monsters) (25% chance): SZ M; AL N; AC 0 or 2; MV 120' or 60'; HD 8+8; HP 56; #AT 2 (in stone form); Dmg 2-16/2-16; MR 25%. Special attacks: hurl boulders (2-8 HP each). Special defenses: meld with stone (cure 3-24 HP); assume spirit form; +1 or better weapons to hit; immune to fire, electricity, and mind-affecting spells.

9-138: Ore Seams and Huldugritti

This large natural cavern features lots of minor dips and rises in the floor, walls and ceilings. The reason for this is that the area contains extremely rich seams of silver and iron, and has attracted huldugritti for many centuries; their gnawing has carved the interesting features into the rock face. As they find **arcanum** indigestible, the huldugritti have carefully eaten around three large (25-lb) knobs of **arcanum** (see new magic items).

Two huldugritti (see new monsters) are present here at all times, unless one has previously been encountered at 9-137. In addition there is a 33% chance that if combat breaks out, a third huldugritti will appear.

Inhabitants:

1. **2-3 huldugritti** (see new monsters): SZ M; AL N; AC 0 or 2; MV 120' or 60'; HD 8+8; HP 61, 58, 56; #AT 2 (in stone form); Dmg 2-16/2-16; MR 25%. Special attacks: hurl boulders (2-8 HP each). Special defenses: meld with stone (cure 3-24 HP); assume spirit form; +1 or better weapons to hit; immune to fire, electricity, and mind-affecting spells.

Treasure:

Three 25-lb knobs of **arcanum** (see new magic items).

9-139: Tunnel up to 8-95A

This tunnel rises in swoops and whorls at a rather precipitous pitch before joining the collapsed tunnel at 8-95A, near Zhorak's forge.

9-140: Croaking Pool, with Rock Fingers

The Rimpled Run forms a wide pool in this location. The pool is 60' deep and filled with leafy, fronded pigment-less pondweeds. A large school of blind fish lives among the weeds. This microclimate is made possible by the geyser in 9-143, which makes both the air and the water here much warmer than normal.

Four irregularly-shaped columns of pitted granite rise from floor to ceiling here. The ancient heqeti bored dozens of holes into the 'fingers', each 3"-7" in diameter; in them live a vociferous breed of small white frogs. They fill the air with a cacophony of croaking and peeping.

Where the Rimpled Run leaves the pool in the northeast there is a short (5') waterfall; the current is swift and dangerous from this point onwards (see 9-141).

There's a 25% chance that the adolescent hydra from 9-143 is present here, swimming and feeding.

Inhabitants:

1. **1 six-headed hydra** (25%): see statistics at 9-143.

9-141: Rimpled Run, Lower Reaches

The Rimpled Run enters a narrower passage here, only 8' in diameter. It also drops in elevation quickly and severely as it swings towards the south. These facts mean that navigation of the river past this point is much more difficult, as the current is swift and there is little head room above the water. An unprotected swimmer will take 10-60 HP damage from general buffeting before washing up at Level 10-31. Magical breathing assistance reduces the damage to 4-24 HP. Magical protection of the body eliminates all damage.

9-142: Beach with Stream

The overflow from the geyser in 9-143 runs down a gently-sloping, pebbled beach to join the Rimpled Run at 9-140. Scattered about the beach are a number of pieces of semi-valuable debris. There is a 10% chance that the six-headed hydra from 9-143 will be here.

Should the dam on Sub-Level 6 (SL6-25) be destroyed, the beach will be inundated, and anything on it will have been swept away. After 7-10 hours, the river will recede to normal level, leaving a thin layer of sticky muck on the beach.

Inhabitants:

1. 1 six-headed hydra (10%): see stats at 9-143.

Treasure:

Teak desktop (75 gp); two old helmets (5 gp); a Wiskin battle axe, a gold incense burner (35 gp), and a scroll case with a treasure map.

9-143: Hydra Cave, with Geyser

This large, 35'-tall cave is hot and steamy. A depression about 6' deep occupies most of its eastern half. Within the depression a geyser of hot water erupts every turn; over the centuries this has filled the depression with warm, nitrogen rich water.

The steamy water (along with feeding grounds in the surrounding caves and the pool at 9-140) has proven hospitable to a family of hydras, two adults with 11 and 9 heads respectively, and an adolescent with 6 heads.

Anyone within 30' of the geyser when it erupts takes 4-24 HP of scalding damage (save vs breath weapons for half damage). The hydras are immune to the geyser.

Beneath the hot water is a carpet of mostly splintered and crunched bones, as well as some treasure.

Within the western, relatively dry portion of the cave is a pile of sand strengthened by bones and bits of pond-weed. Within the pile are four hydra eggs (about 3' long); two will produce males and two will produce females. There is a 10% chance that one of the eggs produces a lernaean hydra. While the eggs are valuable generally (10,000 gp each), King Weskenim (SL4-22) and the goblins will surrender their three flawless diamonds (total of 15,000 gp) in return for a female egg.

Inhabitants:
1. **1 11-headed hydra**: SZ L; AL N; AC 5; MV 90'; HD 11; HP 88; #AT 11; Dmg 1-10(x11).
2. **1 9-headed hydra**: SZ L; AL N; AC 5; MV 90'; HD 9; HP 72; #AT 9; Dmg 1-8(x9).
3. **1 6-headed hydra**: SZ L; AL N; AC 5; MV 90'; HD 6; HP 48; #AT 6; Dmg 1-6(x6).

Treasure:
Under the water: 5,119 ancient silver pennies (see Arden Vul items), 2 aquamarines (500 gp each), an emerald (1,000 gp).
In the nest: four hydra eggs (10,000-15,000 gp each).

9-144: Skinks's Cave

A large population of cave skinks lives in this and the surrounding caves. Their quickness allows them to get past the hydras most of the time, and the hydras' size prevents them from squeezing into the narrower tunnels such as those between 9-143 and 9-144 and 9-149 and 9-148.

Although the entire population numbers 35, only 15 will be encountered here. The skinks are always voracious and are likely to swarm foes.

Inhabitants:
1. **15 cave skinks** (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 2; HP 16, 15, 14, 14, 13(x3), 12(x3), 11(x3), 10, 9; #AT 1; Dmg 1-6. Special attacks: toxic mucus.

9-145: Wet Cave with More Skinks

The floor of this cave is unusually cracked and uneven, and glistens with moisture. The air is humid and warm. Every five rounds two blasts of superheated steam from the same underground source as the geyser spray upwards from one of the cracks in the floor. Those in the cave take 3-18 HP damage, or half if a save versus breath weapons is successful. Ten more skinks inhabit this cave; they are adept at dodging the effects of the steam sprays.

Inhabitants:
1. **10 cave skinks** (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 2; HP 15, 14, 13, 13 12(x3), 11, 11, 10; #AT 1; Dmg 1-6. Special attacks: toxic mucus.

9-146: Ancient Garbage Heap

The floor of this hot and humid cave is covered by a layer of ancient trash derived from the old temple of Besa (8-119). The biological components of the trash heap mostly ossified centuries ago into hard and crunchy bits, which are mixed in with broken iron candelabra, badly bent bronze plates and ewers, soiled clothing, and so forth. The heap looks inviting, but in fact contains nothing of value save a silver and ebony statuette which takes 4-6 turns to locate. The cave skinks have found lots of routes through and under the heap, and are able to use the heap to gain surprise on the unsuspecting; they have a 1 in 3 chance to surprise.

Inhabitants:
1. **10 cave skinks** (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 2; HP 15, 14, 13, 13 12(x3), 11, 11, 10; #AT 1; Dmg 1-6. Special attacks: toxic mucus.

Treasure:
A silver-and-ebony statuette of Besa in her squat, hermaphroditic manifestation (275 gp).

9-147: Tunnel up to 8-119

This tunnel spirals upward to join the ruined corridor near the temple of Besa at 8-119.

9-148: Cave with Dead Sortian

The skeletal corpse of a Sortian killed in antiquity lies in the center of this cave, still wearing its inert **Sortian chain mail** (see new magic items). The corpse's hands still clutch a **lesser salt lamp of protection** (see new magic items). In an ancient leather satchel that has been gnawed upon by the cave skinks are four packets of essence for the lamp.

Treasure:
Sortian chain mail (see new magic items); a short sword, a mace, a **lesser salt lamp of protection** (See new magic items) with four **packets of essence** (see new magic items), a bag of marbles, and a packet of chalk.

9-149: Cave of Carnage

This cave is warm and humid due to the geyser in 9-143. The corpses of six goblins are strewn about the cave, badly rent and torn. Five cave skinks (see new monsters) are feeding on the corpses. Producing noise or light here has a 33% chance of bringing 1-3 of the hydras from 9-143 to investigate.

The goblins discovered the path from 8-110 to 9-150, and were delighted to find hydras, as they would have loved to steal a hydra egg. Unfortunately they were slaughtered easily by the two adult hydras.

Inhabitants:
1. **5 cave skinks** (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 2; HP 15, 14, 13, 12, 10; #AT 1; Dmg 1-6. Special attacks: toxic mucus.

Treasure:
Among the corpses may be found 43 sp, 22 gp, a single ancient octagonal platinum coin (see Arden Vul items), six spears, and a fine helmet.

9-150: Tunnel up to 8-110

This tunnel rises through a series of switchbacks to join area 8-110



LEVEL 10: THE ZIGGURAT OF KAUKET

This level is home to the dreaded heqeti ziggurat built in honor of the mighty demon prince, Kauket (see areas 10-32 to 10-37). The ziggurat, with its surrounding marsh and heqeti structures, has existed in some form or another for almost 3,400 years. Despite having been 'cleansed' twice in antiquity (once by the rudishva and once by the Archonteans), the heqeti have returned from their hidden homes in the Underearth to re-sanctify their site. The ziggurat is once again operational, and the heqeti are starting to reoccupy their ancient halls.

The centerpiece of the level and, in some ways, culmination of the dungeon is the enormous cavern that is occupied by a stinking marsh (10-15) and by the ziggurat of Kauket (10-32 to 10-37). Causeways and bridges lead through or above the marsh so as to connect the ziggurat with heqeti dwellings delved from the surrounding rock. To the heqeti, this area constitutes an ancient and sacred shrine, but is not a major center of their habitation. Custody of the site is granted to an evil high priest of Kauket known as the Great Tongue, currently a certain Reepsiq (10-47). The Great Tongue is served by several other high-level spell casters and a mixed group of heqeti hoppers, chosen, and builders. Lesser heqeti sometimes make a pilgrimage from their dwellings in the Underearth to the ziggurat. To serve these pilgrims, the Great Tongue has constructed a small complex of 'public' areas (areas 10-51 to 10-62). Human and demi-human intruders arriving from Level 9 (via 10-1 or 10-31) will be instantly and unquestioningly treated as foes by the heqeti. Only those arriving from the Underearth (10-62) might find a cautiously neutral reception.

Given the concentration of powerful heqeti here, the task of cleansing the area of its evil is challenging. Most PCs will approach Level 10 through the heqeti forward post on Level 9 (areas 9-76 to 9-82). If the heqeti manage to send a warning from that location (see 9-79) to Level 10, then the Great Tongue and his forces will be prepared and waiting for intruders. Their state of readiness lasts for twelve hours; after twelve hours, the Great Tongue sends a strong party of heqeti hoppers, chosen, weavers, and builders up the long passage from 10-1 to 9-82 so as to reoccupy their forward base. While the heqeti forces are on alert, the leaders will all be found in and around the ziggurat (10-32 to 10-37), ready for a titanic battle. If the heqeti are not alerted, then they are dispersed throughout the level. Exterminating the heqeti and cleansing the ziggurat of its evil (see text at 10-32 to 10-37), ends the heqeti presence in Arden Vul ... at least for a generation. For, like all evil, the heqeti will eventually return, seeking to re-sanctify their holy site and again move into the other portions of Arden Vul. The only way to end the heqeti interest in the area is to destroy the ziggurat completely, e.g., by using powerful magic (**earthquake**, **limited wish**, etc.).

General Construction Notes

Heqeti areas: All worked areas are heqeti areas

Iconic Areas

The Ziggurat of Kauket (10-32 to 10-37)

Important NPCs

Reepsiq, the heqeti Great Tongue (10-47)

Factions

The heqeti fully control the entire level.

Environment

The Mephitic Marsh (10-15) makes the entire level humid and warm. The marsh itself smells powerfully of acid, decay, and sulphur. The ziggurat proper (areas 10-32 to 10-37) lies under a **hallow** spell (see new spells) with a 60' radius. This effect provides a +2 bonus to all rolls (saves, 'to hit' rolls, etc.) for those of CE alignment, while imposing a penalty of -2 to all rolls on those of all other alignments. The surrounding chambers and corridors lack this effect.

The Heqeti and Kauket

For generations, heqeti Great Tongues have been attempting to summon Kauket himself to aid them in their goal of reoccupying the rest of Arden Vul. They have failed, mostly because of the absence of the pale green, spiral horn necessary to complete the summoning within the ziggurat (10-37). The horn was taken by the rudishva when they defeated the heqeti in antiquity; it is currently located in a high-security rudishva vault (area 5-95A). Knowledge of the very existence of the horn is limited, even to the heqeti. Reepsiq is aware that his efforts to summon Kauket will continue to fail until a horn is restored to area 10-37, but he doesn't know exactly what the missing horn looks like.

The best information on the nature and location of the pale green horn is actually held by the two rudishva AIs, RAJ-750 (6-27) and AKL-600 (SL14-13); only the AIs can provide the proper command code to access the teleporter that leads to the secret vault. Should the PCs locate the horn and learn of its proper use, they will be able to insert it in the proper place in 10-37. Doing so instantly summons Kauket, however!

GMs must carefully consider whether combat with such a powerful foe is desirable and/or necessary for their campaigns. For certain campaigns, a battle with a demon prince might be an appropriate conclusion. For others, however, such a foolish and almost certainly lethal confrontation might not be appropriate. If such a confrontation is desired, the GM should seed information about the existence of the pale green horn so as to allow the PCs to bring Kauket to this plane. For such foolhardy PCs, Kauket is fully statted in the new monsters appendix. Of course, the demon prince will bring appropriate servitors with him to the Prime

Material Plane, including multiple keqemandri and other lesser demons. Forewarned is forearmed! If a GM deems combat with a demon prince to be inappropriate for his/her campaign, however, it is easy enough to occlude the existence of the horn; in such cases, combat with the Great Tongue and the cleansing of the ziggurat will easily serve as a satisfying culmination to the campaign.

Weakening the Heqeti

Accomplishing certain tasks elsewhere in the Halls may make the task of cleansing the ziggurat slightly easier. Of course, knowledge of how to weaken the heqeti is not common within Arden Vul. Should canny PCs seek information on how to do so, the GM ought to make the acquisition of this knowledge a quest in and of itself, one that would probably involve visiting imperial sages and archives in Archontos or communing with good-aligned deities. Some PCs may accomplish one or more of these tasks without realizing their import; if they do, so much the better for them.

Task	Area	Effect on Level 10
Removing the evil **hallow** effect (see new spells) from the upper heqeti temple.	7-78	Strips the magical power from the statues on the third step of the ziggurat of Kauket (10-34); the statues will not be able to utter **unholy words** at the Great Tongue's command
Weakening Rimmaq-Isfet by poisoning him through the portal in the Feasting Hall	8-76	Removes the evil **hallow** (see new spells) effect that covers the ziggurat of Kauket (see introductory text for areas 10-32 to 10-37)
Destroying the giant statue of Kauket, or neutralizing its power by casting a good-aligned **hallow** spell on it (see new spells)	9-12	Weakens Kauket himself, should the demon prince be summoned to this plane (see below and area 10-37 for this process). Kauket's magic resistance is reduced by 25% (from 80% to 55%)

Access and Egress

To Level 6: teleporter at 10-8, leading to 6-104
To Level 7: teleporter at 10-8, leading to 7-84
To Level 9: corridor at 10-1, leading up to 9-82
To Level 9: river at 10-31, leading up to 9-141
To Underearth: river at 10-31, leading to the Silent Sea in the Underearth (unmapped)
To Underearth: tunnel at 10-62, leading to the Underearth (unmapped)

Teleport Destinations on Level 10:

10-24: from heqeti teleport wells at 4-74
10-24: from heqeti teleport wells at 6-106
10-24: from heqeti teleport wells at 7-83
10-24: from heqeti teleport wells at 8-25
10-24: from heqeti teleport wells at 8-162
10-24: from heqeti teleport holes at SL5-32

Random Encounters

General note: if the complex is alerted to the arrival of the PCs, then there will be no random encounters.

1. Areas with No Random Encounters

10-27 to 10-37, 10-53

2. Western Approaches (10-1 to 10-14)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter. If an encounter is indicated, it will be one of the groups of heqeti guards from area 10-3 or 10-4 conducting a patrol of the western areas (see stats in those areas). If the heqeti in those areas have already been slain, then there will be no random encounters in these locations.

3. Mephitic Marsh (10-15 to 10-26)

Checks should be made every turn, with a 1 in 6 chance for an encounter.

d20	Encounter
1-18	2-4 acid salamanders (see new monsters): SZ L; AL N; AC 7; MV 60', 90' swimming; HD 7; HP 50, 49, 47, 45; #AT 1; Dmg 3-12. Special attacks: acid spit. Special defenses: immune to acid
19-20	3-8 heqeti hopper pilgrims (see new monsters), as 4th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 28, 26, 25, 24, 23, 22, 21, 20; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice

4. Eastern Heqeti Areas (10-50 to 10-52, 10-54 to 10-62)

Checks should be made every other turn, with a 2 in 6 chance for an encounter.

d20	Encounter
1-15	5-10 heqeti pilgrims, as 4th-level fighters (see new monsters): SZ M; AL CE; AC 5; MV 60'/150'; HD 4; HP 32, 30, 28, 26, 25, 24, 23, 22, 21, 20; #AT 2; Dmg 2-7 (staff), 1-6 (bite); hop; toxic skin; psionic resistance; immune to sleep, charm, hold, and water/ice
16-19	A patrol of 4 heqeti hoppers (see new monsters), as 4th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 28, 26, 24, 22; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice
20	1-4 representatives of one of the other Underearth races, chosen at GM's discretion (e.g., duergar, svirfneblin, kaliyani, etc.). The representatives are interested in trade, and potentially espionage.

5. Northern Chambers (10-38 to 10-49)

Checks should be made every other turn, with a 1 in 4 chance for an encounter.

D6	Encounter
1	An apprentice heqeti weaver (see new monsters), as a 4th-level cleric of Kauket: SZ M; AL CE; AC 5; MV 120, 90' swimming; HD 4; HP 25; #AT 1; Dmg 3-8 (**club +1**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **club +1**; heqeti spore bomb (see Arden Vul items). Spells prayed for: **bless**, **command**, **cure light wounds**, **darkness**, **detect magic**; **chant**, **hold person**, **resist fire**, **silence 15' radius**. The apprentice is taking a mundane message from the Chief Weaver (10-48) to Cheksib (10-13). If killed as a wandering monster, the apprentice should be removed from the roster at 10-38.
2-5	6 heqeti hoppers (see new monsters), as 4th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 28, 27, 26, 24, 23, 22; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice
6	Four heqeti chosen led by a heqeti weaver: 1. 4 heqeti chosen (see new monsters), as 6th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 43, 40, 39, 36; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice 2. 1 heqeti weaver (see new monsters), as a 7th/7th-level magic user/cleric of Kauket: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 7; HP 34; #AT 1; Dmg 5-10 (**footman's mace +2**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **staff of healing** (19 charges); copper-headed **footman's mace +2**; two **glass spheres of arcane assistance** (one of arcane warding, one of protection) (see new magic items); **potion of gaseous form**. Magic user spells: **enlarge**, **jump**, **magic missile**, **shield**; **continual light**, **levitate**, **ray of enfeeblement**; **fireball**, **protection from normal missiles**; **polymorph other**. Cleric spells: **bless**, **command** (x2), **create water**, **cure light wounds**; **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**; **animate dead**, **blindness**; **sticks to snakes**

Level Key

10-1: Heqeti Road Up to Level 9-82

Serving as the primary connection between the ziggurat of Kauket (10-32 to 10-37) and the rest of Arden Vul, this broad corridor is eerily lit by fungal pods that hang every 20' or so. The pods emit a green luminescence that reflects gently off the oiled, pebbled stonework of the road. The corridor is 20' tall and very long, extending about 300' between 9-82 and 10-2. Every 60' or so, it ascends up a flight of steps with a rise-to-tread ratio too large for human feet.

About every 40' the road is flanked by a pair of alcoves. The majority of the alcoves contain shapeless, damaged lumps of stone that once might have been statues. The last four niches before the road reaches area 10-1, however, have new, recognizable statues formed of granite brought from the Underearth. They depict four contemporary leaders who are leading the heqeti resurgence in Arden Vul: Caudatssa the Tongue (7-79), Reepsiq the Great Tongue (10-47), Pikaressa the Second Tongue (10-49), and Qassapik the Weaver (10-48). All four appear in classically aggressive heqeti poses, in slight crouches and wielding a staff or wand.

10-2: Hall of Mouths

When approached from the west, an eerie green glow can be seen emerging from this 25'-tall chamber. The glow comes from the green luminescence emitted by scores of fungal pods that hang from pegs on the walls and from the ceiling (the pods are harvested from the swamp in 10-15). The walls are also covered with purple lichen and yellow shelf fungus. The hall is dominated by a large abstract sculpture rising from the center of a murky pool of greenish water. The sculpture (once a statue of Kauket, but damaged in antiquity and now unrecognizable) is festooned with dripping algae. Numerous warning salamanders (see new monsters) writhe in the pool and among the algae. The presence of non-heqeti causes them to strobe and to dart in all directions, both into the pool but also towards 10-5, 10-10, and 10-14.

All but one of the exits from the hall are carved to resemble enormous, toothed salamander mouths. The carvings are incredibly ancient, and badly damaged; indeed, the lower teeth in all of the portals were smashed in antiquity. Still, they present a foreboding aspect, one that is compounded by the rippling, green-and-black shell strings that block sight into each mouth.

A patch of heqeti sign mold (see new flora) is found on the wall to the right side of each of mouth. When approached within 5' the mold adjusts itself to reveal an image and a phrase in Heqeti Runic. Amid the other fungi and luminescent pods, it might be possible for hasty explorers to miss the sign mold: the mold should thus be treated as a concealed doors.

Destination	Image	Phrase
To 10-4	Spear	Faithful // Watchers
To 10-10	Eft	Water // Life
To 10-14	Ziggurat	Tongue// sacrifice // Kauket
To 10-5	Flask	Weavers // Rimmaq-Isfet
To 10-3	Spear	Faithful // Watchers

If the heqeti have been warned of approaching hostile forces (see 9-79), then the forces from areas 10-3 and 10-4 will have an ambush waiting in this chamber. They will also have summoned aid from area 10-6 and will have released the neo-otyugh from 10-5. These reinforcements wait just inside the tunnel to 10-5 hoping to surprise intruders once they engage with the initial heqeti forces.

Inhabitants:
1. **8 warning salamanders** (see new monsters): SZ S; AC 8; MV 90', 150' swimming; HD 2; HP 14, 13, 12, 12, 11, 10, 9, 8; #AT 0; Dmg 0. Special attacks: strobe light. Special defenses: surprised only on 1.

Treasure:
The shells that form the curtains hanging in the mouths are rare, and could bring 900 gp total.

10-3: Heqeti Watchers

One of two teams of heqeti guardians keeps watch on the approaches to the ziggurat from this chamber. The walls are painted a sickly mauve and are covered with more of the yellow shelf fungus; the floor is painted black, although it is punctuated with a dozen, large, white teardrops. The team consists of six heqeti chosen led by a heqeti weaver (see new monsters). They possess the bloated, stinking corpses of a baindara and a varumani, which they use for target practice with their spears.

The heqeti react immediately to the presence of intruders in area 10-2. Should they be forewarned of the arrival of hostile forces, one of the chosen will have been sent to 10-14 to warn the Great Tongue; the remainder will prepare an ambush (in conjunction with their fellows in 10-4).

Inhabitants:
1. **6 heqeti chosen** (see new monsters), as 6th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 44, 41, 40, 39, 37, 35; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice.
2. **1 heqeti weaver** (see new monsters), **as a 7th/7th-level magic user/cleric of Rimmaq-Isfet**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 7; HP 34; #AT 1; Dmg 5-10 (**footman's mace +2**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **staff of healing** (18 charges); copper-headed **footman's mace +2**; two **glass spheres of arcane assistance** (one of arcane warding, one of protection) (see new magic items); **potion of gaseous form**. Magic user spells: **enlarge**, **jump**, **magic missile**, **shield**; **continual light**, **levitate**, **ray of enfeeblement**; **fireball**, **protection from normal missiles**; **polymorph other**. Cleric spells: **bless**, **command** (x2), **create water**, **cure light wounds**; **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**; **animate dead**, **blindness**; **sticks to snakes**. Spell book: **dancing lights**, **detect magic**, **enlarge**, **jump**, **magic missile**, **protection from good**, **read magic**, **shield**, **sleep**; **darkness 15' radius**, **invisibility**, **knock**, **mirror image**, **ray of enfeeblement**, **strength**; **blink**, **dispel magic**, **gust of wind**, **lightning bolt**, **slow**.

10-4: More Heqeti Watchers

This chamber is decorated identically to area 10-3, and contains an equivalent force of guardians. This team has no rotting corpses, however; instead, it possesses a primitive statue of Kauket, to which it has attached numerous bits of flesh taken from its foes.

Inhabitants:
1. **6 heqeti chosen** (see new monsters): see stats at area 10-3.
2. **1 heqeti weaver** (see new monsters): see stats at area 10-3.

Treasure:
The statue of Kauket is soapstone and 4' tall; despite its blasphemous visage, it might fetch 450 gp.

10-5: Ancient Hole

The corridor is badly damaged here, with a mini cave-in on the northeast side and numerous ancient blast marks along the walls. More significant is the crater that blocks access down the corridor; it is 25' deep but only 20' wide. A rickety bridge of reeds, vines, and fungal fibers spans the hole, anchored to the walls on either side of the hole. On either side of the bridge is an upturned giant mushroom cap containing a pile of rotting viscera from unknown creatures. On the south side of the hole is a pile of ropes woven from the same mix of vines and reeds; the heqeti use it to pull the neo-otyugh from the hole if necessary.

The hole is inhabited by a large neo-otyugh. The heqeti feed it scraps from sacrifices and other victims. Given sufficient warning, the heqeti in 10-3 and 10-4 use the ropes to haul the neo-otyugh out of the hole to aid them in repelling intruders. The bottom of the hole is covered with several feet of biological rubbish, including skins, bones, bits of leather equipment, and so forth. Amid the debris are four heqeti stone spear-heads, three barbed heqeti arrows coated in Kauket's vision (see Arden Vul items), and a **bardiche +1**, **+4 vs heqeti**.

Inhabitant:
1. **1 neo-otyugh**: SZ L; AL N; AC 0; MV 60'; HD 11; HP 71; #AT 3; Dmg 2-12/2-12/1-3. Special attacks: disease. Special defenses: never surprised.

Treasure:
See text.

10-6: Crossroads Encampment

A contingent of heqeti hoppers under the command of a lesser builder are stationed in this badly damaged crossroads. The northern side of the intersection is badly damaged, with the pebbled, oily stonework giving way to rough natural granite. The heqeti are working here to try to uncover some of the lost areas to the west and south, and have recently broken through to area 10-8.

The encampment includes three baskets woven of vines, a portable bathing pool composed of a 10'x4' carapace of some underground creature, and numerous digging tools (mattocks, sledges, shovels). The baskets hold dried fish, dried mushrooms, and dried sausage.

Inhabitants:
1. **10 heqeti hoppers** (see new monsters), as 4th-level fighters: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 31,

30, 28, 26, 25, 24, 23, 22, 21, 20; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

2. **1 heqeti builder** (see new monsters), **6th/6th-level fighter/cleric of Rimmaq-Isfet**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46; #AT 1; Dmg 4-9 (**short sword +2 of wounding**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.

10-7: Broken Lesser Obsidian Gates

A pair of large, obsidian valves lie shattered on the floor here. It is clear that they bear a resemblance to the more iconic ones found on level 5 (area 5-6), even if they are much smaller. Beyond the doors is a completely collapsed corridor that once led to a major shrine to Rimmaq-Isfet. The shrine was cleansed by the Archonteans in antiquity, and the access route to it collapsed. The heqeti are beginning the slow process digging their way back to the shrine.

GM Note: The lost shrine provides a possibility for GM expansion.

10-8: Heqeti Shrine

This chamber superficially resembles area 9-121. The ceiling is 25' tall and is supported by a row of 4'-diameter pillars that flank the north and south walls. Originally the pillars marched down the corridor towards 10-6, but only one of these remains. Notable features include three grotesque stone faces carved into three of the pillars, an enormous sculpture in the center, and an unsettling carved block of arcanum at the west end.

Stone Pillar Faces: The three pillars at the east edge of the room are carved as grotesque stone faces (like those at areas 6-92 and 9-121). Each head is roughly humanoid, but contains some unusual amphibian-oid features, including bulbous eyes, slit noses and lolling tongues. The mouth of each head/face is open, revealing a 2' oval compartment. If a flask-full of the **sweat of Rimmaq-Isfet** (see new magic items) is placed in any of the mouths, the tongue of that head will lick the nearest person (within 5'). Two effects are imparted: 1) the subject will be immune to acid effects from any of the servitors of Kauket (such as keqemandri – see new monsters) for 5-10 turns, and 2) the subject will be afflicted with an effect from the following table:

D10	Effect
1	Sweat uncontrollably for 7 days, -3 CHA, -1 to hit rolls
2	Temporary gills, allowing subject to breathe underwater, for 7 days
3	Eyes grow disproportionately large, -1 CHA but **true seeing**, for 3 days
4	Legs grow in power, arms atrophy: MV increased by 30', STR -1, for 3 days
5	Webbing between fingers and toes, better swimming but -1 CHA
6	Comprehend amphibian tongues, for 7 days
7	**Cursed** (if good), **blessed** for 3 days if CE, nothing for other alignments
8	Sensitive to light for 7 days (-2 to all rolls), but gains **infravision**
9	Locate body of fresh water; knows route to pool-sized bodies of water (or larger) within 200'
10	Mark of Kauket: all 9 of the above, the effects of 1-3 of which are permanent

Remove curse will remove any of the temporary effects, but the Mark of Kauket can only be removed through the special favor of a good-aligned deity (probably at the cost of a significant quest).

Sculpture of Rimmaq-Isfet: Dominating the center of the chamber is a giant soapstone representation of Rimmaq-Isfet. It is easily 40' long, 10' tall and 10' wide, and depicts the dread lord as an enormous, slug-like amphibian. The thick body rests on eight salamander-like legs, while the open maw points towards the altar at the west. A forest of delicate feelers originally extended out of the toothed maw, and a ridge of 5' tentacles extended in a circle around the mouth; these were all broken off in antiquity, and lie in pieces on the floor. Sharp teeth still line the mouth, however, and three huge lidless eyes span its brow. The eyes once held gems, but they were stolen in antiquity. The entire statue is painted black, with yellow spots.

The other feature of the sculpture is that it oozes an oily clear liquid that drips to the floor and pools in a subtle depression (10' in diameter) to the south of the sculpture. This sweat is none other than the **sweat of Rimmaq-Isfet** (see new magic items). Currently seven flasks-full of the sweat exist in the depression; the sculpture oozes enough to produce one flask per day.

Arcanum Teleport Mouth: The west wall features a low dais (3' tall), upon which is a squat, foreboding block of orange **arcanum** (see new magic items) roughly 8' square. The **arcanum** is carved as an open, upturned mouth and is meant to depict the open maw of Rimmaq-Isfet. The opening of the mouth is about 5' in diameter and extends 3' down from the top of the mouth. The rest of the block is quite detailed, with feelers, teeth, and two pronounced, 6'-long orbital ridges along either side of the mouth. Each ridge used to have three empty sockets where eyes might have been; they are perfectly sized for **tears of Kauket** (see new magic items). One of the ridges was vandalized in antiquity, however, and its three eye sockets are ruined and misshapen. The entire mouth rests on four 3'-diameter cylinders of granite, each of which is carved to depict the head of an enemy of the heqeti in agony: these are a human, a varumani, a rudishva, and a varuda. Finally, a set of slots are carved into the east face of the block; these can be used to climb to its top.

Four 7' iron rods are thrust into the top of the **arcanum** block, and a pitiful true varumani named Bedara is suspended between the four rods. Beaten, tortured, and gagged, she has six copper ritual daggers buried in her flesh; these open wounds are preventing full regeneration, and cause her blood to drip into the **arcanum** maw. Although badly injured, she could be rescued and, after regenerating, will eagerly accompany and assist her saviors.

The block of **arcanum** is, of course, highly magical, and detects easily as such. The mouth functioned as an outgoing teleportal to other heqeti sites within Arden Vul. It works by climbing the arcanum block, placing a **tear of Kauket** (see new magic items) into an appropriate eye socket, and then jumping into the open mouth. Ten seconds later the user appears in the desired location. As one of the orbital ridges has been vandalized, only three of the eye sockets are still operative. Of these, the right eye sends the user to area 6-104 while the center eye sends the user to area 7-84. The destination for the left eye was destroyed in antiquity (it formerly abutted area SL5-32); attempting to use it causes instant death as the user is teleported into solid rock. The heqeti have filled the left eye socket with mud to prevent any further 'disappearances'. The **tears of Kauket** (see new magic items) used to power the teleporter are consumed in the process.

GM Note: The heqeti have only recently dug their way back to this shrine. Reepsiq (10-47) and the other heqeti leaders were delighted to find the chamber, as they hoped to use its teleport powers to return to the upper levels. Their plans were thwarted by the fact that only two of the original six teleportals still functioned (three were destroyed in antiquity and the fourth sends explorers to their doom). These limitations explain the minimal presence of heqeti outside levels 9 and 10. Should the GM wish it, he/she might decide that the heqeti will shortly repair more of the teleportals on the arcanum block; those other teleportals lead to areas 5-41, SL6-6, and 8-162. Once/if those other destinations are accessible, the heqeti will swiftly move to establish fortified advance positions in each of those areas.

Inhabitant:

1. **Bedara**, **a true varumani** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 11 (max 55); #AT 3 or 1; Dmg 3-6/3-6/4-10 or by weapon. Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Bedara is a senior and popular member of the varumani lodge of hunters (see 7-14); she was ambushed and captured while scouting the aroksachaul (see new monsters) on Level 9. The other hunters (and especially Nolgi) will be eternally grateful to her rescuers.

10-9: Broken Corridor Fragment

This section of corridor is badly damaged; it is completely blocked by the destruction wrought in antiquity.

Secret Door (east): The door is normal to locate. It is magically held, and can only be opened by force or by a **knock** spell.

10-10: Heqeti Eft Ponds

Despite the ruined nature of its western side, this 20'-tall hall is still in use by the heqeti. It is warmer and more humid than surrounding areas, and subtly lit by more of the green, luminescent pods that hang on the walls. Originally six oval ponds flanked a larger central pool, but the western three ponds were destroyed in antiquity. The three surviving ponds are shallow (3' deep) and filled with murky, brownish, algae-clouded water taken from the mephitic marsh (area 10-15). The central pool, however, is deeper (7') and filled with clear water that recirculates through six huge tusks that project from the pool's rim. The heqeti use the area for mating (central pool) and the maturation of efts (side ponds). Currently there are seventeen non-combatant efts in the side pods, while four heqeti chosen stand guard. The sound of combat here brings Feqarrip from area 10-11 to investigate.

Inhabitants:

1. **17 heqeti efts** (non-combatants): SZ S; AC 8, HP 2.
2. **4 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 40, 37; #AT 2; Dmg 3-8 (**spear +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **spear +1**.

Treasure:

One of the eft ponds contains a **ring of acid resistance** (see new magic items) hidden in the murk.

10-11: Abattoir

Although a dais and the stump of a statue are visible by the north wall, the heqeti have repurposed this area for food storage and preparation. A score of carcasses hang from hooks in the ceiling; they are in various state of draining and/or curing. Two are still alive, moreover. A stone table rests against the southeastern wall; a half-dozen sharp copper blades rest on its blood-soaked surface.

Feqarrip, an heqeti weaver responsible for the care and feeding of the efts, lurks among the hanging corpses. She is quick to join combat in area 10-10.

Inhabitant:

1. **Feqarrip**, **a heqeti weaver** (see new monsters), **as a 7th/7th-level magic user/cleric of Kauket**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 7; HP 35; #AT 1; Dmg 5-9 (**hammer +2**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **hammer +2**; **potion of gaseous form**. Memorized spells: **enlarge**, **jump**, **magic missile**, **shield**; **continual light**, **levitate**, **ray of enfeeblement**; **fireball**, **protection from normal missiles**; **polymorph other**. Cleric spells prayed for: **bless**, **command** (x2), **create water**, **cure light wounds**; **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**; **animate dead**, **blindness**; **sticks to snakes**. Spell book: **dancing lights**, **detect magic**, **enlarge**, **jump**, **magic missile**, **protection from good**, **read magic**, **shield**, **sleep**; **darkness 15' radius**, **invisibility**, **knock**, **mirror image**, **ray of enfeeblement**, **strength**; **blink**, **dispel magic**, **gust of wind**, **lightning bolt**, **slow**.
2. **Mox**, **a lesser varumani** (see new monsters), **gagged and hanging trussed from a hook**: SZ L; AL LE; AC 4; MV 90'; HD 8; HP 10 (max 51); #AT 3 or 1; Dmg 3-6/3-6/4-10 or by weapon. Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision.
3. **Erenbald**, **6th-level male Thorcin ranger, hanging trussed from a hook** (and missing three fingers and five toes): SZ M; AL CG; AC 10; MV 120'; HD 6; HP 4 (max 58); #AT 1; Dmg by weapon. Abilities: STR 16, INT 13, WIS 14, DEX 10, CON 17, CHA 11. Erenbald has no equipment.

GM Note: Erenbald and two companions were exploring level 7 with Mox as a guide; the group discovered area 7-84 but were overwhelmed by the heqeti nearby. Although his companions were sacrificed in the temple at 7-79, Erenbald and Mox were delivered to level 10 for interrogation and eventually were designated as food for the efts.

10-12: Magic Nexus

A dangerous magical hot spot persists here, where the ancient corridors were destroyed in antiquity. Caused by the unwelcome confluence of Archontean destructive magic with the local heqeti demonic and divine magic, the hot spot inflicts a variety of unpleasant effects on those who come too close. The hot spot is difficult to note, appearing only as a shimmer in the (darkened) corridor. Magic users have a 1 in 6 chance to passively detect the danger, while thieves have a 1 in 8 chance. Searching carefully, of course, reveals the shimmer instantly. Those who blunder into the hot spot must roll on the following table to determine the effect:

D10	Effect
1	Electrostatic Charge: victim takes 2-16 HP electric damage, hair turns bone white and stands straight up.
2	Magnetism: victim's skin is magnetized, causing all iron-based objects within 2' to adhere to his/her skin. It takes a successful open doors check to pull the item(s) free. Combat with iron/steel weapons is impossible
3	Narcolepsy: tension and conflict produce in the victim an impulse to sleep. At the start of any stressful endeavor, the victim must save vs spells or fall asleep for 1-4 rounds.
4	Magic Magnet: victim is attuned to magic, such that magic user spells cast at others are likely to target him/her instead. For every spell cast at a person or object within 30' of the victim, the victim must save vs spells or take the effects on him/herself. Note: this might aid a party, but might also hinder it.
5	Light Master: the victim possesses infravision and ultravision to 60'. Unfortunately, he/she also emits a bright purple glow, rendering him/her visible at 150'.
6	Phase Distortion: victim continuously comes in and out of phase. This acts as a **blur** spell on him/her in combat, but also causes permanent balance and dexterity issues; for non-combat purposes, the victim's DEX is reduced by 3, as the victim has trouble knowing where to put his/her feet.
7	Echo Effect: victim's hearing is badly damaged. Listen rolls are reduced by 3-12%. This may render some races effectively deaf.
8	Monster Magnet: victim doubles chances for wandering monsters.

GM Note: the persistence of these weird effects explains the heqeti reticence to re-delve these collapsed areas. As these are not exactly curses, they cannot dispelled by **remove curse**. The GM might decree that **dispel magic** cast by a 12th- or higher-level caster might remove the effect.

10-13: Quarters of Cheksib the Weaver

This spacious hall has been repurposed as the residence of Cheksib the weaver, one of the Great Tongue's (10-47) chief lieutenants. The hall is 15' tall, and and the walls are painted inky black, with yellow spots dotting the darkness.

A low, stone-rimmed pool is attached to the north wall of the chamber; it is murky and contains small fish, amphibians, lichen, and water plants. To the south of the pool are two oval lounging devices; they appear as 5'-long, empty peapods sloped such that the head is about 3' higher than the foot of the lounger. Cheksib and a guest can rest in the pods, while letting their feet dangle in the water of the pool. By the south wall are two stone sleeping benches, a locked stone chest, and two woven baskets containing dried fish and eels (25 lb per basket).

Cheksib is present in his quarters unless the complex has been alerted to the potential arrival of intruders (see Level 10 introduction). If an alert has been raised, Cheksib will be present at area 10-17, attempting to summon a worm of Qok (see new monsters).

Trap (chest): A **glyph of warding** in the form of energy drain was cast on the chest by the Great Tongue. The glyph drains one level of experience from its victim.

Inhabitant:

1. **Cheksib**, **a heqeti weaver** (see new monsters), **as a 12th-level cleric of Kauket**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 12; HP 83; #AT 1; Dmg 5-10 (**footman's mace +2**). Constant abilities: infravision; WIS 18 for bonus spells. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); copper-headed **mace +2**; a **heqeti ring** (see new magic items); and a **rod of absorption** (25 spell levels). Cleric spells: **bless**, **cause fear**, **command** (x2), **create water**, **cure light wounds**, **light**, **resist cold**; **augury**, **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**, **speak with animals**; **animate dead**, **blindness**, **dispel magic** (x2), **prayer**, **speak with dead**; **cause serious wounds**, **divination**, **neutralize poison**, **protection from good 10' radius**; **flame strike**, **true seeing**; **aerial servant**, **heal**.

Treasure:

The chest contains 9,513 gp in assorted types of coins, plus three pure white and three particolored **tears of Kauket** (see new magic items), two vials of Kauket's vision (see Arden Vul items), two heqeti spore bombs (see Arden Vul items), a **pledge of Rimmaq-Isfet** (see new magic items), and a set of six sacrificial knives made of copper (1,500 gp for the set). The handles of the knives are carved to resemble salamander-monsters whose eyes are filled with lapis lazuli.

10-14: Broken Obsidian Gates

Smaller cousins of the famous Obsidian Gates (see area 5-6) once stood here, blocking the main route to the Mephitic Marsh (10-15) from the west. The valves were blasted apart by the rudishva in antiquity, however, and all that is left are 2'-wide stumps that still swing easily on their hinges. Hanging from each fragment are roughly a dozen heads of sentient creatures, in varying states of decay. Most are skeletal, but there are a few heads with flesh still attached; these come from an aroksachaul (see new monsters), a goblin, and a human.

10-15: The Mephitic Marsh

This enormous cavern is home to the infamous ziggurat of Kauket (see 10-32 to 10-37). It is warm, humid, and dimly lit by green and yellow phosphorescent lichen and algae. The ziggurat and other worked structures rise from a deep, smelly marsh that roils and burps from geothermal forces. The cavern is about 90' tall, but the bottom 20' is a soggy mixture of wet humus, nitrogenated water in ponds and rivulets, and decaying biological matter. It smells powerfully of acid, decay, and sulphur.

Flora and Fauna of the Marsh: The marsh has a wide variety of plant life, including dozens of species of mushrooms, lichens, and algae. Two unusual types of flora dominate, however: a fruticose, aquatic version of wolf lichen known to the heqeti as acid drops (see new flora), and a variety of brown algae known as the glowing friend (see new flora). The former is slightly dangerous, for it contains an acid that is toxic to mammals. The pneumocysts of the latter allow it to float gently in the humid air; those sacs are also phosphorescent, providing the dim light that marks the marsh.

Scores of species of insects inhabit the swamp; these range in size from finger-nail sized skimmers to fist-sized dragonflies and spiders. Some blind cave fish inhabit the larger ponds. The largest, and most dangerous animals of the swamp, however, are the acid salamanders (see new monsters) that prey on the smaller creatures. For every turn spent in the marsh, there is a 1 in 6 chance of attracting 2-4 of these voracious creatures.

Movement in the Marsh: The surface of the marsh is and wet and swampy, with multiple pools and rivulets of brown water. Since it is often hard to find drier ground amid the lichen, algae, and water, movement is effectively halved here. It is possible to move at ¾ speed, but so doing requires a save versus poison each round; failure indicates that some of the toxic sap of the acid drops has affected the PC (take 2-5 HP damage).

Inhabitants:

1. **16 acid salamanders** (see new monsters): SZ L; AL N; AC 7; MV 60', 90' swimming; HD 7; HP 53, 52, 50, 49, 49, 48, 48, 47(x3), 46, 46, 45, 45, 44, 44; #AT 1; Dmg 3-12. Special attacks: acid spit. Special defenses: immune to acid.

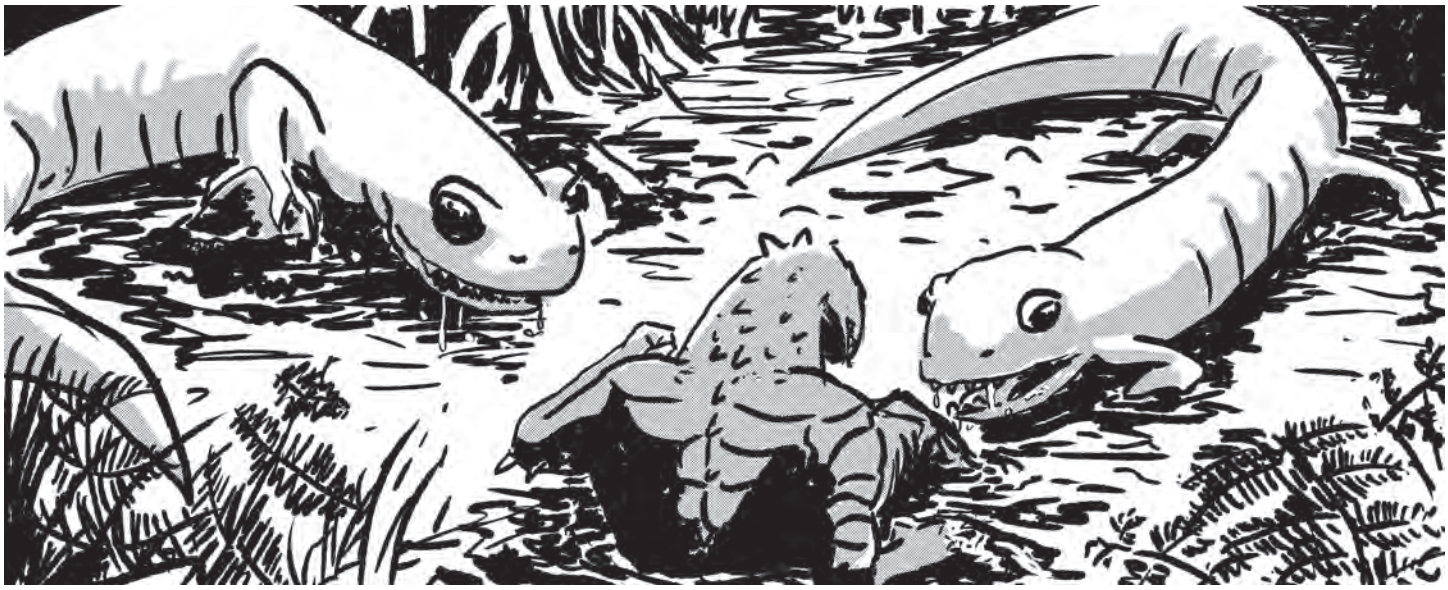
10-16: Least Causeway

Rising only 5' above the level of the marsh, this causeway is the lowest of the three connecting to the ziggurat of Kauket (see 10-32). Short staircases provide access into the marsh on either side; in addition, numerous small (2'-diameter) holes drilled through the causeway allow water and creatures to move back and forth from the north and south sides of the marsh. The portion of the causeway closest to the ziggurat was badly damaged in both the rudishva and Archontean wars. The more intact, western portion is lined with 4'-tall iron stakes upon which hang the decomposing corpses of various sacrificial victims – human, goblin, varumani, etc.

If the heqeti are alerted to the arrival of the PCs, a welcoming party of builders, hoppers and chosen will be waiting on the causeway and in the nearby marsh, hoping to slow the intruders' progress towards the ziggurat.

Inhabitants (possible):

1. **4 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 44, 41, 40, 37; #AT 2; Dmg 3-8 (**spear +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **spear +1**.
2. **8 heqeti hoppers** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 29, 28, 26, 25, 24, 23, 22, 18; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
3. **2 heqeti builders** (see new monsters), **6th/6th-level fighter/clerics of Kauket**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46, 44; #AT 1; Dmg 4-9 (**short sword +2 of wounding**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.



10-17: Lower Summoning Platform

Rising 35' above the surrounding marsh, this flattened stone pillar is home to an oval pool of murky, viscous brown sludge some 10'x3' in size. Four slim columns of polished basalt stand around the pool, one on each side; these 4'-tall columns are set obliquely (not perpendicular to the floor). When a sacrificial victim has been tied to the four columns and the proper summoning rites performed, a worm of Qok (see new monsters) appears in the pool, eager to devour whatever sacrifices are forthcoming.

If the heqeti are forewarned about intruders on level 10, then one of the prisoners from 10-43 (determined randomly) will be tied to the columns while Cheksib the weaver summons a worm of Qok. In a battle royale in 10-15 or upon the ziggurat, the worm of Qok will first attempt to attack PCs in the northern half of the marsh; if none are present there, it mounts the least causeway (10-16) and then moves to the ziggurat (10-32) to defend the fane of its lord. Cheksib, meanwhile, uses spells in support of the Great Tongue. If PCs are able to enter the great cavern without alerting the ziggurat or heqeti leaders, then of course the platform will be empty.

Inhabitants (possible):

1. **1 worm of Qok** (see new monsters): SZ L; AL CE; AC 3; MV 60'; HD 12; HP 86; #AT 1; Dmg 2-24; MR 50%. Special attacks: swallow.
2. **Cheksib the heqeti weaver**, (see new monsters): see stats at area 10-13
3. **Prisoner from 10-43**, to be determined randomly.

10-18: Upper Summoning Platform

Rising 55' from the marsh, this flattened stone pillar is identical in every other way to the one at 10-17. Again, should the complex be warned of the approach of the PCs, the heqeti weaver, Neepariq, will be present here, sacrificing a victim from 10-43 in order to summon a worm of Qok. If the PCs approach undetected, then the platform is empty. It should be noted that a long, slender, and steep staircase descends from this platform to the marsh.

Inhabitants (possible):

1. **1 worm of Qok** (see new monsters): SZ L; AL CE; AC 3; MV 60'; HD 12; HP 86; #AT 1; Dmg 2-24; MR 50%. Special attacks: swallow.
2. **Neepariq**, **heqeti weaver**, **as 12th-level cleric of Kauket**: see stats at area 10-40
3. **Prisoner** from 10-43, to be determined randomly.

10-19: High Bridge

Soaring 55' above the marsh, this 10'-wide, 3'-thick, damaged stone bridge connects area 10-18 with the top level of the Ziggurat (area 10-35). One section of the span was broken in antiquity; it is spanned by a rickety set of wooden planks.

10-20: Pilgrim's Rest

The largest structure in the great cavern outside of the ziggurat, this platform is the site at which many heqeti pilgrims stop to take in the sights and make a small offering to Kauket. The platform rises 25' above the marsh, and was damaged in the wars of antiquity. It is connected to the ziggurat by a bridge (10-21) and to the eastern chambers by a solid causeway. The center of the platform has a low, raised pool about 18' in diameter. To either side of the pool are two 4'-tall copper statues of erect salamanders with upturned mouths. Heqeti devotees of Kauket approach the pool, perform ablutions there, and deposit offerings of small gems into the mouths of the salamanders. Once this is accomplished, they are free to enter the ziggurat. The offering statues are periodically emptied into the treasury (10-53).

Unalerted: The platform is watched by a quartet of heqeti chosen (see new monsters) with long halberds. At any given moment 5-8 heqeti pilgrims are present on the platform.

Alerted: If alerted, 2 heqeti builders, 2 apprentices, and 10 hoppers guard the causeway.

Inhabitants:

1. **4 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 40, 37; #AT 2; Dmg 3-12 (**halberd +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **halberd +1**.
2. **5-8 heqeti hoppers** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 30, 28, 26, 25, 25, 24, 24, 22; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
3. **2 heqeti builders** (see new monsters), **6th/6th-level fighter/clerics of Kauket**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46, 45; #AT 1; Dmg 4-9 (**short sword +2 of wounding**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.
4. **10 heqeti hoppers** (see new monsters), **as 5th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 5; HP 38, 36, 36, 35, 35, 34, 33, 32, 32, 30; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
5. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level magic user**: SZ M; AL CE; AC 5; MV 120', 90' swimming; HD 4; HP 12; #AT 1; Dmg 2-5 (dagger). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **wand of frost** (14 charges); curved dagger. Memorized spells: **enlarge**, **magic missile**, **spider climb**; **strength**, **web**. Spell book: **detect magic**, **enlarge**, **magic missile**, **protection from good**, **read magic**, **spider climb**; **darkness 15' radius**, **invisibility**, **strength**, **web**.
6. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level cleric of Kauket**: SZ M; AL CE; AC 5; MV 120, 90' swimming'; HD 4; HP 25; #AT 1; Dmg 3-8 (**club +1**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin

(paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **club +1**; heqeti spore bomb (see Arden Vul items). Spells prayed for: **bless**, **command**, **cure light wounds**, **darkness**, **detect magic**; **chant**, **hold person**, **resist fire**, **silence 15' radius**.

Treasure:
The copper statues are worth 300 gp each. They contain a total of 37 gems worth 50 gp each and 319 gems worth 10gp each.

10-21: Low Bridge
This 20'-wide, 5'-thick bridge is in relatively good shape and connects the second level of the ziggurat (10-33) with the nearby pilgrims' rest area (10-20). The bridge is 25' above the floor of the Mephitic marsh.

10-22: Stair Fragment
A fragment of staircase that once connected to 10-20 rises from the marsh in this location. It is solid stone and 10' tall, and liberally covered with acid drops and the glowing friend (see new flora). It would be a good location from which observe the ziggurat.

10-23: Pillar with Ledges
A pillar of stone rises to the ceiling here. Two ledges are inset into it at a point 15' above the marsh. The flora has been carefully pruned back here, as the heqeti use this as a place of 'natural beauty' from which to admire the ziggurat. Numerous heqeti sigils have been carved into the side of the pillar. The northern ledge provides good sight lines overlooking the first step of the east face of the ziggurat.

10-24: Platform of the Pukel
A broad, low stone platform rises 5' above the level of the marsh in this location. The pavement is cracked, pitted, and holed. It abuts the great salamander head to the south (10-25), and is also the destination for all the heqeti teleport wells throughout Arden Vul, whether they are currently active or inoperative (i.e., those found at areas 4-74, 6-106, 7-83, 8-25, 8-162, and SL5-32).

10-25: Giant Salamander Head
A giant, carved, stone salamander head rises ominously from the Mephitic Marsh at this point. It resembles both the Great Pukel (9-40) and the colossal buried head (9-12) in appearance: the head is rounded, with no ears, huge saucer-shaped eyes, a slit nose, and a gaping maw some 10' in size. The lower lip juts forward from the mouth, allowing liquid to drip from the head and upper lip into the open maw. The maw is filled with clear water, amid which glisten numerous pure white **tears of Kauket** (see new magic items). The head rises 25' above the marsh, and its mouth is level with the nearby platform (10-24).

The head is an extrusion of both Kauket and Rimmaq-Isfet on this plane; it continuously oozes a viscous white liquid that drips into the water of the head's maw, where it turns into a tear of Kauket. The head produces sufficient liquid for five tears of Kauket each day, up to a maximum of 15 tears. If collected and drunk before it can harden into a tear, the liquid causes permanent madness.

Treasure:
Nine **tears of Kauket** (see new magic items).

10-26: Pillar with Ledge
Another natural pillar rises from floor to ceiling in this location. A small ledge is set into the pillar about 10' above the level of the marsh. The pillar and ledge are heavily swathed in both the glowing friend and acid drops (see new flora). The ledge contains a battered memorial to the legionaries of the Archontean 10th Legion ("the Glorious Tenth"). It takes the form of a copper casket within a stone cairn. The casket, although corroded by humidity, still bears the distinctive numeral X (10) of the legion; within the casket is a **gladius +2**, a cestus, a copper plaque, a spell scroll containing **Kentillian's useful sphere** (see new spells), and an **amulet of courage** (see new magic items). The plaque reads, in Mithric, "In memory of our brothers and sisters in the Glorious Tenth, who died to cleanse this foul site." The plaque would bring 2,500 gp to the modern polemarch of the legion.

Treasure:
See text.

10-27: Vantage Point
This broad platform set into the south wall of the cavern is about 35' above the level of the marsh. It provides a fine view of the ziggurat, which looms to the north. A narrow set of stairs provides access to the marsh. Once used as a gathering place for pilgrims in antiquity, the damage to the western precincts of the heqeti complex has ensured that this area remains relatively unvisited.

Secret Door (south): This door is normal to find. It opens simply by pushing it inward.

10-28: Cistern
The heqeti have walled off this portion of the great cavern with mortared round stones. Here the run-off of the Rimpled Run (see 10-30 and 10-31) collects into a large cistern. The heqeti use the cistern to modulate the amount of water in the Mephitic Marsh.

The retaining wall of the cistern is 10' thick and 30' tall; its top is flattened, allowing persons to walk along the top. The water level is 15' from the floor of the cavern.

A sluice gate set into the retaining wall allows the heqeti to add water to the marsh. The controls for the sluice are located atop the retaining wall; a simple wheel lever attached to a rope completes the mechanism. Crafty PCs may decide to empty the cistern. Given the size of the marsh, however, this act does not seriously affect movement or the structures in the marsh.

10-29: Cistern Keepers' Post
A pair of heqeti hoppers are stationed in this hidden perch overlooking the mephitic marsh (10-15). They are tasked with maintaining the cistern (10-28) and watching the river and spillway (10-30). They have a rope ladder that they attach to eyebolts set in the floor whenever they wish to descend to the cistern. They also possess a spiral ibex horn which they attempt to sound in case of attack or if they spot intruders in the cistern. The west wall is painted black, with a sinuous white tongue superimposed over it (a symbol of Rimmaq-Isfet). The watchers have no treasure.

GM Note: The post offers a fine vantage point from which to observe the ziggurat. PCs who spent 1-4 hours watching from here might learn quite a bit about the heqeti population and activities.

Inhabitants:

1. **2 heqeti hoppers** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 24, 22; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

10-30: Beach and Spillway

A broad cave spans the Rimpled Run in this location. It slopes down gently from south to north, a fact that means that the northern bank serves as a spillway for excess water from the Run. Ordinarily the overflow is minimal, amounting only to a small trickle that drips down the cliff into area 10-28. Significant changes to the water flow (see, for example, area 9-65) will cause the trickle to grow to a flood, affecting the water level at 10-28.

Secret Door (west): The secret door is normal to find, and opens by pushing it open (open doors check).

Treasure:
A limed over **ring of swimming** is encrusted into the stone along the south bank of the Rimpled Run. Detecting it requires a successful secret door check.

10-31: Rimpled Run, from Area 9-141

The Rimpled Run emerges from level 9 (area 9-141) here. That section of the underground river is vigorous and dangerous, as the water entirely fills the passageway (see 9-141 for risks of traveling from that location). Those who successfully navigate the Run find that it slows considerably in this section, allowing swimmers a chance to exit the river at area 10-30 (roll 3d6 under DEX to reach the beach). The Rimpled Run continues for several miles before debouching into the Silent Sea, a vast underground lake forming a key portion of the Underearth.

Areas 10-32 to 10-37: The Ziggurat of Kauket

The ziggurat of Kauket is the dominant feature of Level 10. The ziggurat is massive and ancient. First built out of huge blocks of granite some 3,400 years ago, it has always served as a site for heqeti worship of the demon prince, Kauket. The blocks are 10'x15' in size, and are pitted, pebbled, and greasy from the blood of sacrifices and the passage of countless heqeti slimes. As the map makes clear, the ziggurat has been damaged over the millennia, particularly on its lower steps, but is still basically intact.

The ziggurat has four steps, with the lowest step rising 10' above the level of the swamp and each subsequent step climbing another 15'. The top step is thus 55' above the marsh. The ziggurat is lit by the glow of fire emanating from its first and third steps (see text below).

Environmental Effects: As a site of great and ancient evil, the entire ziggurat lies under the effect of a **hallow** spell (see new spells). This means that creatures of chaotic evil alignment benefit from +2 to all rolls (saves, 'to hit' rolls, etc.), while those of all other alignments suffer a -2 penalty to all rolls. Should the PCs have cleansed the upper heqeti temple (area 7-78) of its evil (through the use of a **hallow** spell), then the **hallow** effect here on Level 10 will be removed. It is, of course, also possible to unhallow the ziggurat through the application of good-oriented divine rituals; doing so after a climactic battle here should be considered a good and heroic act. The rituals for hallowing the ziggurat are costly (20,000 gp) and time-consuming (three weeks).

A Climactic Battle!
For those adventuring parties wishing to cleanse Arden Vul of the heqeti presence, an epic combat on and around the ziggurat is likely. In preparing for such a combat, the GM must consider the state of heqeti awareness of the PCs's progress (see 9-79 and Level 10 introduction). If the heqeti are expecting intruders, then the heqeti leaders will have assumed fixed positions in the vicinity of the ziggurat, and will be ready to repel the PCs with spells and summoned allies. The resulting combat may provide a suitably epic conclusion to many campaigns. If, however, the PCs have managed to approach Level 10 without alerting the heqeti to their presence, then the ziggurat will provide a substantially easier challenge, as some of the heqeti leaders will be found elsewhere in the complex. Finally, GMs should also be aware that it is possible for the PCs to summon and fight Kauket himself! The procedures for such a foolish action are described in the Level 10 introduction and in the text for area 10-37.

10-32: Ziggurat of Kauket, First Step

The first step of the great ziggurat is the most badly damaged from previous wars. It rises 10' above the level of the surrounding marsh, and is accessed from area 10-16 via a short, 5' staircase. Statues occupy three of its four corners; next to each statue is a brazier with glowing red coals. Two doors on the west side of the step lead inward to area 10-36; these are unlocked. The walls leading to the second step are densely carved with high-relief images of heqeti worshipping a strange salamander with elephant feet and human hands (Kauket).

Statues: The three remaining statues on this step (one was destroyed in antiquity) are 13' tall. Each appears as a slug-like being with two powerful hind legs and two arms that grip a spear, a mattock, and an axe respectively. The statues are granite, and finely carved, despite numerous lichen growths and pitting from age; they could be sold for 900 gp each. In addition, the statues moan constantly in a low-pitched, eerie tone. The heqeti assume this is Kauket speaking to them, when in fact it is the effect of a simple, but very ancient, enchantment. The moaning rises and falls in volume, and is punctuated every couple of rounds with a loud croaking sound. If a good-aligned being approaches within 10' of any of the statues, a powerful **dispel magic** effect emanates from the statue in question; this effect covers a sphere in a 20' radius around the statue. This effect can be permanently defeated if a 12th-level caster casts **dispel magic** on each statue.

Unalerted: If the complex is not alerted, then this step will have 9-16 heqeti pilgrims milling about, admiring the ziggurat. Four chosen will also be present, one posted by each of the doors to 10-36.

Alerted: If the heqeti are expecting the PCs, then nobody will be present here, but a troop of eight chosen led by Pikaressa, the Second Tongue (see 10-49) will be hiding inside area 10-36, ready to burst from the doors as soon as the PCs approach.

Inhabitants:

1. **9-16 heqeti hopper pilgrims** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 31, 30, 29, 28, 28, 27(x3), 26(x3), 24, 23, 22, 22, 21; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
2. **4 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 39, 38, 35, 30; #AT 2; Dmg 3-12 (**halberd +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **halberd +1**.

10-33: Ziggurat of Kauket, Second Step

The second step suffered less damage in antiquity. It rises 15' above the first step and 25' above the level of the marsh. It is accessed either via stairs from 10-32 or via the bridge (10-21) leading from area 10-20. A single door on the south wall leads inward to area 10-37. The riser for the third step is once again carved with images of Kauket smiting all manner of foes, both demonic, mammalian, and unknown.

Unalerted: If the complex is not expecting the PCs' arrival, there will be 4-7 pilgrims waiting to visit area 10-37. Watching them are two heqeti builders.

Alerted: iI the heqeti are prepared for intruders, then the step will be empty.

Inhabitants:

1. **4-7 heqeti hopper pilgrims** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 28, 27, 26, 25, 24, 22, 20; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
1. **2 heqeti builders** (see new monsters), **6th/6th-level fighter/clerics of Kauket**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46, 43; #AT 1; Dmg 4-9 (**short sword +2 of wounding**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.

10-34: Ziggurat of Kauket, Third Step

The third step rises 15' above the second and 40' above the level of the marsh. It is accessed via a staircase from 10-33 (on the western side). Bronze statues stand proudly at each of its four corners. Next to each statue is a brazier that glows with red-hot coals. The walls leading to the fourth step are carved in a more restrained, but still impressive fashion: a 5'-tall band of carved images extends around the entirety of the top step, depicting a single, huge salamander surrounded by fawning heqeti.

Statues: The bronze statues are 9' tall and depict anonymous heqeti with arms upraised and bowing towards the pinnacle of the ziggurat. The workmanship of the statues is fairly crude, and thus they will only bring 300 gp each. Like the statues on the first step, these are enchanted with a unique effect, a sort of 'delayed blast unholy word.' If the Great Tongue (10-47) is standing anywhere on the ziggurat, he is able to use his action on a given round to croak out a command directed at one of the four statues; immediately, the designated statue will emit a deafening **unholy word** (radius 30'). The Great Tongue can perform this feat once per statue per day.

Weakening Rimmaq-Isfet by poison on Level 8 (see area 8-76) causes the statues on the third step to lose their ability to utter **unholy words**.

Unalerted: If the complex has not been warned of the PCs' arrival, no heqeti are present here.

Alerted: Six heqeti chosen are waiting here, armed with javelins and halberds. Their task is to prevent intruders from reaching the fourth step of the ziggurat.

Inhabitants:

1. **6 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 44, 41, 40, 38, 35, 35; #AT 2; Dmg 3-12 (**halberd +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **halberd +1**.

10-35: Ziggurat of Kauket, Fourth Step

The pinnacle of the ziggurat lies 15' above the third step and 55' above the level of the marsh. It is accessed either via the bridge (10-19) from area 10-18 or via stairs from 10-34. A shallow copper depression about 8' in diameter occupies the exact center of the step; in the center of the basin is a 6"-diameter hole leading inside the ziggurat (to 10-37). The basin is stained with blood. Four copper shepherd's crooks rise 5' above the basin, from each of which hang strong copper restraints. Sacrifices to Kauket are bound to the crooks and then exsanguinated into the basin.

Unalerted: There is a 45% chance that Reepsiq, the Great Tongue (see 10-47), is present here, preparing a sacrifice to Kauket (select sacrifice from area 10-43). If Reepsiq is present, he is accompanied by three heqeti builders (see new monsters).

Alerted: If the complex is awaiting the PCs, Reepsiq, the Great Tongue (see 10-47), and Qassapik, the Chief Weaver (see 10-48), will be present here, preparing spells in order to defend the ziggurat. With them will be three heqeti builders. The two leaders will already have summoned demonic allies; three invisible keqemandri will already be levitating near the ziggurat, ready to swoop down upon intruders.

Kauket Arrives: It is possible for the PCs to summon Kauket himself, whether knowingly or inadvertently. See text at 10-37 for details. If Kauket is summoned, he appears atop the fourth step with three keqemandri servitors. Woe to the PCs! Note: it is possible to slightly weaken Kauket by destroying the great statue of the demon prince that is located on Level 9 (area 9-12); see text there.

Inhabitants:

1. **Reepsiq**, **the Great Tongue**, **17th-level heqeti cleric**: for stats, see 10-47.
2. **Qassapik**, **the Chief Weaver**, **10th-level cleric/9th-level magic user**: for stats, see 10-48.
3. **3 heqeti builders** (see new monsters), **6th/6th-level fighter/clerics of Kauket**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46, 45, 43; #AT 1; Dmg 4-9 (**short sword +2 of wounding**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.
4. **3 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 16; HP 107, 99, 97; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.
5. **Kauket**, **the demon prince** (see new monsters): SZ L; AL CE; AC -7; MV 120'; HD 16+; HP 175; #AT 2; Dmg (3-18) (**spear of Kauket**) and 1-4 (bite); MR 80% (or 55%). Constant abilities: infravision. Special attacks: swallow foes on roll of 19-20 to hit; sonic stun every other round; acid spit (2-12 HP); cause fear, charm person, charm monster, feeblemind (1x/day), suggestion. Special defenses: +2 or better weapons to hit; immune to psionics; half damage from cold, electricity, fire, and gas. Special: detect magic; read magic; comprehend language; detect invisible creatures; ESP; clairvoyance; clairaudience; water breathing; continual darkness; create illusion (as a wand of illusion); levitate; dispel magic; polymorph self; wall of fire; telekinesis (11,000 gp weight); teleport (without error); project image; use any symbol (1x/day each); vanish 1x/day; polymorph any object; gate in other demons with an 80% chance for success (33% for a type II-IV demon, 33% for a keqemander [see new monsters], and 33% for a type V-VI demon). The **spear of Kauket** (see new magic items) has many magical powers. **GM Note**: should the statue of Kauket at area 9-12 be destroyed or its power neutralized (via **hallow** spell - see new spells), Kauket's magic resistance drops from 80% to 55%.



10-36: Ziggurat of Kauket, Inner Fane

Accessible only from the doors on the first step of the ziggurat, this 10'-tall chamber holds the sacred cult objects of Kauket. Light is provided by two braziers filled with burning coals. The interior walls are painted an unsettling shade of yellow-green, with large symbols of Kauket everywhere: white tear drops, black and barbed spears, white worms, gaping toothless maws, etc. The centerpiece of the chamber is a stone table about 5' tall on which are laid the holy relics of Kauket. These include three 8" curved fangs purported to be Kauket's, a copper bowl with seven pure white **tears of Kauket** (see new magic items), a six foot spear of ebony said to be the spear of Kauket (actually just a **spear +2**), a set of keys (one gold and one platinum) to the Obsidian Gates (5-6D), and a replica of Kauket's palace (located on the 497th layer of the abyss), carved out of a 3'-diameter amethyst (10,000 gp).

Unalerted: A small but regular stream of heqeti pilgrims filters through this chamber, stopping briefly to admire the cult objects. See text and stats at 10-32.

Alerted: If the complex is ready for intruders, a strike team of eight heqeti chosen led by the Second Tongue, Pikaressa, will be waiting here, ready to spring an ambush on any intruders who reach the first step (10-32).

Inhabitants:

1. **8 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 45, 44, 42, 40, 39, 38, 35, 31; #AT 2; Dmg 3-12 (**halberd +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **halberd +1**.
2. **Pikaressa**, **the Second Tongue** (see stats at 10-49)

10-37: Ziggurat of Kauket, Sacrificial Chamber

The second interior chamber of the heqeti ziggurat is accessible only from the door on the southern wall of the second step. It leads to the sacrificial chamber and the true holy of holies for the ziggurat.

The octagonal chamber holds a 5'-tall stone pillar atop of which rests a copper bowl. Blood from sacrifices slain on the fourth step (10-35) drips through holes in that step to land in the bowl here.

Four of the eight walls are carved with half-relief sculptures. The sharp ends of horns taken from bizarre or magical creatures are thrust into three of the sculptures. A double-sized, pearl-white **tear of Kauket** (see new magic items) is thrust into the open, wide end of each horn; the mouths of the horns are all stained with blood.

Sculpture #1 (southwest)
Image: Kauket, stirring in the mud with his spear; barely visible are small, tadpole-like creatures wriggling in the mud.
Horn: A midnight black, straight demon's horn (3' long), with silver glyphs incised into it (475 gp). It is inserted into the mud at the feet of Kauket.

Sculpture #2 (northwest)
Image: Kauket stands amid a crowd of heqeti hoppers; large tears fall from his eyes into the mouths of grateful followers.
Horn: A purple, curved, ram-like demon's horn, albeit with unsettling incrustations across its 4' length. The horn is thrust into Kauket's heart.

Sculpture #3 (northeast)
Image: Kauket leaps into battle, wielding an enormous spear; hordes of keqemandri and other demons follow him.
Horn: A 3' segment of a unicorn horn. The tip is stuck into Kauket's spear.

Sculpture #4 (southeast)
Image: Kauket stands atop a ziggurat, while heqeti throng the lower steps.
Horn: The horn is missing; if present it would be inserted into Kauket's mouth. The missing horn is pale green, with a broad spiral and with irregular tufts of black bristly hair growing from it. It may be found in area 5-95A.

Summoning Kauket: Should the missing horn be inserted into the fourth sculpture, and blood poured into each of the horns, then Kauket will manifest atop the ziggurat within 2-6 turns. Reepsiq, the Great Tongue (10-47), is aware that the absence of the fourth horn prevents him from fully communing with, or summoning, Kauket. He would give almost anything for the return of the horn. The missing horn was, in fact, taken by the rudishva when they cleansed the ziggurat millennia ago. Recognizing its importance, they stored it in a hidden vault (area 5-95A). Information on the location of the vault and the horn is lost to all living beings; only the rudishva AIs can, if asked, confirm the horn's existence and describe how to access it (see AIs at 6-27 and SL14-13).

10-38: Hall of the Builders

This large, 25'-tall chamber is dominated by an enormous carved heqeti head that rises out of a central pool. The head is carved out of a 20'-diameter half-column of stone that rises 15' into the air before branching into two slender (5'-wide) bridges that connect to the walls of the chamber. The central column is carved to resemble the upturned maw of a heqeti hopper, with the bridges as tongues emerging from that maw. A narrow entrance in the central column allows one to climb a spiral staircase and thus access the tongues/bridges. The carved half-column is ancient, pitted and damaged in places, but still exudes the oily sheen of active heqeti habitations.

Circling the chamber at a level 15' above the floor is a 5'-wide walkway. The walkway can be accessed by climbing, or by using the spiral stair and tongues/bridges. The walkway allows one to view a pictorial history of the heqeti occupation of Arden Vul, in the form of bas-relief panels some 5' high. The bas-reliefs differ in age and artistic skill, as well as in content; they can be roughly divided into four programs, starting from the northeast and working clockwise.

Discovery of Arden Vul
Age: 3,600 years
Scenes: Primitive heqeti entering a cavern, constructing the ziggurat, genuflecting before Kauket, standing before twin waterfalls (i.e.. 9-66, 9-67)
Carving Skill: Primitive
Length: 10 panels, some 50'

Golden Age of Heqeti Habitation
Age: 2,900 years
Scenes: Fighting rudishva, varumani, and varuda; constructing the pukel-manders; re-building the ziggurat; heqeti dwellings along a canyon (9-109); heqeti before a geyser and pool (SL6-1)
Carving Skill: Good
Length: 15 panels, some 75'

Wars and Reverses
Age: 1,850-2,000 years
Scenes: A builder confronts a spear-maiden (i.e., Arden); hoppers assault humans; heqeti trying to summon Kauket; the final panels are blank
Carving Skill: Begins with high quality, last panel is primitive
Length: 5 panels, 25'

Return of the Heqeti
Age: 300 years
Scenes: Re-occupying the ziggurat; summoning worms of Qok (see new monsters)
Carving Skill: Impressive
Length: 3 panels, 15'

Unalerted: Two heqeti builders and two apprentice weavers are inspecting their racial histories.

Alerted: No inhabitants.

Inhabitants
1. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level magic user**: SZ M; AL CE; AC 5; MV 120', 90' swimming; HD 4; HP 12; #AT 1; Dmg 2-5 (dagger). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **wand of frost** (10 charges); curved dagger. Memorized spells: **enlarge**, **magic missile**, **spider climb**; **strength**, **web**. Spell book: **detect magic**, **enlarge**, **magic missile**, **protection from good**, **read magic**, **spider climb**; **darkness 15' radius**, **invisibility**, **strength**, **web**.
2. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level cleric of Kauket**: SZ M; AL CE; AC 5; MV 120, 90' swimming'; HD 4; HP 25; #AT 1; Dmg 3-8 (**club +1**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **club +1**; heqeti spore bomb (see Arden Vul items). Spells prayed for: **bless**, **command**, **cure light wounds**, **darkness**, **detect magic**; **chant**, **hold person**, **resist fire**, **silence 15' radius**.
3. **2 heqeti builders** (see new monsters), **6th/6th-level fighter/clerics of Kauket**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46, 44; #AT 1; Dmg 4-9 (**short sword +2 of wounding**).

Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.

Treasure:
The heqeti historical carvings, if removed from the wall, would bring 500-1,000 gp per panel, depending on the quality.

10-39: Practice Grounds

This floor of this chamber is covered in a 1' layer of dirt. Its walls are painted deep black, with huge white teardrops on each cardinal face. An 8'-tall, 4'-wide stone pillar rises from the center of the room. To it are shackled three bestial varumani (see new monsters); between the varumani are four practice dummies made of leather-stuffed clay. Eight torches are set into sconces along all four walls.

Unalerted: If the complex is unalerted, one of the heqeti apprentices and several chosen are found here, practicing spells and weapons skills. The heqeti like to use varumani as sparring dummies due to their regenerative powers.

Alerted: No one is present.

Inhabitants:
1. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level magic user**: SZ M; AL CE; AC 5; MV 120', 90' swimming; HD 4; HP 12; #AT 1; Dmg 2-5 (dagger). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **wand of magic missiles** (54 charges); curved dagger. Memorized spells: **enlarge**, **magic missile**, **spider climb**; **strength**, **web**. Spell book: **detect magic**, **enlarge**, **magic missile**, **protection from good**, **read magic**, **spider climb**; **darkness 15' radius**, **invisibility**, **strength**, **web**.
2. **4 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 43, 40, 39, 38; #AT 2; Dmg 3-12 (**halberd +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **halberd +1**.
3. **3 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

10-40: Quarters of Neepariq the Weaver

Neepariq's quarters are spartan, especially compared with his rival Cheksib (10-13). The floor is covered with several inches of sand. A tall table (5') runs across the entirety of the west wall; various objets d'art and curiosities line the table. Four 3'-diameter urns filled with marsh soil and water stand in the corners of the room: from these grow large specimens of the glowing friend (see new flora). Against the east wall is a trapped stone chest.

Neepariq enjoys the meditative pursuit of drawing elaborate geometric patterns (often a labyrinth) in the sand, sometimes using his stock of pieces of obsidian to accentuate the pattern. The current pattern shows an enormous eye surrounding a dozen teardrops, each picked out in obsidian. A set of heqeti footprints leads from the door to the sleeping niche, to the chest, and to the table.

In the northwest corner of the room a concealed ivory coffer is set into a hole in the stone floor under 2" of sand. The coffer is encircled by a thin steel chain attached to a pull ring. If one knows where to look for the ring, it is relatively easy to find; then one can pull the coffer out of the sand with the ring.

Trap (chest): A **glyph of warding** in the form of energy drain was cast on the chest by the Great Tongue. The glyph drains one level of experience from its victim.

Inhabitant:
1. **Neepariq**, **a heqeti weaver** (see new monsters), **as a 12th-level cleric of Kauket**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 12; HP 81; #AT 1; Dmg 4-9 (**staff +2**). Constant abilities: infravision; WIS 18 for bonus spells. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **staff +2**; a **heqeti ring** (see new magic items); and a **rod of beguiling** (13 charges). Cleric spells: **bless**, **cause fear**, **command** (x2), **create water**, **cure light wounds**, **light**, **resist cold**; **augury**, **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**, **speak with animals**; **animate dead**, **blindness**, **dispel magic** (x2), **prayer**, **speak with dead**; **cause serious wounds**, **divination**, **protection from good 10' radius**, **sticks to snakes**; **flame strike**, **true seeing**; **aerial servant**, **heal**.

Treasure:
Stone Chest: 1,853 pieces of obsidian, most only finger-nail sized (10 gp each).
Hidden ivory coffer (250 gp): two white **tears of Kauket** (see new magic items); two vials of Kauket's vision (see Arden Vul items); two heqeti spore bombs (see Arden Vul items); a **pledge of Rimmaq-Isfet** (see new magic items); and a bronze disc carved with an image of an Archontean official (75 gp).

10-41: Quarters of the Apprentices

Seven junior heqeti weavers call this hall home. A low pool filled with murky water occupies the center of the chamber. Fourteen sleeping niches are built into the walls of the chamber. The apprentices rarely spend much time here, as they are tasked with duties throughout the ziggurat area.

Unalerted: If the heqeti are taken unawares, then two apprentices are sleeping here.

Alerted: No one is present here.

Inhabitants:
1. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level magic user**: SZ M; AL CE; AC 5; MV 120', 90' swimming; HD 4; HP 12; #AT 1; Dmg 2-5 (dagger). Constant abilities: infravision.

Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **wand of magic missiles** (43 charges); curved dagger. Memorized spells: **enlarge**, **magic missile**, **spider climb**; **strength**, **web**. Spell book: **detect magic**, **enlarge**, **magic missile**, **protection from good**, **read magic**, **spider climb**; **darkness 15' radius**, **invisibility**, **strength**, **web**. This weaver has been afflicted by the light master effect from the magical nexus at 10-12. Although his infravision is strong, he emits a purple glow visible for 150'.

2. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level cleric of Kauket**: SZ M; AL CE; AC 5; MV 120, 90' swimming'; HD 4; HP 25; #AT 1; Dmg 3-8 (**club +1**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **club +1**; heqeti spore bomb (see Arden Vul items). Spells prayed for: **bless**, **command**, **cure light wounds**, **darkness**, **detect magic**; **chant**, **hold person**, **resist fire**, **silence 15' radius**.

Treasure:
Scattered in the sleeping nooks are seven pieces of carved coral strung on leather cords (100 gp each), plus 2-12 pieces of jewelry formed of bits of silver and semi-precious stones (35 gp each).

10-42: Barracks of the Ziggurat Guards

This 15'-tall chamber serves as the barracks for the chosen and builders who help to guard the ziggurat and surrounding areas. Each 10' section of wall has three sleeping niches cut into it; this makes a total of twenty-seven niches. The niches have some rushes from the marsh, plus 1-3 mesh sacks containing personal items. Running through the center of the chamber is a shallow pool (3' deep, 5' wide, 15' long) filled with murky, silty water. At the north and south ends of the pool are peapod-shaped, stone reclining benches. Cleverly mounted to the walls between and beside the sleeping niches are weapons racks, which contain thirty-six spears, seventeen javelins, and six stone maces.

Unalerted: Four heqeti chosen are resting here.

Alerted: The chamber is empty.

Inhabitants:

1. **4 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 41, 39, 38, 37; #AT 2; Dmg 3-12 (**halberd +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **halberd +1**.

Treasure:
Scattered among the personal effects in the sleeping niches are forty-three small bits of hand-made jewelry (15 gp each); a jade figurine of a duergar (175 gp); sixteen silver plugs (35 sp each); and a sandstone figurine of a gravid heqeti female (55 gp).

10-43: Water Cells

The heqeti keep prisoners in horrible water-filled pits prior to bringing them to the ziggurat (10-35) for sacrifice or consigning them to the efts for food (10-11). The pits are set in the rocky stone around a worked pathway. Each of the sixteen pits is 4' in diameter and 10' deep. Prisoners are secured in wooden collars that attach to bolts on the side of each pit; the collars keep each prisoner's head at level just above the waterline. Eight of the pits currently hold prisoners. None of the prisoners has equipment. Two heqeti hoppers wander among the prisoners, looking for opportunities to poke them with their spears.

Inhabitants:

1. **Lommt, a lesser varumani taken on Level 9** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 19 (max 49); #AT 3 or 1; Dmg 3-6/3-6/4-10 or by weapon. Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. If rescued, Lommt takes the first opportunity to flee.
2. **Prika, a true varumani taken on Level 9** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 25 (max 55); #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Prika gladly helps rescuers.
3. **Gneiss Lucitan, a 5th-level male duergar fighter and trader**: SZ S; AL LE; AC 10; MV 60'; HD 5; HP 17 (max 41); #AT 1; Dmg by weapon. Abilities: STR 17, INT 13, WIS 9, DEX 10, CON 14, CHA 15. Constant abilities: infravision. Special attacks: surprise on 3 in 6. Special defenses: surprised only 1 in 10; save versus magical attacks at +4; immune to paralysis and poison; unaffected by illusion or phantasm. Psionic strength: 40. Psionic disciplines: expansion, invisibility, molecular attraction, reduction. Gneiss and Chert Tillis (10-54) are rival traders; the latter convinced the heqeti to imprison Gneiss and seize his wares. Gneiss would like revenge against Chert but will not betray the location of his people. Gneiss is waiting to make his escape using his invisibility and reduction. All he needs is a distraction that takes the guards out of the room.
4. **Moder Maab, a male svirfneblin assistant burrow warden, as a 5th-level fighter**: SZ S; AL NG; AC 8; HD 5+8; HP 19 (max 39); #AT 1; Dmg by weapon; MR 30%. Abilities: STR 15, INT 16, WIS 14, DEX 14, CON 13, CHA 10. Constant abilities: infravision; ultravision; non-detection. Special attacks: +2 to hit with darts; surprise foes 90% of the time. Special defenses: surprised on 1 in 12; 60% chance to be unseen; immune to illusion; all saves at +3 (except poison, at +2). Special: blindness (1/day), blur (1/day), change self (1/day). Moder was taken in the Underearth by the duergar and traded to the heqeti.
5. **Tappho Caertileon, 8th-level female Archontean thief**: SZ M; AL NE; AC 7; MV 120'; HD 8; HP 12 (max 396); #AT 1; Dmg by weapon. Abilities: STR 13, INT 14, WIS 10, DEX 17, CON 11, CHA 14. Thief skills: PP 70%, OL 67%, F/RT 55%, MS 67%, HS 54%, HN 25%, CW 96%, RL 40%. Tappho was a member of the adventuring group known as the Red Flag. The Red Flag foolishly sought the chasm floor (Level 9) and were wiped out. She and two companions survived, but were taken captive by the heqeti. Tappho is a realist and will serve rescuers faithfully ... until safely free from Arden Vul, at which point she pickpockets what she can and beats a path for Archontos.

6. **Greta One-Eye**, **6th-level female Thorcin fighter**: SZ M; AL N; AC 10; MV 120'; HD 6; HP 24 (max 51); #AT 1; Dmg by weapon. Abilities: STR18/33, INT 9, WIS 10, DEX 11, CON 15, CHA 11. Greta was a member of the Red Flag; she is interested in joining a new adventuring group.
7. **Pippin of Magger**, **7th-level male Archontean magic user**: SZ M; AL N; AC 8; MV 120'; HD 7; HP 4 (max 21); #AT 1; Dmg by weapon. Abilities: STR 11, INT 17, WIS 12, DEX 16, CON 9, CHA 13. He has no spells memorized and his spell book is gone. Pippin was a member of the Red Flag; given the traumatic demise of his team, Pippin would like to retire from adventuring.
8. **Pavallo**, **a beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg by weapon. Special attacks: tactics. Pavallo was captured by the Red Flag on Level 3; when the Red Flag was destroyed, Pavallo, too, ended up a captive of the heqeti. He would like to return to his bandon.
9. **2 heqeti hoppers** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 35, 33; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

10-44: Slime and Ooze Pits

This chamber is the site at which the heqeti prepare their various slimes and work to create new ones. Smelling strongly of ammonia and other chemicals, and lit only dimly by phosphorescence floating in the central pool, the chamber and the experiments performed here are directed by Qassapik, the Chief Weaver (area 10-48). A long central pit runs down the center of the chamber; it is flanked by seven niches, each containing its own smaller pit. The flanking pits are labeled A through G.

Unalerted: Two builders and a 50% chance of Qassapik (10-48).

Alerted: Two builders guard the pits at all times.



Central Slime Pit: The central pit is 40' long, 8' wide, and 8' deep, and is filled with roiling and burping slimes of different colors and consistencies. Although the pit was originally filled with a fixed set of slimes extruded by Rimmaq-Isfet itself and imported from the Abyss, the noxious pit is constantly mutating, with existing slimes being re-absorbed into the base matter and new slimes being extruded. At any given moment 4-7 heqeti slimes (see new monsters) are visible on the surface of the pool. Each hour, however, there is a 75% that any one of the initial slimes will be replaced by 1-2 new ones. Slimes are quiescent until removed from the pool, at which point they will, if not contained or put into another slime pit, act according to their basic function (see below). The heqeti have been hoping to recreate their great victory against the rudishva by discovering and/or encouraging a plague slime that will eliminate the varumani or humans. So far, however, they have been unsuccessful (or unlucky).

Pit A: This pit is filled with an oily, thick, greenish slime that is curative to heqeti and other amphibians (cures 2-8 HP once per hour through immersion, or 2-12 HP per full draught drunk), but poisonous to all other species (save at +2 if touched, save at -4 if drunk). It has no motility or combat abilities. There is enough of it to fill 6 delivery devices.

Pit B: A thick, viscous, grayish-green slime is found here; although it stinks horribly, it is a powerful fertilizer, and can be used to enhance plant growth. If ingested it causes hair to grow uncontrollably at ten times normal speed for 3 weeks. There is enough of it to fill 6 delivery devices. It has no motility or combat abilities.

Pit C: The pit is filled with a thick, white slime the consistency of paint (there is enough of it to fill six delivery devices). The slime is highly corrosive to stone, earth and metal; it will eat away a 10'x10'x2" section in 1-4 hours. It could be used as a crude grenade-like projectile that will eat away metal armor and weapons in 1-3 rounds. To protect the slime pit, the pit is lined with mats made of tightly-woven reeds. Stats: **6 white**, **oily and thick heqeti slimes** (see new monsters, roll for type) slimes (see new **monsters**, roll for type): SZ S; AL N; AC 6; MV 20' on liquids; HD 2; HP 14, 13, 11, 11, 10, 9; #AT 1; Dmg special; MR 15%. Special attacks: corrode stone, earth and metal. Special defenses: healed by electricity or lasers; slowed by cold.

Pit D: A deadly type of heqeti slime (see new monsters) fills this pit; there is enough of it to fill six delivery devices. This slime has been harvested from the central pit and carefully encouraged by Qassapik. Stats: **6 burnt orange**, **softened-butter-like heqeti slimes** (see new monsters): SZ S; AL N; AC 6; MV 20' pseudopod; HD 2; HP 15, 13, 12, 10, 10, 9; #AT 1; Dmg 2-12; MR 15%. Special attacks: kills in 2 rounds if not scraped off. Special defenses: healed by electricity or lasers; slowed by cold.

Pit E: A clear, viscous slime fills this pit. It is used to coat the stone walls in heqeti habitations, and is the source of the pebbled, oily surface of such stonework. If applied to stonework, it produces the 'heqeti effect' in 3-6 hours. The slime is otherwise harmless. It has no motility or combat abilities.

Pit F: This pit contains one randomly-determined heqeti slime (see new monsters; use tables to determine type and effect). There is enough of it to fill three delivery devices.

Pit G: This pit contains one randomly-determined heqeti slime (see new monsters; use tables to determine type and effect). There is enough of it to fill three delivery devices.

Delivery Devices: Stacked by the entrance are twelve oval containers, each about 2' long. The ovals are made of a strange grey-brown chitinous substance and feature a porous membrane on one end. These ovals are transport and delivery systems for heqeti slimes; once a slime is scooped into the container, it can be thrown as a projectile or cast into the water (the porous membrane then allowing the slime to seep into the water).

Inhabitants:
1. Qassapik, the Chief Weaver (for stats see 10-48).
2. **2 heqeti builders** (see new monsters), **6th/6th-level fighter/clerics of Kauket**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 46, 45; #AT 1; Dmg 4-9 (**short sword +2 of wounding**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **short sword +2 of wounding**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.
3. **4-7 heqeti slimes** (see new monsters) **in the main slime pit**: SZ S; AL N; AC 6; MV varies; HD 2; HP 15, 14, 13, 12, 12, 11, 9; #AT 1; Dmg varies; MR 15%. Special attacks: varies. Special defenses: varies. The specific features (color, consistency, motility, and effect) should be determined using tables found in the new monsters appendix.
4. **Other heqeti slimes** (see new monsters) found in one of the specific pits are detailed above.

10-45: The Tongue's Ear

The chamber's walls are painted white; in the center of each is painted a huge black, barbed spear. Rising 4.5' from the center of the floor is a large, spiral, horn. The horn is a greenish-shade of yellow, with many ugly carbuncles. The heqeti refer to the horn as "the Tongue's Ear", as those seeking an audience with the Great Tongue (10-47) or another of the heqeti leaders must speak their petition into the open mouth of the horn. Such petitions are vocalized through a specialized, permanent **magic mouth** placed on the north wall of the corridor running between 10-47 and 10-49. To prevent frivolous petitions, four heqeti chosen (see new monsters) stand guard in the chamber. If intruders manage to get to this point without alerting the Great Tongue or others, one of the chosen immediately rushes to the horn and croaks a warning; the heqeti leaders will then flee through the secret door to 10-53 to rally a response.

Unalerted: Four heqeti chosen.

Alerted: No one is present here.

Inhabitants:
1. **4 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 46, 44, 42, 39; #AT 2; Dmg 3-8 (**halberd +1**), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Possessions: **halberd +1**.

Treasure:
The horn, from a creature native to the abyss, could be broken off carefully from where it is inserted into the stone floor and sold for 1,250 gp.

10-46: Great Tongue's Overlook

This ledge provides a view of the marsh and ziggurat from a position 55' above the floor of the marsh. The worked walls are pebbled and oily, and contain two 5'x5' panels displaying half-relief sculptures. The sculptures are incredibly lifelike, are still partly painted in vibrant colors, and depict heqeti weavers summoning keqemandri. If hacked out of the walls, they might bring 10,000 gp to an Archontean collector of curiosities.

Unalerted: If the complex is taken by surprise, there are no inhabitants here.

Alerted: Three heqeti apprentices, waiting to support the Great Tongue (see 10-35) with spells.

Inhabitants:
1. **2 apprentice heqeti weavers** (see new monsters), **as a 4th-level magic users**: SZ M; AL CE; AC 5; MV 120', 90' swimming; HD 4; HP 12, 10; #AT 1; Dmg 2-5 (dagger). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: each as a **wand of magic missles** (14, 17 charges) and a curved dagger. Memorized spells for each: **enlarge**, **magic missile**, **spider climb**; **strength**, **web**. Spell books: **detect magic**, **enlarge**, **magic missile**, **protection from good**, **read magic**, **spider climb**; **darkness 15' radius**, **invisibility**, **strength**, **web**.

   One of the two has been afflicted by the light master effect from the magical nexus at 10-12. Although his infravision is strong, he emits a purple glow visible for 150'.
2. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level cleric of Kauket**: SZ M; AL CE; AC 5; MV 120, 90' swimming'; HD 4; HP 21; #AT 1; Dmg 3-8 (**club +1**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **club +1**; heqeti spore bomb (see Arden Vul items). Spells prayed for: **bless**, **command**, **cure light wounds**, **darkness**, **detect magic**; **chant**, **hold person**, **resist fire**, **silence 15' radius**.

10-47: The Great Tongue

This opulent chamber is the residence of Reepsiq, the heqeti tasked with overseeing the ziggurat and other heqeti activities in Arden Vul. That heqeti is, of course, the Great Tongue.

A massive carved image of the mouth of Kauket occupies almost all of the south wall; it is easily 10' in diameter. The mouth is gaping open, and a sinuous stone tongue emanates from it, curving down to join a shallow, semi-circular pool that is also connected to the south wall. The tongue's curves are such that not only can Reepsiq sleep on one of the upper curves, the lowest portion of the tongue serves as a throne-like chair in which he sits for audiences. The pool into which the tongue descends is home to a half-dozen glowing friend (see new flora) specimens, which give the chamber an eerie half-light. The other walls are painted black, with numerous white teardrops. Against the west wall are two locked and trapped stone chests.

The current Great Tongue is Reepsiq. Reepsiq is bowed with age, and walks with the aid of a walking stick; he is missing one eye, moreover, and bears many battle scars. Despite his kindly, slow-moving, avuncular appearance, Reepsiq is keenly intelligent and capable of moving with startling quickness and direction. He loathes humans, and has made it his goal to expel humans and their 'allies' (by which he includes humanoids and even the varumani) from Arden Vul. He reluctantly deals with the other evil Underearth races, and allows a modicum of trade to take place here (see 10-54), but he is at his core a xenophobe. His unshaking confidence and vision have made him trusted and respected, even despite his failure to summon Kauket in person (see 10-37).

Unalerted: Reepsiq is present here if the heqeti do not suspect trouble. Note that should the guards at 10-45 warn him of trouble through the horn/magic mouth, he will flee through the secret door to 10-53 so as to avoid being trapped in his chamber.

Alerted: If the complex is on alert, Reepsiq is to be found atop the ziggurat (10-35).

Trap (**symbol of persuasion**): A **symbol of persuasion** is cast on the wall above the inside of the door; those entering are affected unless they take special precautions.

Trapped Chests (**glyphs of warding**): The chests are trapped with **glyphs of warding** that, if not detected and disarmed, drain an energy level from the hapless visitor.

GM Note: A permanent **magic mouth** of sorts is located on the wall across from the entrance to this room. It activates whenever someone speaks into the horn in area 10-45, and merely repeats (in a loud, heqeti voice) whatever was spoken there.

Inhabitant:

1. **Reepsiq**, **the Great Tongue**, **as a heqeti weaver** (see new monsters) **and a 17th-level cleric of Kauket**: SZ M; AL CE; AC 1; MV 120', 90' swimming; HD 17; HP 79; #AT 1; Dmg 2-4 (**staff of the serpent**, **adder**). Constant abilities: infravision; WIS 18 for bonus spells. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **choker of the Great Tongue** (see new magic items); a **heqeti ring** (see new magic items); **staff of the serpent** (adder); cleric scroll with **dispel magic** (x2); cleric scroll with **gate spell**; cleric scroll with **symbol of pain**; a key to the secret doors leading to 10-53; and six pieces of amber jewelry worth 1,675 gp total. Cleric spells: **bless**, **cause fear**, **command** (x2), **cure light wounds** (x2), **darkness**, **detect magic**, **light**, **protection from good**; **augury**, **chant**, **find traps**, **hold person** (x2), **know alignment**, **resist fire**, **silence 15' radius** (x2), **speak with animals**; **animate dead**, **cause blindness**, **continual darkness**, **curse**, **dispel magic**, **glyph of warding**, **locate object**, **prayer**, **speak with dead**; **cause serious wounds** (x2), **cure serious wounds**, **divination**, **neutralize poison**, **protection from good 10' radius**, **tongues**; **commune**, **cure critical wounds**, **flame strike**, **raise dead**, **true seeing**; **blade barrier**, **conjure animals**, **heal**; **unholy word**.

Treasure:
In the two locked and trapped stone chests: one contains 247 pearls (100 gp each), 799 moss agate gems (10 gp each), and 33 polished rock crystals (50 gp each); the other contains 17 pure white **tears of Kauket** (see new magic items), three cleric scrolls, each with **dispel magic** and **symbol** upon it; a **pledge of Rimmaq-Isfet** (see new magic items); and six pieces of amber carved in the shape of a teardrop (150 gp each).

10-48: The Chief Weaver

This chamber is the home of Qassapik, the heqeti Chief Weaver. Built into the west wall are small shrines to both Kauket and Rimmaq-Isfet. Against the east wall are a stone sleeping bench, a stone planter from which rises a specimen of glowing friend (see new flora), and two locked, trapped, stone chests. Against the south wall is a dais on top of which sits a strange 'throne.' The throne is in the shape of a teardrop 8' tall and 5' wide, with a 3'-wide seat cut into the front side. The teardrop is made of basalt, although it glistens with an oily sheen and smells slightly of burnt sugar.

Like his contemporary, the Great Tongue, Qassapik is a scarred veteran of countless ambushes, deceits, and betrayals. While looking almost human, his heqeti nature is betrayed by a slit nose and the odor of burnt sugar that his sweat produces (the byproduct of a magical experiment). Qassapik is fanatical in his devotion to Kauket and Rimmaq-Isfet, and constantly spurs Reepsiq to take bolder moves into Arden Vul. His duties include training the weaver apprentices and advising the Great Tongue on all matters connected to arcane magic.

Shrines: The shrines are simple affairs. The one to Kauket takes the form of six yellow demon's tusks (about 4' long each) bound together with leather strips; the 'top' of the shrine is a piece of dried human-hide. Atop it is a simple copper bowl and a copper knife. The shrine to Rimmaq-Isfet is a 4'-tall block of red porphyry; a shallow depression is carved into the top of the block. A disgusting stew of blood, guts, and other fluids fills the depression; it is filled with maggots.

Unalerted: If the complex has not been alerted, there is a 50% chance that Qassapik is found inspecting the slime pits (10-44), a 25% chance that he is here, and a 25% chance that he is in area 10-51. Note that if he is present in his chamber when the guards at 10-45 warn the leaders of trouble through the horn/**magic mouth**, he will flee through the secret door to 10-53.

Alerted: No one is present. Qassapik is located at 10-35, alongside the Great Tongue.

Trapped Hidden Compartment (**symbol of pain**): Beneath the seat in the teardrop is a hidden compartment, in which Qassapik stores some valuables. The compartment detects as a secret door, and is easy to pry open once detected. The inside of the lid has a **symbol of pain** inscribed on it. Within the 3'-square compartment are the following: 16 teardrop-shaped plugs of silver (25 sp each); 160 pearls (100 gp each); a 5-lb lump of **arcanum** (see new magic items); 6 pure white **tears of Kauket** (see new magic items); a map made of lizard hide that shows the route through the Underearth to the main heqeti settlement as well as 3-6 other locations of the GM's devising; an accurate map of all the heqeti areas of Level 9 (i.e., 9-31 to 9-48, 9-75 to 9-82, and 9-109 to 9-125); and Qassapik's spell book.

Locked and Trapped Chests (**glyphs of warding**, poisoned locks): Like similar chests, these are trapped with **glyphs of warding** (energy drain). Unlike others, they are also trapped with poison needles in the locks; the poison kills unless a saving throw is made. The chests are red herrings, however, as they are both empty.

Inhabitant:

1. **Qassapik, a heqeti weaver** (see new monsters), **as a 10th/9th-level magic user/cleric of Kauket**: SZ M; AL CE; AC 0; MV 120', 90' swimming; HD 10; HP 48; #AT 1; Dmg 4-9 (**staff of power**). Constant abilities: infravision; WIS 18 for bonus spells. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +3** (see new magic items); **pledge of Rimmaq-Isfet** (see new magic items); **staff of power** (18 charges); **ring of fire resistance**; and a key to the secret doors leading to 10-53. Cleric spells: **bless**, **command**, **create water**, cure **light wounds**, **detect magic**, **protection from good**; **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**, **snake charm**; **animate dead**, **curse**, **dispel magic**, **feign death**; **cure serious wounds**, **protection from good 10' radius**, **tongues**; **flame strike**. Magic user spells: **enlarge**, **magic missile** (x2), **shield**; **darkness 15' radius**, **mirror image**, **ray of enfeeblement**, **web**; **dispel magic**, **fireball**, **haste**; **confusion**, **polymorph other**; **cloudkill**, **cone of cold**.

Treasure:
See text.

Qassapik's Spell Book: **Burning hands**, **comprehend languages**, **detect magic**, **enlarge**, **hold portal**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **sleep**, **unseen servant**; **continual light**, **darkness 15' radius**, **detect invisibility**, **knock**, **magic mouth**, **mirror image**, **ray of enfeeblement**, **scare**, **shatter**, **strength**, **web**; **blink**, **dispel magic**, **fireball**, **haste**, **hold person**, **invisibility 10' radius**, **slow**, **tongues**; **confusion**, **fear**, **fumble**, **monster summoning II**, **polymorph other**; **cloudkill**, **telekinesis**.

10-49: The Second Tongue

These are the quarters of Pikaressa, the heqeti leader in charge of heqeti military matters. They are rather spartan. Along the east wall are stone sleeping bench, a locked stone chest, and a wall-mounted rack with a dozen spears (one is a **spear +3**). The preserved head of an owlbear is mounted on the south wall; below it are badly reeking, semi-preserved corpses of a human, a varumani, and a kaliyani that Pikaressa uses as practice dummies. By the west wall are several racks holding human-sized armor, trophies of Pikaressa's battles: they include a full set of archaic Archontean legionary armor from the era of Marius Tricotor (350 gp); a **suit of imperial field plate +2** (see Arden Vul items); and a suit of cursed **banded mail of vulnerability -2**.

Pikaressa is a strong, vigorous warrior. Dressed in her specially-made mail and wielding her deadly spear, she strikes an imposing figure among the lesser heqeti. She has a curiosity about human culture, which has led her to collect human rings and coins; still, she is as devoted to Kauket as the rest of the leadership. The hoppers and chosen are genuinely afraid of her.

Unalerted: Pikaressa is present here when the heqeti are not suspecting trouble. Note that should the guards at 10-45 warn the leaders of trouble through the horn/**magic mouth**, she will flee through the secret door to 10-53 so as to avoid being trapped in her chamber.

Alerted: If the complex is on alert, Pikaressa is to be found in area 10-36, preparing to lead an ambush against intruders.

Locked Chest: Pikaressa doesn't keep much wealth, preferring to donate most of it to the ziggurat treasury. The chest holds 2,113 ancient silver pennies (see Arden Vul items), a stone statuette of Kauket (100 gp), and a large lump of amber carved in the shape of a heqeti warrior (275 gp).

Secret Door (east, in hallway): The secret door to area 10-53 is difficult to locate (1 in 8 chance). It reveals its keyhole to anyone speaking the heqeti words 'open, now!' within 5' of the wall; each of the leaders holds a key. The door can also be beaten down (AC -2, HP 25), although edged weapons only do 1 HP damage and each non-magical weapon used to attack the door has a 5% cumulative chance per round of breaking during the process (magical weapons have a 2% cumulative chance).

Inhabitant:

1. **Pikaressa, a heqeti builder** (see new monsters), **as a 12th/5th-level fighter/magic user** (see new monsters): SZ M; AL CE; AC -1; MV 90', 120' swimming; HD 12; HP 51; #AT 1; Dmg 5-10 (bone **spear +3 of life stealing**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: finely-wrought heqeti mail (-4 to AC); **ring of protection +2**; a bone **spear +3 of life stealing**; a **heqeti ring** (see new magic items); a **potion of extra healing**; a **potion of stone-giant strength**; a key to the secret doors leading to 10-53, and six plundered gold signet rings, each worth 100-600 gp. Spells memorized: **enlarge**, **magic missile**, **protection from good**, **shield**; **continual light**, **web**; **slow**. Pikaressa was affected by the magnetism effect produced by the magic nexus at area 10-12. She is content that her mail and rings are effectively bonded to her. In combat, enemies wielding metal weapons have a -2 to hit her due to the magnetism; on a successful hit, moreover, the enemy must make

an open doors check or else the enemy's weapon is effectively stuck to Pikaressa.

Treasure:
See text.

Pikaressa's Spell Book: **Charm person**, **detect magic**, **enlarge**, **light**, **magic missile**, **protection from good**, **read magic**, **shield**, **spider climb**; **continual light**, **ESP**, **levitate**, **web**; **feign death**, **haste**, **slow**.

10-50: East Causeway and Corridor

This imposing causeway connects the pilgrims' rest (10-21) with the eastern areas of the heqeti shrine. Where it extends into the great cavern, it rises 25' above the level of the marsh. In the corridor segment that leads to 10-51 a pair of niches hold statues. The statues are 8' tall and depict Reepsiq, the Great Tongue, and Qassapik, the Chief Weaver (see 10-47 and 10-48). Each is festooned with small bits of leather, feathers, and small trinkets; with the clutter stripped away, each could be sold for 475 gp.

10-51: Hall of the Heqeti

This large hall provides a gathering and socializing space for heqeti pilgrims who have come to visit the ziggurat. The ceiling is 20' tall and supported by eighteen thick columns. In the center is a large, shallow pool of murky dirty water (3' deep) that surrounds a dais and a statue of Kauket. A dozen specimens of the glowing friend (see new flora) twine about iron rods placed along the edge of the pool. The plants provide a dim light to the area. Ordinarily the hall contains 21-40 heqeti pilgrims, who gather in the aisles formed by the columns and wade in the pool.

Statue of Kauket: The statue is about 15' tall and shaped of red porphyry. He appears as a biped, with the trunk of a salamander), the feet of an elephant, human arms, and an oversized salamander-esque head. He carries his famous spear in an aggressive posture. His saucer-like eyes drip a liquid that hardens into **tears of Kauket** (see new magic items) when it hits the water of the pool. Enough liquid to form a single tear drips every hour.

Unalerted: Two apprentices are always present so as to offer advice to the pilgrims (see above). There is a 25% chance that Qassapik (see 10-48) is present here, intimidating the lesser heqeti.

Alerted: If the complex is alerted, two apprentices are stationed here to watch over the public areas.

Inhabitants:

1. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level magic user**: SZ M; AL CE; AC 5; MV 120', 90' swimming; HD 4; HP 10; #AT 1; Dmg 2-5 (dagger). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **wand of frost** (18 charges); curved dagger. Memorized spells: **enlarge**, **magic missile**, **spider climb**; **strength**, **web**. Spell book: **detect magic**, **enlarge**, **magic missile**, **protection from good**, **read magic**, **spider climb**; **darkness 15' radius**, **invisibility**, **strength**, **web**.
2. **1 apprentice heqeti weaver** (see new monsters), **as a 4th-level cleric of Kauket**: SZ M; AL CE; AC 5; MV 120, 90' swimming'; HD 4; HP 21; #AT 1; Dmg 3-8 (**club +1**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **club +1**; heqeti spore bomb (see Arden Vul items). Spells prayed for: **bless**, **command**, **cure light wounds**, **darkness**, **detect magic**; **chant**, **hold person**, **resist fire**, **silence 15' radius**.
3. **Qassapik**, 25%: see stats at 10-48.
4. **21-40 heqeti hopper pilgrims** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 32, 31, 30, 29(x3), 28(x5), 27(x5), 26(x5), 25(x5), 24(x5), 23(x5), 21, 20, 19, 19; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

Treasure:
9 **tears of Kauket** (see new magic items) - see text.

10-52A: Heqeti Barracks

This chamber is a barracks for heqeti hoppers. It is dark and smells with a stale, fishy odor. Forty-five sleeping bunks are set into the walls (although Reepsiq does not have a full complement of hoppers). Two battered wood tables, a dozen stools, racks for spears, two large stone bins full of nasty fish paste (heqeti food), and a practice dummy made of straw (and shaped like a human) stand in the center of the chamber. Only eight of the hoppers are actually present in the barracks at any given time.

Secret Door (on north wall of hallway): This narrow door is difficult to locate (1 in 8) and only opens if the proper key is inserted into a cleverly hidden hole. Keys are held by Reepsiq, Qassapik and Pikaressa (see 10-47 to 10-49).

Inhabitants:

1. **8 heqeti hoppers** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 29, 28, 27, 26, 24, 23, 22, 20; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

Treasure:
Twenty of the bunks contain small bits of silver, copper, and shell jewelry worth 11-20 gp per bunk.

10-52B: Barracks

This chamber is identical to area 10-52A, including inhabitants and treasure.

10-53: Treasury

This secret chamber serves as the treasury for the ziggurat. Four large stone bins hold the bulk of the treasure collected from the pilgrims at areas 10-20 and 10-57. These bins contain 183 semi-precious stones (carnelian, citrine, onyx and sardonyx) worth 50 gp each, plus 3,971 ornamental gems (mostly azurites, malachites, moss agates, pieces of obsidian and tiger eyes) worth 10 gp each.

Mixed in with this treasure are 17 pieces of amber (100 gp each), 11 pieces of coral (100 gp each), and 1 black opal (5,000 gp).

A fifth stone bin holds more unusual goods, including the majority of Sir Mendacity's equipment (for Sir Mendacity, see 7-81): her **circlet of command** and **backpack of capacity** (see new magic items); her key to SL10A-16, gothic armor, and sun lance (see new technological items); and her **broadsword +2**, **+4 vs giants**. The bin also holds a **tome of clear thought**, plus four scrolls: one with the spells **enchant an item** and **guards and wards**; a second with **stone to flesh**; a third scroll with **power word**, **stun**; and a fourth with **mass charm**. At the GM's desire, the treasury may also contain any quest items appropriate to his/her setting.

Secret Door (west): This door is easy to find (1 in 4) from this side. The key held by the heqeti leaders opens it (see 10-47 to 10-49).

Secret Door (east): This door is easy to find (1 in 4) from this side. The key held by the heqeti leaders opens it (see 10-47 to 10-49).

10-54: Underearth Traders

This chamber is rather spartan, with roughly carved walls and no decoration. A half-dozen smoky torches light the area, and two **tripods of heating** (see new magic items) stand in its center. The handful of traders allowed by the heqeti to enter the ziggurat area and conduct business are assigned to this chamber. Each trader is responsible for his/her own possessions and security; most sell goods out of their saddlebags and sleep atop the same. Currently three traders are present.

Chert Tillis

Personality: Unctuous and servile in public, vicious and vindictive privately. Chert wears flowing black and yellow silken robes over his armor.

Reputation and/or relations with Factions: He is well known and considered a reliable and relatively harmless occasional visitor. He has only visited the heqeti within Arden Vul, but is aware of the varumani and kaliyani.

Secret? While naturally a spy, his demeanor renders him less suspicious in the eyes of the heqeti. He hopes to learn the location of the hidden derro city that is the home of Gest Felstapper (see SL9-79); he has encountered Gest in safe zones throughout the Underearth and would very much like to learn Gest's routes. He has thoroughly scouted the great cavern (10-15) and knows most of the routines of the heqeti leaders. He considers it impossible and/or impractical for his people to attempt a raid on the heqeti.

Available Liquid Wealth: Small lumps of gold worth a total of 2,300 gp; small silver cylinders worth a total of 3,500 sp; 319 ancient Archontean pennies (see Arden Vul items).

Might Buy: Specific information (layouts, maps) about Levels 7 and 9; magic items; exotic (that is, fresh) surface-world fruits and vegetables.

Goods for Sale: 100 lb of dried mushrooms (20 gp/lb), 10 steel picks, 20 daggers, 1 poisoned dagger, 5 2-lb lumps of **arcanum**, 3 **potions of invisibility**, a copy of *Thorcin Poisons and their Cures* (see Arden Vul books), maps to the Silent Sea, to Lissak-Tol, and to two other Underearth locations of the GM's choosing.

Companions: 2 duergar bodyguards, as 3rd-level fighters

Inhabitants:

1. **Chert Tillis**, **5th/6th level duergar cleric/assassin**: SZ S; AL LE; AC 3; MV 60'; HD 6; HP 28; #AT 1; Dmg 5-8 (**war hammer +2**), 2-5 (daggers). Abilities: STR 16, INT 11, WIS 16, DEX 10, CON 10, CHA 13. Constant abilities: infravision. Special attacks: surprise on 3 in 6. Special defenses: surprised only 1 in 10; save versus magical attacks at +4; immune to paralysis and poison; unaffected by illusion or phantasm. Psionic strength: 45. Psionic disciplines: expansion, invisibility, molecular attraction, reduction. Possessions: **studded leather +3** and shield; **war hammer +2**; two poisoned daggers; gilded derro skull on a chain (15 gp). Spells prayed for: **command**, **create water**, **detect magic**, **light**, **sanctuary**; **augury**, **hold person** (x2), **silence 15' radius**, **slow poison**; **dispel magic**.
2. **2 female duergar bodyguards**, **3rd-level fighters**: SZ S, AL LE; AC 3; MV 60'; HD 3; HP 20, 18; #AT 1; Dmg 3-6 (hammer), 2-7 (short sword), 1-4 (light crossbow). Constant abilities: infravision. Special attacks: surprise on 3 in 6. Special defenses: surprised only 1 in 10; save versus magical attacks at +4; immune to paralysis and poison; unaffected by illusion or phantasm. Psionic strength: 36. Psionic disciplines: expansion, invisibility, molecular attraction, reduction. Possessions: banded mail and shield; hammer, short sword; light crossbow and 20 bolts.

Peelstiv

Personality: Alien, mysterious, difficult to read; she doesn't understand human/heqeti personal space, and is constantly coming too close to interlocutors' faces.

Reputation and/or relations with Factions: She is an unknown quantity. Given their ancient alliance with the kaliyani, the heqeti are familiar with kaliyani practice and interests; still, they do not know Peelstiv and thus mistrust her motives.

Secret? She is one of the most trusted and experienced agents from Lissak-Tol, and has been tasked by the eleven consortia to locate Tsilliv and the renegade heqeti of the twelfth consortium (see SL9). She poses as a trader, but is interested in any hint of news about the kaliyani traitors.

Available Liquid Wealth: 100 tiger eye gems (10 gp each), 16 pieces of coral (100 gp), and 20 lb of powdered silver (1,000 sp).

Might Buy: Kaliyani artifacts, rudishva artifacts, magic items, information

Goods for Sale: Kaliyani charms (10 gp each); 3 empty rudishva lesser power supplies, sold as curios (5 gp each); 8 **kaliyani asp eggs** (see new magic items), 2 each of **eggs of fire**, **eggs of cold**, **eggs of torment**, and **eggs of blinding**; a bundle of 6 specimens each of 1-3 species of mushrooms from the new flora appendix (for prices see area 9-6).

Inhabitants:

1. **Peelstiv**, **7th-level kaliyani soldier** (see new monsters): SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 7; HP 49; #AT 2; Dmg 3-9/3-8 (**bastard sword +1**/scimitar). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: **bastard sword +1** and a serrated scimitar; a **ring of protection +2**; a vial of kaliyani refreshening liquid (see Arden Vul items); small jewelry worth 179 gp; and **potions of superheroism** and **fire giant strength**.

Margarita Blood-Eyes

Personality: Hostile and aggressive, but responds well to those who stand up to her. She has a distinctive look: she sports a stone-colored full length cloak with hood covering blood red leather

armor and gear. In addition, her face and forehead are coated with ash-grey makeup punctuated only by blood red eyeliner and blood red ovals on her cheeks. She does not speak Archontean, but rather an archaic dialect of Thorcin.

Reputation and/or relations with Factions: The heqeti consider her god-possessed, and thus treat her with caution. Some would like to slaughter her out of hand due to the long enmity between humans and heqeti, but the leaders have ruled that the cult she follows makes her acceptable as a trader.

Secret? She is a representative of a reclusive cult of humans who fled the surface world 97 years ago so as to be free to worship the alien deity Mzingaloq (see Gods of Magae in the World of Archontos appendix). This cult slew a community of Svirfneblin and took the deep gnomes's home for their own. They are xenophobic and highly paranoid, and only trade with other subterranean races out of necessity.

Available Liquid Wealth: 25 solid gold plugs shaped like elongated incisors (25 gp each); 719 ancient silver pennies; 391 ancient gold solidi (see Arden Vul items).

Might Buy: Foodstuffs of any sort, particularly in bulk; steel or iron ingots; high quality weapons; magic items

Goods for Sale: 150 lb of nutritious lichen (35 sp/lb); 37 riding salamander eggs packed in a combination of water and mud (40 gp per egg); and a sapphire **Sortian eye** for which she wants 2,400 gp (see new magic items).

Companions: 4 2nd-level fighters as bodyguards. The guards' faces are also coated with ash-grey pigment, but lack the red highlights; all four are mute.

Inhabitants:

1. **Margarita Blood-Eyes**, **9th-level female Archontean thief**: SZ M; AL CE; AC 2; MV 120'; HD 9; HP 40; #AT 1; Dmg 4-10 (**broad sword +2**, **nine lives stealer**), 1-4 (dagger). Abilities: STR 11, INT 14, WIS 9, DEX 17, CON 12, CHA 15. Thief skills: PP 75%, OL 72%, F/RT 60%, MS 75%, HS 61%, HN 30%, CW 98%, RL 45%. Possessions: **blood-red leather armor +3**; **broad sword +2**, **nine lives stealer** (2 lives remaining); poisoned dagger; copper holy symbol of Mzingaloq in the shape of an opening door (20 gp); **potions of invisibility** and **frost giant strength**.
2. **4 cultist bodyguards**, **as 2nd-level male Archontean fighters**: SZ M; AL CE; AC 4; MV 90'; HD 2; HP 17, 15, 14, 14; #AT 1; Dmg 2-7 (spear), 2-9 (battle axe). Special: +1 to damage from STR. Possessions: chain mail and shield; spear; battle axe.

10-55: Relaxation Pools

This low-ceilinged hall (8') is dimly lit by the green phosphorescence of the glowing friend (see new flora). The sound of dripping water is audible from the entrance.

Four pools, each about 5' deep, line the floor. From each pool rise several specimens of the glowing friend, from which moisture drips back into the pools. Surrounding the pools are a total of nineteen relaxation beds designed for heqeti: these are made of stone and are pea-pod shaped, allowing a heqeti to curl up while still dipping his/her toes into the pool.

At the west end of the chamber is a statue of two crouching heqeti facing each other while touching tongues (a mating ritual). The statues are stone, 5' tall, and remarkably detailed; the ensemble could be sold as a terrifying curiosity for 6.000 gp.

At any given moment, ten heqeti pilgrims are present here, relaxing in the quiet and near-darkness.

Inhabitants:

1. **10 heqeti hopper pilgrims** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 30, 29, 28, 26, 24, 23, 22, 21, 20, 19; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

10-56: Pilgrims' Cells

Ten small and five larger cells are placed here for the comfort of pilgrims to the ziggurat of Kauket. All cells are spartan, with bead-curtains made of shells instead of doors. The smaller cells contain six stone sleeping niches set into the walls, while the larger contain six sleeping niches plus two chairs and a low table.

At any given moment there are 40-60 pilgrims visiting the entire area, but they are typically spread out among the various sites: ziggurat (10-32 to 10-37), pilgrims' rest (10-20), and other common areas (10-51, 10-54, and 10-55). Only ten pilgrims are thus likely to be resting in the cells. These resting heqeti are randomly distributed throughout the cells. For each cell entered, the GM should assign a 1 in 4 chance that 1-3 pilgrims are present until, of course, the limit of ten pilgrims has been reached. If a cell is searched, the following table determines what is present:

D20	Item(s)
1-5	Nothing
6-8	A purse made of two shells sewn together, containing 100 sp worth of powdered silver and a 25% chance for a gem worth 10-50 gp
9-10	A stone statuette of a gravid heqeti with open, toothed maw (25 gp)
11-12	A silver brooch in the shape of a teardrop (50 sp)
13-14	A ring made of jade, coral and shark's teeth (65 gp)
15-16	Three vials of Kauket's vision (see Arden Vul items)
17-19	A leather purse containing 1-10 gems worth 10-100 gp each
20	A potion, to be determined randomly

Inhabitants:

1. **10 heqeti hopper pilgrims** (see new monsters), **as 4th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 30, 29, 28, 26, 24, 23, 22, 21, 20, 19; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

10-57: Tolls and Bone Gate

An imposing bone portcullis blocks access between the Underearth and the heqeti shrines on Level 10. The portcullis is made of thick, femur-sized bones lashed together with sinew. The lower portion of the portcullis slides into holes in the floor. A simple winch located on the north wall by the passage to 10-58 allows it to be raised and lowered.

The heqeti keep the portcullis lowered nearly all the time. Entrance is granted to other heqeti and selected sympathetic residents of the Underearth, including a handful of traders (see 10-

54). All those entering the through the portcullis must pay a toll of 10 gp or the equivalent. The heqeti chosen (see new monsters) who guard the portcullis deposit the offerings into a 4'-tall, copper statue of a salamander-monster with open mouth. Periodically the guards empty the tolls into the treasury at 10-53.

A frontal assault that does not immediately silence or neutralize the gate-keepers is likely to alarm the whole complex, as one of the heqeti chosen will sound a spiral, demonic horn to alert the neighboring guards (10-54 and 10-56) and eventually all the heqeti nearby. The horn's blast is likely to lead to a battle royale with all the inhabitants of areas 10-32 to 10-56.

Inhabitants:
1. **3 heqeti chosen** (see new monsters), **as 6th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 6; HP 40, 38, 37; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice.
2. **1 heqeti weaver** (see new monsters), **as a 7th-level magic user**: SZ M; AL CE; AC 3; MV 120', 90' swimming; HD 7; HP 22; #AT 1; Dmg 1-4 (throwing daggers). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: **amulet of natural armor +2** (see new magic items); **wand of magic missiles** (23 charges); six throwing daggers; two **glass spheres of arcane assistance** (one of arcane warding, one of protection) (see new magic items); **potion of gaseous form**. Spells: **enlarge**, **jump**, **magic missile**, **shield**; **continual light**, **levitate**, **ray of enfeeblement**; **fireball**, **protection from normal missiles**; **polymorph other**.

Treasure:
The copper salamander statue (250 gp), containing small valuables worth 3,790 gp. The sounding horn is worth 50 gp.

10-58: Heqeti Guardroom
A squad of eight heqeti hoppers waits here, ready to defend the ziggurat area from intruders. The pebbled walls, ceiling and floor are painted an unsettling mauve, with yellow images of wriggling tadpoles painted randomly throughout. The hoppers possess a rack of spears, an upturned mushroom cap filled with water, and a basket with three heqeti spore bombs (see Arden Vul items).

Inhabitants:
1. **8 heqeti hoppers** (see new monsters), **as 5th-level fighters**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 36, 34, 33, 32, 31, 30, 28, 28; #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.

10-59: Second Heqeti Guardroom
Aside from the paint scheme, this chamber is identical (including inhabitants) to area 10-58. Here the walls are painted midnight black, punctuated with white teardrops.

10-60: Entry Cave
A dimly-lit balcony overlooks this cave of gently sloping flowstone that leads downward into the Underearth. The balcony is 20' above the floor of the cave; it is formed of worked granite, is pebbled and oily, and holds two braziers filled with glowing coals. A statue and two invisible heqeti chosen (see new monsters) stand atop the balcony. The ceiling of the cave soars another 20' above the balcony.

The heqeti chosen are tasked with watching the entry cave for dangerous monsters or intruders. They do not attack instantly, but rather wait to gather intelligence. In the case of formidable foes, one slips back to 10-58 to warn the gate guards, while the other hides in the entry cave. If foes look weak or confused, they may (50%) materialize and demand that the intruders retreat.

Statue: The statue is 12' tall and made of bronze. It depicts a great heqeti hero of antiquity, Qisstep, brandishing a spear fiercely in the direction of area 10-62. The statue is enchanted such that any of good alignment who approach within 10' cause the statue to bark out threats in Heqeti: "*Enemies! Alert! You shall feed the worms of the marsh!*" The auditory effect easily alerts the toll-keepers at area 10-57.

Inhabitants:
1. **2 invisible heqeti chosen**, **as 9th-level thieves**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 9; HP 59, 55: #AT 2; Dmg 1-6 (bite), or 3-8 (**javelin +1**) or 2-7 (short sword). Special attacks: hop; acid tongue (1-6 acid damage); +1 damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold and water/ice. Thief skills: PP 70%, OL 62%, F/RT 60%, MS 70%, HS 56%, HN 30%, CW 98%, RL 45%. Possessions: 4 bone **javelins +1** (3-8 dmg); short sword; **potion of invisibility**.

10-61: Salamander Pens
Facilities for penning Underearth pack animals are located here. A dozen iron chains and collars are attached to the wall, and a stone drinking trough runs down the middle of the cave. Currently, seven riding salamanders (see new monsters) are chained to the wall. Nearby are some tack and saddle-bags. Two stone bins at the far northeastern corner of the cave hold food for the beasts: one has rotting meat filled with maggots and worms, while the other holds dried insects. The saddle-bags are empty, as the traders have taken their goods to area 10-54.

Inhabitants:
1. **7 riding salamanders** (see new monsters): SZ L; AL N; AC 6; MV 60', 90' swimming; HD 6; HP 43, 41, 41, 39, 37, 36, 35; #AT 1; Dmg 2-12.

10-62: Tunnel to the Underearth
This tunnel leads into the Underearth (unmapped). As a secondary tunnel, it extends about 3 miles until it joins a major passage. From there one can journey in multiple directions to various areas of the Underearth, including a heqeti residential colony; the infamous Silent Sea; a shrine devoted to Rimmaq-Isfet; the mysterious city of Lissak-Tol, home to the eleven consortia of the kaliyani (see SL9-79); and the dwellings of the other Underearth denizens.

ARDEN VUL TABLE OF CONTENTS

General Introduction

A Brief History of Arden Vul ..... V. 1 P. 7
Design Principles ..... V. 1 P. 10
Note on Designation of Keyed Locations ..... V. 1 P. 11
Starting Levels for PCs ..... V. 1 P. 11
General Construction Features ..... V. 1 P. 12
Iconic Locations of Arden Vul ..... V. 1 P. 14
Rumors ..... V. 1 P. 18
Factions of Arden Vul ..... V. 1 P. 30
Adventure Hooks ..... V. 1 P. 48
Customizing Arden Vul ..... V. 1 P. 58

Exterior Adventure Locations

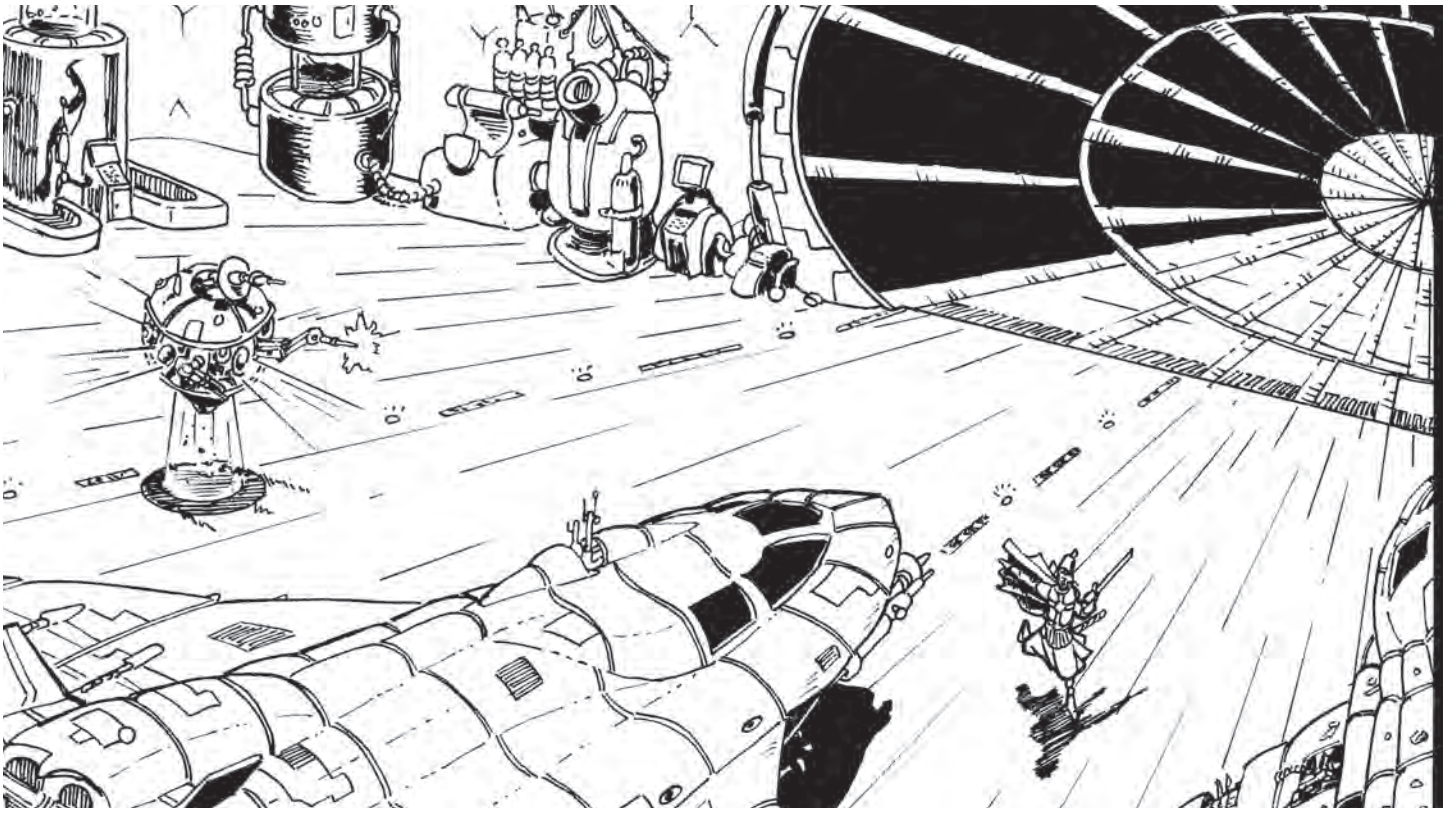
Burdock's Valley, The Azure Keep, and Gosterwick (AK) ... V. 1 P. 61
Exterior: the Long Falls and the Long Stair (EX) ..... V. 1 P. 75
The Ruined City of Arden Vul (AV) ..... V. 1 P. 81
The Pyramid of Thoth (UP) ..... V. 1 P. 107
The Tower of Scrutiny (TS) ..... V. 1 P. 112

The Halls of Arden Vul

Level 1: The Basement ..... V. 1 P. 117
Level 2: The Howling Caves and the Well of Light ..... V. 1 P. 123
Level 3: The Halls of Thoth ..... V. 1 P. 153
Level 4: The Forum of Set ..... V. 1 P. 239
Level 5: The Obsidian Gates and the Midnight Road ..... V. 2 P. 3
Level 6: The Troll Lifts and the Arena ..... V. 2 P. 65
Level 7: The Court of the Troll Thegn ..... V. 2 P. 135
Level 8: The Nether Reaches ..... V. 2 P. 201
Level 9: The Floor of the Great Chasm ..... V. 2 P. 261
Level 10: The Ziggurat of Kauket ..... V. 2 P. 317
Sub-Level 1: The Tombs of Light ..... V. 3 P. 3
Sub-Level 2: The Hall of Shrines ..... V. 3 P. 11
Sub-Level 3: The Lesser Baboon Caves ..... V. 3 P. 23
Sub-Level 4: The Goblin Warrens ..... V. 3 P. 33
Sub-Level 5: The Lizardman Caves ..... V. 3 P. 57
Sub-Level 6: The Drowned Canyon ..... V. 3 P. 73
Sub-Level 7: The Flooded Vaults ..... V. 3 P. 117
Sub-Level 8: The Caves Behind the Falls ..... V. 3 P. 125
Sub-Level 9: The Kaliyani Pits ..... V. 3 P. 131
Sub-Level 10A: The Hold of the Sun-Scarred Knights ..... V. 3 P. 153
Sub-Level 10B: The Citadel of the Sun-Scarred Knights .... V. 3 P. 167
Sub-Level 11: The Tomb of Isadora ..... V. 3 P. 177
Sub-Level 12: The Workshops of Kerbog Khan ..... V. 3 P. 187
Sub-Level 13: The Lost Chambers of Arden ..... V. 3 P. 199
Sub-Level 14: The Chamber of the Beacon ..... V. 3 P. 219
Sub-Level 15: The Druid's Retreat ..... V. 3 P. 225

Appendices

New Monsters ..... V. 4 P. 2
New Magic Items ..... V. 4 P. 71
New Technological Items ..... V. 4 P. 116
Arden Vul Items ..... V. 4 P. 126
New Flora ..... V. 4 P. 129
New Spells ..... V. 4 P. 132
Arden Vul Books ..... V. 4 P. 141
World of Archontos ..... V. 4 P. 171
NPC Appendix ..... V. 4 P. 191
Index of Proper Names ..... V. 4 P. 227
OGL ..... V. 4 P.234



SUB-LEVEL 1: THE TOMBS OF LIGHT

This small sub-level differs in architecture and purpose from much of the rest of the level. It was developed in antiquity by the niravairi (see new monsters), rivals to the rudishva and noted planar explorers. They located a permanent portal in the Astral plane that led to a site here, within Arden Vul (SL1-11). Discovering strange crystals and new life forms (lumens - see new monsters), they built a small research facility to study the optical phenomena (and added a few other portals as well). When the Beacon crashed here, the rudishva discovered signs of their rivals' activity and, for a while, occupied the site in the hope that it could aid in their propulsion dilemma. Eventually the dangers posed by the lumens, as well as the drain on resources, caused the rudishva leadership to pull back (although one scientist refused to leave - see SL1-8). Centuries later, while improving a light well so as to transform it into the Well of Light (2-1), the Archonteans discovered the nearby complex; they hopefully installed a secret door in the Well and hoped that the area would yield secrets, but after several disasters (see SL1-6), they abandoned further exploration (thus giving the sub-level its current name). The sub-level is comprised of a hexagonal upper chamber designed for the study of lumens and optics, and a lower level for storage chambers and the niravairi portals. Successful navigation of the sub-level requires solving difficult puzzles with regard to light beams, as well as confrontation with the lumens (and more).

General Construction Notes

Niravairi areas: SL1-2 to SL1-13. Corridors are hexagonal in shape. All niravairi areas are sheathed in impact resistant, opaque, hexagonal tiles made of colored plasglass. Unless otherwise noted, ceilings are 12' tall.
Archontean areas: SL1-1.

Access and Egress

To Ruined City: Well of Light at SL1-1, leading up to AV-14
To Level 2: Well of Light at SL1-1, leading down to 2-1
To the Ethereal Plane: portal at SL1-10, leading to the Ethereal Plane
To the Astral Plane: portal at SL1-11, leading to the Astral Plane
To the Abyss: portal at SL1-12, leading to the GM's choice of layers of the Abyss
To the home of the Order of Planar Explorers: portal at SL1-13, leading to an unmapped base of this group

Random Encounters

There are no random encounters in this sub-level.

Level Key

SL1-1: Secret Door and Archontean Entrance Corridor

A secret door in the Well of Light (AV-14, 2-1) leads to a 10'-long, roughly hewn rock corridor that opens into a darkened, hemispherical chamber (SL1-2). The secret door is located on the shaft of the Well at a point 110' below the surface. The short corridor was dug by the Archonteans who were constructing the Well of Light when they detected worked areas to the south.

Secret Door (south): The secret door is difficult to find (1 in 8 chance), and difficult to open. It requires twisting one of the dozens of convex mirrors near the door 90 degrees. This causes a 5'-tall panel of the well shaft to spring inward, revealing a 5'-tall, roughly-carved passage to the south.

Well of Light: The Well is a 200'-long shaft, 5' in diameter, which descends from the surface (AV-14) to emerge at Level 2 (area 2-1). From SL1-1, it is another 90' down the shaft to 2-1. The well shaft is studded with convex mirrors and reflective stones in a carefully orchestrated manner such that, when it is daylight (and bright) on the surface, sunlight will be reflected down the length of the shaft.

SL1-2: Niravairi Entrance Chamber

This chamber is hemispherical, with a 10' ceiling curving down on all sides. All surfaces - floor and 'ceiling/walls' - are covered with opaque, impact-resistant, reflective, white plasglass tiles, cleverly molded to fit the contours of the chamber. The tiles are hexagonal in shape. The chamber is dark, but any light source introduced to the chamber immediately reflects across the surface, shedding light everywhere.

The narrow passageway to the east and south ends in a heap of collapsed rock, masonry, and plasglass shortly after some stairs begin to rise. The corridor and stair once connected SL1-2 with SL1-8. The rudishva leaders destroyed the corridor to prevent their scientists from further dangerous experimentation with the tombs of light.

SL1-3: Corridor with Niravairi Light Tiles

The 60'-long tunnel leading from SL1-2 to SL1-4 is made from more of the opaque, impact-resistant plasglass. The walls, floor and ceiling of each 10'-long section of the tunnel are formed from scores of smaller plasglass hexagons fit together in an almost seamless fashion. Each of the six sections of tunnel features a different hue, in this order (from north to south): *yellow-green- blue-purple-red-orange*. The display of any light source from the Well reveals the multi-colored nature of the tunnel via a rainbow of flashing colors.

Programmed Illusion: If any portion of the walls, floor or ceiling of the entrance tunnel is touched by even 5 lb of weight, the following illusion appears half-way down the tunnel: a spindly-limbed, female biped wearing an orange jumpsuit and skullcap appears and begins to speak, slowly and sympathetically, but in Rudishva. If translated, the image states: "*I regret to inform you that this area is off-limits to all personnel by order of Captain Leil-Jor. The renegade responsible for the dangerous experiments found within has been 'reallocated*'." This hologram will appear every 5 minutes for as long as the entrance tunnel is being touched.

Colored Plasglass Tiles: Touching any of the hexagonal plasglass tiles which form the corridor causes a number of magical effects. First, touching a tile of a particular color causes the entire entrance corridor to glow in the color of the tile that was touched. Second, touching a tile of a particular color affects the environment in SL1-4, in the following way:

Yellow: Activates/deactivates the yellow light beam from SL1-5
Blue: Activates/deactivates the blue light beam from SL1-6
Red: Activates/deactivates the red light beam from SL1-7
Green: Activates/deactivates both the yellow and the blue beams from SL1-5 and SL1-6
Purple: Activates/deactivates both the red and the blue beams (from SL1-6 and SL1-7)
Orange: Activates/deactivates both the red and the yellow beams (from SL1-5 and SL1-7)

It perhaps need not be noted that any explorers able to fly are able to bypass the effects of the colored tiles.

Door: The door at the south end of the entrance tunnel is a circular disk of opaque, but clear, plasglass hinged to open into area SL1-4.

GM Note: It is crucial to keep careful note of which light beams have been turned on (or off). Note that if an explorer steps on yellow first and then on orange, then only the red beam will still be in effect (as yellow turns 'on' the yellow beam, but orange would thus turn 'off' yellow while turning 'on' red). Note, too, that if a group activated every color in the corridor in order, they would enter area SL1-4 with all three light beams activated.

SL1-4: Upper Tomb of Light

This hexagonal chamber is 40' tall and formed from more of the opaque, plasglass tiles which make up the entrance tunnel. The plasglass tiles on all surfaces are un-tinted, but while the walls and ceiling are opaque, the floor is clear and translucent.

What Visitors See: It is important for the GM to be aware of which areas of the Upper Tomb are lit, and by which beams of light (see below). Indeed, depending on the actions of visitors in the entrance corridor (SL1-3), beams of red, yellow and/or blue light may be shining into the chamber and thereby illuminating certain zones of the chamber. Even if none of the beams are lit, a low glow of white light emanates from a 10'-wide hexagonal pillar of crystal which stretches from floor to ceiling and dominates the center of the chamber. Six corpses lie near the entrance, apparent to all regardless of light conditions; some appear to have been scorched, others appear roasted, and one appears desiccated.

More careful observation from the doorway might reveal 5'-diameter tunnels set about 25' up the sides of three of the six walls; these tunnels rise at 35'-degree angles to areas SL1-5, SL1-6, and SL1-7. Barely visible through the floor, although at an indeterminate distance, is a second chamber (SL1-9), into which the hexagonal pillar seems to descend.

Crystalline Hexagonal Pillar (area 'G'): This translucent, crystal pillar rises from floor to ceiling (and, in fact, also descends through the floor to area SL1-9). The pillar serves as the chief means by which the light beams from the surrounding chambers are refracted and blended. Use of **darkness** on the pillar is an obvious strategy for those seeking to neutralize the light beams, but only a caster of 10th level or greater can successfully overcome the enchantments cast on the pillar (and then only for 1-4 rounds). Physical force is another possibility, but the pillar is AC -2 and takes 50 HP; it also heats substantially when light beams touch it (1-6 HP heat damage to anyone who successfully hits the pillar). On each of the three sides of the pillar that does not face one of the light beams, at a level 5' from the floor of SL1-4, is an octagonal indentation 6" wide.

Light Beams: Up to three 5'-diameter beams of colored light may be present in this chamber: a red beam projected from SL1-7, a yellow beam from SL1-5, and/or a blue beam from SL1-6. Once activated by the tiles in the entrance corridor (SL1-3), the light beams strike with laser-like accuracy the crystal pillar, and thus flood a portion of SL1-4 with colored light. An activated light beam has two effects:

1. Damage: any carbon-based life form that moves through a beam takes 4-24 HP damage per round of contact.
2. Environmental Effects: beams reflected off the central hexagonal pillar produce colored light in one or more zones of the chamber. While this effect causes no direct harm to visitors, it can affect the powers of the lumens (see new monsters) encountered herein.

Zones within the Chamber: Although perhaps not immediately be apparent to intruders, the Upper Tomb is effectively divided into six zones. These zones are defined by the appropriate facet of the hexagonal central pillar. When one or more light beams is activated (see below), a zone becomes flooded with brilliant, colored light according to the table on the next page.

Lumens: Three powerful light-based entities called lumens (see new monsters) are present in the chamber when it is first breached. The lumens provide the white glow that is visible by the crystal pillar even in dark conditions. They respond to intruders within 3-6 rounds. In addition to their native abilities, the light conditions of the chamber - as determined by the activation of any or all of the light beams - can and will affect the powers of the lumens. Should a lumen spend a full round in a zone lit by colored light, it gains the powers appropriate to that color; these powers last for 4 rounds or until the lumen inhabits a zone lit with different colored light. The lumens know the effects of the light beams and use them tactically. See the table on the next page for the various effects.

It should hardly need to be mentioned that those fighting the lumens would do well to deactivate as many of the light beams as is possible, for the enhanced lumens are formidable indeed!

Unless the apparatuses found in areas SL1-5, SL1-6 and SL1-7 are permanently destroyed, new lumens will be summoned to replace any that are 'slain.' These reinforcements arrive in one hour.

Light Beam Table

Zone	Yellow Beam	Blue Beam	Red Beam	Yellow + Blue Beams	Yellow + Red Beams	Blue + Red Beams
Zone A	Yellow	Dark	Red	Yellow	Orange	Red
Zone B	Yellow	Dark	Dark	Yellow	Yellow	Dark
Zone C	Yellow	Blue	Dark	Green	Yellow	Blue
Zone D	Dark	Blue	Dark	Glue	Dark	Blue
Zone E	Dark	Blue	Red	Blue	Red	Purple
Zone F	Dark	Dark	Red	Dark	Red	Red

Light Zone Effect on Lumens

Color of Zone	Name of Effect	Specifics
Dark	None	None
Yellow	Regeneration	Cures 2-16 damage on a lumen
Green	Protection	Cures 1-8 damage on a lumen, and renders it immune to electricity
Blue	Desiccation	Adds damage to a lumen's attacks: +1-4 HP damage, and all liquids save at -1 or evaporate
Purple	Change form	A lumen immediately shifts to infra-red (50%) or ultra-violet (50%)
Red	Burning	Adds +1-4 HP fire damage to a lumen's attacks, and may ignite combustibles
Orange	Combustion	Adds an explosive fire effect to a lumen's attacks, +1-12 HP damage to all in 20'

Access to Lower Tomb (SL1-9): Access to the lower tomb is difficult to achieve. Three solidified lumens must be acquired and placed in the three indentations in the hexagonal pillar. Doing so causes the pillar to slowly sink through the floor until it merely protrudes 10' above the floor of SL1-9. The process of sinking takes 1 turn. Note that while the absence of the pillar prevents the creation of colored light in the zones of SL1-4, it does not deactivate the light beams. Indeed, without the pillar to reflect them, the light beams will meet in the space vacated by the pillar, causing a continuous crackle of roiling energy in a 10' radius; this energy does 2-12 HP damage to any who enter its radius. Those seeking to enter SL1-9 via the hole in the floor of SL1-4 will thus either have to endure the damage or turn off the light beams. The drop into SL1-9 is 40' (or 30' to the top of the protruding pillar).

Exit to SL1-8: The way to area SL1-8 is blocked by a buzzing energy screen erected by the rudishva who discovered this chamber. The screen is impermeable and may only be deactivated from SL1-8.

Inhabitants:

1. **3 lumens** (see new monsters): SZ M; AL N; AC 2; MV 180' flying (Class A); HD 9; HP 43, 39, 37; #AT 1; Dmg 1-4, or 2-8, or 3-12, or 4-16; MR 25%. Special attacks: blindness (2/turn). Special defenses: +2 or better weapons to hit; immune to light and optical effects.

Treasure:

On corpses: **imperial field plate +1** (see Arden Vul items); **leather armor +2**; **short sword +3**; **broadsword +1**; **mace of dispelling** (see new magic items); a charred leather pouch with 20 pearls (100 gp each); a piece of white plasteel on which is etched (with a laser) a fairly accurate image of the door leading from 5-46 to 5-52, with a subsequent piece of graffiti in the form of an arrow pointing to the correct icon that allows safe entrance to 5-52 (see 5-46 for this door).

From 'slain' lumens: octagonal crystals 6" in diameter, only 50 gp each but necessary to access SL1-8.

SL1-5: Yellow Chamber

This spherical chamber is sheathed completely in canary yellow plasglass. Floating and rotating in the center of the chamber is a blob of yellow energy roughly 10' in diameter.

If activated by the tiles in SL1-3, the floating sphere emits a continuous beam of yellow light that travels down a 5'-diameter shaft to area SL1-4. Since anyone touching the activated yellow beam takes 4-24 HP damage per round, access to this chamber will, in most cases, require deactivation of the proper light beam.

Wise explorers will seek a method of destroying the blob of energy, since by doing so they can a) disable the light beam mechanism and b) prevent the arrival of new lumens to replace any that have been slain. Destroying the energy blob is difficult, though. High-level destruction magic (appropriate spells of level 6 or higher) will work. Physical attacks by weapons of +2 or greater enchantment will also be effective (the blob is AC 4 and has 50 HP), although each successful hit requires the attacker to save vs magic or take 4-24 HP energy damage. The GM might also rule that other magic that opposes the properties of the yellow energy might also work.

Secret Door (west): A rather obvious secret door (1 in 4 to find) is set in the west wall. It is illusory, so one need only walk through it to access the narrow walkway to area SL1-8.

SL1-6: Blue Chamber

Identical to SL1-5 save for the color of the chamber's walls (blue), the color of the energy blob (blue), and the color of the light beam the blob produces (blue). Unlike the other two spherical chambers, there is no secret door here.

SL1-7: Red Chamber

Identical to SL1-5 save for the color of the chamber's walls (red), the color of the energy blob (red), and the color of the light beam the blob produces (red).

Secret Door (east): A rather obvious secret door (1 in 4 to find) is set in the east wall. It is illusory, so one need only walk through it to access the narrow walkway to area SL1-8.

SL1-8: Laboratory

This long, narrow chamber is covered with more of the white, hexagonal, opaque, impact-resistant, reflective, plasglass tiles. Although a narrow corridor and stairs once led from it to SL1-2, the corridor is now a pile of inaccessible slag and collapsed rock. The chamber is thus accessible initially only through the secret doors from areas SL1-5 and SL1-7.

A console made of red plastic sits against the south wall. Above the console are three hexagonal plasglass view screens, each one of which is starred and broken (as if hit by a strong hammer or other implement). Four man-sized lumps of melted plastic, wiring, and electronics are the remains of some destroyed advanced technological equipment.

In addition to the useless technology, the chamber features two decrepit wooden workbenches against the north wall, a hammock of unusual material, three small casks, and a troll chest (see new technological items).

The observant will notice that, at the western end of the north wall, a 10"x10" square of silvery metal has been attached to the wall. The square had a rune engraved on it, but the rune has been brutally scratched out. Even closer observation will notice a 5'-diameter circle on the floor where the plasglass tiles have been marred by adhesive. These are the remnants of a now-dismantled rudishva teleport node that once connected this chamber to the rudishva areas on Level 5.

On the workbenches are a number of unusual tools of a strange metal alloy (hammer, screwdrivers, wrenches, awls, a dead electric drill, a dead soldering iron, etc.).

The casks contain only some desiccated remnants of food and a precipitate of dried-up liquid.

The hammock is made of nylon, and is quite sturdy. In it rests the desiccated body of Liut-Repp, a rudishva scientist. She wears her orange jumpsuit (with name on the breast) and appears to have died peacefully. In her pocket are sky blue and platinum rudishva identity plaques (see new technological items).

The troll chest is locked and keyed to Liut-Repp's hand (her corpse can be used to open the chest). It contains 10 2-lb bars of platinum (500 gp each), an octagonal crystal 6" in diameter, and a rudishva grav disk (see new technological items) with 2 lesser power supplies (10 and 14 charges; see new technological items).

GM Note: Liut-Repp was the rudishva science officer most interested in optics. When this area was discovered, and it became evident that the niravairi, arch-enemies of the rudishva, had already been here, Liut-Repp successfully lobbied for resources and funds to study the (temporarily) abandoned niravairi site. Liut-Repp became convinced that studying the lumens and their optical properties might provide an alternate form of propulsion to enable the rudishva to escape Magae. But after one of her assistants was atomized by the light rays in SL1-4, Captain Leil-Jor ordered the experiment to be shut down. The captain had the control panels and equipment here destroyed, and had the access corridor from SL1-2 destroyed with explosives. Liut-Repp refused to leave, however, and ended her days studying the lumens.

Stairs and Entrance to SL1-4: A steep, staircase coated in the same white, opaque, hexagonal plasglass tiles leads down 20' to SL1-4. The entrance to that chamber is blocked by a force wall created by Liut-Repp; it is easy to pass through from the north. It may also be deactivated if one erases or obscures a rune painted on the wall next to the doorway.

Treasure:
See text.

SL1-9: Lower Tomb of Light

The Lower Tomb is only accessible via the hole created when explorers cause the hexagonal pillar that stretches between SL1-4 and SL1-9 to sink into the floor beneath SL1-9. To do so, they must activate the mechanism by manipulating the three octagonal holes set into the pillar at a level 5' from the floor of SL1-4. The pillar slowly sinks down into SL1-9 until only 10' of the pillar rises above the floor of SL1-9. After 3-5 turns, the pillar automatically rises up to its original starting position. Lest they should find themselves trapped in SL1-9, explorers will find a second set of three octagonal holes set into the fully extended pillar, at about 5' from the floor of SL1-9. The extended pillar can thus be lowered from SL1-9 either by inserting the solidified remains of three lumens into this second set of holes, or by pressing the octagonal control ruby held by Veshlok (see SL1-11) into any one of the three holes.

The lower tomb is 40' tall, with walls and floor coated in opaque plasglass tiles: the tiles are octagonal and multi-hued. The result is a rainbow of colored tiles that sparkle when external light is brought to bear. Four stone corridors lead from the central chamber, while four large hexagonal prisms defined by shimmering walls of colored light stand along the walls.

Prisms: The prisms are containment units employed by the Order of Planar Explorers to store specimens discovered during their ventures into the outer planes. Each prism is hexagonal in shape, and measures about 12' across and 18' high. The faces of the prism are translucent, but shimmer slightly and are impenetrable; they are composed of high intensity sheets of light projected from a set of six octagonal crystals set into the floor. Short of learning the operation of the prisms from a member of the Order, the face of a prism can only be 'turned off' by destroying one of the crystals: crystals are AC 4 and take 20 HP. Entities contained within the prism exist in a state of suspended animation; if released an occupant needs 1-3 turns to recover its wits sufficiently to be able to talk and converse (but can defend itself immediately, albeit with a -2 penalty to all actions). Since the faces of the prism are translucent, viewers can get a good sense of what is inside each:

Prism 1: **A derghodaemon**: SZ L; AL NE; AC 0; MV 120'; HD 11+ 22; HP 95; #AT 5; Dmg 1-4+8(x5); MR 80% to 1st-level spells. Continual abilities: infravision; ultravision. Special attacks: grab attack; cause fear; sleep 2/day. Special defenses: half damage from acid, cold, fire; immune to poison, paralysis; silver, or +1 or better weapons to hit. Special: create darkness 10' radius; teleport without error; detect invisible; read magic; comprehend languages; invisibility; telepathy; word of recall (1/day).

Prism 2: **A space squid** (see new monsters): SZ L; AL N; AC 3; MV 20', 120' flying (Class D); HD 16; HP 109; #AT 7;

Dmg 1-8(x6)/6-36; MR 35%. Special attacks: stunning attack; consumption of prey (4-24 HP damage). Special defenses: immune to cold and fire.

Prism 3: **A specimen of the ichor of Rimmaq-Isfet** (see new mon-sters), **appearing as a large blob of oily black matter**: SZ L; AL CE; AC 5; MV 60'; HD 12; HP 83; #AT 2; Dmg 1-6/1-6; MR 30%. Special attacks: caustic touch (1-4 HP acid damage); crush (1-10 HP/rd); obliterate organic matter. Special defenses: +1 or better weapons to hit; immune to cold and acid.

Prism 4: **A transposer**, **wearing the form of a rudishva**: SZ M; AL N; AC 7; MV 150'; HD 6; HP 39; #AT 2; Dmg 1-6/1-6. Special attacks: transposes damage. Special defenses: change self/ illusion.

If released, the derghodaemon, the space squid, and the ichor of Rimmaq-Isfet attack immediately; the transposer attempts to negotiate in Mithric, hoping to attack from surprise once suspicions are lulled.

SL1-10: Portal to Ethereal Plane

At the point of this arrow-shaped chamber a 5'-diameter portal of purple energy hovers in the air. The unsealed portal has no depth on this plane and is set at a 45-degree angle; it is thus easy to step through. The portal leads to the Ethereal Plane.

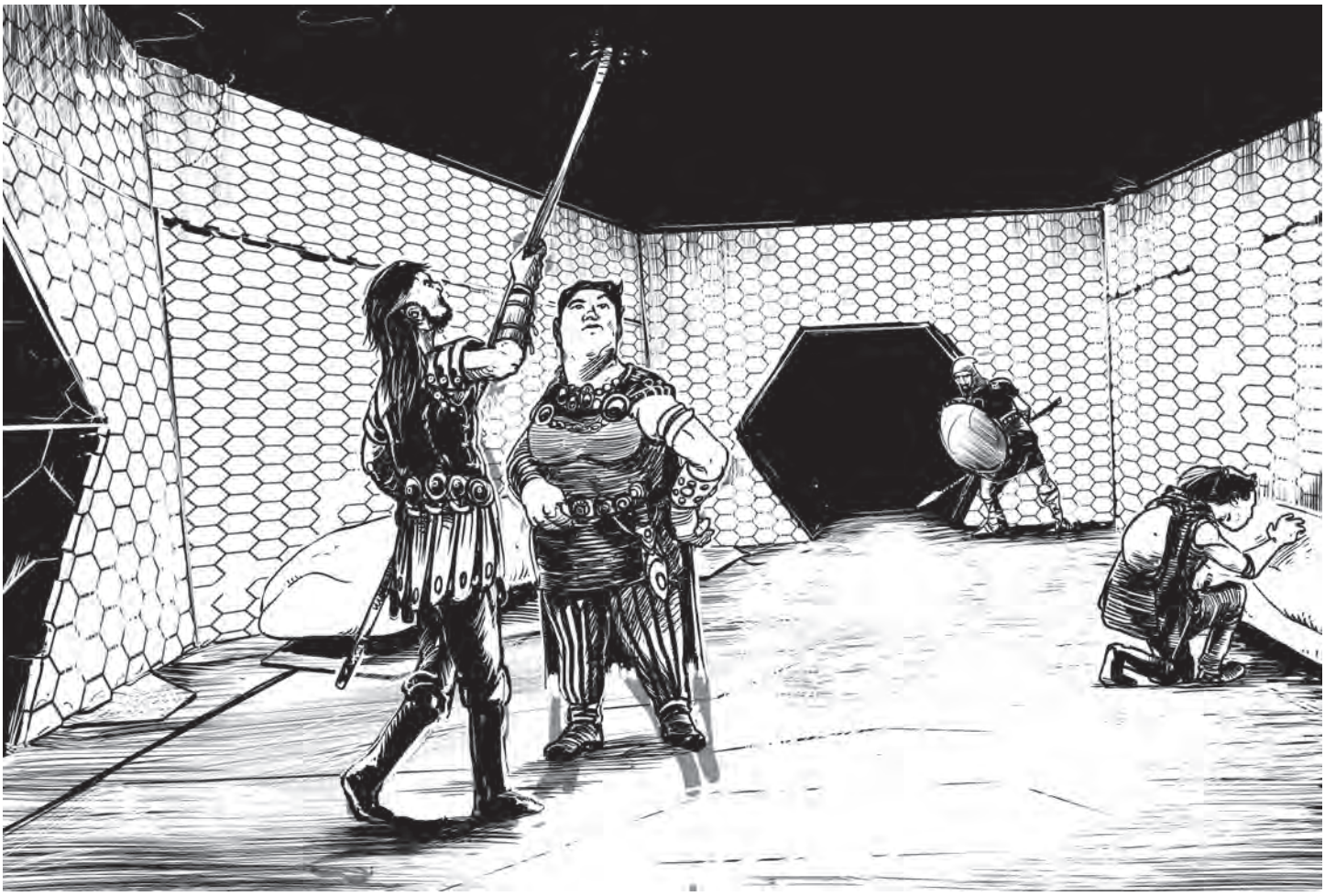
A 4'-tall glyph is incised into the east wall and filled with platinum; it translates (if magic is used) as "Ethereal". Next to it has been hurriedly scribed in some red substance a set of smaller glyphs: these read in Niravairi "Vaporous Curtain to the Deep at 30-degrees from Turquoise Veil."

SL1-11: Portal to Astral Plane

This arrow-shaped chamber is crowded. A yellow, disc-shaped portal (unsealed) to the Astral Plane hovers at the point of the arrow. The rest of the chamber is filled with six movable caskets made of smoky, opaque plasglass, and a single crumbling wooden chest. Silvery cords emerge from four of the caskets and lead into the portal.

Caskets: The caskets are 3' wide by x 4' tall by 7' long, opaque, and decorated on side and top. On the side of each are three large niravairi glyphs. With magical assistance, they can be translated as "Order/Group", "Planes", "Traveler/Visitor." The lid of each casket is incised with an image and a string of 8 to 15 smaller glyphs in Niravairi Glyphik; these decorations are composed of tesserae of colored plasglass, artfully joined to produce the image or glyph. Again, magical means are the only way to decipher the scripts. On the short end of each casket is a silver disk about 2' in diameter. In the center of each lid is an octagonal depression about 1" across. Inserting one of the signet rings (see below) into the depression causes the casket to open without incident. Otherwise, the caskets are difficult to open (lift gates roll) without destroying the lid (AC 4, HP 50). In addition, attempts to open the caskets without use of one of the rings summons a mihstu to defend the inhabitant.

Casket 1: The glyphs read "*Red-Eyed Rissaldar Kwarringa, who travels through Ether*"; the image is of a pair of red, pupil-less eyes. Inside the casket lies the dead and desiccated body of Kwarringa, whose silver cord was cut on the Astral Plane. Beneath his body is a **niravairi astral dripping sword**, his octagonal signet ring, and 3 lb of fine gold flakes (3,000 gp).



Casket 2: The glyphs read "*Subadar Jalalbak, blue-keyed walker in the gray*." The image shows a blue key with eight blades. Inside is the still-living body of Jalalbak, armed with a *niravairi astral staff of power* with 20 charges (see new magic items), a **necklace of missiles**, and a scroll with **duo-dimension**, and **phase door** inscribed on it.

Casket 3: The glyphs read "*Jemadar Singalok Ket, lord of yellow and master of demons*." The image shows a yellow ring. Inside is the desiccated dead body of Singalok Ket, whose silver cord was also severed. With the remains are Singalok Ket's octagonal signet ring, the **golden band of Singalok Ket** (see new magic items), and a brass cylinder on which have been incised some glyphs detailing directions to Horus's God-Isle in the Astral Plane. To use the cylinder, a being with good intentions enters the Astral and concentrates on an image of the solar disk; a golden hawk then appears; by following the hawk one arrives at the God-Isle. As a failsafe, the brass cylinder also functions as a beacon, emitting a faint glow that increases in intensity as the holder nears the other members of Veshlok's team.

Casket 4: The glyphs read "*Veshlok, Havildar of the Order*, master of many colors, lord of all portals, holder of the silver tulwar." The image shows a silver tulwar slicing a silver rope. Inside is the living body of Veshlok. He carries a **niravairi astral tulwar** (see new magic items), a pouch filled with 50 red spinels worth 200 gp each, and another large, glowing, octagonal ruby (used to activate the hexagaonal pillar in SL1-9). A tablet made of crystal also lies within, on which glyphs scribed in red ink in Niravairi Glyphik read: "*Veshlok and his tuman depart for the Astral gray to seek the arm of the Hawk-God. Await him here. He shall return with the artifact of light sought by the Order. Singalok Ket carries the directions to the God-Isle, whose properties Mananik has laid bare*."

Casket 5: The glyphs read "*Babildor, faithful Naik, keeper of the Cup*." The image shows a green cup. Babildor lies within; he carries a **niravairi astral crossbow of accuracy** (see new magic items) with 20 **bolts +2**, as well as a **jade cup of life restoration** (see new magic items).

Casket 6: The glyphs read "*Mananik, Duffadar of the Order, the Craftiest of all*." The image is of a purple, hooded cloak. Mananik lies within, wearing his purple **cloak of wise negotiating** (see new magic items) and carrying a **niravairi astral staff of the magi** (see new magic items) with 20 charges. A set of strange crystal tablets are filled with glyphs: these notes describe the discovery of the corpse of dead Horus floating in the Astral Plane, and of the valuable **arcanum** (see new magic items) to be mined from that corpse, as well as of the artifacts said to be stored in his belt pouch. Magic and time (at least a week, and likely up to a month) are necessary to decipher the notes.

Backstory: A thousand years ago, the niravairi Order of Planar Explorers (see new monsters), received accurate information concerning the location of the corpse of the dead god, Horus, as it floats in the Astral Plane. Aware of the magical value of this resource, including enormous stocks of **arcanum** (see new magic items) they believe to be present in the desiccated veins of Horus's corpse, they sent a crack team of explorers under the leadership of Veshlok to locate and exploit this valuable resource. The team was ambushed and trapped inside Horus's body by rivals seeking the same resources. As time works differently in the Astral, their long period of captivity has lasted a thousand years of relative time on the Prime Material Plane but only years on the Astral. During this ordeal, two members of the Order – Kwarringa and Singalok Ket - were slain. The other four are still alive, trapped in the Astral Plane.

There is a 5% chance that the Order finally frees itself after all those years in captivity. If this occurs, they return to area SL1-11 within 1-6 turns of the PCs entering the area.

There are two other ways for PCs to potentially interact with the order. First, the PCs could venture into the Astral Plane in an effort to locate the Order. Second, if the PCs successfully open one of the caskets containing a living member of the Order, that member will be instantly drawn back to the Prime Material Plane. It will take a returning member 1-2 turns to clear his head before he is capable of action; during this time it is theoretically possible for evil creatures to slaughter the member out of hand. It is worth recalling, moreover, that any effort to open the caskets without use of a proper signet ring requires that the PCs to defeat a mihstu. The returned explorer may also be dismayed that the PCs have destroyed his planar casket. The explorer will immediately try to open the other caskets with his signet ring before negotiating with the party as a team. Veshlok and his team will not necessarily be hostile; should PCs wish to aid them on their venture to Horus's body, they will welcome the help. They can give no information about Arden Vul. They are fully aware that the rudishva, whom they loathe, discovered (and abandoned) this sub-level in the distant past.

Should intruders slaughter the astral team, the modern incarnation of the Order will eventually learn of the massacre and will prove implacable and dangerous enemies thereafter. In particular the Order will seek to recover the special astral items held by Veshlok's team.

Inhabitants:

1. **Up to 6 mihstu**: SZ M; AL NE; AC -2; MV 60', 60' flying (Class B); HD 8+2; HP 61, 57, 53, 51, 49, 48; #AT 4; Dmg 2-7/2-7/2-7/2-7; MR 10%. Special attacks: drain CON. Special defenses: +2 or better weapons to hit; immune to electricity and all missiles (including magic missiles); stunned for 2-12 rounds by cold attacks.
2. **Jalalbak**, **a niravairi** (see new monsters) **and a subadar in the Order of Planar Explorers, as a 12th-level magic user**: SZ M; AL LN; AC 4; MV 120'; HD 12; HP 36; #AT 1; Dmg 2-7 (**niravairi astral staff of power**). Abilities: STR 11, INT 17, WIS 13, DEX 17, CON 15, CHA 9. Special attacks: surprise on 1-3 in 6. Possessions: a **niravairi astral staff of power** with 20 charges (see new magic items); a **necklace of missiles**; a tablet with **duo-dimension**, and **phase door**; a **ring of protection +3**; and his niravairi spell tablet (see new technological items). Spells memorized: **comprehend languages**, **enlarge**, **jump**, **magic missile**; **darkness 15' radius**, **levitate**, **mirror image**, **strength**; **blink**, **feign death**, **fly**, **lightning bolt**; **dimension door**, **minor globe of invulnerability**, **polymorph other**, **wizard eye**; **cone of cold**, **hold monster**, **teleport**, **wall of force**; **legend lore**. Spell tablet: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **identify**, **jump**, **light**, **magic missile**, **protection from evil**, **push**, **read magic**, **shield**, **floating disc**, **write**; **continual light**, **darkness 15' radius**, **detect invisibility**, **forget**, **knock**, **levitate**, **mirror image**, **ray of enfeeblement**, **strength**, **wizard lock**; **blink**, **dispel magic**, **feign death**, **fireball**, **fly**, **gust of wind**, **haste**, **hold person**, **lightning bolt**, **protection from normal**

missiles, **slow**, **suggestion**, **tongues**, **water breathing**; **charm monster**, **confusion**, **dimension door**, **fire charm**, **hallucinatory terrain**, **minor globe of invuln-erability**, **polymorph other**, **mnemonic enhancer**, **wall of ice**, **wizard eye**; **airy water**, **cone of cold**, **distance dis-tortion**, **hold monster**, **passwall**, **teleport**, **wall of force**; **enchant an item**, **legend lore**, **project image**, **stone to flesh**.

3. **Veshlok**, **a niravairi** (see new monsters) **and a havildar in the Order of Planar Explorers**, **as 12th-level fighter**: SZ M; AL LN; AC 0; MV 120'; HD 12; HP 79; #AT 2/1; Dmg 3-10 (**niravairi astral tulwar**), 3-24 (laser rifle). Abilities: STR 17, INT 12, WIS 15, DEX 16, CON 12, CHA 14. Special attacks: surprise on 1-3 in 6. Possessions: laser rifle (see new technological items); **niravairi astral tulwar** (see new magic items); a pouch filled with 50 red spinels worth 200 gp each; a glowing, octagonal ruby (used to activate the hexagonal pillar in SL1-9); crystal tablet (see casket 6 above); diplomat's voice (see new technological items); niravairi personal shield (see new technological items).
4. **Babildor**, **a niravairi** (see new monsters) **and a naik in the Order of Planar Explorers**, **as 4th-level fighter/8th-level thief** (see new monsters): SZ M; AL LE; AC -1; MV 120'; HD 8; HP 72; #AT 1 or 2; Dmg 3-6 (**niravairi astral crossbow of accuracy** with **bolts +2**) or 2-12/2-12 (laser pistol). Abilities: STR 16, INT 8, WIS 10, DEX 17, CON 12, CHA 10. Thief skills: PP 70% OL 67%, F/RT 55%, MS 67%, HS 54%, HN 25%, CW 96%, RL 40%. Special attacks: surprise on 1-3 in 6. Possessions: laser pistol (see new technological items); **niravairi astral crossbow of accuracy** (see new magic items) with 20 **bolts +2**; a **jade cup of life restoration** (see new magic items); a **potion of invisibility**; sixteen packets of dehydrated rations (see new technological items); a niravairi personal shield (see new technological items).
5. **Mananik**, **a niravairi** (see new monsters) **and a duffadar in the Order of Planar Explorers**, **as 8th-level magic user/8th-level thief**: SZ M; AL LE; AC -1; MV 120'; HD 8; HP 64; #AT 1; Dmg 2-7 (**niravairi astral staff of the magi**), 2-7 (dart thrower with ordinary darts), or 1-4 (dart thrower with immobilizing darts). Abilities: STR 10, INT 17, WIS 15, DEX 17, CON 10, CHA 9. Thief skills: PP 70% OL 67%, F/RT 55%, MS 67%, HS 54%, HN 25%, CW 96%, RL 40%. Special attacks: surprise on 1-3 in 6. Possessions: **cloak of wise negotiating** (see new magic items); **niravairi astral staff of the magi** (see new magic items); dart thrower, with clips holding 6 ordinary and 6 immobilizing darts (see new technological items); niravairi personal shield (see new technological items); crystal tablets with notes on the astral location of Horus; his niravairi spell tablet (see new technological items). Spells memorized: **charm person**, **comprehend languages**, **friends**, **protection from evil**; **continual light**, **levitate**, **strength**; **dispel magic**, **fireball**, **suggestion**; **charm monster**, **polymorph other**. Spell tablet: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **identify**, **jump**, **light**, **magic missile**, **protection from evil**, **read magic**, **shield**, **floating disc**, **write**; **continual light**, **darkness 15' radius**, **detect invisibility**, **forget**, **knock**, **levitate**, **mirror image**, **strength**, **wizard lock**; **blink**, **dispel magic**, **feign death**, **fireball**, **fly**, **gust of wind**, **haste**, **hold person**, **lightning bolt**, **slow**, **suggestion**, **tongues**, **water breathing**; **charm monster**, **fire charm**, **hallucinatory terrain**, **minor globe of invulnerability**, **polymorph other**, **mnemonic enhancer**, **wall of ice**, **wizard eye**.

Treasure: The wooden chest is crumbling and decrepit, and can be kicked apart easily. Inside are 20 20-lb platinum ingots, worth 5,000 gp each. See text for additional items of value.

SL1-12: Sealed Portal to the Abyss

Inside the chamber is a purple portal, floating at the point of the chamber at a 45-degree angle to the floor. It appears to be sheathed in a shiny, clear coating.

The portal here leads to the Abyss, and to the GM's choice of plane. Due to the potential dangers of an open portal to the abyss, the Order of Planar Explorers sealed the portal. The seal takes the form of a 2'-diameter silver disk that floats in the air next to the portal (similar to the disks on the Order's caskets – see SL1-11). In the center of the disk is an octagonal depression about 1" across. Impressing one of the signet rings held by each member of the Order (see SL1-11) causes the clear seal on the portal to be temporarily removed; the portal is accessible for so long as the signet ring is placed in the depression, plus an extra 5 minutes after it has been removed The seal cannot be removed from the abyss side of the portal.

Should an unwary explorer open the seal, there is a 33% chance that a babau demon enters immediately to sow chaos.

Inhabitants:

1. **1 babau**: SZ M; AL CE; AC -3; MV 150'; HD 7+14; HP 53; #AT 3 or 1; Dmg 2-5/2-5/2-8, or 8-15 (military fork); MR 50%. Thief abilities: PP 70%, OL 62%, F/RT 60%, MS 70%, HS 56%, HN 30%, CW 98%, RL 45%. Special attacks: gaze acts as ray of enfeeblement; backstab as 9th-level thief; fear (by touch only). Special defenses: half damage from cutting and stabbing attacks; half damage from cold, electricity, fire and gas. Special: cause darkness 5' radius; levitate (as 10th-level magic user); fly (as 11th-level magic user); dispel magic user (as 12th-level magic user); polymorph self; heat metal (as 14th-level druid); gate in a babau demon (25% chance).

SL1-13: Portal to Order of Planar Explorers

At the apex of the arrow in this chamber floats another portal, this one sky-blue in color, albeit covered with a clear, reflective substance. A 2'-diameter silver disk floats next to the portal; it boasts an octagonal depression about 1" across. A set of glyphs painted on the north wall reveal (if translated) the destination of the portal, and include this friendly tag (in Niravairi) as well: "Home is where you hang your harness!"

The portal here once led to a major base of the Order of Planar Explorers. The exact location of this base is up to the GM to decide, as are the details of that base and the question of whether the base is still in operation after 1,000 years: it could be on an active starship, on a distant moon in the PC's home galaxy, or on a completely different plane. To protect their home base, the members of the Order also sealed this portal. As with the portal in SL1-12, the seal takes the form of a 2'-diameter silver that floats in the air next to the portal (similar to the disks on the Order's caskets – see SL1-11). In the center of the disk is an octagonal depression about 1" across. Impressing one of the signet rings held by each member of the Order (see SL1-11) causes the clear seal on the portal to be temporarily removed; the portal is accessible for so long as the signet ring is placed in the depression, plus an extra 5 minutes after it has been removed. The seal cannot be removed from the other side of the portal.



SUB-LEVEL 2: THE HALL OF SHRINES

This sub-level comprises two distinct regions. The first, the Hall of Shrines, is one of the most potent and secret constructions of the priests of Thoth from the Archontean period of Arden Vul. The Hall is of polished marble and granite, and features the static, busy artistic program of the cult of Thoth. The shrines that radiate from the Hall are quite potent - for good or for ill - and the GM is advised to consider limiting access to them; a good rule of thumb is that Thoth only allows one shrine to be 'open' at a time. The other part of the sub-level contains a suite of chambers that were originally part of the Beacon. These areas are thus rudishva in feel and appearance, with rounded corners and metallic surfaces.

General Construction

Rudishva areas: SL2-2, SL2-3
Archontean areas: SL2-1

Access and Egress

To Level 2: stairs at SL2-1, leading to 2-45
To Level 6: elevator at SL2-3, leading down to 6-95A
To Level 9: tunnel at SL2-6, leading down to 9-131
To various locations: Thothian teleportation ring at SL2-1
To the Astral and/or Ethereal Planes: gates at SL2-1H

Random Encounters

There are no random encounters in this sub-level.

Level Key

SL2-1: Hall of Shrines

A set of broad stairs leading up 75' from Level 2-45 provides the traditional access route to this site. The hall is very grand, with a tall ceiling (30') and two imposing rows of 8'-tall statues. All surfaces are clad in gleaming white marble. Rounded archways on each long wall lead to subsidiary chambers, each containing a shrine devoted to a particular incarnation of Thoth. A **Thothian teleportation ring** (see new magic items) is found in the northwest corner. The corpses of at least six adventurers are strewn throughout the room, as are several piles of broken granite. At the south end of the chamber, standing in a semi-circular niche, is a colossal statue of Thoth in ibis-headed form; from the ibis's beak drifts a spiral of light-orange mist. A verse in 2'-tall, gold-filled Mithric letters has been carved into the wall on either side of Thoth.

The inscription to the east of the statue reads:

Soft exhalations
Drift from the beak,
As the Lord's Pneuma
Molds the champion

The inscription to the western of the statue:

The Champion's virtue
Is revealed in humility and wisdom,
While the lies of the proud
Find reward in self-knowing

Rows of Statues: The hall is defined by two rows of 8'-tall statues that face outwards, toward the walls. Of the 28 plinths that originally held statues, 21 are still occupied and bear the names of their subjects carved in Mithric on the plinth. The names include many heroes of old (e.g., Crinius the Rector, Amalasuntha of Narsileon, Felix Minucius, Jixon of Archontos, Kalea the Theosoph, etc. – see Worthies of the Archontean Empire in the World of Archontos appendix). It should be clear that the type of figures depicted in the statues varies: some are warriors, some sorcerers, some priests, and some lordly types. In certain circumstances, some or all of the statues may activate and attack as special stone golems (see below). If a stone golem is destroyed, the name on its plinth is erased.

Statue of Thoth: The colossal statue of Thoth is 5' wide and 15' high. It is made of black basalt, crowned with a white marble ibis head with a lapis beak. The ibis's eyes are enormous yellow topaz gems (500 gp each), while the lapis beak is worth 500 gp as well. Any effort to desecrate the statue or remove the eyes/beak causes all remaining stone golem statues to activate and attack; it will also ensure the permanent enmity of Thoth, as well as automatic failure in any of the shrines.

The Pneuma of Champions: The 'mist' that drifts down from Thoth's open beak is the Champion's Pneuma, a potent magical vapor. The vapor is light orange in color, and smells vaguely of ripe citrus. The Pneuma is strongly narcotic, and will cause any who inhale it to stand still for 1-6 rounds as the user contemplates the mysteries of Thoth. Generally the narcotic effects of the pneuma last for 1 hour, during which a user's head appears wreathed in an orange, translucent nimbus and the user experiences a general glow of excellence and well-being. In addition to these physical effects, the Pneuma imparts each of the following three effects to everyone who inhales it:

Effect	Mechanic	Duration
Wisdom	WIS +4, INT +4	1 day
Weakness	STR -4, CON -4	1 day
Awareness	Openness to Thoth	1-6 hours

Openness to Thoth: One under the effects of the Pneuma is more attuned to the ibis-lord's presence; attempts to contact Thoth, whether as a cleric or through high-level spells, are more likely to succeed. Whether or not Thoth will be pleased with the contact, or whether he will aid the summoner, is up to the GM.

Shrines to Thoth: The eight side chambers contain shrines devoted to the eight chief incarnations of Thoth. Each is decorated with vibrantly colored bas-reliefs representing the virtue or theme appropriate to that incarnation. At the end of each chamber is a shrine reflecting the relevant incarnation, before which is a circle of blue granite in which a postulant stands while contemplating that incarnation. Above each shrine to Thoth is a gold-filled inscription in Mithric.

Standing in the postulant's circle of any of the shrines activates that shrine. Generally those who have not first inhaled the pneuma of Thoth will find their experience more difficult, while those armed with the pneuma have an easier time (and a few shrines are only accessible to those under the pneuma's influence). Each shrine offers several possible benefits and negative consequences. Most negative consequences can only be removed by undertaking a major quest or by having recourse to the most powerful magic and/or divine intervention.

The Voice of Thoth: In many of the shrines, postulants will hear the voice of Thoth as a part of the operation of the shrine. Thoth's voice is comprehensible to all persons, regardless of what language they speak.

Limitations on Use: It is recommended that the GM roll 1d8 to determine which shrine is 'open' (available) on a given visit to the hall. Once that shrine is determined, it is 'open' for a month. The other seven will be sealed with walls of divine force (with the possible exception of SL2-1H – see text at that location). Of course, in certain campaigns it may make sense for all shrines to be accessible on any given visit. Regardless of availability, an individual may only gain a beneficial effect from a shrine once, although he/she can be subject to negative effects as often as they occur. In other words, an individual can consult a shrine as often as he/she earns negative benefits, but once he/she has earned the positive benefit, the shrine is forever closed to him/her.

Thothian Teleportation Ring: In the northwest corner of the hall is a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: YE-BL-RE-GR-BK-WH (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

Inhabitants:

1. **21 stone golems**: SZ L; AL N; AC 5; MV 60'; HD 14; HP 60(x21); #AT 1; Dmg 3-24. Special attacks: slow once every other round. Special defenses: +2 or better weapons to hit; immune to most magic.

Treasure:
On the dead adventurers: 256 gp, 379 sp, 243 cp; two suits of chain mail; a suit of banded mail; a **shield +2**; a **ranseur +1**; a **battle axe +1**; two long swords; a **sling +2**, with 20 bullets, a holy symbol of Thoth, a scroll with four illusionist spells (**dispel exhaustion**, **brain full of small spiders**, **brain full of large spiders**, and **warding chain of glyphs** – see new spells for the latter three), a **potion of gaseous form**; and a **potion of fly**.

SL2-1A: Thoth the Arbitrator of Disputes

The walls of the chamber show scenes of men judging a wide variety of creatures. At the western end of the chamber stands a 4'-tall marble table, on which sits a set of platinum scales (with weights nearby). Above the table, the wall is carved with both an inscription and a trio of 3'-tall polychromed figures in high relief. The figures depict an ibis-headed man (Thoth) standing between a hawk-headed man (Horus) and a red-headed man (Set); Thoth wraps a cord around the clasped hands of Set and Horus (representing concord between the two enemies). Both the scales and the relief detect as magic.

Inscription: *The Champion's Wisdom Ensures Peace*

How the Shrine Works: Anyone who stands in the blue circle before the shrine is frozen briefly in time while he/she communes with an avatar of Thoth. The avatar telepathically asks three questions of the postulant, who needs only register his/her answer in his/her mind. After each answer is registered, the ibis relief booms out so that all can hear: "*Thoth Hears!*". Once all three questions have been answered, the ibis states "*Now Thoth shall Judge*." At this point the postulant rolls 3d6. If the roll is under his/her WIS score (potentially modified by the influence of the pneuma), a benefit is received; otherwise negative consequences are borne.

The three questions are listed in the table below. Three possible answers to each question are provided; the GM should determine which of the three is closest in spirit to whatever response the PCs give, and then apply the appropriate modifier. If an answer is clearly inappropriate, or unrelated to any of the three answers, apply a -1 modifier to the PC's subsequent roll of 3d6. For ease of examination, the 'best' answer is marked with an asterisk.

Question	Possible Answer	Modification of 3d6 roll
1. A wise man walks with whom?	A. The wise* B. The strong C. Himself	A. -2 to roll B. +2 to roll C. +0 to roll
2. In judging, a just judge seeks what?	A. To discover right B. To apply the letter of the law C. To bring harmony to the parties*	A. -1 to roll B. +1 to roll C. -2 to roll
3. Law is always trumped by what?	A. Nothing B. Informal agreement* C. Might	A. +0 to roll B. -2 to roll C. +2 to roll

Negative Consequences: those whose wisdom is found lacking by Thoth must roll on the following chart:

D6	Negative Consequences
1	-1 WIS (permanent)
2	Permanent -4 Reaction Roll to be applied to any attempt by the PC to persuade anyone of anything
3	Buying or selling goods is affected by -25% (that is, prices are 25% higher when buying and 25% lower when selling); lasts 1 year
4	PC is 50% more likely to be found guilty of a crime of which he/she is formally accused in a legal setting; permanent
5-6	2-4 stone golems activate and attack

In addition, the platinum scales will weigh incorrectly and cannot be balanced; using them may make PCs liable to accusations of using false measures.

Benefits: If Thoth accepts the wisdom of the PC's decisions, he/she should roll on the following table:

D6	Benefits
1	+1 WIS (permanent)
2	+4 reaction roll in any formal legal setting (permanent)
3	May summon this avatar of Thoth once in order to consult on the wisdom of a particular decision or action, or to intercede in a difficult set of negotiations. The avatar's advice will be highly useful, even decisive, but it will not engage in combat
4	PC gets 25% better prices for a year

In addition, the champion will find that the platinum scales are not only perfectly balanced whenever he/she uses them, but that they are able to provide only him/her with an accurate gold piece value of any gem, piece of jewelry, or small object placed upon them.

The Platinum Scales: Those who commune with Thoth are permitted to remove the platinum scales. The scales are worth 4,650 gp, and are enchanted; see above for their effects, which vary according to whether the postulant received a benefit or a negative consequence. Those who have not undergone Thoth's questioning cannot remove the scales; for such persons, the scales and weights appear to be affixed permanently to the table. If the scales are removed by a postulant, an identical pair will be present the next time the shrine is available (i.e., after a month).

SL2-1B: Thoth the Magician

The walls of the chamber are covered in frescoes showing arcane symbols, formulae, and objects (wands, librams, etc.). At the western end is a basalt table on which sit two wands, one carved out of simple oak with a few arcane glyphs and the other a piece of ivory chased with silver and gold. Above the table is carved an inscription and a flying ibis with open beak, from which a long, twisting scroll descends to the hands of two sorcerers. The scene represents Thoth as the font of magic.

Inscription: *The Champion Taps the Arcane*

How the Shrine Works: A postulant standing in the blue-granite circle triggers a booming voice which intones "*Choose!*" Both wands glow with an orange light until the postulant selects one (at which point the other returns to inert status). Regardless of which is chosen, the postulant must then roll 3d6 under his/her INT (possibly modified by the pneuma). Several factors may influence the die roll:

Postulant is a magic user: -2 to roll
Postulant is an illusionist: -1
Postulant is any other class: +2
Postulant is a follower of Thoth: -2
Postulant is a follower of Set: +2
Postulant has correctly and orally identified Thoth as the origin of magic: -1

If the roll succeeds, consult the Benefits section; if it fails, consult the Negative Consequences section. Thoth replaces any missing wands within a month. Note: inert wands (i.e., those not chosen) may be taken, and will detect as magic, but have no powers. They can be sold as curios for 50 gp.

Negative Consequences: The wand is detrimental, but the postulant will refuse to recognize that fact, thinking instead that the wand is actually one of immense power (roll on the wooden wand chart below to determine the type of wand the user believes it to be). If the user chose the wooden wand, the wand actually functions as a cursed **wand of alarms** (see new magic items). If the user chose the ivory wand, it is a cursed **wand of life-stealing** (see new magic items).

Benefits: The wand is beneficial and possesses 40 charges; its powers and charges are instantly known to the wielder. Only the original postulant may wield this wand, and may do so even if not normally able to wield wands of this (or any) sort. The nature of the wand depends on which was selected:

D6	Wooden Wand	Ivory Wand
1	**Wonder**	**Illumination**
2	**Lightning**	**Magic Detection**
3	**Polymorphing**	**Metal and Mineral Detection**
4	**Fire**	**Secret Door and Trap Location**
5	**Negation**	**Enemy Detection**
6	**Conjuration**	**Size Alteration**

SL2-1C: Thoth the Scribe

The walls of the shrine depict scores of scribes laboring to copy scrolls and codices. At the western end is a solid ivory table on which rests the Book of Thoth (an enormous codex, 3'x5' in dimension, with green leather covers and ivory plates for folios - see Arden Vul books), an ebony inkpot, and an ibis-feather pen. On the wall above the table are carved an inscription and a fresco of baboon-headed Thoth handing scrolls to genuflecting humans.

Inscription: *The Champion Transfers Knowledge*

How the Shrine Works: This shrine is only operable by those under the influence of the Pneuma. Negative consequences occur for any

not under the influence of the Pneuma who touches the objects of the shrine in any other way. If a postulant who has inhaled the Pneuma stands in the blue circle, he/she hears a booming voice intone: "*Will you read or write?*" If the postulant says or thinks '*read*,' then the Book of Thoth opens to one of the pages determined on the table below. If the postulant speaks or thinks '*write*,' then the ibis-feather pen floats to his hand, and the Book of Thoth opens to a blank page.

Negative Consequences: If a postulant who has not first inhaled the Pneuma attempts to read the open page of the Book of Thoth, he or she loses 1 WIS instantly, and three stone golems from SL2-1 animate to intercept the desecrator(s). If the inkpot or the pen are touched, the golems activate but no WIS loss occurs.

Benefits: The nature of the benefit depends on whether the postulant chose to 'read' or 'write'.

If a postulant chose to 'read', the ivory pages of the Book of Thoth flip open to a random page. After reading the page, the postulant must roll 3d6 under INT to comprehend the cosmic consequences of the information presented; if this fails, he/she suffers confusion for 1 day, loses a permanent point of INT, and can never receive a benefit from the shrine. If it succeeds, roll on the following table. **Note**: even if a character is illiterate, he/she will still magically be able to comprehend the tome.

D6	Benefit
1	+1 INT
2	+1 WIS
3	Instant and permanent ability to **comprehend languages**, per the magic user spell.
4	Instant and permanent ability to cast a single 1st-level magic user spell, regardless of class restrictions, intelligence, or material components. The spell should be determined randomly. The lucky recipient can 'cast' the spell once per day.
5	Knowledge of **astral spell**. If the recipient is a magic user, this is a spell-like ability usable once per week (regardless of intelligence or material components). If recipient is not a magic user, the spell appears on a scroll which can be used or sold as appropriate.
6	XP sufficient to gain one level, or 10,000 XP, whichever is less.

If the postulant chose to 'write', then he or she knows intuitively that he/she must convey knowledge and/or power to Thoth by inscribing it in the Book of Thoth. Two kinds of information may be recorded: spells or secrets. With spells, the more potent the spell, the more likely the recipient is to receive the benefit. The base chance to receive a benefit is 20%, modified by 10%xLVL of spell inscribed (e.g., a 1st-level spell is inscribed, the chance is 30%, if a 9th-level is inscribed, it rises to 110%). Whatever spell the PC chooses to inscribe is wiped permanently and irrevocably from both his/her mind and his/her spell book. In return, if the percentage roll is made, Thoth grants a lapis, bronze, and silver brooch in the form of an ibis: this brooch may be used to summon an avatar of Thoth (equivalent in power to a solar) to aid the summoner. The brooch may be used twice before it crumbles to dust. If the roll fails, the postulant hears "*It is already known!*" and he/she can receive no further benefit from the shrine.

If the postulant knows no spells, he or she must record an important, defining moment of his/her life into the Book (the precise nature of the moment should be discussed with the GM and/or other players; it should be significant). Once that moment or secret is recorded in the Book, knowledge of it is wiped from postulant's mind permanently; at that point there is a 20% chance plus 10%/level of the postulant to receive the brooch. If the roll fails, the postulant hears "*It is already known!*" and he/she can receive no further benefit from the shrine.

SL2-1D: Thoth the Judge of the Dead

The south wall of the shrine depicts a file of 20+ souls of various social classes progressing towards a set of scales. The north wall is devoted to an enormous fresco of the scales, behind which crouch Thoth-as-baboon and Maat. On one scale is a human heart, while on the other is an ibis feather. Five humans are lined up to be judged - a beggar, a great lady, a pudgy priest, a sorcerer, and a warrior. At the western end of the shrine is a plain stone table on which stands a 3'-tall set of bronze scales. To one side lies a white ibis feather made of ivory; to the other side lie two apple-sized human hearts carved out of red garnet. One of the hearts has a white painting of an ibis feather on it; the other has a black spiral painted on it.

Inscription: *With Wisdom the Champion Judges*

How the Shrine Works: When a postulant steps into the blue granite circle, the voice of Thoth booms forth: "*Thou must judge so that thou may be judged*!" At that point an apparition appears and makes a short statement about the conduct of its life. When the soul has made its statement, it is up to the PC to place one of the two garnet hearts and the feather of Maat onto the scales. The heart chosen by the PC is, in effect, a judgment on the merit of the soul. If the PC chooses the heart inscribed with a feather, then the judgment is that the soul is without serious sin and thus worthy of joining the afterlife. If the PC chooses instead the heart with the black spiral on it, he/she has judged that the soul does not merit the afterlife. The GM should roll on the table on the next page to determine the soul who appears, the gist of its statement, and the 'correct' judgment. If the PC's judgment was correct, benefits accrue; if it was incorrect, negative consequences occur.

Note to GM: Thoth is a god of law, justice and equanimity; as a result, the 'correct' judgment is mostly a reflection of the absence of violent emotion, pride, or chaotic impulses.

Negative Consequences: The voice of Thoth booms forth: "*You lack the wisdom to judge justly*." The postulant loses a point of WIS and three stone golems from SL2-1 animate and attack. Despite this outcome, the postulant may still take the garnet hearts (500 gp each), and the ivory feather (200 gp).

Benefits: The voice of Thoth booms with satisfaction: "*Wisdom is indeed the prerequisite for Judgment*." The postulant gains a point of WIS and may take the objects from the table. The hearts are valuable gems (500 gp each), but the feather transforms into a **feather of Maat** (see new magic items).

d10	Appearance	Statement of Dead Soul	Correct Judgment
1	Wild-eyed beggar in tattered clothes	My wife died, and I lost my job when I broke my leg. I have begged because I have nothing else to do. I am grateful for the charity showed to me by all.	Maat
2	Wild-eyed beggar in tattered clothes	I never deserved poverty, as I have had nothing but bad luck. My wife died and I hurt my leg working for an unjust overseer. In the afterlife I will become equal to those who have sprinkled a few coins on me.	Sin
3	Beautiful lady in glittering jewels and gown	The gods blessed me with beauty and wealth. I have never listened to the insinuations of the envious, but rather have acted with equanimity towards all, offering pain where it is due and reward where it is due. I have exercised my rightful authority justly.	Maat
4	Beautiful lady in glittering jewels and gown	The gods blessed me with beauty and wealth. Those who have envied my gifts cannot be trusted; my righteous anger has brushed them aside, and I have ferreted out their dens of iniquity. I act righteously in all matters.	Sin
5	Pudgy priest in soiled robes	Curses on Set! It is the fault of the loathsome deceiver that I have been foiled in my efforts to lead a blameless life. To repay his deceit I have slain his cattle and will feast on them with my paramour.	Sin
6	Pudgy priest in soiled robes	The ways of the Gods are unfathomable. I have sought only to follow the path of righteousness. I have rebuffed the amorous, distributed their gifts to the poor, and embraced the path of moderation. While I have erred, it has been accidental and not intentional.	Maat
7	Haughty sorcerer brandishing a wand	With my mighty magic I have explored every facet of the universe. I have torn down, and I have built up. I have sought knowledge, and shared it with the learned. My life reflects the power of magic.	Maat
8	Haughty sorcerer brandishing a wand	Magic has made me feared. My anger has wrought devastation on those who would dare to challenge me. My life reflects the triumph of magical power.	Sin
9	Stern warrior in imperial field plate	Over the course of a dozen campaigns I have fought tirelessly with dripping blade to defend the Empire. I have slain and watched my comrades be slain. I seek rest.	Maat
10	Stern warrior in imperial field plate	Brought unwilling to the army, I proved an eager disciple, reveling in the battle lust and the cleansing emotions wrought by slaughter. Promoted to Polemarch, I always sought the lead in battle, throwing my troops into the fray and following with shrieking war cry. Glory is my reward.	Sin

SL2-1E: Thoth the Self-Begotten

The north and south walls are filled with dozens of images of objects and incarnations associated with Thoth: ibis-headed men, ibises, baboons, apes, scroll full of writing, a sorcerer's staff, a star constellation, a set of scales, the feather of Maat, an egg, etc. At the east end of the shrine a stone table sits beneath the inscription. On the table are ten miniature-sized (3" tall) objects representing each of the symbols just mentioned; each is made from a different precious material (gold, silver, ivory, ebony, gems, etc.).

Inscription: *The Champion's Wisdom Knows Whence it Arrives*

How the Shrine Works: The postulant stands in the blue-granite circle, and the voice of Thoth booms forth. The voice asks two questions, after which the postulant must roll 3d6 under his/her INT (possibly modified by the pneuma). The questions are listed below, along with possible answers that might influence the roll. If the roll is successful, benefits accrue. If it is failed, negative consequences happen. Note: this is not a multiple-choice question, and so the GM should not provide a list of possible answers. The postulant must craft an answer on his/her own, which the GM should interpret according to the rough guidelines below.

First Question: *Whence Lord Thoth?*
Possible Answers with modifiers:

From Himself	-5
From nothing	-5
He is always	-5
An egg	+1
An ibis	+1
A baboon	+3
Any other answer	+5

Second Question: *What are the offspring of Lord Thoth?*
Possible Answers with modifiers

He has none	-3
All things	-1
Writing	-1
Magic/spells	-1
The (other) Gods	0

Baboons	0
Ibises	0
Humans	+2
Any other answer	+1 to +3

Negative Consequences: The voice intones: "*You lack wisdom. Learn it, lest you be cursed*! *And now … choose your reward*!" The postulant can then select one of the 10 objects from the table at the bottom of the page. Sadly, the object is **cursed** (see table below). Curses are permanent until dispelled by a 12th-level cleric. Once the curse affects the postulant, the object is drained of magic and is merely of some small value. If a postulant refuses to take an object, no curse is inflicted. If he/she takes more than one object, only one curse is inflicted (GM's choice).

Benefits: The voice of Thoth solemnly intones: "*Your wisdom is manifest! Choose your reward!*" The ten objects on the table then sparkle invitingly. The postulant may select one, whose positive effects are listed at the bottom of the page. If, however, the postulant does not choose an object but rather states "*I choose wisdom*" (or something like that), then the objects disappear and he/she gains +1 WIS and an amulet which can be used once to summon an avatar of Thoth (equivalent in power to a planetar). A selected object retains its magic so long as it is worn by the postulant. If the postulant gives away or sells the object, it loses its magic instantly. If a greedy postulant takes more than one object, he/she receives a **curse** (GM's choice) and no benefit.

SL2-1F: Thoth the Astronomer

The walls of the shrine are painted with large fresco images of the traditional zodiacal symbols, six on the south wall (from east to west: Ram, Bull, Twins, Crab, Lion, and Maiden) and six on the north wall (from east to west: Scales, Scorpion, Archer, Horned-Monster, Water-Bearer, and Fish). At the east end of the shrine is a complex apparatus of arcs, circles and gears, all apparently made of gold. Twenty orbs made of various gemstones stud the apparatus.

Inscription: *The Champion's Wisdom Brings Order to the Stars*

How the Shrine Works: When anyone steps into the blue granite circle, the apparatus spins and gyrates for 1 round before stopping with the gemstones in a specific arrangement of orbs. That arrangement reflects the star map of one of the twelve zodiacal signs (roll 1d12 to determine which); this fact will only be apparent to characters with special training or to a clever player who asks about the pattern and succeeds on a roll of 3d6 under INT. The voice of Thoth then booms forth, stating "*The stars must be aligned, and the signs opposed. Else chaos reigns!*" Once Thoth speaks, the wall fresco that represents that sign starts to come to life, peeling itself from the wall and expanding into a full-sized form of the sign; the process takes 3 rounds. The trick to the puzzle is twofold: first, the postulant needs to recognize that he/she needs to manipulate the apparatus of globes, arcs and circles to form the star-pattern of one of the zodiacal signs; second, he/she needs to recognize that the appropriate sign is the one on the wall directly opposite to the sign which has been activated. The chart below summarizes the opposing signs:

Image on South Wall	Image on North Wall
Ram	Scales
Bull	Scorpion
Twins	Archer
Crab	Goat
Lion	Water-Bearer
Maiden	Fish

If the postulant dials the opposing sign before 3 rounds are up, then benefits accrue. If not, the apparatus locks, and the PC and his/her friends face negative consequences. A kind GM should allow a PC who has already figured out which sign to 'dial' on the apparatus to make a 3d6 roll under WIS or INT (modified by the pneuma of course) to figure out what combination of orbs, arcs, and circles will produce the relevant sign.

Negative Consequences: If the player does not figure out which sign opposes the animating incarnation, or cannot manage to 'dial' the right combination on the apparatus within 3 rounds, then the animated zodiacal sign attacks. The animated signs are mechanically similar in some ways, although each has distinct

Object from SL2-1E	Properties if Cursed	Properties if Beneficial	Value
Ibis-headed man of ivory and lapis	Loss of one experience level or 10,000 xp, whichever is less	Gains one experience level or 10,000 xp, whichever is less	275 gp
Ibis figurine, of ivory and ebony	All found treasure is worth 25% less	Found treasure is worth 20% more	250 gp
Baboon, of malachite	-1 INT, -1 CHA	+1 DEX	150 gp
Crouching ape, of jasper	-1 INT, -1 WIS	+1 STR	100 gp
Stylized scroll with pretend writing, of ivory	Inability to read or to speak comprehensibly	75% Read Languages (as thief)	75 gp
Sorcerer's staff, of carved ebony	Saves vs magic reduced by 2	Saves vs magic improved by 2	75 gp
Constellation of stars, of yellow jasper connected by gold wire	Bad luck; -1 to all rolls	+1 to all saves	300 gp
Set of scales, in platinum	-50% to reaction rolls	+25% to reaction rolls	250 gp
Feather of Maat, in carved ivory	Undead magnet: unable to hide from undead, who attack bearer first	Undead must save vs spells to attack wearer	200 gp
Egg of an ibis, in ivory	AC degraded by 2	AC improves by 2	200 gp

special attack, special defense, and treasure (which may be acquired once the sign is defeated). An animated sign follows the postulant until it is slain. See below.

Benefits: If the player can dial the opposing sign within 3 rounds, then the fresco image of the opposing sign also animates, and the two signs battle each other (ignoring the PCs) until both are destroyed. Benefits are WIS +1 and the treasure from the two animated zodiac signs.

Animated Zodiac Signs:

Ram: An enormous white-and-red bighorn sheep, with fire-red, glowing eyes and a pair of sharp, golden horns
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60; #AT 1; Dmg 3-12 (horn); MR 20%. Special defenses: immune to fire.
Vulnerability: Takes double damage from ice or water; is easily distracted by images of another ram/sheep (e.g., by an illusion, or even a mirror)
Treasure: 2 golden horns, each worth 500 gp. Excellent potential as musical instruments.

Bull: A huge, 5'-tall snow-white bull, with black 'stockings' markings on its feet, a black head, and black tail. Its eyes are limpid, grey and featureless. Its horns are ivory, carved with scenes of commerce presided over by bulls; blue dye highlights the carvings.
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60; #AT 1; Dmg 5-16 (head-butt); MR 20%. Special attacks: breath weapon (slow, 2/day). Special defenses: immune to alteration magic.
Vulnerability: Waving the color red before the Bull causes it to attack wildly at -3 to hit; double damage from electricity
Treasure: 2 carved ivory horns, each 500 gp in value; potential as drinking horns.

Twins: Two muscular young men in loincloths, bearing polished wooden clubs. A 5'-long silver chain runs from a bracelet on one twin's left hand to a bracelet on the other's right hand. The Twins are agile and strong, but strangely anonymous; this is particularly of their faces, whose features are bland, unwrinkled, and disconcerting.
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60; #AT 1; Dmg 1-12 (club); MR 20%. Special defenses: regenerate 3 HP/rd so long as joined by the chain; immune to cold, electricity, fire, and water damage.
Vulnerability: Breaking the chain linking the twins inflicts 50% of remaining HP damage, and large tears of blood start welling from the eyes of each. Chain: AC 0; HP 18.
Treasure: The red tears may be collected at the end of combat. There will be 2 tears for each round of combat after the chain is broken. Tears of the Twins (see new magic items) are small rubies worth 500 gp each; if swallowed, allow temporary regeneration of 2 HP/rd for 2 turns.
Note: Each individual twin has no fixed amount of HP. Regardless of how much one twin 'takes', the twins are only defeated once the pair has taken 60 HP, whether that damage is inflicted on one twin or is divided among the two.

Crab: A huge crab, with midnight black shell and pure white eyes.
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60; #AT 2; Dmg 3-12/3-12; MR 20%. Special defenses: immune to cold and water damage.
Vulnerability: Takes double damage from fire.
Treasure: Eyes are pearls worth 250 gp each; if 450 gp is expended a good armorer could transform the chitinous shell into a **shield +2, +3 versus cold**.

Lion: An 8'-long, tawny gold lion with amber eyes
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60; #AT 3; Dmg 1-8/1-8/2-8 (claw/claw/bite); MR 20%. Special attacks: stunning roar, 2/day (save vs. petrification or be stunned for 1-3 rounds). Special defenses: immune to fire.
Vulnerability: Susceptible to illusion (-3 to saves); double damage from arrows.
Treasure: Hide may be made into **leather armor +2**, with +2 to saves vs fire attacks; doing so costs 450 gp in materials and labor.

Maiden: A beautiful girl with long dreadlocks, chiseled facial features, and coal-black eyes. She wears a light-blue, diaphanous gown and a golden circlet from which dangle 20 enormous pearls on golden chains.
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60 each; #AT 1; Dmg special; MR 75%. Special attacks: touch petrifies if save is failed (petrification starts at point of touch and only spreads to cover the whole body in 2-4 rounds); charm person through her song.
Vulnerability: Has no magic resistance against any spell that affects the mind directly (e.g. **suggestion**, **confusion**, **feeblemind**).
Treasure: **Golden circlet of pearls** (see new magic items)

Scales: A pair of armored dwarfs, each holding a heavy weight on a short chain in each hand. Their eyes are blank, and their expressions featureless.
Stats: 2 dwarfs: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 30, 30; #AT 1; Dmg 5-10; MR 20%. Special attacks: they are +2 to hit when swinging the weighted chains as a flail. Special defenses: any hit to either dwarf is shared between the two (halve the damage total and apply half to each); immunity to fire.
Vulnerability: Any display of gold coins or gems will act as **confusion** spell
Treasure: Once the dwarfs are dead, the weights crack open. One contains a set of mithril scales, the other three contain sets of weights weighing a combined 100 lb. These weights are solid gold and can be sold for 3,000 gp. As a set, though, the scales can be used to determine almost accurate (+/- 5%) values of any object placed in the scales.

Scorpion: A giant scorpion made of segmented, multi-colored alabaster. Its eyes are black jet gems.
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60; #AT 3; Dmg 3-10/3-10/2-5 (claw/claw/stinger); MR 20%. Special attacks: stinger causes paralysis for 1-4 turns if save is failed. Special defenses: immunity to cold, electricity and fire.
Vulnerability: Crushing weapons do double damage.
Treasure: The two eyes are valuable (250 gp) and enchanted; if mounted in a setting (helmet, crown) worn on the head, the eyes allow the wearer to see behind him/her (negating certain combat penalties).

Archer: An 8'-tall, green-clad archer with a jaunty cap and a permagrin.
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60; #AT 3; Dmg

1-8/1-8/1-8 (arrows); MR 20%. Special attacks: fires 3 arrows/rd; each is +2 to hit; arrows also cause psychedelic hallucination (save vs poison or spend 1-3 rounds contemplating anarcho-syndicalism). Special defenses: immune to targeted ranged attacks (**magic missile**, **lightning bolt**, etc. - but not **fireball**).
Vulnerability: Susceptible to illusions (-2 to saves) and mind-affecting spells (-2 to saves).
Treasure: 24 **arrows +2** (the hallucinogenic effect is unique to the archer, though).

Goat: A 6'-tall goat with a fish tail. Its body is covered with oily iridescent scales. Its eyes are bright orange
Stats: SZ M; AL N; AC 2; MV 60'; HD 8+8; HP 60; #AT 2; Dmg 4-11/1-4 (head-butt/tail slap); MR 20%. Special attacks: the oil on the tail is caustic and degrades metallic armor (save vs poison or AC value of any armor decreases by 2). Special defenses: immune to cold.
Vulnerability: Electricity does double damage.
Treasure: One of the horns is a **horn of blasting**; the other merely a valuable horn (100 gp).

Water-Bearer: A loincloth-wearing, brown-skinned man; he carries one water jar and has a second strapped to his back. His face is fixed in a rictus of a grin. The bearer is weak, but quick. Each round he is still standing he throws a half-sized water elemental from the jar. A minimum of one elemental emerges from the jar, even if the bearer is slain in the first round.
Stats:
1. **water bearer**; SZ M; AL N; AC 0; MV 180'; HD 8+8; HP 12; #AT 1; Dmg special; MR 20%. Each round he tosses a half-sized water elemental from the jar.
2. **half-sized water elemental**: SZ S; AL N; AC 2; MV 60', 180' in water; HD 4; HP 26; #AT 1; Dmg 2-20. Special attacks: affect boats. Special defenses: +2 or better weapons to hit.

Vulnerability: The bearer is particularly vulnerable to fire (+2 HP/die)
Treasure: The jar on the bearer's back is a **decanter of endless water**, although it is larger than usual (3' tall)

Fish: A single rainbow-colored fish emerges from the fresco and opens its mouth; a half-dozen smaller fish emerge from it. On each round that it is still active, the larger fish emits two more smaller fish up to a maximum of 18 smaller fish. All the fish hover and dart in the air, moving as if in water. The large fish does not attack, but the smaller fish do.
Stats:
1. **large fish**: SZ M; AL N; AC 2; MV 60' flying; HD 8+8; HP 60; #AT 0; Dmg 0; MR 20%. Special defenses: immune to cold and water damage. Special: emit 6 smaller fish on 1st round, and 2 more smaller fish every subsequent round.
2. **6-18 smaller fish**: SZ S; AL N; AC 5; MV 120' flying; HD 2; HP 12(x6); #AT 1; Dmg 4-9; MR 20%. Special defenses: immune to cold and water damage.

Vulnerability: Double damage from fire and electricity
Treasure: Inside the larger fish are a number of 100 gp pearls equal to the number of smaller fish that engaged in combat (minimum of 6); also within the larger fish is a **pearl of the Sirines**.

SL2-1G: Thoth the Resurrector

The walls of the shrine are filled with frescoes depicting ibis-headed Thoth striding among brightly-painted sarcophagi, touching them with a white ibis feather. In 50% of the images, the sarcophagi are opening, and the dead are rising. At the east end of the shrine, an 8' statue of an ibis stands in front of the usual blue-granite circle. The statue is made of pure white marble, albeit with a black basalt beak and blue sapphire eyes. One of the feathers extrudes from the statue and appears to be made of solid gold.

Inscription: *The Wise Champion Raises the Dead*

How the Shrine Works: This shrine is simpler than the others. The postulant approaches and stands in the circle; he/she rolls 3d6. If the roll is under (modified) WIS, then the gold feather flashes blue for an instant and may be removed. If the roll is not made, negative consequences occur.

Negative Consequences: If the WIS roll is failed, the feather is only a 25 gp curio, and 3 stone golems from SL2-1 activate and attack.

Benefits: If the WIS roll is made, the golden feather is enchanted such that it may be used once to raise dead or return a being from any other unfortunate state (e.g., petrification, etc.) without the need for system shock or resurrection rolls. The feather must be touched to the subject, who is instantly returned to full health by Thoth (those disintegrated or otherwise vaporized, however, are out of luck). The feather disappears after 1 use.

SL2-1H: Thoth the Timeless (or, Thoth, the Lord of Time)

The south wall of the shrine is painted flat grey; amid the grey flit vaguely human and humanoid shapes - in shapeless white. A few silver cords snake through the grey. The north wall features a grey mist within which are dim forms - some bipedal, some oval [demi-planes] - and a swirling vortex. At the east end of the shrine, under the inscription, stands a blue-painted wooden box some 8' tall and 4' square. It has a hipped roof with a slight overhang. A 2'-square hinged panel with some strange glyphs is on one side, while another features a full-sized door.

The southeast corner of this shrine has suffered a small collapse, revealing a narrow, cramped tunnel to SL2-2.

Inscription: *The Wisdom of the Champion Conquers Time*

How the Shrine Works: The shrine may only be activated if the postulant has breathed in the pneuma of Thoth (SL2-1). He/she stands in the blue-granite circle and enters a trance in which he/she attempts to commune with Thoth across space and time. Eventually, after 1-6 turns, the postulant attempts to roll 3d6 under his/her WIS (modified by the pneuma, of course). If the roll is made, benefits accrue. If it is failed, negative consequences occur. Several additional factors modify the dice roll:

Postulant is a magic user	-2
Postulant is a cleric	-1
Postulant is any other class	+2
Postulant has a holy symbol of Thoth	-1
Postulant is a follower of Thoth	-4
Postulant is evil	+3
Postulant has visited the Astral Plane	-1
Postulant has visited the Ethereal Plane	-1

Negative Consequences: If the roll is not made, the blue box disappears, and three stone golems animate and attack. The box returns in one month.

Benefits: If the roll is made, both the hinged panel and the door on the box click open. Behind the hinged panel is a special **scroll of gate**, usable only to gate in Thoth himself. The door to the blue box opens to a much larger space, some 30' in diameter, with a central pedestal and at least two doors [**Note**: the GM could add further doors/gates as she wished]. The doors are gates to the Astral and Ethereal Planes respectively. So long as the special Scroll of Gate is held, this shrine will be accessible to the holder. So, even if on a subsequent visit another shrine is indicated as 'open', this shrine will also be accessible.

SL2-2: Deep-space Containment Units

This chamber is 20' tall and made of polished matte-white plasteel. The room is octagonal in shape yet the joints between the walls and the ceiling and floors are all rounded (without 90-degree angles).

In the center of the chamber is a low pool of gently burbling, pale-yellow, viscous, neuroderm (see new technological items); from the center of it rises a 1'-diameter translucent bioplas tube filled with the same stuff. On the northwest side of the pool is a 4'-tall control console. Against the walls stand thirteen containment units, each of which is connected to the pool of neuroderm via pulsing, flexible tubes of bioplas that snake across the ceiling before connecting to the tube that rises from the pool. Channels in the floor lead from each unit to a floor drain. For the neuroderm and the console, see SL2-2A.

Containment Units: Resting on stone plinths, the thirteen 10'-tall containment units are hemispherical and opaque. The top, bottom and back are made of plasteel, while the curved front is of frosted plasglass. At about eye level on each unit is a 1'-square plaque of plastic on which is inscribed a Rudishva glyph (the glyphs are for numbers 1 to 13). Flexible, lightly pulsing tubes of bioplas connect the top of each unit to the neuroderm pool (SL2-2A).

The containment units were used to cryogenically store wounded, ill, or criminally insane rudishva starfarers as well as the occasional strange specimen encountered during the Beacon's far-flung travels.

Six of the thirteen units have been damaged beyond repair: the plasglass front panels of two have large cracks and spider-patterns on them, the panels of two more hang open without any sign of power, and the panels of two more are missing altogether.

Of the seven operable units, six are occupied and the seventh is vacant. The following table offers some suggestions for inhabitants of the occupied units. The GM can select an appropriate inhabitant or roll d10 for each of the six inhabited units. It is recommended that at least one of the units contain a rudishva.

D10	Description
1	**Baltaj Kop**, **a niravairi** (see new monsters) **and a rissaldar in the Order of Planar Explorers**, **as a 7th-level fighter**: SZ M; AL LN; AC 9; MV 120'; HD 7; HP 57; #AT 3/2; Dmg by weapon. Abilities: STR 17, INT 10, WIS 13, DEX 15, CON 12, CHA 9. Special attacks: surprise on 1-3 in 6. Baltaj Kop was captured by the crew of the Beacon and held for interrogation; the rudishva and the Order were often at odds with each other.
2	**1 ichor of Rimmaq-Isf**et (see new monsters): SZ L; AL CE; AC 5; MV 60'; HD 16; HP 102; #AT 2; Dmg 1-6/1-6; MR 30%. Special attacks: caustic touch (1-4 HP acid damage); crush (1-10 HP/rd); obliterate organic matter. Special defenses: +1 or better weapons to hit; immune to cold and acid
3	**1 night hag**: SZ M; AL N(E); AC 9; MV 90'; HD 8; HP 55; #AT 1; Dmg 2-12; MR 65%. Special attacks: magic missile 3/day (2-16 HP damage); ray of enfeeblement 3/day. Special defenses: become ethereal; silver, iron or +3 or better weapons to hit; immune to sleep, charm, fear, fire, and cold. Special: know alignment; polymorph self; gate (50% chance for either a barbed devil or a type I demon). The hag enters the Ethereal Plane instantly upon release, and, once the recovery time has elapsed, returns to attack the PCs.
4	**Plec-Gris**, **a male rudishva** (see new monsters): SZ L; AL NE; AC 7; MV 90'; HD 3; HP 16; #AT 1; Dmg by weapon; MR 20%. Plec-Gris was a science technician grade 1 who went insane and murdered his partner; Captain Leil-Jor sentenced him to be stored for eventual imprisonment. As a criminal and sociopath, Plec-Gris wishes to avoid all rudishva areas and will work to subvert and betray any 'rescuers'.
5	**1 gibbering mouther**: SZ M; AL N; AC 1; MV 30', 60' on mud or quicksand; HD 4+3; HP 29; #AT 6+; Dmg 1(x6) +1/round. Special attacks: spit causes blinding flash; pull down and flow over victims; babble causes confusion. Special: alter ground density. Due to its unusual biology, the mouther can attack instantly upon release.
6	**Selenite guardian** (see new monsters): SZ M; AL N; AC 2; MV 30' on dirt, 60' on selenite; HD 6; HP 41; #AT 2; Dmg 2-8/2-8. Special defenses: regenerate 2 HP/round near selenite; immune to fire and water; take only 1 HP from edged weapons. The guardian does not require a recovery time and may act instantly
7	**Kelo-Rep**, **a male rudishva** (see new monsters), **as 3rd-level thief**: SZ L; AL CE; AC 7; MV 90'; HD 3; HP 15; #AT 1; Dmg by weapon; MR 20%. Abilities: STR 11, INT 15, WIS 7, DEX 16, CON 10, CHA 11. Thief skills: PP 40%, OL 33%, MS 27%, HS 20%, HN 15%, CW 87%. Kelo-Rep was an engineering jemadar who cracked under the weight of the stress wrought by the crash. Although definitely psychotic, he can 'pass' as rational for short periods. He sounds knowledgeable, but his advice about technological matters is now 50% likely to be erroneous, and potentially dangerously so.
8	**Talg-Roe**, **a female rudishva** (see new monsters): SZ L; AL LN; AC 7; MV 90'; HD 3; HP 14; #AT 1; Dmg by weapon; MR 20%. Talg-Roe was infected with a disease that the medical staff of the Beacon could not treat with drugs or technology. She is cheerful and friendly upon release, although she will not admit to her condition. There is a 50% chance her illness is contagious for humans; if so, it is serious and potentially lethal. She will die in 1-3 months.

9	**Janaka**, **5th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 31; #AT 2; Dmg by weapon. Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person**, **dancing lights**, **hypnotic pattern**. Possessions: jumpsuit; a jade amulet of an ouroboros (275 gp); seven silver rings (20 gp each). Janaka will need kaliyani refreshening liquid (see Arden Vul items) within a few days. Janaka, a science jemadar on the Beacon, who was found guilty of disobeying orders and was sentenced to indefinite cryogenic storage. Janaka was one of the first of the kaliyani to vocally express displeasure with the decision-making of Captain Leil-Jor.
10	**Triv-Lok**, **a male rudishva** (see new monsters), **as a 6th-level fighter**: SZ L; AL LN; AC 7; MV 90'; HD 8; HP 45; #AT 1; Dmg by weapon; MR 20%. Abilities: STR 15, INT 15, WIS 10, DEX 12, CON 14, CHA 16. Triv-Lok was a jemadar (officer) on the Beacon; as such she has deep knowledge of the rudishva period in Arden Vul, and of the operation of rudishva systems. Believing she established peace with the heqeti, she ignored orders and set off to visit the heqeti; she was seized by a varumani security team and remanded for court martial. Although the verdict was death (due to dereliction of duty), Captain Leil-Jor commuted the sentence to indefinite cryogenic storage. An account of Triv-Lok's trial may be found at 6-117.

For the rudishva or allied occupants of the containment units, it might be desirable to generate randomized mental states and general goals. Roll 1d12 and 1d6 on the following table as needed.

D12: Mental State	D6: Goals/Outlook
1-2: Depressed and hopeless; nearly catatonic. Lasts 3-300 months.	1: Locate shuttle (SL13-37) and return to the stars
3-4: Insane, but crafty and plotting	2: Locate troll thegn (7-30), in order to join (50%) or take over (50%) the varumani
5: Insane, wildly psychotic	3: Locate other rudishva survivors, e.g., Psalor-Ki (5-74)
6-8: Normal, suspicious	4: Destroy all rudishva tech
9-10: Normal, helpful	5: Explore Arden Vul, possibly with PCs
11-12: Amnesia, for 1-100 days	6: Genocidal hatred for: humans (1-2); varumani (3-4); heqeti (5-6); other (7-8)

The inhabitants of the containment units can be released and revived through manipulation of the console at SL2-2A. If an inhabitant is released, the release on the plasglass screen will snap open, the yellow neuroderm will pour onto the floor and down the drain, and the subject will slump to the floor. It takes 5-8 turns for the subject to recover from the experience.

Should a PC wish to make use of one of the containment units, the procedure works in reverse: the visitor steps into an empty, but usable, unit, the door is shut, and, once the console is properly manipulated, the bioplas tube fills the unit with neuroderm. The effects of this process on a rudishva are these: curing of all wounds, cessation of aging, and preservation of life at a minimal state. The effects on non-rudishva must be rolled on the following table:

D100	Effect
1-40	Preservation of life, no other effects
41-65	Preservation of life, plus full healing
65-80	Incompatible: instant death
81-88	Preservation of life, but inflicts a rare disease
89-96	Preservation of life, but subject goes insane
97-100	Preservation of life, but changes to subject's biological makeup (GM's choice)

SL2-2A: Neuroderm Pool and Console

This area is comprised of the pool of gently burbling yellow neuroderm with its control console, both of which lie in the center of area SL2-2.

Neuroderm: Neuroderm has significant bio-technological properties (see new technological items). Its role in this chamber is to provide the nutrient bath within which cryogenic stasis is possible. Flexible tubes of bioplas run from the pool to each of the thirteen containment units.

Control Console: The console on the northwest side of the pool is used to control the containment units. The console features three buttons, a smoky-gray plasglass screen, thirteen 3" slots, and a larger, 6"-wide slot. One button (green) activates the console, turning the screen on and allowing selection of individual containment units via the touch screen. A second button (blue) opens the plasglass front panel of a selected containment unit. The third button (yellow) activates the flow of neuroderm from the pool to the selected containment unit. Six of the slots are currently filled.

Removing an Occupant: The user must turn the power on via the first button, select the appropriate unit on the touch-screen, remove the control card from that unit's slot, and open the plasglass front panel by pressing the second button. This process may be summarized in this way: press green (power) button >> select unit on touch screen >> remove control card >> press blue button.

Installing an Occupant: The process requires an open unit. Then, the user must turn power on with the first button, select a unit via the touch-screen, insert a control card into that unit's slot, open the unit by pressing the second button, install a subject in the unit, close the plasglass screen by pressing the second button, and finally fill the unit with neuroderm by pressing the third button. For the effects of an active containment unit, see text at SL2-2. The installation process may be summarized in this way: press green (power) button >> select unit on touch screen >> insert control card into slot for appropriate unit >> press blue button >> [subject enters unit] >> press blue button >> press yellow button.

Creating New Control Cards: A process for creating new control cards, and even creating special genetic sequencing cards with which to bioengineer new creatures, exists on this console, but it

would be difficult to figure out without rudishva advice and input, and it would require both a 2 lb mass of bioplas (to be inserted into the larger slot) and the activation of a series of mostly-hidden sequences on the control screen.

SL2-2B: Oval Door

This door is a rudishva iris door, which can only be activated by a sky blue, pale green, orange, pink, silver, or yellow rudishva identity plaque (see new technological items). When that plaque is presented, plasteel plates slide open in semi-circles, revealing a 4'-diameter entranceway.

SL2-3: Elevator to 6-95A

Inside the oval door is an elevator shaft leading down to the Arena (6-95A). The walls of the elevator shaft are undecorated stone, save for a bit of lapis inlay next to the oval door (the lapis shows a 6" orb circled by three 2" orbs).

If the elevator is present here (50%), it appears as a slab of polished blue granite, with another inlay of lapis incised in the center of the slab. The inlay shows a 1' orb with three 4" orbs around it (the rudishva homeworld with its three moons). The elevator activates by stepping on (or placing something on) the inlay. Travelers will experience slight nausea as the elevator travels plunges down about 1,050' to 6-95A.

If the elevator is not present, the entire 'room' is merely an empty granite shaft some 1,050' deep. The elevator may be summoned from 6-95A by touching the lapis inlay on the shaft wall; this brings the elevator in 1 round. There is a 1% per use (cumulative) that the elevator breaks, grinding to a halt in the middle of the transit.

SL2-4: Crevasse

The crevasse extends downward about 50'. Its walls slope gently inwards as it descends, and, while composed of rough stone, show signs of having been scraped flush and/or fused into a glassy-surface at some point in the past. The floor of the crevasse is damp and is littered with chunks of rock intermixed with brightly colored pieces of plasteel.

A patch of 2'-tall white mushrooms grows thickly on the floor. These are slow stepper mushrooms (see new flora), which if crushed or damaged (such as by landing on them or stepping on them) cause a **slow** effect to those who fail a save versus poison.

Among the mushrooms lie numerous skeletons. Four are rudishva, two are varuda, and three more are heqeti (see new monsters for all). The rudishva and varuda skeletons are still wearing orange jumpsuits that, unlike the bodies, are completely pristine. A still-operative rudishva battle robot (see new monsters) also sits among the corpses.

The battle robot was one of only two maintained by the crew of the Beacon (the other is located at SL13-37). It has waited for many centuries in the wreck of the chamber it was ordered to guard, and will still lurch into action at any sign of non-rudishva activity. Given the depth of the crevasse, the robot has not been able to use its levitation beam to escape the crevasse.

GM Backstory: This area was once an important rudishva security office, where a team constantly guarded the valuable neuroderm and the containment units. When the heqeti launched their surprise attack on the entire rudishva regime, they managed to undermine the security outpost from below. A massive collapse occurred, leaving the crevasse as a smoking hole where the outpost once stood. The security officers were slain instantly, but the battle robot merely received dings and bangs. Having been programmed to guard the outpost from all non-rudishva, it is still carrying out those orders amid the rubble. Given the rapid collapse of the rudishva hegemony, the survivors never managed to salvage it.

Inhabitants:

1. **1 rudishva battle robot** (see new monsters): SZ M; AL N; AC -2; MV 90' flying (Class A); HD 8; HP 51; #AT 4; Dmg 3-9/3-9/3-12/3-18 (laser/laser/explosive pellet/gauss gun). Special attacks: attacks and saves as a 10th-level fighter; gauss gun strikes all targets within range each round. Special defenses: immune to fire, cold, electricity, and poison; immune to mind-affecting spells. Special: 56 explosive pellets remain. Special: those holding a plastic rudishva identity plaque (see new technological items) will not be targeted; the robot can be controlled by a Rudishva-speaker who possesses a command bracelet (see new technological items).

Treasure:

Among the skeletons are the following pieces of rudishva technology (see new technological items for all): 1) a greater rudishva power supply; 2) a laser pistol with 7-26 charges remaining; 3) a laser rifle with 5-16 charges remaining; 4) a sonic fence; 5) two communication bracelets; 6) four lesser power supplies, each with 1-20 charges in it; 7) six rudishva identity plaques (2 rust, and one each of copper, bronze, pale green, and platinum).

SL2-5: Heqeti Staging Ground

After digging the long tunnel from Level 9 (SL2-6), the heqeti prepared this cave as a staging ground for their attack on the rudishva security outpost at SL2-4. Although long since abandoned, the cave carries two mementos of the heqeti attack. The first is a 5'-tall statue of Laydassa, the heqeti builder who conceived this daring attack. The statue sits on a 2'-tall pedestal to the west and is roughly carved of the local granite. Laydassa is depicted as a thick-legged heqeti holding a staff in one hand and pointing towards SL2-4 with the other. The statue might be sold as a curio for up to 750 gp. The second memento is more dangerous: a heqeti spore bomb (see Arden Vul items) filled with green slime that sits innocently in the center of the cave. As with all such devices, direct handling by warm-blooded creatures has a 20% chance per round (cumulative) of activating the bomb, while even proximity to warm-blooded creatures provokes a slower chance for explosion (10% cumulative chance per turn).

Inhabitants:

1. **1 green slime**: SZ S; AL N; AC 9; MV 0'; HD 2; HP 12; #AT 0; Dmg special. Special attacks: convert to slime; corrosive to wood and metal. Special defenses: immune to physical attacks and all magic save cure disease.

SL2-6: Long Tunnel to Level 9 (9-131)

This long tunnel extends north several hundred feet before curving back and, after a lengthy series of descending loops and steep mini-cliffs, ending up at 9-131.



SUB-LEVEL 3: THE LESSER BABOON CAVES

This sub-level extends from the Howling Caves (Level 2, especially 2-56F) south to the external cliff face (EX-12, aka SL3-30). It features few iconic or unusual encounters, save the precipice at SL3-25 and the (hidden) upper reaches of the Great Hall (SL3-2 through SL3-11). The tunnels leading north from SL3-30 to 2-56 are narrow, steep, and sometimes frequented by troops of albino baboons. They are not at all easy to traverse, being filled with rough protuberances, small stalactites and stalagmites. Unless otherwise indicated, the caverns are dark.

General Construction Notes

Archontean areas: areas SL3-2 to SL3-11

Important NPCs

Tikun Thane, Archontean magic user (SL3-2)

Access and Egress

To surface: cave at SL3-30, leading to the cliff face at EX-12
To Level 2: cave at SL3-1, leading to 2-56F
To Level 3: upper reaches of the Great Hall at SL3-3, extending downward to 3-123
To Level 3: stairs at SL3-9, leading down to 3-135
To Level 6: teleporter at SL3-17, leading to 6-48
To the Tower of the Ape, in the city of Newmarket (see World of Archontos appendix): teleport rack at SL3-2

Teleport destinations on Sub-Level 3:

SL3-17: from teleporter at 6-48

Random Encounters

1. Northern Tunnels (i.e., SL3-1, and SL3-12 to SL3-25)

Checks should be made every three turns, with a 1 in 8 chance for an encounter:

D10	Encounter
1-2	Unusual cave feature or sound: a bat swarm flies by, a tight spot in the tunnel, a gust of wind.
3-6	4 large albino baboons (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack
7-8	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
9	Party of NPC adventurers (select from NPC appendix)
10	1-3 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 20, 19, 17; #AT 8; Dmg nil. Special attacks: paralysis

2. Worked Areas (SL3-2 through SL3-11)

Checks should be made every three turns, with a 1 in 6 chance for an encounter.

D10	Encounter
1-4	Loud noise from Lower Great Hall (GM's choice: beast-men fighting? Skirmish with goblins?)
5-6	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
7	A Priscian exploring party, consisting of a war mage and 2 conversi (see new monsters): 1. Justinian, a Priscian war mage (see new monsters) and member of Quintus, as a 6th-level magic user: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: **Priscian chain mail** (see new magic items); a **Priscian gladius +2** (see new magic items); 345 sp; a key to 9-58; a **stone of alarm**; a vial of **Keogh's restorative ointment**; a **pearl of power** (level 3); and his spell book. Spells memorized: **charm person**, **detect magic**, **magic missile**, **shield**; **levitate**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues** 2. 2 Priscian conversi (see new monsters), as 3rd-level fighters: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 1-4 (light crossbow). Possessions: Priscian chain mail (see new magic items), long swords, light crossbows. The conversi typically have STR 16

8-9	8 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves.
10	Kel Bormol, but only if he has been released: for stats see SL3-2A. Reroll if Kel Bormol has not been released.

3. Southern Tunnels (SL3-26 to SL3-30)

Checks should be made every three turns, with only a 1 in 10 chance for an encounter.

D10	Encounter
1-2	Minor Cave-in: 1-4 PCs must save vs petrification or take 1-4 damage from falling rocks. It takes 1-3 turns to clear the debris to allow further movement.
3-7	4 large albino baboons (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack
8	9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
9	1 lost mountain lion: SZ M; AL N; AC 6; MV 150'; HD 3+1; HP 22; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: gains 2 attacks from rear claws (1-4/1-4) if both front claws hit in same round. Special defenses: surprised 1 in 6
10	Party of NPC adventurers (select from NPC appendix). There is a 75% chance the party is moving inward, and a 25% chance it is moving towards the exit at SL3-18.

Level Key

SL3-1: Transit Cave

This 35'-tall cave is the transit point between the main colony of baboons in 2-56 and those inhabiting the lesser caves of Sub-Level 3. It also contains a secret door leading to the upper levels of the Great Hall (i.e., to SL3-3), and a little-known passageway to SL3-12.

The passage to SL3-12 emerges 30' above the floor of SL3-1; it is invisible to casual scrutiny.

Secret Door (west): The secret door is easy to locate (1 in 4), but is difficult to unlock (-5% to open locks). It is also guarded by a fresh poison needle mechanism (3-24 HP damage, or half if save is made).

Inhabitants:

1. 3-6 large albino baboons (see new monsters) (25%): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18, 17, 15; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
2. 25% chance of a spider from SL3-12

SL3-1A: Secret Passageway

This passageway is almost completely unknown to adventurers, and indeed was only infrequently used during the years when the cult of Thoth was at its peak. Although plenty of dust and debris line the walls of this passage, recent footprints (those of Tikun Thane - see SL3-2) and marks of activity suggest a path down its center. A set of thick iron restraints for hands and feet lie near the secret door to SL3-1, along with a huge iron collar attached to a thick chain/leash. Coarse white hairs (albino baboon fur) coat the restraints and collar.

SL3-2: Residence of the Overseer of Thoth

This chamber was home to the archmage Kel Bormol, Overseer of Truth in the precincts of Thoth. The door to the chamber is stout wood with iron bands; it looks remarkably fresh, and indeed the hinges have been freshly oiled. The door has been **wizard locked** by a 16th-level magic user. If breached, the entrance will reveal a room in remarkably good repair: a **continual light** spell shines from the center of the 25' ceiling, and the walls are painted in evocative Thothian-style imagery of men receiving wisdom from ibis-headed beings (in the form of scrolls floating from the mouth of the ibis); those men are seen dominating others, releasing powerful sorceries, and enjoying great riches. The color scheme is bright, with blues, golds (a total of 150 gp worth of gilt may be pried from the walls), greens, and whites. Friezes of arcane symbols and hieroglyphs run above and below the main pictorial scheme: the frieze above the door reads, in the secret tongue of the priests of Thoth, "Kel Bormol, archmage and Overseer of Truth."

Although close to 1,350 years old, Kel Bormol still lives, albeit as a captive in a strange prison (see SL3-2A). If released he will pose a potent and deadly threat.

At present the chamber is occasionally occupied by Tikun Thane, a wizard from Newmarket who found Kel Bormol's chamber and began using it as both a sanctum and a staging point for the capture and training of albino baboons. There is a 25% chance that Tikun Thane will be present; if so, he will be accompanied by 3 disciplined (see new monsters) and 4 trained large albino baboons (see new monsters).

Furnishings: Tikun Thane has attached some iron rods to the walls and floor on the west side of the chamber and has hung simple black drapes from them. The drapes enclose his simple bed and chest of mundane clothes. Also inside the chest are 756 gp and an emergency stash of 6 black opals worth 3,000gp total.

The center of the room is occupied by a fire pit which burns continuously and gives off warmth without smoke or apparent need for fuel. A leather settee and two leather chairs are arranged around the firepit.

To the west of the door on the north wall is a basin with a bronze ibis in the center. Water burbles slowly from the ibis head and back into the basin, which will not overflow. Ripping out the basin will destroy the perpetual fountain effect, although the ibis will fetch 50 gp.

Two sets of iron manacles on chains are set into the east wall. The restraints allow some movement, but not enough to reach the worktable (see below). Tikun Thane uses these restraints when he captures albino baboons. The ferocity and strength of these captives has significantly weakened the wall at this point (a dwarf will detect this fact 55% of the time when examining the wall). It could, with some work, be made to collapse, providing a permanent entrance into SL3-14.

An elaborate chess table is set against the north wall, to the east of the door. It is the prison of Kel Bormol, and is the subject of its own key entry (SL3-2A).

Work Table: This long wooden worktable occupies most of the south wall. It is littered with bits of magical apparatus (including a full alchemical set-up) both on its surface and its one shelf. Among the wizardly gear may be found seven potions (**philter of persuasiveness**, plus **potions of climbing**, **diminution**, **growth**, **invulnerability**, **speed**, and **sweet water**); six packets of dried red veil mushrooms (see new flora); two parchment scrolls detailing experiments with charm, domination and mind control (worth 250 gp to a high-level wizard); a notebook with three unique spells (**the Thane's betrayal**, **the Thane's collar**, and **the Thane's vengeful veil** – see new spells for all three); a full set of glass activation squares (see Thothian teleportation rings in new magic items) that Tikun Thane hasn't figured out yet; and 3-4 bits of broken magical items which are worth 25 gp each but might be made into a more powerful item by the right person (a pommel, a broken ring, a chipped ruby, a partly melted amulet, etc.). A quire of parchment with the title *Kel Bormol's Chess Diary*, *vol. 3* (see Arden Vul books) also rests on the table.

Teleportation Portal: A simple, 5'-tall, wooden frame, decorated with faded paintings of white ibises, stands on two legs in the southwest corner. The frame contains a shimmering black field, which serves as a teleportation field. It is currently attuned to its mate in Tikun Thane's town home, the Tower of the Ape in Newmarket (see World of Archontos appendix).

Baboon-headed Statue: A 10'-tall, stone, baboon-headed figure stands in classic Egyptian pose against the northeastern wall. The statue is Rixit, Kel Bormol's stone golem, who has been waiting for a millennium to fulfill his master's instructions. Since the last instructions were "*Wait here*", that is what Rixit has been doing. In fact, it is unlikely that any PC will recognize Rixit as other than a statue unless Kel Bormol is released. If Kel Bormol is freed, he will certainly activate Rixit, and may even order him to attack (see chances at area SL3-2A). Rixit will not pursue enemies unless explicitly commanded to do so by Kel Bormol.

Secret Door (west): The door is normal to find, and is activated by pressing the eye of an ibis on the western wall.

Inhabitants:

1. **Tikun Thane**, **16th-level male Thorcin magic user** (25%): SZ M; AL LE; AC 5; MV 120'; HD 16; HP 39; #AT 1; Dmg 4-7 (**dagger +3**); MR 5%. Abilities: STR 12, INT 18, WIS 16, DEX 16, CON 9, CHA 10. Possessions: **dagger +3**; **eye of seeing**, with 17 charges (see new magic items); 2 **cones of incense of relaxation** (see new magic items); **Melchior's beads of escape** (see new magic items); **ring of wizardry** (3rd-level spells); a **black robe of the archmagi**; **rudishva useful palm** (cleansing wind), with 8 charges (see new magic items); **torc of domination** (see new magic items); **wand of shielding**, with 59 charges (see new magic items); **wand of fire**, with 49 charges. Spells memorized: **charm person**, **comprehend languages**, **hold portal**, **magic missile**, **shocking grasp**; **ESP**, **forget**, **knock**, **pyrotechnics**, **wizard lock**; **blink**, **clairvoyance**, **dispel magic**, **fireball** (x2), **fly**, **hold person**, **lightning bolt**, **protection from normal missiles**, **suggestion**; **charm monster**, **confusion**, **extension I**, **fear**, **polymorph other**; **cloudkill**, **cone of cold**, **feeblemind**, **hold monster**, **teleport**; **disintegrate**, **extension III**, **globe of invulnerability**; **grasping hand**, **power word**, **stun**; **maze**.
2. **3 disciplined** (see new monsters) (25%): SZ M; AL N; AC 7; MV 120'; HD 4; HP 30, 27, 24; #AT 1; Dmg 1-8 (scimitar); MR 10%. Special defenses: immune to mind-affecting spells.
3. **4 trained large albino baboons** (see new monsters) (25%): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
4. **Rixit**, **stone golem**: SZ L; AL N; AC 5; MV 60'; HD 14; HP 60; #AT 1; Dmg 3-24. Special attacks: slow once every other round. Special defenses: +2 or better weapons to hit; immune to most magic.

Treasure:
See text. Tikun Thane keeps his spell books safely in his tower.

SL3-2A: Prison of Kel Bormol, Archmage

The ancient Archontean archmage, Kel Bormol, has been imprisoned within his own chess set for a millennium. The chess table is located within his former residence (SL3-2), just to the east of the entranceway.

Chess Table: The table is a simple, 5'-tall and 5'-square affair made of stone. A linen cloth is draped over a pyramidal object some 15" tall that rests at the center of the table. Once removed, the cloth reveals a beautiful chessboard made of ebony with ivory and silver inlay (100 gp). The board is covered by pyramidal glass dome. Most of the chess pieces seem to have disintegrated into piles of white or black dust, although the black king, two black pawns, a black bishop, and a black knight still remain. These pieces are of porphyry with lapis insets, and, while recognizable to an Archontean PC, they feature archaic attire. In addition to these pieces, an unusual brightly colored 'piece' of indeterminate nature may be seen moving swiftly around on the board. The piece has copper-brown skin, wears a tall conical hat and a bright yellow robe covered with blue eyes, and carries a crooked wooden staff. It appears to gesture excitedly at anyone peering at the board.

The 'piece' is, of course, Kel Bormol, trapped in his own chess set by a rival and kept alive in a stasis field under the glass lid. During the long centuries of his imprisonment, Kel Bormol won the game, destroyed all the white pieces, and has been waiting to be released. He is completely ignorant of the fact that he has been imprisoned for more than a millennium.

If the glass dome is lifted from the board, a hiss of escaping gas will be heard. Kel Bormol will be released, and will spring forth at his full height and in a towering rage.

Kel Bormol, the Archmage: Kel Bormol is 5' 6" tall, slender, with a gaunt copper cheeks, closely cropped black hair, two warts by his nose, and long spidery fingers. Upon his release he will bark in the secret tongue of the priests of Thoth: "*Are you minions of Hithra Paleologos? Answer!*" If no one can understand him, he will point a finger to his throat, murmur and spell, and begin speaking in Mithric. He states baldly: "*I will ask four questions. You will answer. At the end we shall see if I let you live*." These are his questions:

1. Are you minions of Hithra Paleologos? [**GM Note**: for Hithra, see 3-36)]
2. By what right do you enter the precincts of the Overseer of Truth?

3. Your attire is unbecoming and ridiculous. Are you tomb robbers?
4. Who now rules in Agoreon? [**GM Note**: Agoreon, the 'second capital' of the empire was sacked in 1775 AEP, that is during Kel Bormol's lifetime, but he assumes it was rebuilt. See World of Archontos appendix.]

He does not comment on answers, but interrupts with the next question if the answer drags on for very long. Kel Bormol is convinced the visitors are low-class tomb robbers from a foreign/unknown land. He responds better to truth than to lies or bluffs. He believes he is due respect and submission, and treats any sign of arrogance, implied entitlement (for freeing him), or physical threat badly. How Kel Bormol responds to the party depends on the result of a reaction roll and on the GM's preference, for he is likely to be able to destroy all but the highest level parties.

After this 'dialogue', the GM should roll on the following reaction table, making use of whichever modifiers are appropriate:

d20	Result
below 0	Alliance
1-4	Cautious friendship
5-8	Neutral
9-12	Hostile
13-20	Mortal enemy

Modifiers to Reaction Roll

Party bears weapons openly	+3
Party seems disrespectful or entitled	+5
Party is humble in speech and demeanor	-2 to -5
(Q1) Party answers 'yes'	+10
(Q1) Party answers 'no'	-3
(Q1) Party dissembles or answers 'I don't know'	+2
(Q2) Party attempts to bluff	+5
(Q2) Party admits it has no right to be there	+1
(Q2) Party thinks up a clever, but humble, answer	-1 to -3
(Q3) Party defends its attire	+3
(Q3) Party admits to being ridiculous	-3
(Q3) Party admits to being tomb robbers	-3
(Q3) Party claims to be explorers/adventurers	+1
(Q3) Party lies and claims some other role	+4
Q4) Party makes up a name	+5
(Q4) Party confesses ignorance	+1
(Q4) Party recognizes Agoreon is in ruins, that Kel Bormol is ancient, and tells him (gently) that they are from the future	-3
Party member speaks Mithric	-2
Party member is visibly Archontean	-3
Party has found tomb of Hithra (3-36) and tells Kel Bormol that Hithra is dead	-5

Results of Reaction Table:

Alliance: Kel Bormol is convinced the visitors are humble and deserving of his patronage. He looks on them as small children in need of a firm but loving paternal hand. He will in no way aid them directly in their endeavors, but might provide them with a token – **a lover's token** (see new magic items) - with which they can contact him in dire emergencies.

Cautious Friendship: Kel Bormol decides the party intended no evil, and are either too weak or too stupid to do him harm. He is grateful for his release and for the party's humility. He encourages them to come to the Great Hall (SL3-3 and 3-123) when they need to ask him for advice. He will soon clear the Upper Hall of enemies, but will not initially disturb the beastmen (Level 3). Should the party in the future come to the Lower Hall (3-123) and, looking upwards toward the south, ask Kel Bormol for a favor (i.e., information), he will likely (50%) answer them favorably in a booming, echoing voice (the party will have to deal with any beastmen, of course).

Neutrality: Kel Bormol decides the party is indeed a pack of lying, thieving tomb robbers, but that they intend him no harm and are unlikely to pose him any threat. He orders them to disperse. Should they reenter the precincts of Thoth, he claims that the Overseer of Truth will know instantly and will take immediate action to eliminate them.

Hostility: Kel Bormol doesn't like the PCs' demeanor and answers, and suspects that they are either in league with his (long-dead) enemies or are potential rivals to his power. He barks a command to his stone golem, Rixit (see SL3-2), which lumbers to life and moves to engage the party. Kel Bormol then teleports away. He should remain a recurring, if occasional villain.

Mortal Enmity: Kel Bormol decides that the lies and arrogance of the party suggest that its members are somehow connected to Hithra Paleologos and thus require instant punishment. Uttering an activation command to his stone golem, Rixit (see SL3-2), he attacks the party with the full power of his wizardry. Should the



party survive somehow, Kel Bormol becomes a central and active antagonist to all their endeavors.

Kel Bormol has other hidden lairs within and without the Halls (see 8-133, SL6-79, and AV-47). Regardless of his ultimate actions towards the PCs, he will not sit idly in this chamber but will move swiftly to assess his resources. He will certainly visit the Hall of Eleven Pillars (SL4-14) to recover the *Codex Sequentis* (see Arden Vul books) that is hidden there. Once he has learned that he has outlived the collapse of Arden Vul by 1,200 years and that all his allies and enemies are long dead, he will begin to plot a strategy designed to restore the city to its former glory. This will involve locating and contacting imperial officials in Narsileon and Archontos, seizing control of the upper levels of the Halls, subjugating the goblins to his power, and so forth. If driven from this location (his preferred home), he visits 8-133 first, then AV-47 and SL6-79; he will bide his time and build his power, intending to return to the Halls and re-establish his rightful lordship here.

GM Note: This encounter has the potential to lead to a TPK for many parties. Experienced PCs should of course be wary of something like the chessboard. If the PCs are novices, though, the GM may wish to give them a further hint, such as a neatly printed note attached to the linen cover which reads something like "*Absolutely no guest is to touch this case, lest we all die. TT.*"

Inhabitants:

1. **Kel Bormol**, **18th-level male Archontean magic user**: SZ M; AL NE; AC 1; MV 120'; HD 18; HP 42; #AT 1; Dmg 1-6 (staff of the magi). Abilities: STR 10, INT 20, WIS 18, DEX 15, CON 9, CHA 14. Possessions: keys to SL6-79 and AV-47; **ring of wizardry** (5th-level spells); **ring of levitation** (see new magic items); **staff of the magi** (17 charges); **bracers of defense** (AC 2); **helm of teleportation** (in the form of a circlet); **brooch of shielding** (97 HP left); **medallion of ESP**; **robe of eyes**; and an **ankh of healing** (see new magic items). Spells memorized: **comprehend languages**, **enlarge**, **floating disk**, **identify**, **magic missile**; **continual light**, **detect evil**, **knock**, **mirror image**, **ray of enfeeblement**; **blink**, **clairaudience**, **dispel magic**, **fly**, **haste**; **confusion**, **extension I**, **fear**, **polymorph other**, **wall of fire**; **cone of cold**, **conjure elemental**, **extension II**, **faithful hound**, **feeblemind**, **hold monster**, **interposing hand**, **passwall**, **teleport**, **wall of force**; **death spell**, **geas**, **globe of invulnerability**; **limited wish**, **monster summoning V**, **power word stun**; **irresistible dance**, **spell immunity**; **crushing hand**.

SL3-3: Upper Great Hall [with access to 3-123]

This enormous two-level hall rises 100' from floor to ceiling. The lower level (3-123) is a no-man's land that abuts the territory of the beastmen. The upper level (SL3-3) is not claimed by any humanoid group, although it is home to some dangerous ibis-form gargoyles. The upper hall is dark, with undecorated walls and ceiling.

SL3-3A: Portico

The east side of the Great Hall features a square room with four pillars holding up its 15' ceiling. The pillars are plain, and the walls of the room are undecorated. The portico is dark and dusty, with clinging cobwebs.

SL3-3B: Stone Bridge

This 5'-wide bridge extends across the Great Hall at a level of 75' above the floor. It possesses a low, 2'-tall wall, on which are found six 4'-tall statues of ibises. The ibises are actually gargoyles that fly to attack all those crossing the bridge. Combat on the bridge is potentially dangerous, as the ibises will try to crowd enemies over the railing and cause them to fall 75' to the floor (taking 7-42 damage). **Note**: if Kel Bormol has been free for more than a day (see SL3-2A), then these gargoyles will have been turned into inert stone statues and will not animate.

Inhabitants:

1. **6 gargoyles**: SZ M; AL CE; AC 5; MV 90', 150' flying (Class C); HD 4+4; HP 31, 30, 28, 27, 26, 25; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: +1 or better weapons to hit.

SL3-3C: Arcade

A 10'-wide arcade extends around the upper level of the Great Hall, some 25' below the ceiling of the hall. A low, 3' wall provides some protection from falling over the edge. At four locations on the east, west, and south walls may be found obvious spy holes, some 2" in diameter. Those who peer through them will see dark chambers (SL3-6 and SL3-11). The spy holes are 5' above the floor.

SL3-3D: Statue of Thoth the Overseer of Truth

An open balcony extends into the upper galleries of the Great Hall. Here looms a 15'-tall statue of Thoth, peering vulture-like down into the Great Hall from the edge of the balcony. The statue is stone, with a strange, articulated metal head, and was originally painted in vibrant colors, shreds of which remain. The statue takes the form of a huge ibis with open wings and open mouth. Its head swivels slowly, but securely, from side to side and up and down.

From the south side, the statue is partly hollow, allowing one to mount a low platform and peer through the eyes in the ibis head. Anyone so doing will have perfect vision of anything in the upper or lower reaches of the Great Hall (to a distance of 150'). This includes all invisible or hidden persons (acts as **true seeing**). The head may be swiveled such that most of the hall (save the area directly under the balcony) is visible. If Kel Bormol has been freed from prison and is still alive (see SL3-2A), there is a 10% chance that the head of the ibis is swiveling in all directions as the party approaches, apparently of its own; this is in fact Kel Bormol manipulating the statue from SL3-11. The eyes of the statue are cylindrical diamonds with magical lenses of blue crystal. The diamonds and lenses could be removed, mounted in frames, and employed as **goggles of seeing**; the ensuing goggles would be ungainly and ugly, and would only work for ranges of 20', but might be exceptionally useful. If dismantled and sold, the diamonds are worth 5,000 gp each and the lenses 450 gp each. Kel Bormol will be most unhappy if the seeing apparatus is destroyed.

SL3-3E: Pillars and Gargoyles

The western side of the Great Hall features an unlit, trapezoidal room with multiple undecorated pillars supporting a 15'-tall roof. Along each angled wall are 4 half columns on which rest 4' statues of ibises. Five torn and shredded corpses of beastmen lie moldering on the floor; these have been dead a long time. These statues (8 all told) are more ibis gargoyles, which animate and attack once intruders are amidst the pillars. [If Kel Bormol has been freed,

these gargoyles will still be active, as he is content to use them for security]. The door to SL3-4 is large and made of stone. It should be considered stuck, and only movable with a successful open doors check.

Inhabitants:
1. **8 ibis gargoyles**: SZ M; AL CE; AC 5; MV 90', 150' flying (Class C); HD 4+4; HP 32, 30, 29, 28, 27, 25, 24, 23; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: +1 or better weapons to hit.

Treasure:
5 sets of beastman ring mail, 5 spears, 5 short swords, and 3-18 sp per deceased beastman.

SL3-4: Living Mosaics

This room contains three 8'x15' sections of **living mosaic** (see new magic items). The chamber is dark, and the walls unadorned; light will be needed to examine the mosaics. If lights are employed, any ibis gargoyles still surviving at SL3-3E will move to attack.

Living Mosaic #1 (north): This mosaic depicts the lower great hall (3-123). It shows a beastman patrol moving through the Hall.

Living Mosaic #2 (center): Depicts a pavement with columns, and large mushroom shapes to the sides. It is the parvis of the great cavern (3-175). There is a 33% chance that a robed figure (Trocadero, 3-176) is moving across the mosaic.

Living Mosaic #3 (south): This mosaic depicts the Thothian Hall of Judgment (2-35) as a room with two triangular platforms and many dots (pillars). There is a 75% chance that some simian creatures and a human (Gerrilad the Grey, 2-69) are moving back and forth between the triangular platforms and the pits.

SL3-5: Looted Chamber

This former living quarters for the personal guard of the Overseer of Truth was looted and pillaged long ago. Two wooden benches are all that remain. Piles of wood, masonry, and organic matter have been pushed against the south and western walls.

Secret Door (west): The secret door is normal to find. It is keyed to aural commands: speaking the name Thoth causes it to swing open. Otherwise it can be beaten down.

Treasure:
Two turns of searching turns up a scorched ivory scroll case. The scroll within has been burned beyond recognition, but the real treasure is the case itself, which is a **scroll case of potency** (see new magic items).

SL3-5A: Spiral Stair up to the Tower of Scrutiny (TS-19)

The spiral stair is granite and covered with a thin layer of dust. It has not been used in 1,200 years. It leads up roughly 250' to the basement of the Tower of Scrutiny (TS-19).

SL3-6: Spy Chamber

This room is empty, dark and undecorated. The only furnishings are a pair of stone steps on the east wall that provide access to two strange apparatuses and the spy holes leading into SL3-3. The spy holes are at a point 5' above the floor.

The strange apparatuses hang from pegs on the wall and resemble WWI aviator helmets: cracked leather cowls with large, 2"-diameter circular yellow lenses embedded in the eye holes. One of the two apparatuses has ceased to function (both its lenses are broken), but the other still works: if someone dons the helmet and goggles, they will instantly see through the eyes of the statue at SL3-3D and will be able, with their thoughts, to swivel the head of the statue to examine any portion of SL3-3 or 3-123. The intact set of goggles will work within 100 yards of the statue; beyond this distance, it will function as a set of **goggles of seeing** (see new magic items).

SL3-7: Former Barracks

The door to this chamber has been barred from the corridor side. Within is a jumble of broken furniture, torn-up wall hangings, and scattered movables. Six desiccated corpses lie amid the rubble; they wear copper armor and helmets, all with ibis symbols on them. The guardsmen entombed here have all become shadows.

Inhabitants:
1. **6 shadows**: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 22, 20, 19, 18, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.

Treasure:
6 sets of archaic banded mail; 6 zircon gems (50 gp each); an ivory token stamped with an ibis and the words (in Mithric) "Overseer of Truth" (50 gp, referring to Kel Bormol in area SL3-2A).

SL3-8: Looted Room

A cord dangles from the exact center of the ceiling of this storage chamber. Attached to it is a hard-soled leather boot. A large piece of parchment is attached to the boot. On it, in Mithric text large enough to be visible from the door, is printed the word, "Danger!"

Although PCs may suspect a trap, the boot is harmless. If the reverse side of the parchment (which is naturally invisible from the doorway) is inspected, a second comment may be found: "Georgios, your feet stink. Take a bath." The shoe was left as a joke many centuries ago. As Georgios and his crew fully looted the room in antiquity, it contains nothing save some broken bits of equipment.

SL3-9: Circular Stair down to Level 3 (3-135)

A broad circular staircase leads down 100' to area 3-135. On the east wall is the form of a door, but it is one-way and only opens from the other side (SL3-10).

SL3-10: Supply Room

Most of those supplies deposited here rotted long ago into heaps of cloth, wood, and noxious-looking vegetal matter. The trash is a good 6"-12" deep throughout the chamber. Anyone entering and searching may disturb a colony of yellow mold. The door in the west wall is a one-way door.

Inhabitants:
1. 1 patch of yellow mold: SZ M; AL N; AC 9; MV 0'; HD n.a.; #AT 1; Dmg 1-8. Special attacks: poison spores. Special defenses: damaged only by fire.

Treasure:
Among the trash is a gold **Sortian eye** (see new magic items).

SL3-11: Spy Chamber

As Overseer of Truth, it was Kel Bormol's (SL3-2A)duty and delight to serve as inspector of the goings-on of the priesthood of Thoth and as a sort of arcane oracle that answered their questions. From this chamber Kel Bormol could both peer through the spy holes into SL3-3 as well as manipulate the statue at SL3-3D. Kel Bormol's control apparatus is considerably more sophisticated than the simple seeing goggles found at SL3-6. In the southeast corner is a stone seat with broad armrests. From the left armrest projects a jointed iron rod with a dully-glowing sapphire attached to its end.

If one sits in the chair, the rod may be manipulated such that the sapphire rests just in front of the sitter's mouth (like a microphone); if this is done, two potential effects are possible. First, any sound made in 3-123, no matter how quietly uttered, will be audible to the sitter. Second, any word the sitter utters will boom forth at high volume from the mouth of the ibis statue at SL3-3D. A similar jointed iron rod extends from the right armrest; at the end of this rod is a pair of spectacles with very thick (1") yellow crystalline disks as eyes. If a sitter manipulates this rod such that the lenses are in front of his/her eyes, he/she will be able to see through the eyes of the ibis statue at SL3-3D and will be able to swivel the statue's head at his/her will. The apparatus allowed the Overseer of Truth to scrutinize the behavior of the priests below, eavesdrop on conversations, and answer questions posed to Thoth. Tikun Thane is aware of the chamber, but makes no use of it.

The chamber also contains two stone chests, on the east and south walls respectively. The eastern chest is trapped with a poison needle whose venom has weakened over time; failing a save versus poison inflicts 3-18 HP damage but won't kill the lucky investigator. The chest contains two extra sets of yellow lenses for the apparatus, as well as an extra blue sapphire (unenchanted). The lenses are worth up to 1,000 gp per set to a powerful magic user, but only 150 gp per set to a curiosity seeker; they only fit the apparatus (and not the goggles in SL3-6). The unenchanted sapphire is worth 1,000 gp, while the enchanted one (in the apparatus) is worth 2,000 gp. The south chest is neither trapped nor locked; it is also empty.

SL3-12: Spider Cave

As a result of the cave-in at SL3-13, the baboons avoid this cave, and it has been taken over by several huge spiders. The floor of the cave is littered with baboon bones.

Inhabitants:
1. **4 huge spiders**: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.

Treasure:
A dried husk of a dwarven adventurer lies on the floor of the cave, wearing chain mail, and carrying a small metal **shield +4** and a light war hammer. The corpse still wears a belt pouch with 25 pp, a silver **Sortian eye** (see new magic items), a green glass activation square (see **Thothian teleportation rings** in new magic items), and a small bag of marbles.

SL3-13: Cave-In

The tunnel walls have collapsed here, leaving a narrow 3'-tall tunnel through which one might (attempt to) crawl. The damaged area extends for some 30 feet. For each 10' of distance crawled, a PC should save vs wands to avoid a further cave-in. If a cave-in occurs, consult the following chart:

d20	Result
1-2	Warning: dust and a few stones clatter around the PC
3-4	A big chunk falls on the PC's head, for 1-4 HP damage; the way is still (relatively) clear
5-6	Wall collapses, partly burying the PC and inflicting 2-8 HP damage
7-8	Entire section collapses for good; PC(s) is/ are buried, take(s) 3-12 HP damage, and suffocate(s) in in 5-8 rounds.

Treasure:
The legs of a buried adventurer extend out of the rubble at a point halfway through the cave-in. Still on the body is a purse with 25 gp, a fine pair of burgundy boots (10 gp), and a **wand of secret door and trap location** with 8 charges.

SL3-14: Lesser Baboon Cave

This large cavern serves as spill-over space for the baboons when the Howling Caves (2-56) grow too crowded. The floor undulates in a series of rocky ridges and depressions, making movement difficult (3/4 movement rates). The caves are lit by phosphorescent lichens which offer a dim glow. Several rock outcroppings of varying height (5', 8', 12' and 15') dot the cavern, on which the baboons frequently sit and groom themselves.

Inhabitants:
1. **6-15 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 20, 19(x3), 18(x5), 17, 17, 16, 16, 13; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

SL3-15: Baboon Watch Post

A flattened pillar of rock some 10' tall and 12' long looms near the entrance to this cave. On top of it are three watch-baboons (watching, in truth, for Ranko, from SL3-16); they normally have a good chance to gain surprise (3 in 6). They attack any non-baboon intruders with loud hoots and screams, thereby drawing the remainder of the pack from the main cavern (SL3-14).

Inhabitants:
1. **3 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

SL3-16: Berserker Baboon

One of the giant intelligent baboons, Ranko, has become addicted

to the red veil (see new flora), and has decamped to this cave with his followers. It is they who set up the skull fetish in SL3-20, and who cultivated the mushrooms around it. The chamber has another pile of rocks in its center, on top of which have been piled some baboon heads and skulls (including some fresh ones). Ranko has a wooden chest by the west wall in which he stores the red veil; currently there are 3-30 dried specimens. The chest also contains a bronze ritual dagger stolen from the priests of Set, (10 gp, or 50 gp to a Set cultist), and three 'pretty rocks' (two chunks of coal and a chrysoberyl worth 100 gp). Three dead goats hang from the ceiling, along with a female baboon corpse. Due to their chaotic and cannibalistic ways, Ranko and the followers of the red veil have been largely ostracized by the other baboons.

There is a 75% chance that Ranko will have just ingested a red veil mushroom, and a 25% chance that each of his followers has done the same.

Inhabitants:
1. **Ranko**, **giant intelligent baboons** (see new mon-sters): SZ L; AL NE; AC 5; MV 120'; HD 9; HP 65; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend. When on the red veil, Ranko has AC 7, an additional 10 HP, and a bonus of +3 to hit.
2. **6 berserker large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack. When on the red veil, they have AC 8 and +10 HP each.

SL3-17: Sortian Face

A portion of the north wall of this cave, opposite the tunnel towards SL3-19, was flattened in antiquity and a **Sortian face** (see new magic items) carved into it. The baboons do not like the bas-relief, and tend to avoid this cave.

The **Sortian face** may be activated by placing appropriate **Sortian eyes** (see new magic items) into the eye sockets of the carving. Only a few combinations of eyes are unique to an individual face; the rest are standard (and are detailed in the new magic items appendix).

Gold-Gold: Teleportation. All within 5' are teleported to area 6-48

Gold-Sapphire: A permanent **magic mouth** speaks in Mithric from the face: *All those with the spark must be trained, regardless of their origin. The empire will be better for it. Once you have found a suitable recruit, visit the sanctum so that training may commence. Recall that proper vision comes only with yellow or blue eyes. I, Priscus the Hekate, have spoken! Oh, and if exigency requires it, you may seek our outpost along the wall of the chasm, near where the falls crash to the floor. Do not alert the Theosophs to your passage!*

GM Notes: This cave is also the destination for a Sortian face found at area 6-48. The **magic mouth** makes clear the egalitarian principles that the ancient Sortians espoused. For the Sortians, see the World of Archontos appendix.

SL3-18: Baboon Cave

A troop of healthy albino baboons inhabits this ordinary, sandy-bottomed cave.

Inhabitants:
1. **6 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18, 16, 12; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

SL3-19: Sandy Cave with Pool

The tunnel from SL3-25 levels out here into a sandy-bottomed cave. The eastern side of the cave is lower than the rest, and contains a 5'-deep pool of crystal clear water.

Treasure:
At the bottom of the pool is a simple silver ring, worth 20 gp. It is inscribed "*To Guivrel, with love from Lankios*." It could be presented to Lankios (see area 1-6) in return for favors.

SL3-20: Crossroads

In the center of the cavern is a large rock, on top of which is a small cairn of stones topped with an enormous bleached-white baboon skull. The skull gleams with a low-intensity red light, which barely illuminates a 10' radius around the rock. Around the rock may be found 4-16 small red mushrooms (about 3' tall and 1' in diameter): this unique species of mushroom is known to scholars as the red veil, since ingesting one will cause violent madness for 1-6 turns (see new flora).

Note: Any noise or light here likely (75% chance) draws the attention of the baboons in SL3-22, who scamper to the attack.

Treasure:
A fist-sized red garnet set beneath the skull glows with a red light (500 gp). The gem detects as magic, but has no special properties.

SL3-21: False Lead

This promising upward-sloping tunnel is wide and clear as it leaves SL3-20, but after a turn to the north it narrows into an impassable crack. At the very end of the lead is the corpse of a beastman.

Treasure:
On the corpse: 12 sp, a beastman-sized suit of ring mail, a spear, a dagger, and a badge (mailed fist) of the lost 3rd Cohort of the Imperial Tagmata (10 gp).

SL3-22: Baboon Cave

A small troop of adolescent male baboons has been exiled to this distant cave. It smells quite badly of baboon urine and feces. These young males fight each other frequently; as a result, their coats are torn and sticky with blood, and they are generally weaker than a full troop.

Inhabitants:
1. **8 weakened albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 15, 15, 14, 14, 13, 13, 10, 9; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

SL3-23: Steep Tunnel

This tunnel is very steep. Adventurers must crawl here at ¼ normal movement speed.

SL3-24: Sandy Cave

The steep tunnel from SL3-26 empties into a wide cavern. The cavern is pocked with rock formations that jut out of the sandy floor of the cave. A pod of ravenous sand worms (see new monsters) inhabits this cave, hoping for the occasional baboon to slip off the rocks and fall onto the sand. The mature baboons know how to leap from rock to rock to avoid the sand worms.

Inhabitants:

1. **6 sand worms** (see new monsters): SZ S; AL N; AC 7/2; MV 90'; HD 2; HP 15, 14, 14, 13, 12, 12; #AT 1; Dmg 1-6. Special attack: slurp blood (1-4 HP/rd).

SL3-25: Baboon Cliff

This large cavern is dominated by an imposing, 40'-tall cliff. Two torches gutter at the bottom of the cliff, casting flickering shadows across the cliff face. Although the cliff is almost sheer, it appears to be climbable - easily by thieves or with difficulty by other classes. The climb is not easy, however, since the cliff is guarded by Inkor, the giant intelligent baboon, and a full troop of albino baboons.

Those approaching from SL3-19 will be accorded a moment to state their intentions before the group attacks. Those approaching from the direction of SL3-28 or SL3-27 will be spotted as they move into the torchlight, and will be subject to attacks. Inkor shoots his great bow, while the baboons hurl coconut-sized rocks at those in view or climbing the rock face. Great hooting and barking accompanies all attacks. Inkor shouts commands in a guttural and debased form of Archontean: e.g., "Rocks. Rocks! Rocks!!!", "Kill", "No climb!", etc. Those attempting to climb the cliff while the baboons are active must roll 3d6 under STR to avoid being knocked off the wall if hit by a rock.

Inhabitants:

1. **Inkor**, **giant intelligent baboon** (see new monsters): SZ L; AL NE; AC 5; MV 120'; HD 8; HP 59; #AT 5; Dmg 1-6/1-6/1-6/1-6/1-10. Special attacks: rend. Possessions: great bow (1-10 damage).
2. **6 large albino baboons** (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18, 17, 15; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack. They can hurl one rock a round (range 20'; Dmg 1-6 per rock).

Treasure:

6 dead goats, a stone basin filled with water, Inkor's great bow (requires 18 STR), and a matched set of 200 gp amethysts mounted on Inkor's collar.

SL3-26: Steep Tunnel

The tunnel here is very steep and rocky. PCs must clamber (slowly) on all fours to climb it. Movement is reduced to ¼ of normal. There is a 35% chance that some baboons are using the tunnel.

Inhabitants:

1. **2-4 large albino baboons** (see new monsters) (35% chance): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

SL3-27: Corpse

The remains of two adventurers, a human thief and a human magic user, lie in this upward-sloping tunnel. The thief has been badly mauled and is unrecognizable; her armor is also destroyed. A usable short sword lies nearby, and a scrap of parchment is stuck in her boot. The magic user is better preserved; his pouch contains a set of mapping tools (parchment, ink, quills), some chalk, a large star rose quartz worth 50 gp, and a silver **Sortian eye** (see new magic items).

The parchment scrap is written in Archontean and reads as follows:

Howling Caves: bring light.
Pyramid: the suckers's entrance.
Obsidian Gates: beneath the precincts of Thoth.
Flooded Vaults: hold the key, but to what?
Ask Gog for direction to the Troll Court and to the Inn of the Lost.
The Sortian faces require careful eye control
[in a 2nd hand: "*silver*"]

GM Note: The locations referred to in the scrap are as follows: the Howling caves (2-56); the pyramid of Thoth (AV-15, UP, and 3-1); the Obsidian Gates (5-6); the Flooded Vaults (SL7); Gog, the lesser varumani (5-2); the Troll Court (7-75); the Inn of the Lost (6-7); and **Sortian faces** (various places, including SL3-17, 6-48, etc.).

SL3-28: Pool

A steady drip from the ceiling has slowly filled the eastern portion of this cave with crystal clear water. The tunnel leading to SL3-25 slopes up steeply. There is a 25% chance to encounter several baboons at the pool.

Inhabitants:

1. **2-4 large albino baboons** (see new monsters) (25% chance): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.

SL3-29: Crossroads

The entrance tunnel forks here. The northeastern passage begins immediately to slope steeply upwards (about 40-degree slope), while the eastern tunnel is relatively flat.

A carpet of bones covers the tunnel floor here, the result of baboon feasting. The bones are mostly animal (goat), but there are some humanoid ones as well.

SL3-30: Entrance Cave (see also EX-12)

A fold in the cliff face conceals a 4'-wide and 7'-tall crevice that leads to a set of tunnels which eventually emerge at the Howling Caves (2-56). Careful observers (e.g. rangers) may note two clues that the crevice is bears traffic: 1) animal prints (baboon) and 2) the smell of animal urine. The tunnel leading to SL3-29 is only 5' wide and varies between 5 and 8' in height. PCs will need to move in single file. The entrance to the cliff is about 1,225' above the valley floor and 275' below the level of the plateau.

Inhabitants:

1. **6 large albino baboons** (see new monsters) (20% chance): SZ M; AL N; MV 120'; AC 6; HD 3; HP 20, 19, 18, 18, 17, 14; #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.



SUB-LEVEL 4: THE GOBLIN WARRENS

Weskenim the goblin king (SL4-22) holds sway over a loose collection of goblin clans from a throne located in the ancient servitors's halls, where generations of Archontean laborers, miners, sculptors, and builders lived under the close scrutiny of their masters. The main feature of the sub-level is a vast two-story hall, lit by the great goblin cookfire and filled with smoky whirligigs and a wide range of aromas both pleasing and not. A series of rope bridges stretch crazily across portions of the upper hall, while rickety ladders lean against the walls, providing both access to clan-caves and transit between the upper and lower levels of the hall. Because it is so well-populated, few surprises lurk in the goblin warrens, nor are there secret tombs and treasures. Still, many come to trade with the merchants who gather on the floor of the hall (SL4-40), and still others come to King Weskenim's Court (SL4-23) to trade information, barter with the goblins for lost objects, and set in motion any variety of plots and dangerous missions. Of course, a few 'special areas' are scattered throughout the more mundane goblin habitations (c.f. SL4-3, SL4-12, SL4-14, SL4-15).

General Construction Notes

Archontean areas: all worked areas are Archontean

Iconic Areas

Court of the Goblin King (SL4-23)

Important NPCs

Sir Sorrow, a Sun-Scarred Knight (SL4-19)
Weskenim, Grand King of the United Goblins (SL4-22)

Access and Egress

To Surface: stairs at SL4-37, leading up to AV-16
To Level 5: tunnel at SL4-1, leading to 5-51
To Level 6: corridor at SL4-53, leading to 6-66
To Level 6: vertical cavern at SL4-28, leading down to 6-112
To Level 7: stairs at SL4-45, leading down to 7-44A

To Sub-Level 5: tunnel at SL4-31, leading to SL5-24 (not yet connected, see SL4-31)

To various locations: **Thothian teleportation ring** (see new magic items) at SL4-49

To the city of Archontos: teleportation at SL4-14
To the city of Brass: teleportation at SL4-14
To the city of Duneagle on Orerth: teleportation at SL4-14
To the world of Faerie: planar transport at SL4-48

Teleport destinations on Sub-Level 4:

SL4-53: from teleport pillar at 4-167

Random Encounters

Checks should be made every 2 turns, with a 1 in 4 chance for an encounter. If goblins are indicated, roll on the Goblin Goals table to determine what they are doing. The following areas do not generate random encounters: SL4-10, SL4-43 to SL4-48

D8	Encounter
1-6	5-8 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6. Roll on Goal Table
7	Party of NPC adventurers (select from NPC appendix)
8	Other visitor: roll on Table 1 at SL4-40

D20	Goblin Goals
1-4	A warband setting out into the Halls; 25% chance they don't like the looks of the PCs and hassle them
5	Servers carrying platters of food. If it's a large group, they are carrying a feast to King Weskenim (SL4-22); otherwise they could be going anywhere.
6	Plotters: these goblins have gathered to complain about King Weskenim (SL4-22) and his policies
7	Mystic: one of the goblins in the group has had a vision concerning the whereabouts of the lost scepter of the goblins (currently in 8-69). There's a 10% chance the vision is true.
8	Messengers on their way to visit the witch doctors (SL4-12) requesting aid for something
9-10	Petitioners on their way to the goblin court (SL4-23)
11-12	Petitioners on their way to visit Rizzit (SL4-15) and elicit a prophecy
13	Bringing fresh meat to the hydra in SL4-3
14	Bringing a new 'wife' to Weskenim's harem (SL4-20)
15	An embassy on its way to the beastmen (3-138 to 3-162)
16	A group of bravos setting out to the Arena (6-68)
17	A well-armed and secretive group tasked with bringing the quarterly tribute to Varboka, the troll thegn (7-75). They carry a steel coffer with 2,000 sp
18	An embassy on its way to plead with the Set cult (4-2) to eliminate the halflings (3-2 to 3-6)
19	An intrepid band of young goblins setting out for Level 6 to pursue a 'good lead' on the location of the **scepter of the goblins** (their lead is incorrect; the scepter is at 8-69, see new magic items)
20	A group of foolhardy goblins setting out for the chasm floor (Level 9) to pick rare mushrooms

Level Key

SL4-1. Tunnel to the Upper Halls

Rough steps carved into the floor of this steeply-sloping tunnel suggest its connection to intelligent life. Indeed, it is the main passage by which the goblins ascend to Level 5 (area 5-51), and thence to Level 3.

Chances of meeting a group of goblins while traversing the tunnel are high (33%). Such a group will have six members, and its goal or motives should be determined by rolling on the 'Goblin Goals' table found on the previous page. Should combat break out, one of the six will scamper towards SL4-2 to warn the rest of the goblin community. If the warning is successful, the reactions of the goblins (including King Weskenim) will be permanently affected for the worse (-25% to reaction rolls).

Inhabitants:

1. 6 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6.

SL4-2. Crossroads and Guardpost

The floor of this cave is covered in sand. Those standing at the lip of the steep tunnel leading downward to the west (c.f. SL4-2A) will notice a dim glow of light from below (the torches at the western edge of area SL4-3).

A group of goblins commanded by a goblin sergeant lurks on a ledge located 10' above the eastern passage. The goblins wait with a cowbell, hoping to gauge visitors' intentions. If visitors seem peaceful, the sergeant will hail them, swing down from the ledge, and begin negotiations, urging them to check in with Reskim at SL4-4. If the visitors seem hostile, the goblins will a) toss a rock towards area SL4-2A, hoping that the sound of the rock and the light from below will draw the visitors close to the western slope, and then b) pull a rope connected via eye-holes on the ceiling to the trap at SL4-2A (q.v.). If the trap fails to propel unwanted visitors down the western slope into SL4-3, the goblins will furiously ring their cowbell and, while firing arrows at the intruders, await reinforcements from SL4-4 and SL4-11.

Inhabitants:

1. **1 goblin sergeant** (as an orc): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 7; #AT 1; Dmg 2-8 (morning star) or 1-6 (short bow). Possessions: morning star, short bow.
2. **6 go**blins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6 (spear or short bow). Possessions: short bow, spear.

SL4-2A: Steep Slope with Trap

To those entering the goblin warrens from the north (SL4-1), this steeply sloping tunnel appears promising, as a slight glow of light is visible in SL4-3 to those standing at the top of the tunnel. In fact the tunnel exists for two reasons: 1) its slope prevents the hydra in SL4-3 from escaping its pen, and 2) it is trapped in a way that allows the goblins lurking in SL4-2 to push hostile visitors down the slope to face the hydra in SL4-3.

In addition to the slope, about a dozen sharply-pointed stakes pointing downward towards SL4-3 are concealed in the tunnel. The stakes serve to impede the efforts of those trying to climb up the slope (movement at ¼ normal).

Trap (push): The purpose of this trap is to knock hostile visitors down the slope towards area SL4-3, where the goblins hope that the lernaean hydra will dispose of them. To this end, a rectangle of woven wicker some 15'x10' in size is attached to the ceiling of area SL4-2 just above the lip of the tunnel here at SL4-2A. The western edge of the wicker frame is attached to the ceiling by a stout metal hinge; the eastern edge is not attached to the ceiling, but is held parallel to the ceiling via a rope that runs through eye-holes set in the ceiling of SL4-2 before ending up at the ledge on its eastern side. The goblin guards on the ledge operate the trap by releasing the rope, allowing the eastern edge of the frame to swing downward. Those standing at the lip of SL4-2A looking towards SL4-3 when the trap is activated must thus save versus paralyzation or be knocked down the slope by the hinged wicker frame. Anyone so affected takes only 1-4 HP falling damage, but must face the hydra in SL4-3.

SL4-3. They Call it "Mr. Heads"

The goblins have raised a lernaean hydra from an egg and keep it in this crumbling hall, where it serves simultaneously as a mascot of sorts, as a symbol of goblin potency, and as a defense mechanism for the warrens. The western door has a view-hole carved into it so that the goblins know when it is safe to bring food and straw to the hydra. The room is 15' tall and features, on the north wall, a huge, faded fresco of a pair of eyes and lashes, gazing down on a mass of goblins, humans, and demi-humans wielding pickaxes, mattocks, hammers, and chisels in a crowded, blurry mass. The floor of the chamber is filled with straw, partly decomposed corpses, and hydra-dung. It is lit by a pair of torches mounted on sconces to either side of the western door, rendering the chamber smoky, dim, and foul.

The goblins are immensely proud of their 'pet' and have given it the affectionate name of 'Mr. Heads'. Any party that slays the hydra earns the permanent enmity of all of the goblin clans, even if the goblins are likely to conceal that enmity initially. Indeed, they may falsely 'thank' the visitors for ridding them of such a dangerous threat, even as they maneuver the PCs into position for an ambush (e.g. at SL4-7). The goblins are looking for a female hydra to provide company for Mr. Heads; they might well task a friendly party with such a mission, promising up to 15,000 gp for an egg that produces a female (e.g., one of those at 9-149).

Inhabitants:

1. **Mr. Heads**, **the seven-headed lernaean hydra**: SZ L; AL N; AC 5; MV 90'; HD 7; HP 56; #AT 7; Dmg 1-8 (x7). Special: regenerates two new heads in 1-4 rounds if fire is not applied to the stump.

Treasure:

Amid the debris on the floor of the chamber are the following: a **shield +1**, **+2 versus fire**, a star ruby (1,100 gp) in a piece of hydra dung, a yellow glass activation square (see **Thothian teleportation rings** in new magic items), and a scattering of 189 sp.

SL4-4. Overlook and Bailiff

Fresh sand covers the floor of this natural cave. The east end of the cave contains the remnants of a worked corridor and of the bridge that once extended across the main hall (SL4-5 and SL4-40). The corridor fragment is floored in cracked white marble, and its walls are blackened with soot.

Reskim the Bailiff resides here, tasked by King Weskenim (SL4-22) with collecting appropriate 'inducements' from visitors to the Goblin Warrens. Reskim keeps a pile of old furs and skins in the corridor fragment, and is accompanied by 3 chattering goblin guards and his pet bobcat. The bailiff is friendly enough, being eager to hear news of exotic locales and brave exploits. Only if visitors prove obdurate about paying the required inducements does Reskim grow hostile. Visitors are expected to offer a gift to King Weskenim (and Reskim will helpfully remind visitors of this need). Only those who also offer a gratuity to Reskim receive active advice, assistance, and a bone-and-hair token guaranteeing an audience with the goblin king. The expected gift to Weskenim is 10 gp/person for first-time, adventuring visitors, but only 1 gp/person for return visitors and/or inhabitants of the Halls. Reskim expects an equal sum in gratuities for his services. If not suitably compensated, Reskim is not averse to providing some misleading information, including sending parties towards the pit at SL4-11.

Inhabitants:
1. **Reskim the bailiff**, **a goblin sub-chief** (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 8; #AT 1; Dmg 1-8 (long sword). Possessions: long sword.
2. 3 **goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 4, 3; #AT 1; Dmg 1-6 (short sword) or 2-7 (military pick).
3. **1 bobcat** (see new monsters): SZ S; AL N; AC 7; MV 120'; HD 1+3; HP 7; #AT 3; Dmg 1-2/1-2/1-3.

Treasure:
Reskim has a scepter crafted from a platinum rod and a bobcat skull (625 gp as a curio). Unbeknownst to Reskim, the rod portion of his scepter is actually a platinum key to Obsidian Gates (see 5-6D). Stealing the scepter provokes the enmity of all the goblins, as Reskim is quite popular.

SL4-5: Upper Great Hall

The Great Hall of Labor dominates this sub-level. Rising 75' from floor (SL4-40) to ceiling (top of SL4-5), its smooth, finished walls were once covered with titanic frescoes illustrating the virtues of labor and craftmanship. These showed benevolent orange-robed priests directing human, goblin, and other laborers at various activities, including masonry, stone-carving, and digging.

Several areas of the upper level of the Warrens open onto the Great Hall. These areas include SL4-4, SL4-14A, SL4-17A, SL4-18A, or SL4-23A, all of which enter the upper Great Hall at a point 50' above its floor (this means that the ceiling of SL4-5 is 25' above each of these regions of the upper Warrens). Unless otherwise noted, no balustrades or other architectural features exist to distinguish the solid floor of, say, SL4-14A from the open air of the Great Hall. Careless individuals might thus, theoretically, walk off the floor at one of these points and plunge 50' to area SL4-40 below (taking 5-30 HP damage in the process).

Whereas the lower level (SL4-40) shines with light and rings with the clamor of goblin activity, the upper level is relatively quiet. A small glow of light may be seen from the brazier at SL4-23, but the ballista stations (areas SL4-14A, SL4-17A, and SL4-18A) are all shrouded in darkness. Careful listening, say from the lip of SL4-4, might produce a few snatches of goblin conversation from several points around the hall. Immediately visible from any of the access points will be fragments of brightly-colored frescoes (now mostly damaged by smoke and grease) and the scores of small, harmless lizards which scamper along the walls, bridges, and overlooks.

Secret Door (north): Although this door is normal to spot, one must be climbing the wall or flying in the Great Hall to be able to notice it. Once found it is easy to open; one merely slides a 4'-square panel to the left.

SL4-6. Main Ladder

A 55'-tall vertical ladder made of wood, bone, and twisted hemp leans against the edge where area SL4-4 intersects with the open vastness of the Great Hall. The ladder extends 5' above the floor of SL4-4, a fact that allows one to mount the ladder with relative ease. It extends downward to the floor of the main hall (SL4-40). The ladder is 5' wide and quite rickety, although numerous guy lines attached to the wall ensure its relative stability.

SL4-7. Rope Bridge

A 4'-wide bridge made of rope and wooden slats stretches west from SL4-4 to SL4-8. Both ends of the bridge are fixed to iron rods hammered into the wall of the Great Hall. The goblins are adept at scampering along the bridge, but those weighing or carrying more than 150 lb will have trouble navigating it: movement will be reduced by half, and there is a 25% chance of punching through one or more of the slats, provoking a 3d6 roll under DEX to maintain footing. Those who fail the roll plunge 50' from the bridge and take 5-30 HP damage.

SL4-8. Goblin Barracks

This former overseer's chamber is occupied by twenty goblin warriors. The walls are blackened with centuries of smoke, obscuring some lovely frescoes illustrating scenes from the *Tales of Larel One-Eye* (see Arden Vul books). An unusual circular fixture of bronze hangs from the ceiling. Coiled around the pendant rod which maintains the fixture is an enchanted bullwhip, the **whip of persuasion** (see new magic items). Its existence is unknown to the goblins, who like to use the fixture for target practice. Twenty piles of furs and rags occupy the floor of the chamber.

Inhabitants:
20 goblins, of whom at least 10 are present at any given moment: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6.

Treasure:
The **whip of persuasion** (see new magic items). In addition, each pile of bedding conceals 2-24 sp and has a 15% chance of containing a gem worth 10-60 gp.

SL4-9. More Rope Bridges

Two more 4'-wide rope-and-slat bridges connect various sections of the upper hall. Like the bridge at SL4-7, these structures are meant for goblins, not heavier beings. Chances for falling are described at SL4-7. Note, too, that the goblins at SL4-14A can detach their end of the rope bridge in one round (if needed).

SL4-10. Forgotten Chamber

The existence of this former storage room is unknown to the goblins. It can only be accessed by locating the secret door on the wall of area SL4-5. Inside are scores of items dating to the Archontean period. Much of the stuff is of the practical sort, including shovels,

prybars, picks, mauls, small hods for carrying stone, a pyramid of empty barrels, a wheelbarrow, a dozen coils of silk rope, some well-seasoned lumber (sixty 1"x12"x60" planks worth 10 gp each to any of the underground factions), three large area carpets, six prayer rugs (3'x4'), a box full of twenty 4"-diameter steel spheres, surveying equipment, and so forth. Two the prayer rugs are enchanted, each acting as a paired **rug of instant access** (see new magic items). In addition to the mundane items, the following may also be found: a cache of five red spinels (100 gp each) glued to the inside of one of the empty barrels, a medium-sized suit of imperial field plate (see Arden Vul items), three imperial gladii, a heavy crossbow, and an **Alexia's useful pole** (see new magic items).

Secret Door (from SL4-5): This door is normal to spot, and opens merely by sliding a 4'-square panel to the left.

Secret Door (into SL4-10): This door is easy to find (1 in 4), and opens by pushing it inward.

Treasure:
Practical items, plus two rugs, each enchanted as a **rug of instant access** (see new magic items), lumber (60 planks worth 10 gp each), 6 red spinels (100 gp each), a suit of imperial field plate (see Arden Vul items), 3 gladii, a crossbow, and an **Alexia's useful pole** (see new magic items).

SL4-11. Tunnel with Pit

Trap (pit): This narrow tunnel contains a 20'-deep pit trap concealed by a wicker lid covered with dirt and stone chips. Anyone weighing or carrying more than 150 lb has a 50% chance of plunging through the wicker cover (taking 2-12 HP damage in the process). The pit is 5'x5' in dimensions but widens at its base into a 15'x15' cave. Inside the pit the goblins keep a mangy, half-starved bear, whose growls a careful group may detect (10% per person crossing the wicker lid).

Six goblins crouch at their duty post, a niche 5' up the north wall. Should combat break out at SL4-2, the goblins will hoot and cry, attempting to lure enemies down the tunnel and across the pit. Should peaceful folk pass this way, the goblins wait to see if the rubes managed to fall into the pit, thereby provoking peals of laughter from the goblins. The goblins may (50%) move to assist any unfortunates by pulling them from the pit. Those who detect or avoid the pit are greeted good-naturedly by the goblins.

The floor of the pit-cave is littered with animal and goblin bones. Amid the debris is some treasure that the goblins are too scared to fetch.

Inhabitants:
1. **6 goblin bear-wranglers**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6.
2. **1 brown bear**: SZ L; AL N; AC 6, MV 120'; HD 5+5; HP 22; #AT 3; Dmg 1-6/1-6/1-8. Special attacks: hug.

Treasure:
32 gp, 173 sp, and a **shrunken head** (see new magic items).

SL4-12. Goblin Witch Doctors

The door to this chamber is stuck open, and a stench of sulfur and boiling flesh wafts through it. Guttural chanting from four figures huddled around a pentagram echoes into the hallway. More than a dozen distorted, elongated masks hang on the north wall, eerily lit by a handful of candelabra in the center of the room and a merrily burning fire to the east.

The 'masks' are harvested and preserved dretch faces, pulled and stretched into bizarre and unnatural positions by the witch doctors's 'preservation' methods. The witch doctors think this is great fun, and have given silly nicknames to all the faces. One, which vaguely resembles the face in Munch's painting, *the Scream*, they have named "Bruno"; inside Bruno's mouth is stuffed a small purse with 57 ancient gold solidi (see Arden Vul items).

In the center of the room is a 1"-wide pentagram carefully inscribed in the floor and filled with blood; it is lit by five candelabra placed at the points of the pentagram. Four goblin witch doctors are attempting to summon a new dretch servant, since their most recent - the much-lamented Smiley - has just been slain. The witch doctors like to summon dretches and use them for a while as servants in their shrine (SL4-15), before slaughtering them and harvesting their faces for their gallery.

To the east is a fire - burning mushroom and wood fragments - and a large kettle, in which a noxious concoctions of ingredients is boiling away the flesh of Smiley the dretch - save for his face, which shortly will be mounted on the north wall.

There is a flat 25% chance that the summoning goes awry as visitors approach. In this case, either 2-8 dretches are summoned and attack all in sight - including those in the hallway (66%), or a more powerful demon (a babau) is summoned instead, and begins to wreak havoc (33%). If the ceremony fails, the witch doctors flee their chamber and immediately seek assistance from any passersby.

On subsequent visits, the witch doctors will be entertaining themselves by using **audible glamer** to cause their gallery of masks to speak and sing in funny voices.

The witch doctors' sleeping furs lie in the northeast corner of the chamber, as does a locked wooden chest.

The witch doctors assume that their friend and colleague, Larakim, is dead, since there has been no word from his expedition. In fact Larakim and his companions are trapped in area 3-130. Should PCs have freed Larakim, he will be present here and he and the other witchdoctors will prove valuable allies.

Inhabitants:
1. **Hobim, 6th/4th level goblin witch doctor**: SZ S; AL LE; AC 6; MV 60'; HD as a 4 HD monster; HP 25; #AT 1; Dmg 2-7 (**spear +1**). Cleric spells: **cure light wounds**, **protection from evil**, **resist fear**; **augury**, **chant**, **resist fire**; **blindness**, **dispel magic**. Magic user spells: **affect normal fires**, **identify**, **ventriloquism**; **audible glamer**, **Frigg's flatulence** (see new spells).
2. **Haskell, 4th/3rd level goblin witch doctor**: SZ S; AL LE; AC 6; MV 60'; HD as a 3 HD monster; HP 17; #AT 1; Dmg 2-8 (morning star). Cleric spells: **cure light wounds**, **detect magic**, **protection from evil**; **detect charm**, **speak with animals**. Magic user spells: **push**, **ventriloquism**; **audible glamer**.
3. **Bibi, 4th/4th level goblin witch doctor**: SZ S; AL LE; AC 6; MV 60'; HD as a 3 HD monster; HP 15; #AT 1; Dmg 1-6 (spear) or 3-6 (**sling +1**). Cleric spells: **detect evil**, **detect magic**, **darkness**; **cause disease**, **remove curse**. Magic user spells: **dancing lights**, **shield**, **ventriloquism**; **audible glamer**, **invisibility**.
4. **Preskell, 3rd/2nd level goblin witch doctor**: SZ S; AL LE; AC 6; MV 60'; HD as a 2 HD monster; HP 11; #AT 1; Dmg 1-6 (spear) or 2-5 (sling). Cleric spells: **cure light wounds**, **darkness**; **chant**. Magic user spells: **identify**, **shield**.

5. **Larakim, the 5th/4th-level goblin witch doctor** (only if previously rescued from 3-130): SZ S; AC 6; MV 60'; HD as a 3 HD monster; HP 21; #AT 1; Dmg 1-6 (spear). Spells (lined out spells have already been cast): **cure light wounds**, **resist fear**, **protection from evil**; **augury**, **chant**, **resist fire**; **dispel magic**; **dancing lights**, **shield**, **ventriloquism**; **invisibility**, **scare**.
6. **1 dretch** (75%): SZ S; AL CE; AC 2; MV 90'; HD 4; HP 24; #AT 3; Dmg 1-4/1-4/2-5; MR 30%. Constant abilities: infravision. Special defenses: half damage from cold, electricity, fire and gas. Special: darkness 5' radius; scare; stinking cloud; telekinesis (500 gp); teleport 1/day; gate a type I demon (5% chance).
7. If inhabitant #6 is not present, either **2-8 dretches** (66%) or a **Babau** (33%) are present (see text above). For **dretches**, see #6. For the **babau**: SZ M; AL CE; AC -3; MV 150'; HD 7+14; HP 53; #AT 3 or 1; Dmg 2-5/2-5/2-8, or 8-15 (military fork); MR 50%. Thief abilities: PP 70%, OL 62%, F/RT 60%, MS 70%, HS 56%, HN 30%, CW 98%, RL 45%. Special attacks: gaze acts as ray of enfeeblement; backstab as 9th-level thief; fear (by touch only). Special defenses: half damage from cutting and stabbing attacks; half damage from cold, electricity, fire and gas. Special: cause darkness 5' radius; levitate (as 10th-level magic user); fly (as 11th-level magic user); dispel magic user (as 12th-level magic user); polymorph self; heat metal (as 14th-level druid); gate in a babau demon (25% chance).

Treasure:
Chest: a short codex written in goblin, entitled *The Highly Impressive Story of Frigg the Fabulous* (see Arden Vul books); three arcane spell scrolls that the current witch doctors cannot read (**hold portal**, **pyrotechnics**, and **blink**); a **potion of molasses** (see new magic items); a **potion of the berserk** (see new magic items); **potions of climbing**, **dragon control** and **human control**; a vial of **oil of slipperiness**; Frigg's spell book (see below); 4 doses of aqua vitae mushrooms, 6 doses of eye opener mushrooms, 1 dose of mind eater mushroom, 4 doses of red veil mushrooms, 2 doses of slow stepper mushrooms (see new flora for all); six extra candles; a purse with 25 ancient silver pennies (see Arden Vul items), 13 ancient gold solidi (see Arden Vul items) and two ancient octagonal platinum pieces (see Arden Vul items); a sack with 6,592 cp; and a bronze statuette of a hippopotamus (50 gp).
In the mask called "Bruno": a purse containing 57 ancient gold solidi (see Arden Vul items), and a white glass activation square (see **Thothian teleportation rings** in new magic items).
Hobim has a **spear +1** that he calls 'Sharpstick'; Bibi has a **sling +1** that he calls 'Eye Killer'.

Frigg's Spell Book: Frigg was one of the first imperial goblins (see World of Archontos appendix) to receive formal training as a magic user (and not as a witch doctor) and he developed several new spells. His spell book, long abandoned in Arden Vul, was recovered by the wild goblins and now forms a treasured object to the current witch doctors, even if they are unable to learn most of the spells that it contains. **Burning hands**, **charm person**, **detect magic**, **floating disk**, **friends**, **Frigg's flatulence** (see new spells), **magic aura**, **magic missile**, **message**, **protection from evil**, **shield**, **spider climb**; **audible glamer**, **continual light**, **darkness 15' radius**, **detect invisibility**, **Frigg's elephant ears** (see new spells), **Frigg's fraud** (see new spells), **invisibility**, **knock**, **magic mouth**, **pyrotechnics**, **stinking cloud**; **blink**, **flame arrow**, **Frigg's caustic kisses** (see new spells), **Frigg's jelly legs** (see new spells), **gust of wind**, **invisibility 10' radius**, **phantasmal force**, **protection from evil 10' radius**, **suggestion**.

SL4-13. Spiral Staircase
This stone staircase spirals down 50' to the lower reaches of the Warrens. Chances for random encounter rise here: roll once per turn, with a 1 in 4 chance of an encounter. Use the Goblin Goals table (found in the Random Encounters section of the introduction to this level) to determine what the goblins are doing.

SL4-14. Hall of Eleven Pillars
This darkened hall features eleven heavy, squat pillars (5' in diameter) supporting a 20'-tall ceiling. On each of the nine pillars in the main part of the hall is a 1'-square inset plaque made of silver, with a Mithric numeral inscribed in lapis on each plaque (these numerals run from I to IX). The chamber also contains an overlook into the great hall (SL4-14A). The walls are coated in black paint; on top of the black are crude silver sketches of ten goblin heroes. Standing beside each pillar is a goblin zombie (raised by a passing Set cleric who owed Weskenim a favor). The zombies ignore non-goblins who pass through, but defend themselves and move to intercept those approaching the shrine (SL4-15). Any noise here brings the goblins from SL4-14A to investigate.

The central pillar contains a secret compartment that is unknown to the goblins. It is normal to detect, but only opens if a finger's-width release catch is located at the base of the pillar. The compartment is just large enough for the *Codex Sequentis* which occupies it (see Arden Vul books). If Kel Bormol is released from prison (see SL3-2A), he will recover the *Codex* within one month of his release and, thereafter, the *Codex* will no longer be found here.

Puzzle: Touching the silver, numbered plaques on the nine pillars affects the thaumaturgic circle in area SL4-15. Different patterns of touches produce different effects, and a good two score patterns are recorded in the *Codex Sequentis* (see Arden Vul books). Patterns using all nine numbers act as summoning spells, whereas adumbrated patterns affect the functioning of the thaumaturgic circle. Should a valid sequence be initiated, a cloud of effervescent purple vapor forms at the first plaque of the sequence; the vapor then quickly extends to touch each of the other plaques in the sequence, until a grid of vapor covers the area. Once the final plaque has been connected to the vaporous grid, a low grinding sound may be heard from all nine pillars, and the appropriate result is effected at area SL4-15. The vapor is harmless if touched. Touching a plaque out of sequence means no vapor will be released (a hint to the clever!).

Inhabitants:
1. **11** (**goblin**) **zombies**: SZ M; AL N; AC 8; MV 60'; HD 2; HP 14, 14, 13, 13, 11, 10(x3), 9, 8, 7; #AT 1; Dmg 1-8. Special: always strike last.

Treasure:
Codex Sequentis (see Arden Vul books).

SL4-14A: Overlook
This extension of the Hall of Eleven Pillars provides an excellent view of most activity in the Great Hall. Two ballistae mounted on

swivels offer the goblins a measure of security; these weapons are served by a crew of eight goblins at all time. It takes a minimum of two goblins to maneuver, fire and load a ballista; rate of fire is one every four rounds, and damage is 2-12/3-18 per bolt. If four goblins serve a ballista (as they will surely do for as long as possible), the rate of fire increases to one bolt every other round. The goblins have twenty bolts for the two ballistae.

A bucket of sulfurous purple wax sits next to each ballista (see SL4-15); the goblins dip each bolt in the wax before firing (save vs paralysis or be paralyzed for 1-3 turns).

The rope bridge which leads to SL4-14A can easily be detached from its mountings, and the goblins are sure to use this tactic if facing intruders on the bridges.

Inhabitants:

1. **8 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-6 (spears) and 2-5 (slings).

SL4-15: Shrine of Rizzit

This chamber exudes an overwhelming odor of sulfur and a strong aura of evil. The walls are painted in an incongruously cheerful - albeit peeling - sky blue, and the floor is sheathed in elaborate colored triangles of marble, arranged in patterns both geometric and figural. A 15'-diameter thaumaturgic circle occupies the east end of the chamber. The circle itself is composed of crimson, navy, and puce-green triangles, with nine 1'-diameter black circles interspersed at regular intervals along the circumference of the circle. Each of the black circles has a Mithric numeral inscribed in lapis inside it; these range from I to IX. Steaming and dripping inside the circle is the source of the sulfur, a horrific lucern demon named Rizzit (see new monsters).

The south edge of the chamber features a large abacus and several stools; the witch doctors use the abacus to make calculations concerning Rizzit's prophecies.

To the north are two stone chests and two scrapers attached to wooden poles. Inside one of the chests are six live rats, which are used to feed Rizzit. Inside the other are 37 mummified paws and hands of various creatures, which the goblins trade to Rizzit for information.

Rizzit's form is constantly mutating, but generally appears as a floppy bipedal pile of dripping purple wax; his head features two large black eyes and the hint of a mouth (if one looks closely enough, the mouth occasionally slides open, revealing chitinous, hollow, conical 'teeth'). An occasional lump of 'wax' drips off of Rizzit's form; when one of these happens to fall outside the summoning circle, it is carefully scraped up by the goblins and used for their paralytic poison.



Rizzit has been imprisoned in the circle for over a millennium, since his original summoner, the sorcerer Kel Bormol (see SL3-2A), has never died and Rizzit's bonds are thus still intact. As a result, the goblins have always known of Rizzit, and most have come to see him as a quasi-deity to be placated and occasionally consulted. The witch doctors and King Weskenim are fully aware of the nature of Rizzit, and have instituted strict rules to ensure that no goblin unwittingly releases Rizzit from his binding. Indeed, the witch doctors are aware that the circle is connected magically to the Hall of Eleven Pillars, but they do not fully understand the ancient mechanisms of this area. In truth, they don't really care so long as they are able to collect the occasional paralytic wax and trade witticisms and information with Rizzit.

Rizzit tries hard to get newcomers to release him. As a result of the length of his imprisonment, however, he is willing to talk, provided that proper nourishment and payment (c.f. the two chests) are offered. The demon is able to make prophecies about future events, although he tends to pronounce them in terms of arithmetical expressions. Expressions ending in odd numbers equate to 'yes' answers, whereas those ending in even numbers are 'no' answers. If released without having been formally bound by oaths or magic, Rizzit will wreak devastation on the goblins and any others nearby as best he is able before teleporting back to the Abyss. Conversely, should Kel Bormol be released (see SL3-2A), he will eventually come here (within a month), dispel Rizzit, and recover the *Codex Sequentis* (SL4-14, see Arden Vul books).

Features of the thaumaturgic circle may be manipulated and altered by the pillars in area SL4-14. Indeed, Rizzit may be dispelled by touching the silver plates in this sequence: III-IV-II-I-V. Other functions are described in the *Codex Sequentis*.

Inhabitants:

1. **Rizzit, a lucern demon** (see new monsters): SZ L; AL CE; AC -3; MV 90'; HD 8+8; HP 61; #AT 5; Dmg 3-6/3-6/3-6/3-6/4-16; MR 75%. Constant abilities: infravision. Special attacks: pseudopods cause paralysis; throw blobs of wax (40' range). Special defenses: +1 or better weapons to hit; immune to acid; immune to mind-affecting spells; half damage from cold, electricity, fire and gas. Special: utter prophecy; cause darkness; teleport without error; comprehend languages; levitate; detect magic; dispel magic; telekinesis (3,000 gp); symbol of discord; symbol of despair; gate in 2-5 dretch (75% chance).
2. **Six live rats**: SZ S; AL N; AC 8; MV 120'; HD 1 hp; #AT 1; Dmg 1; 5% chance of disease per bite.

SL4-16: Store Room

This dusty chamber is filled with boxes, crates, and bits of discarded equipment. Although nothing of true value may be found here, there is a 25% chance that any specific item from the general equipment list (not weapons) can be found here after 2-6 turns of searching; conversely, searching randomly for 2 turns is sure to turn up an item off that list. The goblins use this room as a dumping ground for things they might want to use someday. Due to its proximity to Rizzit, many of the goblins consider it haunted.

SL4-17: Barracks

A cohort of 30 goblin warriors dwells in this chamber, although only 10 will be present at any given time. The chamber is utterly nondescript, containing only the goblins's bedrolls, a water barrel, a cookfire, some fuel, and a pair of rotting mummified beastmen whom the goblins use for weapons practice.

Inhabitants:

1. **10 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6 (short sword) and 2-7 (military pick).

Treasure:

Each bedroll has 3-18 sp concealed in it.

SL4-17A: Overlook

This open ledge overlooks the great hall. Two large ballistae are mounted here and are served by a crew of eight goblin warriors. A bucket of purple wax (see SL4-15) and a rack of ten bolts rests next to each ballista. It takes a minimum of two goblins to maneuver, fire and load a ballista; rate of fire is one every four rounds, and damage is 2-12/3-18 per bolt. If four goblins serve a ballista (as they will surely do for as long as possible), the rate of fire increases to one bolt every other round..

Inhabitants:

1. **8 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5(x3), 4, 4, 3; #AT 1; Dmg 1-6 (spear).

SL4-18: Barracks

This chamber is almost identical to SL4-17, save that this group possesses a trampoline instead of the two beastman corpses.

Inhabitants:

1. **10 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 2-8 (morning star).

Treasure:

3-18 sp in each bedroll

SL4-18A: Overlook

Identical to area SL4-17A, including inhabitants.

SL4-19: Sir Sorrow, the Sun-Scarred Knight

King Weskenim handed over his only guest chamber to Sorrow, one of the Sun-Scarred Knights, when she arrived in the Goblin Warrens eleven months ago. At her request, and using her ancient gold solidi (see Arden Vul items), the chamber has been redecorated to her liking. Each wall is light blue and features the same image: a puffy, white cloud from behind which a handful of solar rays emerge. Sorrow's furnishings include a wooden bed-frame with an overstuffed feather mattress, a pair of leather easy chairs, a low wooden table, a beautiful mahogany armoire, a locked stone chest, and a desk and chair made out of bone.

Those entering her chamber unannounced or uninvited (when she is present - see below for chances) are greeted by her varlet, Huguette, who leaps to her feet to demand the reason for intrusion. There is a 20% chance that Sorrow is intrigued by the visitors and allow them to remain, otherwise Huguette demands immediate exit, using persuasion, then threats, and ultimately force. Sorrow allows Huguette to conduct all negotiations unless violence breaks out, at which point she comes to the defense of her varlet.

Sorrow is a tall (6' 2"), muscular, woman with long black hair and piercing green eyes. Her beauty is marred (or enhanced?) by ritual scarring on each cheek: one cheek shows a full sun, the other an arched doorway. Sorrow speaks Archontean easily, although with a strange accent; she is also fluent in all the other major tongues of the Halls. Huguette is equally tall, with blonde hair, blue eyes, and a fiery temper; although Archontean, she is clearly of Wiskin descent.

At any given time, Sorrow can be found in her chamber (50%), in SL4-23 (25%), elsewhere in the Goblin Warrens (20%), or in some completely different location (5%). When outside this room, she wears her gothic armor at all times, although she may go helmet-less while within the Goblin Warrens. Inside her chamber she usually doffs her armor in preference for brightly colored silk trousers and tunic.

Sorrow's motives for spending time with the goblins are obscure, at least to Weskenim and the goblins. In fact her mission is to prop up the goblins, whom the knights see as the weakest of the major factions. Sorrow has been subtly advising Weskenim against costly aggression (e.g., against the Halflings), and has been suggesting new defensive measures and practices. She is extremely adept at diplomacy, and at making those around her think that her ideas were always their own. In addition, Sorrow has a personal interest in the manifestations of grief in all its forms, with particular attention to the gendering of sorrow, and to comparative racial causes for sorrow (human vs. goblin, for instance). She is not unwilling to manipulate goblins (and others) into recognizing their own grief at any number of incidents; as a result those around her are often weeping (but not vengeful). Sorrow has a peculiar interest in labor and hierarchy, and sometimes foments dissent by spreading anti-hierarchical ideology, especially just before a mission is about to end. Sorrow has a weakness for pretty women who sing songs of broken or unconsummated love. She is eager to talk to new visitors to the Goblin Warrens, but on her own terms; like all the Knights, she is adept at not revealing her own agenda.

Sorrow will abruptly leave the Goblin Warrens 1-6 months after being first encountered here by the PCs. When she departs, the chamber will be given over to another favored guest of the GM's choice.

Inhabitants:

1. **Sir Sorrow, the Sun-Scarred Knight** (see new monsters), **11th-level female Wiskin fighter** (50%): SZ M; AL LN; AC -2; MV 120'; HD 11; HP 95; #AT 3/2; Dmg 4-13 (**two-handed sword +2**) or 2-5 (dagger) or 4-7 (light crossbow with **bolts +3**). Abilities: STR 17, INT 15, WIS 16, DEX 10, CON 16, CHA 15. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 59 ancient silver pennies (see Arden Vul items); 11 ancient octagonal platinum coins (see Arden Vul items); **two-handed sword +2**; dagger; light crossbow with 15 **bolts +3**.
2. **Huguette, varlet to Sir Sorrow, and a 5th-level female Archontean fighter** (50%): SZ M; AL LN; AC 2; MV 120'; HD 5; HP 49; #AT 1; Dmg 6-13 (battle axe +2) or 1-6 (short bow). Abilities: STR 18/13, INT 9, WIS 15, DEX 11, CON 16, CHA 9. Possessions: **chain mail +2** and medium shield; **battle axe +2**; short bow and 20 arrows; 2 **potions of heroism**.

Treasure:
Chest: 9,875 sp; 1,129 gp; a **djed amulet** (see new magic items); 3 doses of **incense of attraction** (see new magic items); **Sorrow's vial of tears** (see new magic items).
Desk: an ivory and bronze statuette of a dancing houri (250 gp); a slim manuscript of high-quality original poetry written by Sorrow herself and entitled *A Lover's Lament* (the title page, however, attributes the work to Aelia of Perros – for her, see *Green are My Lover's Eyes* in Arden Vul books) (Sorrow's volume would bring 250 gp in a major city); and a loose sheet of parchment with some notes, which read "*Discord has gone too far and is living up to his name. The Master's motive in letting him undermine my work here is opaque. He is banished to the Knight's Rest. More efforts to shore up the pitiful goblins are needed.*" [**GM Note**: 'Discord' refers to Sir Discord, another of the Sun-Scarred Knights, who is currently holed up in the Knights' Rest, i.e., area 8-116.]
Armoire: the armoire itself (100 gp); a pair of high-quality silk robes, decorated with female warriors defeating hydras (75 gp each); a red-and-yellow **cap of serenity** (see new magic items); a pair of thigh boots made of heqeti hide (40 gp); and a feather boa (15 sp).

SL4-20: Royal Harem

King Weskenim keeps a substantial harem in this richly appointed (by goblin standards) chamber. Eunuch ogre guards are posted both inside and outside the door to SL4-23 (unless Weskenim is visiting, in which case the inside guard will be found in SL4-22). Fifteen goblin women, two human women, and a lone halfling woman make up the harem. The eastern-most section of the harem, by the door to SL4-23, contains a pair of game tables with eight chairs, plus a large comfy chair for the ogre guard. It is set off from the western portion of the harem, where the ladies entertain King Weskenim, by a heavy tapestry hung from the ceiling. The western half of the harem is filled with cushions and pillows of varying quality. Both areas are painted a soothing pale green, and are lit by smoky wall sconces. The entrance to area SL4-21 is concealed by another hanging tapestry. The ladies of the harem are all quite content with their status, and have no desire to be 'freed' or rescued. The alpha 'wife' is a certain Griselt, who governs the harem fairly but strictly.

If Weskenim is visiting, then 1-6 of the ladies will be here, while the rest wait in their living quarters (SL4-21). Otherwise twelve of the ladies are lounging among the pillows here.

Inhabitants:
1. **15 goblin females**: non-combatants, AC 8, 1 HP.
2. **2 human women**: non-combatants, AC 10, 2 HP.
3. **1 halfling woman**: non-combatant, AC 9, 1 HP.
4. **1 eunuch ogre guard**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 25; #AT 1; Dmg 1-10, or by weapon.
5. **King Weskenim** (20%): see stats at SL4-22.

Treasure:
Personal jewelry: among them the harem ladies possess forty pieces of jewelry, which they wear at all times: 20 are silver (100-1,000 gp each), 8 are gold and silver (200-1,200 gp each), 8 are gold (300-1,800 gp each), and 2 (Griselt's) are platinum studded with emeralds (1750 gp) each.
Tapestries: The two hanging tapestries are old and faded, but still of interest: one shows a female archon directing legionaries against a horde of heqeti (this is the warlike archon, Irene Bellatrix – see SL6-9 and SL6-44); the other shows a female mage floating above a subterranean lake pointing a black spear (this is Kentillian, wielding the famous artifact, the **ebon spear**; see SL5-13B for both Kentillian and her spear)

SL4-21: Harem Quarters

To the west is a small cavern excavated at the orders of King Weskenim (SL4-22) in order to house his burgeoning harem; it contains seventeen hammocks, a trio of vanities with make-up pots, and seventeen locked iron boxes (one per inhabitant).

Inhabitants:
If Weskenim is visiting the harem (20% chance), then all but 1-6 of the harem will be present here; otherwise only five of the seventeen are present here, lounging in their hammocks. For stats, see SL4-20.

Treasure:
The seventeen iron boxes hold the special trinkets of the harem ladies. Most of these trinkets are mundane and valueless (bits of hair, small bits of carved rock or bone, a button or two), but each box also contains 3-18 sp and 2-12 gp.

SL4-22: King Weskenim

Weskenim, the Grand King of the United Goblins, rules his people from his throne room. The eastern part of the room is dominated by a large, king-sized bed, from which Weskenim greets petitioners. To the north of the bed is a bench, on which his advisors - Skimmel and Reeflik - and his major-domo, Palestrim, sit while the king dispenses judgments, advice, and commands. A eunuch ogre guard stands sits just inside the east door at all times. The eastern, public half of the room is dimly lit by a pair of wall-sconces and is separated from the western half by heavy purple curtains embroidered with crowns, scepters, and grinning goblin faces; the north and south walls are also painted purple, but each features an enormous, garish, cartoony image of a grinning Weskenim.

The western half of the room is mostly dark. It features a gilt throne lined with throw pillows, three comfortable settees, two sets of armor (one badly rusted and clearly ceremonial, and the other gleaming and functional), a sideboard stocked with wine, an enormous keg of brandy, a stout iron-bound chest, a lectern with a large volume on it, and a comfortable hammock slung across the northwest corner (Weskenim's preferred sleeping location). The walls of the western half of the room are painted black.

The lectern holds Weskenim's ledger book, a meticulous piece of record-keeping that records every bit of tribute collected by the king, whether from visitors (like the PCs), from the goblin clans, or from any other source. It is an impressive piece of double-entry bookkeeping. PCs investigating it casually will merely see a list of debits and credits; a clever PC who studies the ledger for 1-2 hours (perhaps by succeeding at a roll of 4d6 under INT) may notice that the running total of Weskenim's finances is much greater than the sums found in the operating expenses chest (see below). That might serve as a clue that Weskenim must have other sources of treasure.

Weskenim is a shrewd, canny old goblin much given to bursts of enthusiasm for interesting persons and for new projects. He is large for goblins, with a shock of still-raven hair, large incisors, and a huge, lumpy nose. He favors bright, loose silks, and a brilliantly

colored, although slightly tattered turban, on top of which perches his crown. Although appearing to be slightly naïve and unsophisticated, Weskenim is quite intelligent and is sensitive to how he is treated; those who are deferential and respectful are more likely to find their requests fulfilled. Those who are condescending or arrogant will find themselves negotiating impenetrable walls of banal pleasantries.

The king is served ably by a coterie of old and trusted advisors. Palestrim, the major-domo, is the one who determines who shall gain admittance to the royal chambers and when they shall do so. This grizzled, one-legged goblin is particularly adept at reading the motives of non-goblins, and is thus usually present for all interviews conducted inside the throne room. Skimmel, an aged goblin with stringy white hair, is referred to by the king as 'Caution' for his reminders about the potential costs of potential actions in terms of treasure, manpower, and other resources. The third advisor is a younger goblin named Reeflik (he is actually middle-aged); the king calls him 'the Hammer', as Reeflik is always keen to use force to defend and extend goblin influence. Despite their contrasting roles, Skimmel and Reeflik are the best of friends. The advisors sleep on the settees in the throne room, near their king.

Weskenim will be found in his throne room 25% of the time; otherwise he will be visiting his harem in SL4-20 (20%), mingling with the courtiers in SL4-23 (25%), visiting the clans in the Great Hall at SL4-40 (25%), or occupied with some secret business (5%).

Weskenim's power is fairly secure, since he is popular with nearly all the family groupings that make up the tribe. One exception is the group at SL4-57. This group has come to follow a goblin mystic named Gislu, who recently announced that no goblin could be king without possessing the **scepter of the goblins** (see new magic items). When Weskenim looked around for a scepter he couldn't find one, and so he banished Gislu (who is now in 4-2). As no one, including Weskenim, knows what this scepter looks like, Weskenim is slightly anxious about the sudden emergence of the scepter and the threat to his power that it might entail. For this reason, Weskenim and Palestrim keep a close watch on the gossip that occurs in SL4-23, listening for news of the scepter. Should Gislu or anyone else show up at SL4-23 with the scepter of the goblins (currently at 8-69), or even a plausible simulacrum of it (e.g., the **troll flute** found in 3-168), trouble is likely to ensue. Those producing a 'scepter' are likely to be challenged to single combat by the king, via one of his champions (one of the ogres). On the other hand, Weskenim will pay handsomely for discrete information about the scepter or, better yet, any plausible version of that object.

Weskenim is also concerned about the expedition he sent into Level 3 under the leadership of Harab and Larakim (see 3-130). He delicately attempts to question visitors about his missing people, and will be instantly favorable to those who rescue Harab and Co.

Weskenim has two affectations. First, to the amusement of his people, he has a strong personal fear of cavern cephalopods (see new monsters), and offers various favors and gifts to any who produce a cephalopod husk. Second, the king is fascinated with cats, and would give much in coin and/or favors to whoever brought him a litter of kittens or a pregnant mother. **GM Note**: A likely source of cats are the regions near the temple of Bastet (areas 8-30 to 8-50).

Inhabitants:

1. **Weskenim**, **king of the goblins** (25%) (as a gnoll): SZ M; AL LE; AC 2; MV 60'; HD 2; HP 14; #AT 1; 3-9 (**morning star +1**). Possessions: **morning star +1**; **amulet of spell absorption** (13 spell levels) (see new magic items); **cloak of displacement**; and a **potion of healing**.
2. **Palestrim**, **the major-domo** (50%): for stats, see SL4-23.
3. **Skimmel** and **Reeflik**, **goblin advisors** (90%) (as hobgoblins): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 7, 7; #AT 1; Dmg 1-8 (long sword). Possessions: long swords.
4. **1 eunuch ogre guard**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 26; #AT 1; Dmg 1-10, or by weapon.
5. **an individual or a group from the court** (see SL4-23), 33%

Treasure:

In the chamber: the gleaming, functional armor is **banded mail +1**. The rusty, ceremonial armor is a unique magic item, the **armor of secret storage** (see new magic items). The main cache of Weskenim's treasure is stored within the **armor of secret storage**: 5,195 gp, 27,632 sp, and 50 gems (worth 50-500 gp each), including 3 flawless diamonds (5,000 gp each). Only Weskenim, his advisors, and the witch doctors (SL4-12) know the location of the stash; they are careful to only withdraw from the cache (or add tribute to it) when no one else is present. The magical nature of the armor is concealed by the witch doctors, who have cast **Frigg's fraud** on it (see new spells).

Chest: this chest is for operating expenses. Stacks of coins line one side, to the tune of 275 gp and 896 sp. The other side contains a pouch with 20 pearls (100 gp each), plus a set of 6 Archontean chess pieces in solid gold with ivory highlights (400 gp per piece; for more on Archontean chess, see 3-36C).

Weskenim's personal items: **morning star +1**; gold and chrysoberyl turban pin (3,000 gp); gold, silver and chrysoberyl crown (5,500 gp); silver ring with large crystal stone (3,500 gp).

SL4-23: Court of the Goblin King

This broad plaza, with its overlook into SL4-5, serves as the main site at which goblin politics takes place. Here important goblins and visitors mill about, sharing gossip, hatching plans, and generally feeling important. All await Weskenim's frequent appearances, for the king loves nothing more than to press the flesh, display his prodigious incisors, and utter pithy-but-vague platitudes. The north and south walls each feature a stone bench, on which the more elderly or pessimistic courtiers rest. A pair of braziers in the center of the chamber casts a dull glow and provides some warmth. Violence is not permitted at the court by order of the king, and any transgressors will be met with immediate resistance from all those in attendance.

When he is not in the throne room (SL4-22), Palestrim, the major-domo of the court, sits on a too-large padded chair just outside the door to the throne room. Palestrim's job is to decide who may enter the royal chambers and in what order. An old, grizzled, and one-legged goblin, he is quite adept at his job, for he has a natural and somewhat mystical ability to read the motives of non-goblins. Those unknown to the court may expect to wait up to a week before being admitted; those whom the goblins know, and/or those who have been deemed 'Goblin Friends,' can usually be admitted within 12 hours. Palestrim is not particularly venal, but appreciates fine food and drink; 'gifts' of the latter can reduce the wait time by ¼.

The court is a hotbed of gossip and rumor. Much of this is mundane and salacious, but there are a few dangerous political undercurrents that occasional surface. One involves the touchy subject of the scepter of the goblins (see new magic items, and areas 8-69 and SL4-22). Visitors may well be questioned on the sly about this object and its location; careless responses may well cause serious political repercussions, and might even bring an immediate interview with Weskenim.

Inhabitants:
At any given moment, the following will be present at court:

1. **10 goblins from the clans**, seeking favors and/or advice (100%): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6 (short sword) and 2-5 (sling).
2. **4-7 goblins visiting from outside Arden Vul** (25%): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 2-7 (military pick).
3. A Set deacon plus 4 Set guardsmen, on an embassy from Level 4 (20% chance). **Irenaeus the Set deacon** (see new monsters), **as a 6th-level Archontean cleric of Set**: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 42; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**. In addition, **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.
4. **2 true varumani** (see new monsters) **from the thegn's court** (7-75) (20%): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.
5. A beastman patrol sent by Deino (3-158) to negotiate (25%), including: **6 beastman troopers** (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows; and a **beastman sergeant** (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer.
6. **1-3 parties of NPC adventurers** (33%): select from NPC appendix.
7. **Sir Sorrow**, **the Sun-Scarred Knight**, **and her varlet** (25%) (unless she has departed): for stats and details, see SL4-19.
8. **1-4 unusual visitors** (from outer planes, from outside Arden Vul, etc.) (10%): GM's choice.
9. **6 royal guardsmen** from SL4-24, lined up on the western wall (100%): see stats at SL4-24
10. **Palestrim**, **the goblin major-domo** (50%) (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 8; #AT 1; Dmg 1-8 (long sword). Possessions: long sword.
11. **Weskenim**, **the Goblin king** (25%): for stats, see SL4-22.
12. **2 eunuch ogre guards**, one posted at each of the western doors (100%): SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 28, 22; #AT 1; Dmg 1-10, or by weapon.

SL4-23A: King's Overlook

Weskenim loves to make appearances and shout encouraging slogans from this overlook. Two brass speaking tubes located on either side of the royal podium loudly project any voice into SL4-5.

SL4-24: Royal Guards

The elite royal goblin guards inhabit this chamber. A total of twenty-two goblins reside here, divided into three companies of 6 each, plus three captains and a commander. As a result, the chamber is crowded, with six triple and two double bunkbeds lining the yellow-painted walls. In the center is a large brazier, which burns coals and whatever the guards can find. Clustered around the brazier are a number of benches, tatty chairs, and small side tables. From the ceiling hang various taxidermied trophies, including a baby hydra, a varumani head, and several subterranean lizards.

Resting on a table that is nestled between two bunkbeds on the western wall is a 4'-tall, 2'-wide, 1'-deep, free-standing ogive arch made of marble, inside of which is a solid gold statuette of an armored warrior wielding a tulwar/scimitar. The golden warrior is clad in the attire of the ancient Archontean legions. Those familiar with the Labors of Arden should recognize him as Lucius Minux, who played a role in the Sixth Labor (see SL13-10F). The statuette is actually a **statuette of faithful service** (see new magic items), which activates only when Lucius is addressed by name in Mithric.

The royal guards are recognizable by their jaunty, bright red caps made of silk, and by the scarlet oval badge (with a silver-incised image of Weskenim on it) which they wear on their clothing.

The captains accompany their companies at all times, but the commander - Vingrim the Surly - is lazy, and spends 90% of his time lounging around the brazier.

Inhabitants:

1. **6 goblin royal guards** (as gnolls): SZ M; AL LE; AC 5; MV 60'; HD 2; HP 14, 13, 13, 12, 12, 11; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars.
2. **1 goblin royal guard captain** (as gnoll): SZ M; AL LE; AC 5; MV 60'; HD 2; HP 14; #AT 1; Dmg 2-8 (morning star). Possessions: morning star.
3. **Vingrim the Surly**, **commander of the goblin royal guard** (as gnoll): SZ M; AL LE; AC 5; MV 60'; HD 2; HP 14; #AT 1; Dmg 2-9 (**long sword +1**). Possessions: **long sword +1**.

Treasure:
Statuette of faithful service (Lucius Minux - see new magic items), and 4-24 sp in the bedroll of each guardsmen

SL4-25: Lair of the Eunuch Ogres

Weskenim purchases young ogres from the troll thegn, castrates them, and raises them as his private bodyguards. Eight such creatures reside here, four of whom are on guard at any given moment and four of whom may be found here. The ogres are delighted with their

mostly ceremonial position and their cushy lair, and would never betray Weskenim. Their chamber contains four bunkbeds, a rack of halberds and maces, a sunken 'pool' filled with water in which they like to recline when off-duty, 48 pieces of highly polished copper and bronze candlesticks, ewers, mugs, plates, and so forth (worth a total of 150 gp), a sideboard stocked with small kegs of ale, and a cabinet stuffed with dried and fresh meat. Two young goblins serve the ogres and keep the chamber tidy.

Inhabitants:
1. **4 eunuch ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 26, 24, 23, 22; #AT 1; Dmg 1-10, or by weapon.
2. **two goblin servants**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6.

Treasure:
48 pieces of tableware, worth 150 gp total, and a stash of 438 sp tucked under the sideboard.

SL4-26: Hydra Keepers

The six unfortunate goblins tasked with caring for the 'pet' hydra (SL4-3) live and work here. A horrendous reek of fresh blood and aging meat fills the corridor around the door. Inside are six bedrolls, a large worktable littered with cleavers, saws and other instruments of butchery, a pile of offal and bones, and a set of hooks from which dangle a variety of unrecognizable sides of meat.

Inhabitants:
1. 6 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6.

SL4-27: Food Storage

The goblins use this chamber to store the food they have collected from area SL4-28. It is stuffed with drying mushrooms (white ribs, cloud caps and 1-8 specimens of aqua vitae - see new flora for all). In addition, twenty-one lizard corpses of various sizes hang on a rack by the north wall. On hooks set into the west wall rest six 'pickers' (12'-long poles with blades, used to 'pick' mushrooms) plus four short bows with quivers of arrows. The arrows all have thin ropes attached to them (for shooting and recovering lizards). The tunnel leading west (SL4-27A) is covered by a thick net of woven rope, designed to prevent unwanted visitors from below from accessing the Warrens.

SL4-27A: Connecting Tunnel

This exploratory tunnel was begun several hundred years ago and, to the goblins' delight, was found to connect to a valuable source of food. There is a 25% chance that 4-6 goblins are crouching at the western edge of the tunnel overlooking the shaft (SL4-28).

A woven rope-and-slat bridge extends over the chasm to area SL4-29 allowing the goblins access to the largest mushroom shelf.

Inhabitants:
1. **4-6 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6. They also have short bows with arrows (ropes attached to the arrows) and 'pickers' (See SL4-27).

SL4-28: Vertical Shaft, leading down to 6-112

This cavern was formed close to three millennia ago as a burn hole when the crew quarters module of the Beacon (see 6-112) plunged downward through the cliff. Although the upper reaches of the shaft were eventually closed by seismic activity, a long section still remains, one that extends 475' feet from the Goblin Warrens to Level 6 (6-112).

Ledges and shelves dot the shaft, each containing a thick grove of giant mushrooms. Some of these are detailed (SL4-29, SL4-30, SL4-61 to SL4-63), but others are not. The shaft is also home to a large population of small lizards, which the goblins hunt with bows and arrows.

SL4-29: Mushroom Shelf

This is the largest of the shelves that dot the vertical shaft (SL4-28). A rope-and-slats ladder connects this shelf to area SL4-27A. The goblins carefully cultivate this patch of mushrooms, as it provides quality eating from its white ribs and cloud caps (see new flora).

SL4-30: Mushroom Shelf

This narrow shelf is harder for the goblins to access, and as a result they rarely visit it. Among the cloud caps and white ribs are eight specimens of aqua vitae mushrooms (see new flora for all). Buried in the mulch are a plasteel box containing six Arden Vul cakes (see Arden Vul items) and a rudishva fire extinguisher (see new technological items).

SL4-31: Blocked Tunnel, eventually leading to SL5-24

Although this tunnel is currently impassable, the prisoners in area SL4-32 are busily excavating it. Within 1-3 weeks it will be cleared enough to allow passage down to area SL5-24.

SL4-32: Cave with Tunnel

The goblins are trying to expand their domains by digging in this area. Five prisoners shackled together at the feet by a thick chain are using pickaxes and mattocks to try to expand the cave. They are watched by a trio of goblin guards. At the moment, this cave serves as the prisoners's residence during their rest periods; the goblins attach the chain around their feet to a staple in the wall, and the prisoners sleep on the rocky floor. Once SL4-31 is fully cleared, Weskenim will have this area improved as a guard area.

Inhabitants:
1. **3 goblin guards**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 5, 3; #AT 1; Dmg 1-6.
2. **2 goblin prisoners**, imprisoned for arguing for peace with the beastmen: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 3, 3; #AT 1; Dmg 1-6.
3. **1 lizardman prisoner**: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 15; #AT 1 or 3; Dmg by weapon, or 1-2/1-2/1-8.
4. **1 human Set cultist prisoner**: SZ M; AL LE; AC 10; MV 120'; HD 1; HP 4; #AT 1; Dmg by weapon.
5. **Kurab**, **a gagged Set deacon** (see new monsters) **prisoner**: SZ M; AL LE; AC 10; MV 120'; HD 6; HP 21 (max 31); #AT 1; Dmg by weapon. Kurab has no possessions at the moment. He has prayed for the following spells, although the gag ensures he cannot effectively cast them: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.

SL4-33: Interrogation Chamber

Agoravere, the official goblin interrogator, operates in this chamber just off the Judgment Hall (SL4-34). The finished walls were long ago stripped of decoration; Agoravere has his living space in the eastern fragment of corridor, while his three assistants inhabit the northern fragment. Three low tables fitted with restraints occupy the center of the room; Agoravere has a fine collection of razor-sharp knives and other tools with which to aid the recall of unfortunate prisoners. Three sets of shackles have been attached to the western wall. One of them holds Elena, a paladin, while another holds the near-dead body of Carloman Fleetfingers, formerly the second in command to Phlebotomas Plumthorn (see 3-5) but captured on a raid; the third is empty. Freeing Carloman and returning him to Plumthorn wins the grudging friendship of the halflings; such a service would also exempt the PCs from the license charged by Plumthorn.

Inhabitants:

1. **Agoravere the interrogator**, **a goblin sub-chief** (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 7; #AT 1; Dmg 1-8 (long sword). Possessions: long sword.
2. **3 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3, 2; #AT 1; Dmg 1-6.
3. **Elena**, **4th-level female Archontean paladin of Ardenia Tessaeron**: SZ M; AL LG; AC 10; MV 120'; HD 4; HP 19 (max 34); #AT 1; Dmg by weapon. Abilities: STR 14, INT 11, WIS 15, DEX 10, CON 15, CHA 17. She has no equipment.
4. **Carloman Fleetfingers**, **3nd-level male halfling fighter**: SZ S; AL CE; AC 9; MV 90'; HD 3; HP 6 (max 26); #AT 1; Dmg by weapon. Abilities: STR 16, INT 8, WIS 11, DEX 15, CON 16, CHA 9. He has no possessions.

Treasure:

Agoravere keeps a **bag of holding** (largest size) tucked into his bed-clothes. Inside are the following: 26 gp, 68 sp, 128 cp, his father's silver razor (25 gp), a wax-sealed cheddar he's keeping for a special occasion (worthless, it went off a long time ago), 6 iron flasks containing his urine, a large moss agate (50 gp), a mink pelt (3 gp), a pouch filled with pulled-off fingernails, a long coil of thin gold wire (65 gp), a dried badger penis, two ivory dice pipped with obsidian (50 gp), and a bundle of twine-bound twigs containing a **wand of wonder** (34 charges).

SL4-34: Judgment Hall and Lesser Obsidian Gates

The arch from the Great Hall (SL4-40) leads to this smoky, 20' chamber. It is dominated by four cages which hang from thick chains in each corner. A pair of 15'-tall, 10'-wide obsidian doors looms along the western wall. Centuries of smoke and grime have served to completely efface the original frescoes on the north and south walls (which, if somehow restored, show Thothian priests directing workers in construction projects). In addition to the cages, six iron posts are driven into the stone floor in the center of the room; to these are shackled additional beings requiring punishment. Young goblins like to hang around here, mocking the prisoners and hurling trash at them. A pair of guards is stationed at both the north and south exits from the Judgment Hall.

Prisoners: The hanging cages are occupied with the following: 1) Perrilk, a son of the lizardman king; 2) Narbo, a magic user captured by the goblins; 3) a heqeti; and 4) Purbrin, Weskenim's rebellious half-brother. Chained to the punishment stakes are two goblins caught thieving, a beastman deserter, and a sobbing merchant from Narsileon.

Lesser Obsidian Gates: These are not the iconic Gates (for which see 5-6D), but rather a copy made by the Archonteans in homage to the originals. These impressive valves are carved with arcane symbols appropriate to Thoth, Set, and the Imperial Cult (although the gold that filled them was stripped away long ago). The double doors radiate magic strongly, and are enchanted with a permanent **dispel magic** spell. Any spell directed against them must be cast by a 12th-level magic user to affect the doors; there is a 5% chance, moreover, that magical items brought within 10' of the gates will be disenchanted.

The gates have not been opened in well over a thousand years, mostly because they feature an extremely complex lock. Four obsidian posts protrude from the doors at eye level, two on each of the double doors. The posts are exactly 8" apart. Close inspection of the area around the posts reveals small steel needles extending only a 1/8" above the surface of the door. The doors open only by placing four golden, grooved disks on the posts and rotating them in the proper direction against the steel needles (like a vinyl record album). Clockwise from the upper left post, the disks must be spun in the following ways: 1) a full rotation counter-clockwise; 2) a half rotation clockwise; 3) two rotations clockwise; and 4) a full rotation clockwise and then a full rotation counter-clockwise. The remaining disks necessary to open the gates may be found in SL4-48, an area that the goblins conveniently consider taboo (it is also possible to discover other disks elsewhere in the Halls - see areas 3-63, 5-85, and SL4-46).

The goblins are simultaneously proud of the gates and afraid of what lies behind them. They present the gates as a great work of their ancestors, but have no idea how to open them.

Inhabitants:

1. **4 goblin guards**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 6, 5, 5, 3; #AT 1; Dmg 1-6.
2. **Perrilk**, **a lizardman and the son of Chief Sgraal** (SL5-36): SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 7 (max 13); #AT 1 or 3; Dmg by weapon, or 1-2/1-2/1-8.
3. **Narbo**, **4th-level male elven magic** user: SZ M; AL N; AC 8; MV 120'; HD 4; HP 8 (max 12); #AT 1; Dmg by weapon. Abilities: STR 9, INT 17, WIS 14, DEX 16, CON 9, CHA 10. Narbo's spell-book is currently in SL4-42.
4. **1 heqeti hopper** (see new monsters), **as a 4th-level fighter**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 4; HP 11 (max 21); #AT 2; Dmg 2-7 (spear), 1-6 (bite). Special attacks: hop; +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice.
5. **Purbrin**, **half-brother of King Weskenim** (SL4-22) (as gnoll): SZ M; AL LE; AC 5; MV 60'; HD 2; HP 14; #AT 1; Dmg 2-8.
6. **2 goblin prisoners**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6.
7. **A beastman deserter** (see new monsters): SZ S; AL LN; AC 10; MV 90'; HD 1+1; HP: 2 (max 6); #AT 1; Dmg by weapon. Special attacks: tactics.
8. **Lake**, **a male Thorcin merchant from Narsileon whose debts led to his imprisonment**: SZ M; AL CN; AC 10; MV 120'; HD 1-6 HP; HP 2 (max 4); #AT 1; Dmg by weapon.

SL4-35: Statuary Corridor

This broad, 15'-tall corridor contains four 6'-tall, bronze statues of laborers; one is of a goblin wielding a hammer and chisel, two are of humans wielding pick-axes, and the fourth is of a human employing mason's tools. The statues are idealized, but well-executed. The goblin statue could be 'sold' to King Weskenim (SL4-22) for 500 gp and substantial goodwill, or all four statues could be sold outside the Halls for 750 gp each. From the western side, the lesser obsidian gates (see SL4-34) may be opened with ease, and without recourse to the complicated locking mechanism found on the eastern side.

SL4-36: Archontean Guard Post

This former guard post features still-vibrant frescoes depicting Archontean guardsmen watching over laborers who are excavating and shaping stone. The chamber contains a circular wooden table and six stools, along with a rare suit of imperial field plate (see Arden Vul items) on a rack by the door.

SL4-37: Hidden Stairs to the Surface (AV-16)

A lost Archontean 'back route' to the surface of the ruined city commences here. These stairs wind upwards via numerous landings and short corridors for 725', before emerging in a currently-buried cellar in the ruins (AV-16). Should PCs open the route from this staircase to the Goblin Warrens, the goblins will quickly move to seize control of the stairs, thus providing them with access to the surface and a major supply of food and trade opportunities.

SL4-38: Kitchens

The stench of meat and entrails emanates from this chamber, where a team of goblins prepares food to be cooked on the great fire (SL4-40A) and to be consumed. Any former decorations are long gone, and the walls drip with grease and dust. Two 12'-long, 4'-wide trestle tables occupy the northern half of the room; around them caper six goblin chefs, chopping and dicing meats with cleavers that appear much too big for them. The chefs's sleeping quarters are found in the western corridor fragment, while a third table is the site of baking and vegetable preparation. A ceramic stove occupies the eastern edge of the finished chamber, while a curtain to the south obscures entry to SL4-39.

The chefs are responsible for preparing meals for the goblin elites (the inhabitants of SL4-12 and SL4-19 through SL4-25), and a stream of servers is often found darting out of this room for the upper level. Many of the clans also commission the chefs to prepare their meals, especially when hunting has been good. As a result, the chefs are busy almost all the time.

Inhabitants:

1. **10 goblin chefs**, **armed with cleavers and spoons**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6.
2. **6 goblin servers**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6.

SL4-39: Supply Cave

This two-lobed cave serves as the main food storage site. The western lobe is filled with rickety shelves and dangling sides of curing meat. It is possible to find almost any food item, whether fresh, dried, or preserved, among the litter. The hungry should beware, however, as there is a flat 20% that any item has spoiled and will produce a bad case of food poisoning: -3 to all attributes for two days plus halved movement. The eastern lobe is chilled by a pair of **cold rocks** (see new magic items) enchanted decades ago by a friendly magic user in return for lodging; as a result the temperature is close to 40 degrees Fahrenheit here. The goblins aren't exactly sure what needs to be 'made yucky' by cold, so the area is less cluttered: still, visitors to the Halls often require their food be stored here, and there is a nice selection of fresh-ish meats, some unattractive but nourishing pies, and three casks of excellent wine (100 gp each). A pair of barrels just inside the cold zone provide the cleaning facility for the kitchens.

Treasure:

Cold rocks (see new magic items); hidden under one of the cleaning barrels is a pouch containing 14 gp, and a small, but flawless, ruby worth 1,000 gp.

SL4-40: Lower Great Hall

The lower Great Hall is a hive of activity, noise, and motion. Although the great frescoes (see SL4-5) are gone, the magnificent craftsmanship that produced the Hall itself, as well as the arches leading out from it and the fountain and plinth which dominate it, is still apparent, even despite the ravages of time. A large colony of many hundreds of small (3"-long) white lizards shares the Hall with the goblins, who use them for the occasional snack; these lizards can be seen scampering brazenly over almost every portion of the Hall (save the fire pit at SL4-40A and the statute at SL4-40D). In addition to the lizards, a flock of goats some 30 strong roams the halls; each goat is marked with a spot of paint to designate which clan owns it. Poaching goats is a serious offense!

The goblins use the floor of the Hall for many activities (cooking, socializing, training with weapons, trading with visitors, etc.). Approved visitors (see SL4-4) will be directed down the great ladder (SL4-6) and told to join the throng on the floor of the Great Hall; as the goblins love to watch big visitors negotiate the tricky bridges (SL4-9), they tend to 'forget' to tell visitors about the circular stair (SL4-13). Visitors are expected to pitch camp somewhere on the floor and at their own risk, although valuables may be stored with Leifcrim the merchant for a price (see SL4-40F). A pair of eunuch ogres help keep the peace (SL4-40G), although mostly they sit around lazily.

Inhabitants:

At any given moment the following persons will be present in the Great Hall (these are in addition to the inhabitants mentioned in the sub-regions of the Hall):

1. **40 goblins engaged in sundry mundane activities**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7(x6), 6(7), 5(x7), 4(x7), 3(x7), 2(x6); #AT 1; Dmg 1-6.
2. **10 members of the Great Army** (SL4-42) **engaged in some sort of martial practice**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6.
3. **2 goblin badger-handlers**: for stats see SL4-50.
4. **3-6 visiting merchants** (see SL4-40F)
5. **1-4 groups of other visitors**, determined from the tables below
6. **30 goats**: SZ M; AL N; AC 7, MV 150'; HD 1+2; HP 8, 8, 7(x5), 6(x5), 5(x5), 4(x5), 3(x5), 2(x3); #AT 1; Dmg 1-3. Special attacks: charge.
7. **King Weskenim, accompanied by Palestrim, Skimmel, Reeflik and a eunuch ogre guard** (25%) –see SL4-22 for stats for all.

Table 1: Visitors to the Great Hall

D20	Group and Stats
1-2	A beastman patrol, including: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90': HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
3-4	7 lizardmen visiting from SL5: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 16, 15, 15, 14, 14, 13, 13; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs, javelins.
5-7	3-6 lesser varumani (see new monsters), visiting from Level 7: SZ L; AL LE; AC 3; MV 90'; HD 8; HP 59, 58, 57, 55, 54, 50; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighters or 8th-level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club; shield
8-11	A Set patrol, including: 1. 1 Set deacon (see new monsters), as a 6th-level Archontean cleric of Set: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 42; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**. 2. 6 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 16, 16, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's
12-16	A party of human merchants, come from outside Arden Vul to trade, including: 1. 6 Thorcin merchants (3 male, 3 female): SZ M; AL NE; AC 6; MV 60'; HD 1-6 HP; HP 5, 4, 4, 3, 3, 2; #AT 1; Dmg 1-6 (short sword). Possessions: scale mail; short sword. 2. 6 guards, as 2nd-level male Thorcin fighters: SZ M; AL N; AC 5; MV 90'; HD 2; HP 16, 14, 14, 13, 12, 10; #AT 1; Dmg: 3-8 (footman's mace), or 2-7 (spear) or 1-4 (light crossbow). Special: +1 damage due to STR. Possessions: chain mail; footman's mace; spear; light crossbow,16 bolts
17-18	Party of NPC adventurers (select from NPC appendix)
19-20	Special (roll on Table 1A)

Table 1A: Special Vistors

2D8	Visitors and Stats
2	Tredgeris the Dapifer, with 3 guardsmen (see 6-75). He is trying to recruit teams of goblin fighters for the Arena (6-85): 1. Tredgeris, see stats at 6-75. 2. 3 male Thorcin arena guardsmen, as 2nd-level fighters: SZ M; AL NE; AC 6; MV 60'; HD 2; HP 18, 17, 15; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear) or 1-4 (light crossbow). Possessions: scale mail; long swords; spears; light crossbow and 20 bolts; purse with 33 sp and 9 gp each. In addition to their mail byrnies, and simple helmets, they wear a light green surcoat emblazoned with a black image of a six-sided die
3	NPC magic user and flunkies (select from NPC appendix)
4	A questing cleric with four men-at-arms: 1. Adric, 5th-level male Wiskin cleric of Odin: SZ M; AL NG; AC 0; MV 90'; HD 5; HP 34; #AT 1; Dmg 4-9 (**footman's mace +2**). Abilities: STR 14, INT 11, WIS 17, DEX 16, CON 11, CHA 7. Possessions: **banded mail +2**; **mace +2**. Prepared spells: **command**, **cure light wounds** (x2), **remove fear**, **protection from evil**; **augury**, **chant**, **hold person**, **silence 15' radius**, **speak with animals**; **dispel magic**, **speak with dead**. 2. 4 guardsmen, 1st-level male Wiskin fighters: SZ M; AL N; AC 6; MV 90'; HD 1; HP 9, 8, 7, 7; #AT 1; Dmg 1-8 (long sword), or 1-6 (short bow). Possessions: ring mail and shield; long sword; short bow and 20 arrows.
5	Kerbog Khan (SL12-25), inhabiting one of his bipedal exploration automatons (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire.
6	Dwarves searching for the forge of Zhorak (8-100): 5 3rd-level dwarven fighters (3 female, 2 male): SZ M; AL N; AC 4; MV 90'; HD 3; HP 30, 25, 24; #AT 1; Dmg 2-9 (battle axe). Special: +1 damage due to STR. Possessions: chain mail and shield, battle axe. One has a **scarab of protection**.
7	An erinyes, disguised as a human and on a mission to be determined by the GM: 1. 1 erinyes: SZ M; AL LE; AC 2; MV 60', 210' flying; HD 6+6; HP 41; #AT 1; Dmg 2-8; MR 30%. Constant abilities: infravison. Special attacks: poison; rope of entanglement; cause fear; charm person; suggestion.; Special defenses: half damage from cold and gas; immune to fire. Special: illusion: animate dead; know alignment; detect invisible; locate object; invisibility; polymorph self; produce flame; teleport without error; summon another erinyes (25% chance)

8	A party of elves searching for Erist Ellagelsson (SL6-5): 1. Jiltorin Trillissason, 5th-level male elf thief: SZ M; AL N; AC 2; MV 120'; HD 5; HP 24; #AT 1; Dmg 3-8 (**short sword +2**), 1-6 (short bow), 1-4 (**darts of sleeping**). Abilities: STR 12, INT 15, WIS 13, DEX 17, CON 13, CHA 15. Thief skills: PP 60%, OL 47%, F/RT 40%, MS 50%, HS 63%, HN 25%, CW 90%, RL 25%. Possessions: **leather armor +1**; **short sword +2**; **ring of protection +2**; short bow, 20 arrows; **brooch of confident action** (see new magic items), and 3 **darts of sleeping** (see new magic items). 2. 4 2nd-level female elf fighters: SZ M; AL N; AC 4; MV 120'; HD 2; HP 19, 18, 17, 17; #AT 1; Dmg 2-9 (long sword), 1-6 (long bow). Special: +1 damage due to STR. Possessions: elven chain and shield; long sword; long bow with 20 arrows
9	A succubus, disguised as a human and on a mission of the GM's devising: 1. 1 succubus: SZ M; AL CE; AC 0; MV 120', 180' flying (Class C); HD 6; HP 40; #AT 2; Dmg 1-3/1-3; MR 70%. Constant abilities: infravision. Special attacks: energy drain; charm person; suggestion. Special defenses: +1 or better weapons to hit; half damage from cold, electricity, fire, and gas. Special: cause darkness 5'; become ethereal; ESP; clairaudience; shape change; gate (40% chance)
10-12	A party of humans on a diplomatic mission from an organization based outside the Halls. For example, Nicetas the bailiff from Castle Burdock (See map BV-Castle Burdock), with a troop of 10 men-at-arms. 1. Nicetas the bailiff, 4th-level male Archontean fighter: SZ M; AL N; AC 4; MV 90'; HD 4; HP 30; #AT 1; Dmg 3-10 (**battle axe +1**). Abilities: STR 16, INT 11, WIS 9, DEX 11, CON 16, CHA 13. Possesssions: **battle axe +1**; chain hauberk, wooden shield; silver amulet of office (25 gp). 2. 10 Archontean men-at-arms, 5 male and 5 female: SZ M; AL NG; AC 7; MV 120'; HD 1; HP 8, 7, 7, 6, 6, 6, 5, 5, 5, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear.
13-14	Kobold emissaries from the Thicket (see map BV-4) 1. kobold leader (as goblin): SZ S; AL LE, AC 6; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-6 (short sword). Possessions: short sword, shield. 2. 9 kobolds: SZ S; AL LE, AC 7; MV 60'; HD 1-4 HP; HP 4, 4, 3, 3, 3, 2, 2, 2, 1; #AT 1; Dmg 1-6 (short sword or spear). Possessions: short sword(x4) or spear (x5), shield.
15	5 doppelgangers, in human (33%) or dwarven form (66%): SZ M; AL N; AC 5; MV 90'; HD 4; HP 25, 24, 23, 22, 22; #AT 1; Dmg 1-12 or 1-8 (long sword) Special attacks: surprise 4 in 6. Special defenses: immune to charm and sleep; saves as a 10th-level fighter. Special: ESP. Possessions: chain mail; long swords. One carries a potion of **rock melting** (see new magic items).
16	Unusual race of GM's choice

Table 2: Primary Reason for Presence in the Goblin Warrens

D20	Motive	Modifier to Table 3
1-3	Buy goods (roll on Table 4 below)	-2
4-10	Sell goods (roll on Table 4 below)	-2
11	Acquire or sell information	+3
12	Rescue missing friends from Halls	+1
13	Negotiate alliance or favor with King Weskenim (SL4-22)	+2
14	Expedition to find an artifact	+2
15	Expeditions to a lost tomb	+1
16	Hire selves as mercenaries	+0
17	Meeting with a third party (i.e., not with goblins)	+3
18-19	Hire guide(s)	+1
20	Pose prophetic questions to Rizzit (SL4-15)	0

Table 3: Subsidiary or Ulterior Motives (Roll d20 and add modifier from Table 2)

D20	Subsidiary Motive
1-4	None
5	Assassination
6	Abduction of third party
7	Espionage against goblins
8	Theft, against goblins
9	Theft, against another visitor
10	Rescue a prisoner (SL4-32, SL4-33) or harem-girl (SL4-20)
11-12	Penetrate behind the Lesser Obsidian Gates (SL4-34)
13	Buy/sell important and/or secret artifact
14	Locate, and either slay (50%) or negotiate with (50%), one of the wizards living within Arden Vul
15	Track rival group into Halls, either for secret meeting (25%) or ambush (75%)
16	Plan a major war, within or without Halls
17	Plunder an important tomb, thanks to a rare treasure map
18	Subvert King Weskenim (SL4-22) or his ministers
19	Foment uprising against King Weskenim (SL4-22)
20+	Roll twice on this table

Table 4: Goods for Sale

D100	Trade Goods	Quality/ Rarity
1-15	Cereals (food)	Average/low
16-25	Alcohol (wine, spirits)	Average/average
26-32	Mushroom food products	High/high
33-35	Green friend (see new flora)	High/average

36-40	Gems	High/low
41-43	Miscellaneous objects looted from Arden Vul (See Tables 4A and 4B)	High/average
44-50	Weapons, mundane	High/low
51-55	Armor, mundane	High/average
56-58	Spell scrolls	High/average
59-62	Potions	High/average
63-64	Treasure maps	Low/low
65-78	Meat, fresh or cured	Average/average
79-85	Mundane manufactured goods (e.g. rope, barrels, etc.)	Average/average
86-90	Metal ore	Average/average
91-97	Mundane metal items	Average/low
98-100	Special (roll on Table 5 below)	

Table 5: Special Objects for Sale

D20	Object	Value, per item
1-2	Exotic poisons	100-600
3-5	Exotic mushrooms with powerful pharmacological properties	20-200
6-8	Exotic animal parts used in spells or research (e.g. spider silk, unicorn hair, troll liver, etc.)	100-400 or as appropriate
9-10	Miscellaneous, one-property magic items	Varies
11-12	Enchanted weapons	Varies
13-14	Blackmail information	100-400
15-16	Keys, allegedly to iconic sites (e.g. the Obsidian Gates)	10-100
17	Rudishva technology, 25% chance to still be operable	200-500
18	Personal objects stolen from powerful personage in Halls	Varies
19	Unusual or high-level spells	Varies
20	Piece to powerful artifact, rest must still be recovered	Varies

SL4-40A: Firepit

One of the three main features of the lower Hall, this massive firepit serves as the main source of light and heat for the Hall. Originally a 10' circle cut into the floor of the Hall, where a lesser fire elemental was bound by ancient wizards, the firepit now sprawls over a wider area. The modern pit has at its core the same fire elemental, but the goblins like burning things when they can, and so the elemental has been obscured by a huge pile of charcoal, on top of which wood, trash, bones, and anything else the goblins can find gets tossed.

According to Weskenim's decree, any goblin may use the firepit for cooking, and so there are always 3-12 goblins roasting some sort of meat on sticks over the fire. Of these, 25% will be the actual chefs, who can be hired by wealthier individuals to prepare 'special' meals (in addition to their duties as cooks to the king and other elites)

Inhabitants:

1. **3-12 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6.
2. **1 fire elemental**: SZ L; AL N; AC 2; MV 120'; HD 8; HP 51; #AT 1; Dmg 3-24. Special attacks: combustion. Special defenses: +2 weapons or better to hit.

SL4-40B: Goat Pen

This corner of the hall is enclosed by an iron cage set into the stone walls. Inside are 15 goats, bleating loudly. These are the goats whose ownership is disputed. Until that fact can be sorted out, they are stuck inside this pen.

Inhabitants:

1. **15 goats**: SZ M; AL N; AC 7, MV 150'; HD 1+2; HP 8, 7, 7, 6, 6, 5(x3), 4(x3), 3, 3, 2, 2; #AT 1; Dmg 1-3. Special attacks: charge.

SL4-40C: Beetle Pen

Weskenim had the bright idea to breed giant fire-beetles after his scouts caught a few. This pen contains ten hungry fire beetles. The goblins are a bit intimidated by the beetles, and would listen to offers concerning their sale or use.

Inhabitants:

1. **10 fire beetles**: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 10, 10, 9, 9, 8, 8, 7, 7, 6, 6; #AT 1; Dmg 2-8.

SL4-40D: Old Plinth and New Statue

In the center of the Hall is an ancient, 3'-tall circular plinth of pink marble. On top of the plinth is a statue that is obviously much newer than the plinth, carved out of simple granite. It shows a 6'-tall, male human dressed in chain mail and a velvet cowl who is gesturing to his right with a 3' baton. Those who have previously encountered modern Priscians in the Halls might conclude that this statue is a rendering of a Priscian war mage, but they would be incorrect; he is a Sortian, petrified in antiquity.

The 'statue' is actually the body of the Sortian, Julianus the Red, who was petrified in an encounter with a basilisk. The goblins found the 'statue', and brought it back to the Great Hall, where they installed in on the plinth. The ordinary goblins love 'the Pointer', as they call Julianus, and often dress him up in dramatic, flowery, goblin-style clothing. He has even been painted several times, although Weskenim always commands him to be restored to 'stony perfection' after a couple of weeks. The Priscian ambassadors in SL4-44 have heard of the statue from Palestrim, and would like to remove him without causing a ruckus; given the goblins' fondness for their mascot, this is proving more difficult than they would have thought. Should a **stone to flesh** spell be cast on Julianus, he will be restored to his former state; although grateful, he will not dally with benefactors, nor will he be impressed with the modern Priscian ideology.

Inhabitants:

1. **Julianus the Red, a Sortian from antiquity, as a 7th-level Archontean magic user**: SZ M; AL LN; AC 2; MV 120'; HD 7; HP 21; #AT 1; Dmg 3-5 (**darts +2**). Abilities: STR 11, INT 17, WIS 15, DEX 16, CON 11, CHA 9. Possessions: **Sortian chain mail +1** (see new magic items); 10 **darts +2**; two **glass spheres of arcane assistance** (protection, arcane warding) (see



new magic items); **wand of fire** (17 charges). Julianus has no memorized spells, and his spell book is long gone; he speaks Mithric and an ancient dialect of Thorcin.

SL4-40E: Fountain

This large fountain and pool dominates the east side of the Hall. The fountain proper is a cylinder of water powered by a small water elemental bound to a chamber 10' below the floor of the Hall. The pool around the fountain is 3' above the floor of the Hall and contains cool, clean water.

Inhabitants:

1. **1 half-sized water elemental**: SZ S; AL N; AC 2; MV 60', 180' in water; HD 4; HP 26; #AT 1; Dmg 2-20. Special attacks: affect boats. Special defenses: +2 or better weapons to hit.

SL4-40F: Merchants' Corner

This corner of the Hall is devoted to trade and barter with outsiders. The overseer of the area is Master Leifcrim, a halfling merchant. He licenses traders (10 gp for a month) and provides them with a rickety table under the awning at which they may hawk their wares. Leifcrim operates his own trading concern from a beautiful ebon-wood desk next to the door to SL4-47. The current traders present here are listed below. Most of the traders have only a limited sample of their wares present on the table, and prefer to negotiate with potential customers before visiting area SL4-47 to procure a specific item that the customer desires.

Master Leifcrim

Personality: Outgoing, enthusiastic, easy-going

Secret? A close ally of King Weskenim (SL4-22); reports to king every other day.

Lockbox: 6,402 gp, 678 sp.

Might Buy: Cats (for the king), gems, fancy or unusual clothing, magic items, old but beautiful furniture, food delicacies

Goods for Sale: He sells jewelry (125% of base value; he has 1-12 pieces in stock), mundane weapons (50% to have any normal weapon, cost 150% of base), gems (125% of base; he has 3-18 gems in stock), and a collection of 'curios', including a sapphire **Sortian eye** (see new magic items), an orange rudishva identity plaque (see new technological items), a pack of tarot cards, a **returning pebble** (see new magic items), one of the control rods to the eggs found at 4-85 (Leifcrim asks 115 gp for this oddity), and a **ring of three wishes** with one wish remaining.

Inhabitants:

Leifcrim, **5th-level male halfling thief**: SZ S; AL LN; AC 5; MV 90'; HD 5; HP 24; #AT 1; Dmg 4-7 (**dagger +3**). Abilities: STR 10, INT 14, WIS 11, DEX 17, CON 11, CHA 12. Thief skills: PP 60%, OL 57%, F/RT 45%, MS 55%, HS 51%, HN 25%, CW 75%, RL 20%. Possessions: **dagger +3**; leather armor; **cloak of the dwarves** (see new magic items); key to SL4-47.

Jobim the Brewer

Personality: Easily distracted, dotty, kindly

Secret? Trades with the halflings for their new venom (see area 3-4), against the king's orders

Lockbox: 378 gp, 449 sp

Might Buy: Odd mushrooms, potion ingredients, monster parts

Goods for Sale: A variety of brews, including Hak's mushroom ale (2 sp/pint), Jobim's lichen ale (1 sp/pint), Jobim's purple wax lager, which offers a strong, almost paralytic buzz (10 sp/pint), imported brandy (7 gp/shot). He also offers a selection of **potions of healing** (150% of cost), poisons, and other relatively simple non-magical potions (e.g., a 'love philter' for 10 sp; a hair tonic for 10 sp, etc. None of these are efficacious). He has 3 vials of Mortality poison (see 3-4) as well, which he will only sell to trusted customers (at 125 gp per vial).

Inhabitants:

1. **Jobim**, **goblin brewer**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-6.

Temrin the Artist

Personality: Eager, puppy-like, easily tricked

Secret? Can limn magical maps. If an object is described to him, he has the supernatural ability to sketch a quick map from area SL4-40 to that location. The map does not include secret doors or side areas; it depicts the main route to the desired object. Specific details of the object are necessary for the map to be accurate (i.e., one cannot ask him to locate 'big treasure'; one must describe an object in size, shape, color, etc.). He might reveal this information to someone who commissions at least one portrait and who praises the quality of his work. He will ask 500 gp per magical map although they are easily worth three times that sum.

Lockbox: 64 gp, 156 sp

Might Buy: Nothing. He's a painter, and is desperate for customers.

Goods for Sale: Returning from a visit to Narsileon, Temrin is attempting to interest his fellows in portraiture, with little success. He has a variety of media (animal scales, a few canvasses, glass) on which he is willing to paint, and a nice selection of paints in a variety of colors. What he does not have are many customers.

Inhabitants:

Temrin, **goblin artist**: SZ S; AL LN; AC 6; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-6.

Thorgrim the Easy

Personality: His nickname, 'easy', is a joke, as Thorgrim is dour, short-tempered, and irascible

Secret? He's looking for the **iron circlet of Ghanor** (see new magic items; currently located at 3-127A)

Lockbox: 439 gp, 197 sp

Might Buy: Old Archontean artifacts, particularly books, maps, and other hints as to the **iron circlet's** location

Goods for Sale: Dried meat 8 gp/lb, dried rice 8 gp/lb, sugar or flour 8gp/lb, sweet pastries (5 sp each), loaves of bread 25 sp/loaf, imported Archontean wine (5-30 gp/bottle), imported rye whiskey (190 gp/bottle), imported corn whiskey (100 gp/bottle), imported Narsileon IPA (50 sp/gallon). There is also a 75% chance he currently has a single exemplar of each ordinary item off the general equipment list (for 175% of cost). He has no magic items for sale.

Inhabitants:

1. **Thorgrim the Easy**, **2nd-level male Wiskin human fighter**: SZ M; AL N; AC 5; MV 90'; HD 2; HP 17; #AT 1; Dmg 2-9 (long sword), 2-7 (spear); 1-4 (light crossbow). Abilities; STR 16, INT 11, WIS 9, DEX 11, CON 17, CHA 7. Possessions: chain mail; long sword; spear; light crossbow and 15 bolts; **djed amulet** (see new magic items).

Claudine of Narsileon

Personality: Reserved, observant, devious

Secret? She's a deacon of Set, sent by the Set cult (e.g. 4-2) to infiltrate the Goblin Warrens and generally sow chaos

Lockbox: 941 gp, 312 sp

Might Buy: Archontean artifacts (movables, bits of magical or scholarly ephemera, jewelry, coins, etc.). She will also buy information, particularly about goblin and halfling movements and plans.

Goods for Sale: Short swords, maces, axes (4 each), and spears (12). Also three sets of chain mail and three suits of leather armor. All weapons and armor are sold at 150% base value. She has a good collection of spelunking gear: rope, picks, harnesses, mallets, spikes, etc.

Inhabitants:

Claudine of Narsileon, **a Set Deacon**, **as a 6th-level female Archontean cleric of Set**: SZ M; AL LE; AC 5; MV 90'; HD 6, HP 40; #AT 1; Dmg: 3-8 (**mace +1**). Abilities: STR 13; INT 15; WIS 15; DEX 9; CON 11; CHA 14. Possessions: chain mail (instead of Set armor); **mace +1**; a **deacon's was stick** (hidden in her packs - see new magic items); an **amulet of protection against normal missiles** (see new magic items), a **potion of extra healing**, a **potion of glibness**, and a **scroll of curse**. Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.

SL4-40G: Ogre Guards

Two of the eunuch ogre guards from SL4-25 are posted in this corridor fragment at all times. They are bored and lazy, and spend most of their days playing mumblety-peg and shooting dice. Still, they will move swiftly if trouble breaks out in the Hall.

Inhabitants:

1. **2 eunuch ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 25, 22; #AT 1; Dmg 1-10, or by weapon.

SL4-41: Holding Cell

Visitors whose status and motives are uncertain are detained in this holding cell until Weskenim and his advisors can decide what to do with them. If the PCs are taken or rescued by the goblins they will end up here. Currently there are three adventurers here; their equipment is kept by the guards in SL4-42.

GM Note: The adventurers are searching for specimens of the rare midnight rose flower (see new flora). They grew enmeshed in a verbal confrontation with the goblins concerning the latter's treatment of their animals (e.g., the giant badgers at SL4-50), and so the goblins arrested them. Weskenim (SL4-22) is trying to decide what to do about the visitors.

Inhabitants:

1. **Fedolcin**, **6th-level male half-elf druid**: SZ M; AL N; AC 8; MV 120'; HD 6; HP 37; #AT 1; Dmg by weapon. Abilities: STR 11; INT 13; WIS 17; DEX 16; CON 10; CHA 15. Prepared spells: **animal friendship**, **detect magic**, **entangle**, **faerie fire**, **invisibility to animals**, **speak with animals**; **barkskin**, **charm person**, **create water**, **cure light wounds**, **locate plants**; **hold animal**, **neutralize poison**, **summon insects**; **animal summoning I**.
2. **Lillecin**, **4th-level female half-elf druid**: SZ M; AL N; AC 8; MV 120'; HD 4; HP 23; #AT 1; Dmg by weapon. Abilities: STR 9, INT 9, WIS 16, DEX 16, CON 11, CHA 17. Prepared spells: **detect magic**, **entangle**, **locate animals**, **pass without trace**, **shillelagh**, **speak with animals**; **barkskin**, **charm mammal**, **obscurement**, **trip**; **protection from fire**, **stone shape**.
3. **Seldorin Seldorsson**, **7th-level male elf thief**: SZ M; AL N; AC 6; MV 120'; HD 7; HP 33; #AT 1; Dmg by weapon. Abilities: STR 15, INT 9, WIS 9, DEX 18, CON 11, CHA 9. Thief skills: PP 75%, OL 62%, F/RT 55%, MS 70%, HS 63%, HN 30%, CW 94%, RL 35%.

SL4-42: Barracks of the Great Army

This cave is accessed by a narrow ladder leading up 15' from the floor of the Great Hall. The 20'-high, unlit cavern is spacious and floored with sand. Dozens of hammocks are slung throughout the cave, which is also dotted with more pedestrian sleeping mats and 16 half-barrels, 8 used for waste and 8 for water. A total of 50 goblin warriors comprising Weskenim's 'Great Army' live here, although only 20 are present at any given time. The 'Great Army' is composed of otherwise unattached or particularly martial goblins, and as a result those poking their noses into this cave will be met with aggression, regardless of the status of those visitors in the Goblin Warrens. Only when guided by an important official will visitors be able to prowl through this cave without trouble.

Two unusual features mark the cavern. One is a rickety, 12'-tall wooden ladder which leans against the western wall. The other is a mat of goat-hide which covers an 8'-diameter hole in the floor near the ladder; this mat is hard to spot in the dark (treat as a concealed door), especially as a hammock swings directly over it. The hole leads down to SL4-43. The goblins present all know of the hole, but have strict orders from Weskenim (SL4-22) not to venture below. All they are willing to say is that some humans were discovered below and that Palestrim (SL4-23), the king's major-domo, travels below for long periods of time.

Just inside the entrance is a chest which contains the equipment of anyone detained in the holding cell (SL4-41).

Inhabitants:

1. **20 aggressive goblin warriors**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7 (x5), 6 (x7), 5 (x 5), 4 (x3); #AT 1; Dmg 1-6.

Treasure:

Each of the 50 bedrolls conceals 3-18 sp.

The chest holds the equipment of the adventurers detained in SL4-41; **studded leather +1**, **leather armor +2**, leather armor, 2 wooden shields, **club +1**, 6 throwing daggers, a scimitar, a **sling +1**, 30 sling bullets, a pair of **daggers +2**, two vials of oil, a **potion of invisibility**, a **potion of locate object**, a **scroll of protection from demons**, a sketch of the midnight rose flower (see new flora) with botanical notes describing its strange properties, a letter of introduction to high priestess Stephania (4-51), a pouch with sixteen pieces of amber carved as animals (100 gp each), 467 sp, 132 gp, and a 2-lb bar of platinum (500 gp).

Spell Book of Narbo (imprisoned at SL4-34): **Armor**, **burning hands**, **charm person**, **comprehend languages**, **enlarge**, **grease**, **hold portal**, **identify**, **jump**, **magic missile**, **mount**, **protection from evil**; **continual light**, **darkness 15' radius**, **ESP**, **invisibility**, **locate object**, **scare**, **stinking cloud**; **clairvoyance**, **material**, **slow**, **water breathing**.

SL4-43: Lost Corridor

This corridor has been forgotten due to the collapse of the tunnel connecting it to SL4-40. It is choked with dust and cobwebs, except for a clear path which leads from the hole at SL4-42 to the door to SL4-44 and thence to the stairs at SL4-45. At the western end of the corridor a skeletonized corpse protrudes from under the caved-in portion of the corridor. Although the body has been looted, it rests over (and obscures from casual view) a magical **spear +2** named **Bright-Blade** (see new magic items).

Treasure:

Bright-Blade, **spear +2** (see new magic items)

SL4-44: Priscian Embassy

A triad of Priscian war mages inhabits this chamber. The triad was sent by Jaracondus the Sprightly (9-63) to investigate the passage at 7-44A; the triad's exploration led them to SL4-45 and the goblins. Although initially surprised by this encounter, the Priscians have quickly established new short-term goals. Having heard from Palestrim, the king's major domo, of the statue (SL4-40) and floating head (SL4-58), they recognized them as Sortian and are scheming to recover both. They are also hoping to use persuasion, or, if necessary, magic, to enlist King Weskenim (SL4-22) as an ally against the troll thegn (7-30). They have yet to meet the king, as the latter is afraid of the thegn and thus has ordered the Priscians to remain here, out of sight. They have been negotiating instead with Palestrim, the king's major-domo (SL4-23), for over a month, and are starting to grow irritated by the slow pace of discussions.

Weskenim has appointed the chamber richly, as befits the importance of the visitors. Three costly rugs cover the floor, and the walls have been painted a cool shade of light blue. Three wooden beds, three desks, six chairs, a low table, and two locked chests complete the chamber.

Inhabitants:

1. **Lukor**, **Priscian war mage** (see new monsters) **and member of Quintus, as a 7th-level Thorcin magic user**: SZ M; AL LN; AC 2; MV 120'; HD 7; HP 20; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 11, INT 17, WIS 14, DEX 16, CON 9, CHA 9. Possessions: a key to 9-58; **Priscian chain mail +1** (see new magic items); **Priscian gladius +2** (see new magic items); **gem of brightness**; **wand of frost** (37 charges). Spells memorized: **charm person**, **detect magic**, **enlarge**, **magic missile**; **continual light**, **ESP**, **locate object**; **dispel magic**, **hold person**; **charm monster**.
2. **Elanchian Gellisson**, **Priscian war mage** (see new monsters) **and member of Tertius**, **as a 5th-level female elf magic user**: SZ M; AL LN; AC 3; MV 120'; HD 5; HP 13; #AT 1; Dmg 3-6 (**staff +2**). Abilities: STR 9, INT 16, WIS 13, DEX 16, CON 10, CHA 15. Possessions: **Priscian chain mail** (see new magic items); **staff +2**; **wand of paralysis** (10 charges); **Priscian ring** (see new magic items) enchanted with **true seeing**. Spells memorized: **charm person**, **identify**, **magic missile**, **sleep**; **locate place** (see new spells), **strength**; **clairvoyance**.
3. **Ysadel**, **Priscian war mage** (see new monsters) **and a member of Secundus**, **as a 4th-level female Archontean magic user**: SZM; AL LE; AC 5; MV 120'; HD 4; HP 12; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 12, INT 17, WIS 14, DEX 9, CON 16, CHA 11. Possessions: **Priscian chain mail** (see new magic items); **Priscian gladius +2** (see new magic items); **wand of light** (15 charges); **potion of extra healing**. Spells memorized: **dancing lights**, **jump**, **shield**; **forget**, **levitate**.
4. **Paullor**, **Priscian conversus** (see new monsters) **and bonded defender to Lukor**, **as a 6th-level Archontean thief**: SZ M; AL LE; AC 4; MV 120'; HD 6; HP 43; #AT 1; Dmg 4-7 (**dagger +3**), 1-6 (short sword), 2-5 (sling). Abilities: STR 14, INT 13, WIS 12, DEX 17, CON 15, CHA 17. Thief abilities: PP 60%, OL 57%, F/RT 45%, MS 52%, HS 42%, HN 20%, CW 92%, RL 30%. Possessions: **leather armor +1**; **dagger +3**; short sword; sling with 20 bullets; a pouch with 15 sardonyx gems (50 gp each) and 73 gp; a **potion of invisibility**.
5. **Rusticus**, **Priscian conversus** (see new monsters), **as a 5th-level male Archontean fighter**: SZ M; AL LE; AC 2; MV 90'; HD 5; HP 49; #AT 1; Dmg 5-12 (**battle axe +1**), 1-4 (light crossbow). Abilities: STR 18/63, INT 8, WIS 10, DEX 12, CON 16, CHA 11. Possessions: **splint mail +1** and shield; **battle axe +1**; light crossbow and 16 bolts; 83 sp and 37 gp.
6. **Wellor**, **Priscian conversus** (see new monsters), **as a 3rd-level male Wiskin fighter**: SZ M; AL LE; AC 2; MV 120'; HD 3; HP 22; #AT 1; Dmg 2-7 (spear, short sword) 1-6 (javelin). Abilities: STR 17, INT 8, WIS 16, DEX 16, CON 12, CHA 7. Possessions: **Priscian chain mail** (see new magic items) and shield; spear; short sword; 3 javelins; **immobilizing mesh** (see new magic items).

Treasure:

Rugs: two are modest and recent (50 gp each), but one is ancient, and depicts a dragon-riding Archontean (300 gp)

In one chest: 2,500 sp, 250 gp.

In the other chest: three spell books, six scrolls (**detect magic**, **light**, **detect evil**, **locate object**, **dispel magic**, **protection from evil 10' radius**), six **potions of healing**.

Lukor's Spell Book: **Alarm**, **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather**

fall, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **darkness 15' radius**, **ESP**, **knock**, **locate object**, **mirror image**, **ray of enfeeblement**, **stinking cloud**, **web**; **blink**, **dispel magic**, **fireball**, **fly**, **hold person**, **lightning bolt**, **protection from evil 10' radius**; **charm monster**, **fear**, **monster summoning II**.

Elanchian's Spell Book: **Affect normal fires**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**; **continual light**, **detect evil**, **ESP**, **knock**, **locate place** (see new spells), **mirror image**, **rope trick**, **stinking cloud**, **strength**; **clairvoyance**, **dispel magic**, **hold person**, **lightning bolt**, **slow**; **ice storm**.

Ysadel's Spell Book: **Comprehend languages**, **dancing lights**, **detect magic**, **find familiar**, **jump**, **magic aura**, **magic missile**, **read magic**, **shield**, **sleep**, **unseen servant**, **ventriloquism**; **detect invisibility**, **forget**, **levitate**, **Pelagion's bridge of sighs** (see new spells), **pyrotechnics**, **wizard lock**; **explosive runes**, **gust of wind**, **protection from normal missiles**.

SL4-45: Stairs Down to Level 7 (7-44A)

This forgotten staircase leads down to an old rudishva chamber at area 7-44A. The Priscians discovered these stairs, which led them to their unexpected embassy to the goblins (see SL4-44).

SL4-46: Goblin Clan Cave

This cavern is reached by a 20'-tall rickety ladder from the floor of SL4-40. Inside is a neat cave with a sandy floor, in which dwell 50 goblins. Of these, only 20 are present at any given time. Searching through the many goblin nests will provoke antagonism and will be time-consuming; still, such a search has the possibility of turning up an interesting item (a cumulative 10% per turn of searching, up to a maximum of 60% chance per turn after 6 turns. A maximum of three items may be found):

2d12	Item
2	Obsidian ceremonial dagger (25 gp)
3	A grooved gold disk, one of four needed to open the lesser Obsidian Gates (SL4-34)
4	Purse with 2-24 ancient gold solidi (see Arden Vul items)
5	Torn treasure map
6	Scroll with a MU spell of level 1-6
7	Packet of 6 red veil mushrooms (see new flora)
8	**Potion of healing**
9	Silver holy symbol of Set (25 gp)
10	A battered codex entitled *Tales of Larel One-Eye* (see Arden Vul books)
11	Flute made from a thigh bone: 1-2: human, 3-4: goblin, 5: varumani, 6: heqeti
12	Coil of **elven rope** (see new magic items)
13	Two vials of caustic acid packaged carefully in a doe-skin pouch (1-6 acid damage on impact)
14	Three griffon feathers
15	An ossified dragon egg
16	Six dried blue haze lichen (see new flora)
17	Cursed octagonal platinum coin; brings bad luck to owner (-1 to all rolls)
18	Crystal dagger with a hollow blade (acid or poison could be placed inside it)
19	A midnight rose (see new flora) in a flower pot
20	**Phineas's silver slide-whistle** (See new magic items)
21	Yo-yo made of gold (35 gp)
22	Bottle of fine Archontean brandy (75 gp)
23	**Battered helm of infravision** (see new magic items)
24	Cursed **short sword -2**

Inhabitants:
1. **20 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7 (x 4), 6 (x 6), 5 (x 5), 4 (x 4), 3; #AT 1; Dmg 1-6.
2. **30 goblin females**: non-combatants, AC 8, 1 HP.
3. **50 goblin young**: non-combatants, AC 8, 1 HP.

Treasure:
See table above.

SL4-47. Merchants' Storage

The wooden door to this chamber is in excellent repair and remains locked at all times. Master Leifcrim (SL4-40F) holds the only key. Inside is an old storeroom which Leifcrim uses as a storehouse for his goods, for the goods of other merchants, for certain items of value to Weskenim, and for the valuables of visitors. The latter service is not free, however; Leifcrim charges 1 gp/day to store small parcels, and 10 gp/day for larger packages or items. Leifcrim is honest, and goods stored here should be safe.

The chamber includes seven lockable wooden chests, of which four are currently in use by the merchants in SL4 32F (only Temrin does not use one). These chests contain the goods mentioned as 'For Sale' in the writeups of each individual items. Larger goods that do not fit within the chests, such as weapons and armor, are stacked neatly near the appropriate merchant's chest. Incongruously placed among the valuables is a small set of shelves containing fifteen pots of paint in various colors and a number of decrepit paint brushes.

Weskenim has stored some bulky valuables here, including five rolled-up carpets (two worth 75 gp, one worth 125 gp, and two spectacular examples of old Archontean carpet-weaving worth 475 gp each); a defaced marble bust of a bald Archontean, with the Mithric inscription 'Trebizet the Overseer' (see SL4-48); six ceremonial spears covered in gold leaf (50 gp each); a pair of 5'-tall Archontean urns with images of laborers at work with picks and shovels (100 gp each); and a large tapestry showing scenes from the *Song of Jacinth the Rose* (see Arden Vul books) worth 1,125 gp.

Currently no other visitors have taken advantage of Leifcrim's storage services.

Treasure:
See text.

SL4-48: Taboo Chamber

The door to this chamber is emblazoned with three pieces of faded, ancient graffiti (in Goblin). One piece is a skull and crossbones with the word "NO!" next to it; a second reads "Death lies within!"; the third reads "No Entry! The overseer still lives ... sort of!" The door itself is locked (key lost) and stuck. Needless to say, the modern goblins who recently discovered this chamber (via the hole leading from SL4-42 to SL4-43) have been fully intimidated by the ancient words of their ancestors, and have refused to investigate or enter this chamber.

The brightly painted chamber is furnished with a large table some 12' square, on which are scattered a number of old parchment documents. Benches and chairs flank the table, and, in the largest chair directly across from the entrance, is slumped an obvious corpse. Along the south wall are three open bins measuring 4'x4'x4'. Attached to the underside of the table in its exact center is a 3'-diameter circular metal container (locked, poison needle).

As soon as the threshold is crossed, a sighing sound emanates from the corpse slumped in a chair opposite the entrance; 2 rounds later, a spectre materializes and attacks.

Documents: Most are mundane bureaucratic memoranda (guard rotations, lists of laborers, accounts, etc.) which might bring 30 gp total to a collector. One, however, is an illuminated version of the Lay of Marius Invictus (see Arden Vul books).

Stone Bins: The left-most bin is empty, the middle one appears to be full of rich topsoil, while the right-hand bin is coated in a flaky, orange precipitate. The soil is only two inches deep, and covers a patient ochre jelly. If rehydrated, the orange precipitate acts as a healing potion, with enough precipitate for 10 potions.

Circular Lockbox: The lock is hard to pick (-10%) and the poison needle is hard to locate (-10%), but the trap is easy to remove (+5%). Inside are ten disks (28" in diameter) of grooved beaten gold with 1" holes in their centers (like record LPs). These gold disks are worth 200 gp each for their metal, but are in fact the missing items needed to operate the lesser obsidian gates (SL4-34).

Frescoes: The north wall is covered by a huge image of a pair of night-black doorways on which glow mystical symbols of Thoth, Set, and Archontos; to either side is a priest - one orange-robed and the other red-robed - displaying a grooved, golden disk in one hand and pointing to the doors with the other. From the image, it is clear that the disks are connected to the operation of the doors (**GM**: these frescoes are hints as to the operation of the lesser Obsidian Gates at SL4-34). On the south wall is a huge eye looming over scores of miniscule laboring figures. To the east is a pastoral scene of surprising beauty and unusual draftsmanship; unlike the Egyptian-style frescoes that dominate the upper Halls, this image is more lush and painterly, almost in an impressionist style, albeit with vivid, bright hues. The wall shows a rolling hill, a sunken country lane, and two giant elm trees. In the distance is a hazy smudge that might be a fortified manor house, while the foreground features a knotted walking stick thrust into the bank of the lane. The image radiates magic, and serves as an entry point into the world of faerie. One need only grasp the walking stick and one will be drawn into the painting and the world of faerie. It is up to the GM to decide what that world is like.

GM Backstory: This chamber was the residence and office of the Overseer of Labor, the Archontean official charged with maintaining the (slave) labor force that lived in and around the Hall of Labor. Even though it was lost for hundreds of years and only recently rediscovered, the chamber retains a taboo status among the goblin descendants of those laborers as the symbol of hated oppression. Of course, the ominous graffiti on the door has only contributed to their unwillingness to venture within.

As the Archonteans withdrew from Arden Vul, a brave goblin managed to stab the last overseer, a particularly vicious fellow named Trebizet, in the back, killing him. Trebizet rose immediately as a spectre, and his brave assassin fled; the assassin and his friends locked the door and inscribed it with graffiti. Trebizet has haunted the chamber here ever since.

Secret Door (east): The door is normal to detect, and is openable from this side by pulling the closest wall sconce. When this is done, a 4'x3' section of wall grinds open, revealing SL4-49.

Inhabitants:

1. **Trebizet the spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.
2. **1 ochre jelly**: SZ M; AL N; AC 8; MV 30'; HD 6; HP 41; #AT 1; Dmg 3-12. Special defenses: lightning divides into half-sized creatures.

Treasure:

Room contents: mundane administrative documents (30 gp); an illuminated version of the *Lay of Marius Invictus* (see Arden Vul books); precipitate for 10 **potions of healing**; 10 gold disks for the doors at SL4-34 (200 gp each).

Corpse: 24 ancient silver pennies and 6 ancient gold solidi (see Arden Vul items for the coins); a silver and jasper ring (150 gp); **boots of jumping**; and a poisoned dagger embedded in its back.



SL4-49: Ogre Guards

King Weskenim assigned a second detachment of his eunuch ogres (c.f. SL4-25) as guards of this strategic route to the lower levels. Their chamber is dark and rank; the ogres have defaced the old Archontean frescoes and supplied their own crude and pornographic images and slogans. Furnishings include eight bedrolls, barrels of brandy and of water, a pay chest, a table and eight battered chairs, and two halfling corpses being cured on hooks. Winches for the two portcullises (SL4-52A and SL4-52B) flank the door. Two of the ogres are always found at SL4-52A. If the remainder hear the warning sound made by this pair, they will emerge ready for a fight within 2 rounds.

Like their fellows, these eunuch ogres are content with their lot, and are unlikely to betray Weskenim. That said, they consider themselves loyal to Weskenim personally, and not to the other goblins. Should it be shown to them that Weskenim is dead, they will depart for the Arena (6-68) .

Thothian Teleportation Ring: In the southeast corner of the room is a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: BK-RE-YE-GR-BL-WH (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

Neither the goblins or the ogres have any idea how the teleportation ring works.

Secret Door (west): The door is extremely difficult to detect (1 in 10 chance). From this side it can only be opened by force.

Inhabitants:
1. **6 ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 31, 29, 28, 27, 25, 22; #AT 1; Dmg 1-10, or by weapon.

Treasure:
In the pay chest (locked, poison needle; key kept in the water barrel) are 275 gp, 653 sp, 24 sards worth 50 gp each, and the ogres' contract with Weskenim.

SL4-50: Giant Badgers

The goblins have tamed two giant badgers and use them for security as needed. The reek of the badgers is quite strong, and can easily be smelled from the Great Hall. Two badger-wranglers from SL4-55 lounge at the entrance to this cave at all times. The entrance is barred by a portcullis, just inside of which is a rack with four 5'-long badger-poles, several sets of harnesses, and two saddles. Further back in the cave are the two badgers, whom Weskenim has named Stinky and White-nose.

Inhabitants:
1. **2 goblin badger-handlers** (as orcs): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 7, 6; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars.
2. **2 giant badgers**: SZ M; AL N; AC 4; MV 60', 30' burrowing; HD 3; HP 20, 18; #AT 3; Dmg 1-3/1-3/1-6.

SL4-51: Hallway with Winch

This hallway was one of the main entry points to the Hall of Labor in antiquity. A winch mechanism is set into the north wall; it operates the portcullis at SL4-52A. A pair of 6'-tall marble statues stand against the north and south walls. The north statue is in a heroic, socialist-realist style, and depicts a muscled human laborer wielding a pair of hammers. The south statue depicts a goblin employing mason's tools. The goblins love the southern statue, and have named it Jeskenim, after the legendary first king of their tribe. They decorate it with colorful scarves, turbans, and pantaloons.

SL4-52A: Portcullis

A heavy iron portcullis blocks the passage here. It can be raised by a winch located just to the west, in area SL4-51, or by the winch in SL4-49. A pair of ogres stand in front of the portcullis, demanding both tribute and the reasons for entry into the Goblin Warrens. Regardless of what reasons are adduced, the expected tribute amounts to 10 gp/person as a gift to King Weskenim. This rate applies to first-time, adventuring visitors, but decreases to 1 gp/person for return visitors and/or inhabitants of the Halls. The ogres expect to be bribed an equal amount. If suitable payment is not forthcoming, they will rattle their weapons on the portcullis, alerting their fellows in SL4-49. Should combat with the ogres break out here, the goblin guards at SL4-40 will come to investigate, most probably with the giant badgers in tow (66% chance). They arrive in 4 rounds, and lift the portcullis from the west so as to help the door guards subdue or slaughter foes.

Inhabitants:
1. **2 ogres**: SZ L; AL CE; AC 5; MV 90'; HD 4+1; HP 27, 23; #AT 1; Dmg 1-10, or by weapon.

SL4-52B: Hidden Portcullis

This second portcullis is usually kept raised, and is only lowered by the ogres in SL4-49 when summoned to combat at SL4-52A. It can be detected as a secret door.

SL4-53: Stairs to Level 6 (6-66)

This wide hallway leads to an impressive stone staircase which descends some 475' and curves north and then east, before debouching at the Arena on Level 6 (6-66). The stairs are relatively clean and well-traveled, as this is the primary route by which denizens of the lower levels come to negotiate with the goblins.

Note: This hallway is the destination for one of the one-way teleporters on the blue pillar at 4-167. Those teleported here find themselves standing just to the east of the portcullis at SL4-52A.

SL4-54: Storage

This broken corridor-fragment is where the goblins store excess fuel and other sundries. Dozens of stacks of ancient wood (including much salvaged furniture) and packets of dried mushroom clutter the area. Two decomposing xorn carcasses hang from hooks, being readied for the badgers.

Treasure:
A chance exists for a small item of mundane value. Use probabilities and results table found at SL4-46 to determine if and what anything is present.

SL4-55: Badger Handlers

The badger handlers (see SL4-34) reside in this long corridor fragment. The western end of the corridor holds badger food, including 6 sides of meat (from a variety of unpleasant sources) hanging from hooks, 12 fresh spider husks, and several dozen beetle carcasses. Halfway down the corridor are the hammocks of the handlers, as well as a rack holding bits, harnesses, and badger-gaffs. Two of the handlers are always stationed at SL4-50, while the other four rest here.

Inhabitants:
1. **4 goblin badger-handlers** (as orcs): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 7, 7, 6, 6; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars.

Treasure:
Mundane gear for handling giant badgers.

SL4-56: Goblin Clan Cave

A rickety ladder leading up 15' from the floor of the Great Hall provides access to this cave. It is home to 50 goblins, of whom 25 are present at any given time. It is otherwise similar to SL4-46, including chances to find items.

Inhabitants:
1. **25 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7 (x3), 6 (x7), 5 (x5), 4 (x7), 3 (x3); #AT 1; Dmg 1-6.
2. **30 goblin females**: non-combatants, AC 8, 1 HP.
3. **50 goblin young**: non-combatants, AC 8, 1 HP.

SL4-57: Goblin Clan Cave

The goblins that live here can enter their cave via a hole in the wall of the Great Hall or through the arched hallway to the west. Thirty goblins live here, of whom 11 are present at any given time. It is otherwise similar to SL4-46, including chances to find items. This tribe is the least happy with King Weskenim, and its members are likely to make trouble if someone other than Weskenim (e.g. Gislu the goblin from 4-2) appears with possession of the **scepter of the goblins** (currently at 8-69; see also SL4-23 and new magic items).

Inhabitants:
1. **11 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 6, 5(x3), 4(x3), 3, 2; #AT 1; Dmg 1-6.
2. **18 goblin** females: non-combatants, AC 8, 1 HP.
3. **30 goblin** young: non-combatants, AC 8, 1 HP.

SL4-58: Niche with Bust

At the north edge of the collapsed tunnel the goblins have erected a shrine of sorts to their protector, whom they call "King Wesky the First". In fact, the statuary bust, which floats 5' from the floor, is a **Sortian portable sage** (special knowledge areas in legends and folklore and dweomercraeft - see new magic items). The command word ('speak') is written on the bottom of the bust in Mithric. The Priscian visitors (SL4-44) have learned of the existence of this bust and are scheming to acquire it.

Treasure:
Sortian portable sage (see new magic items).

SL4-59: Goblin Clan Cave

This cave is accessed via the archway to the Great Hall. It is home to 25 goblins, of which 10 are present at any given time. It is otherwise similar to SL4-46, including chances to find items.

Inhabitants:
1. **10 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6.
2. **15 goblin females**: non-combatants, AC 8, 1 HP.
3. **25 goblin young**: non-combatants, AC 8, 1 HP.

SL4-60: Goblin Clan Cave

The entrance to this cave is an 8'-wide, 4'-tall hole some 5' off the floor of the Great Hall. The cave is similar to SL4-46, except that it holds 20 goblins, of which only 8 are present at a given time. The normal chances for searching apply here. A section of the corridor fragment has been hollowed out, and the goblins have hidden a golden, Corinthian-style ceremonial helmet under the loose pavement.

Inhabitants:
1. **8 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 6, 5, 4, 4, 3, 3; #AT 1; Dmg 1-6.
2. **12 goblin females**: non-combatants, AC 8, 1 HP.
3. **20 goblin young**: non-combatants, AC 8, 1 HP.

Treasure:
Golden helmet (150 gp).

SL4-61: Mushroom Ledge

The goblins have built a zipline from the western edge of SL4-32 to this mushroom ledge. It contains a small stand of cloud cap mushrooms (See new flora).

SL4-62: Mushroom Ledge

Another zipline leads from SL4-61 to this large shelf. Cloud caps, blue trumpets and eye-opener mushrooms grow here (see new flora).

SL4-63: Mushroom Ledge

This small shelf contains deadly white bulb mushrooms (that may be mistaken for their white rib cousins) (see new flora). The goblins naturally avoid it.


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SUB-LEVEL 5: THE LIZARDMAN CAVES

These caves are home to a lizardman tribe of unusual vitality and creativity. The tribe, which calls itself the Skreel or, sometimes, the Children of the Salamander, is led by a powerful lizard king/chieftain named Sgraal. A portion of their domain is flooded, and they have access to the exterior through a long set of tunnels and stairs to the south, leading eventually to the south end of Level 4. They vaguely revere Kauket (see new monsters), thanks to the influence of their senior shaman, Kusok (SL5-31); most of the ordinary lizardmen, however, worship as their protector a terrible **pukel-mander** (SL5-28, see new magic items), who seems more real and terrible than Kusok's distant salamander deity.

The lizardmen often fish and scout in the Drowned Canyon (Sub-Level 6), where they frequently engage in hit-and-run raids against the fishmen (see new monsters) of the Flooded Vaults (Sub-Level 7). They are also bitter enemies of the renegade Lagrok tribe of lizardmen found on Sub-Level 9.

The Skreel are unaware that their domain includes the lost abode of a powerful Archontean archmage, Kentillian the Magnificent (SL5-13A, SL5-14). Nor are they aware that Kentillian has transformed herself into a lich (SL5-13B), and still maintains possession of one of the pieces of the archonal regalia, the **ebon spear** (see new magic items). They merely avoid Kentillian's island and warn any friendly visitors about the 'bad spirits' that infest it. The eastern section of their domain includes some ancient heqeti ruins, in one of which Chief Sgraal holds court (SL5-36); the shaman Kusok has, unbeknownst to Sgraal, located another forgotten heqeti chamber (SL5-32).

The lizardmen are fairly canny warriors, trackers, and scouts on their home turf. They are expert trap makers and, thanks to their shamans, they have also learned to use molds and slimes as weapons against potential intruders. That said, the lizardmen are not necessarily hostile to all visitors, merely to those who arrive unannounced, who offer no gifts, and who appear bent on destruction. Others might be treated to negotiation and bargaining, for information or access, while those favored few who have done favors for the lizardmen might be rewarded with an audience before Chief Sgraal (SL5-36).

General Construction Notes

Heqeti areas: SL5-32, SL5-36 to SL5-42
Archontean areas: SL5-43 to SL5-47

Important NPCs

Sgraal, a lizard king and chief of the Skreel lizardmen (SL5-36)

Factions

The sub-level is controlled by the Skreel tribe of lizardmen.

Environment

The watery tunnels and caves of this sub-level are damp and humid. An algal growth known as the green friend (see new flora) covers the surfaces of all natural areas (unless otherwise noted). Some areas of the sub-level are above water, but other areas include standing water. One section (SL5-16 through SL5-21) is covered in 4'-deep brackish water, while another section (SL5-8, SL5-13, SL5-15, SL5-28, SL5-29, SL5-33 and SL5-34) contains water that is over 6' deep and that, in some spots, reaches the ceiling.

Access and Egress

To Level 4: tunnel at SL5-1, leading up to 4-165
To Level 7: tunnel at SL5-27, leading down to 7-95
To Level 9: teleport feature of **pukel-mander** (see new magic items) at SL5-28, leading to 9-40
To Level 10: heqeti teleport wells at SL5-32, leading to 10-24

To Sub-Level 4: tunnel at SL5-24, leading up to SL4-31 (not yet connected, see SL4-31)
To Sub-Level 6: corridor at SL5-47, leading to SL6-36
To Sub-Level 9: tunnel at SL5-25, leading down to SL9-9

Random Encounters

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D12	Encounter
1-5	4 lizardmen from a nearby cave: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 13, 13, 12, 11; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.
6-7	4 lizardman hatchlings, playing hide-and-seek: noncombatants (AC 7, HP 2)
8	The human magic user, Yurtil Skreel-Friend, walking or swimming along while munching green friend (see new flora): for his stats, see SL5-35. Yurtil flees a hostile party, attempting to alert Chief Sgraal (SL5-36) and rally the rest of the tribe
9	A lizardman shaman, either Lorg (40%), Bsak (40%), or Kusok One-Eye (20%), along with 4 lizardmen. 1. For the shaman, see either SL5-30 or SL5-31. 2. 4 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 13, 13, 12, 11; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

10	One of the enormous giant crabs from SL5-33: SZ L; AL N; AC 3; MV 90'; HD 4; HP 31, 27; #AT 2; Dmg 2-8/2-8. Special attacks: surprise on 1-4. The crab attacks any non-lizardman on sight. If it is slain here, it cannot be encountered at SL5-33
11	Flisserak, happily chewing green friend (seen new flora): for stats, see SL5-7. Flisserak is amiable unless previously alerted to danger in the cave system.
12	1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire.

Level Key

SL5-1: Entry Cave and Traps

A wide, relatively dry tunnel leads upwards about 75' over a gentle gradient before reaching area 4-165. As the tunnel enters the map of Sub-Level 5, the humidity rises and the rough walls start to be decorated with symbols and crude runes that mark the territory as that of the Skreel tribe. These symbols include moldy and rotting heads of goblins, humans, and beastmen; some old (and useless) stone spears and clubs; some 'medicine' packets of dried flesh, dried mushrooms, and bits of coral; and crude painted images of spear-wielding lizards.

The tunnel opens into a broad, sandy cave, lined with ropy, seaweed-like strings of the green friend algae (see new flora). A lidded pit trap is concealed under the sand of the cave floor. The vigorous growth of the green friend in this cave obscures several concealed niches (A, B, and C). Lizardman guards occupy two of the niches (A and C). The third niche (B) hides a weapon and food cache: six stone spears, six stone clubs, some dried meat, some gourds filled with drinking water, and so forth.

Known friends or allies are greeted by lizardman warriors who step from the concealed niches. Visitors of unknown status who approach cautiously and assert peaceful intentions may (50%) be warned of the pit. Hostile-looking visitors will not receive a greeting, as the warriors hope for them to fall into the pit. If combat breaks out, the lizardmen from SL5-2 run to join the fray, while hatchlings rush to alert other clans.

Trap (concealed pit trap): The trap is activated by 150 lb of weight. The pit is concealed by a reed mat covered by a thin layer of sand. It drops 20' onto a set of poisoned punji sticks; victims take 2-12 HP damage and must save vs poison.

Inhabitants:

1. **6 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

SL5-2: Lizardman Clan

A group of 14 lizardmen and 6 hatchlings inhabit this small set of caves. A minimum of light is provided by some softly glowing phosphorescent lichen that grows among the green friend (see new flora). The caves are damp, close, and relatively uncomfortable. These lizardmen will come to aid the guards at SL5-1 if combat breaks out there.

If 2 turns are spent searching through the rocks and algae, one item from the following table may be found. Each item may only be found once.

D20	Item	Notes
1	Silver holy symbol: 1-2: Thoth, 3-4: Set, 5-6: Horus, 7-10: other (modern)	
2	Stone lizardman fetish on a cord of green friend (see new flora)	Worth 75 gp, but if stolen and displayed reduces reaction rolls with lizardmen by 20%
3	A white moonstone gem	50 gp
4	A human thigh-bone made into a flute	
5	One **arrow +2**	
6	A 50' coil of silk rope	
7	Two gourds full of oil	
8	A full rudishva lesser power supply	See new technological items
9	A bag of blue haze lichen	See new flora
10	A **copper dagger +1**	Damage is only1-3/1-2 because it is copper
11	Platinum necklace set with fishmen teeth	650 gp
12	A large, bronze key	The key fits the locks on the bronze doors at TS-1
13	A 25-lb ingot of silver (1,250 sp) with the imperial smithing mark	A relic of the failed Archontean attempt to recolonize the halls (see 5-18)
14	A malfunctioning basic dragonfly automaton of Kerbog Khan (see new monsters)	Stats: SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire. Kerbog Khan is unable to 'inhabit' this dragonfly; it is effectively lost to him
15	A scroll tube with some strange runes on it	Within is a scroll of **protection from evil**
16	A pair of small gold spoons used for inhaling lotus powders	15 gp each
17	A troll thegn's passport	See Arden Vul items
18	A sack of marbles	
19	A **tear of Kauket**	See new magic items
20	A platinum plate with an engraving of cloaked man pulling a chicken from a sack	275 gp. A depiction of one of Larel One-Eye's adventures (see World of Archontos appendix)

Treasure:
In a hollow under a boulder are 76 cp, 45 sp, and two gourds of green friend juice (see new flora). The quantity of juice in each gourd means that a gourd will cure 2-16 HP.

Inhabitants:
1. **14 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 17, 15, 14, 13, 13, 12, 12, 12, 11, 11, 10, 9, 9, 8; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the fourteen, six are females who fight as 1 HD creatures.
2. **6 lizardman hatchlings**: noncombatants (AC 7, HP 2).

SL5-2A: Negotiation Cave
This relatively dry cave located between SL5-2 and SL5-5 is unoccupied by lizardmen. Instead, it is used for preliminary negotiations with those approaching the area from Level 4. Parties whose members are already known to the lizardmen, or exceptionally dangerous-looking parties, might be met at SL5-1 and guided to this location, where either Chief Sgraal himself (see SL5-36) or a mix of his advisors (the shamans and/or Yurtil – see SL5-30, SL5-31 and SL5-35) arrive to discuss the visitors's intentions.

SL5-3: Lizardman Clan
A group of 12 lizardmen and 5 hatchlings inhabit these caves. The walls are covered with the green friend. This clan is a bit disaffected, and won't rush to the sound of combat in SL5-1.

Two turns of searching within will reveal one object from the list found in SL5-2.

Treasure:
In a sack hidden behind the green friend are 15 pieces of polished obsidian (10 gp each).

Inhabitants:
1. **12 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 17, 15, 14, 13, 13, 12, 12, 12, 11, 11, 10, 9, 9, 8; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the twelve, five are females who fight as 1 HD creatures.
2. **5 lizardman hatchlings**: noncombatants (AC 7, HP 2).

SL5-4: Slime Pods and Slippery Slope
The floor, walls and ceiling of this transit passage are covered with green friend (see new flora). As a result it affords a green, tunnel-like approach to either SL5-1 or SL5-16. The algal growth conceals a slope downward towards area SL5-16. The first 2-4 members of a group approaching from the west must roll 3d6 under DEX or go slipping downward into the water at SL5-16.

Nestled among the green friend are 12 closed gourds in which the lizardmen are cultivating various tiny jellies and slimes. Unless the walls are searched, the gourds will go unnoticed. The gourds contain the following:
1. **Green slime** (x2): SZ S; AL N; AC 9; MV 0'; HD 1; HP 2, 1; #AT 0; Dmg special. Special attacks: convert to slime; corrosive to wood and metal. Special defenses: immune to physical attacks and all magic save cure disease.
2. **Tiny black pudding** (x2): SZ S; AL N; AC 6; MV 10'; HD 1; HP 6, 5; #AT 1; Dmg 1-3. Special attacks: dissolve wood and metal. Special defenses: divide into parts when struck; immune to cold.
3. **Tiny brown pudding** (x2): SZ S; AL N; AC 5; MV 10'; HD 1; HP 7, 5; #AT 1; Dmg 1-4. Special attacks: corrode leather and wood. Special defenses: immune to acid, cold and poison.
4. **Arcanum jelly** (x2) (see new magic items)
5. **Ghost paste** (x2) (see new magic items)
6. **Sweating jelly** (x2) (see Arden Vul items)

SL5-5: Lizardman Clan
A group of twelve lizardmen and 5 hatchlings inhabits this large cave. The cave is covered with the green friend (see new flora) on all surfaces. The clan possesses a **lesser salt lamp of protection** (see new magic items); the lamp lacks any packets of essence, though. The lizardmen are storing two doses of juice of the green friend in the lamp. Two turns of searching produces an item from the table in SL5-2.

Treasure:
Lesser salt lamp of protection (see new magic items); two doses of juice from the green friend (see new flora).

Inhabitants:
1. **12 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 17, 15, 14, 13, 13, 12, 12, 12, 11, 11, 10, 9, 9, 8; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the twelve, five are females who fight as 1 HD creatures.
2. **5 lizardman hatchlings**: noncombatants (AC 7, HP 2).

SL5-6: Meat Curing Tunnel
Although just as humid as the surrounding caves, a slight temperature drop prevents the growth of the green friend here. The lizardmen use this wide tunnel to dry meat. They have cleverly set numerous wooden pegs into the walls, on which they hang a variety of types of 'meat'. The bodies include: two crocodiles, two goblins, three humans, five fishmen (see new monsters), and several dozen cave fish of various species. The floor of the cave is slick with the blood of these corpses. One of the humans is a cleric of Set, who has managed to use cure spells to keep himself alive (barely). If rescued, he might aid a party with information and introductions, although his loyalties remain with Stephania (4-51).

Inhabitants:
1. **Geroius, a near-dead, 5th-level male Archontean cleric of Set**: SZ M, AL LE; AC 10; MV 120'; HD 5; HP 2 (max 39); #AT 1; Dmg by weapon. Abilities: STR 12, INT 13, WIS 17, DEX 8, CON 16, CHA 7. He has no possessions. Spells: **cure light wounds**, ~~**cure light wounds**~~ (x4); ~~**chant**~~, ~~**hold person**~~, ~~**resist fire**~~, **slow poison**, ~~**slow poison**~~; ~~**create food and water**~~.

SL5-7: Unusual Guardian
An aged heqeti builder (see new monsters) named Flisserak lives in the small northern cave. He suffered a head injury long ago and has forgotten his past life and people. The Skreel view him as a messenger sent by their god (the pukel-mander at SL5-28), and have consequently treated him with respect and honor for the past twenty years, even as they find his lack of memory and general passivity to be rather puzzling. His small cave has a raised bed of wood covered with green friend strands, and he has fashioned an art-naïve statuette of Kauket out of a 3'-tall chunk of **arcanum**

(see new magic items). Attempting to use the **arcanum** for the usual arcane reasons has a chance to alert Kauket itself (15%); if this occurs, the holder of the statuette will be teleported instantly to the ziggurat of Kauket (areas 10-32 to 10-35).

Flisserak acts as a tactical advisor to Chief Sgraal (SL5-36), although his amnesia renders his advice only sporadically useful. The Skreel have tasked him with guarding the hole to SL5-8. Although still evil, his aggression seems to have departed along with his memory, and he is content to chat with any but the most obviously hostile newcomers if they speak Heqeti or Lizardman.

The southern tunnel holds a 5'-diameter hole that drops 20' into the waters of area SL5-8.

Inhabitants:

1. **Flisserak**, **an heqeti builder** (see new monsters), **6th/6th-level fighter/cleric of Rimmaq-Isfet**: SZ M; AL CE; AC 1; MV 90', 120' swimming; HD 6; HP 47; #AT 1; Dmg 4-9 (**spear +2**) or 3-8 (**javelin +1**). Constant abilities: infravision. Special attacks: +1 to damage due to STR; toxic skin (paralysis for 1-2 rounds). Special defenses: psionic resistance; immune to sleep, charm, hold, and water/ice. Possessions: heqeti mail armor (-2 to AC); **spear +2**, 3 **javelins +1**, **amulet of natural armor +2** (see new magic items). Spells: **bless**, **command**, **cure light wounds**, **light**, **fear**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **curse**.

Treasure:
Idol of Kauket fashioned from **arcanum** (2,000 gp); 25 freshwater pearls worth 50 gp each; and a set of polished coral that can be assembled to form a map. Flisserak does not remember what the map represents; divination spells might reveal its function, though. **GM Note**: The coral map shows the best route through the Underearth from area 10-62 to the main heqeti settlement.

SL5-8: Water-Filled Cave

Water completely fills this 30'-deep cave, except for a 5'-diameter hole that leads upward 20' to SL5-7. The water here roils and churns with unforeseen currents and eddies due to the presence of a large water elemental that was bound to this location many centuries ago. The elemental is responsible for the strange properties of the water in these caves, and for maintaining the volume and freshness of the pools. Should it be slain, the sub-level's waters would slowly turn stagnant, affecting the lizardmen and probably killing (or severely reducing the extent of) the green friend. The lizardmen know of the elemental, and respect it as a 'spirit'; they are intimidated by its frenzy, however, and rarely travel here.

A strangely rust-free metal box rests in the exact center of the floor of this cave (marked 'X'). The box is trapped with **explosive runes** (to which the box is immune). Inside is the phylactery of the lich Kentillian (see SL5-13A), in the form of a gold armband engraved with dolphins and whales. Efforts to take the box or its contents cause the elemental to attack.

The tunnel leading to SL5-13 is completely underwater and is marked by a strong current running west to east.

Inhabitants:

1. **1 water elemental**: SZ L; AL N; AC 2; MV 60', 180' in water; HD 16; HP 103; #AT 1; Dmg 5-30. Special attacks: affect boats. Special defenses: +2 or better weapons to hit.

Treasure:
A set of remains at the bottom of the pool still possesses an enchanted **shield +1**, **+3 versus demons**, and a sack of 307 ancient gold solidi (see Arden Vul items). In an enchanted metal box sits the phylactery of Kentillian (225 gp for its metal).

SL5-9: Lizardman Clan

Here amid the green friend (see new flora) dwell 11 lizardmen with their 4 hatchlings. Searching for two turns produces one item from the table in SL5-2. This clan has no additional treasure and is consequently unhappy with Chief Sgraal. If proper inducements are offered, the clan might betray Sgraal; following such a betrayal they hasten to join the Lagrok tribe on Sub-Level 9.

Inhabitants:

1. **11 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 14, 13, 13, 12, 12, 11, 11, 10, 9, 8; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the eleven, five are females who fight as 1 HD creatures.
2. **4 lizardman hatchlings**: noncombatants (AC 7, HP 2).

SL5-10: Lizardman Clan

A clan of 10 lizardmen and 4 hatchlings inhabits this cave. The green friend is significantly less vibrant in this cave, which explains the clan's relative poverty and low status. As a result this group is considerably more aggressive than others; it has been feuding with the clan in SL5-9 and would love to occupy that area. Searching the area for three turns produces one item from the table in SL5-2.

Inhabitants:

1. **10 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 14, 13, 13, 12, 11, 11, 10, 9, 8; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the ten, three are females who fight as 1 HD creatures.
2. **4 lizardman hatchlings**: noncombatants (AC 7, HP 2).

SL5-11: Lizardman Clan

This cave is home to the most prosperous lizardman clan, which comprises 15 adults and 6 hatchlings. Two turns of searching produces two items from the table at SL5-2. This group has also acquired a **cauldron of boiling** (see new magic items), which they mostly use as a curiosity since they prefer their meat raw or dried.

Inhabitants:

1. **15 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 17, 15, 14, 13, 13, 12, 12, 12, 11, 11, 10, 10, 9, 9, 8; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the fifteen, seven are females who fight as 1 HD creatures.
2. **6 lizardman hatchlings**: noncombatants (AC 7, HP 2).

Treasure:
A **cauldron of boiling** (see new magic items).

SL5-12: Beach and Ruined Skiffs

The tunnel from the west slopes downward rapidly to end at a small gravel beach overlooking a vast, water-filled cavern. Two rotted skiffs rest to one side.



SL5-13: Large Water-filled Cavern

This huge cavern is mostly filled with water; average depth is 25'-40', while the ceiling rises another 35' above the water line. An island or plateau rises out of the water in the middle of the cave (see SL5-14). The walls of the cave are lined with the green friend (see new flora), and the waters are full of blind cave-fish, crabs, crayfish, and other small creatures.

The tunnels leading to SL5-8, SL5-15, and SL5-21 are completely underwater. The lips of the other three tunnels – leading to SL5-10, SL5-12, and SL5-26 – are located at the water line.

Two giant crayfish swim in the waters. They avoid lizardmen, and hide from Kentillian or the daemons, but attack all others.

Inhabitants:

1. **2 giant crayfish**: SZ L; AL N; AC 4; MV 60', 120' swimming; HD 4+4; HP 30, 26; #AT 2; Dmg 2-12/2-12. Special attacks: surprise on 3 in 6.

SL5-13A: Burial Shrine of Kentillian the Magnificent

On the cave floor of SL5-13, 40' below the water line, sits a small white-marble building in the greco-roman style. It is 10'x15' and 12' tall, with an arched roof. The edge of the structure is lined by thin red porphyry columns (2' in diameter). Within is a stone sarcophagus. Initially the interior is dark and water filled, as the interior is open to the surrounding waters. The pediments of the structure are noteworthy. The north pediment bears a full-relief sculpture, in black marble, of a spear; this is a hint as to the location of the great artifact within. The south pediment bears an inscription in Mithric: *Here lie the mortal remains of Kentillian the Magnificent, the life-bringer and death-dealer, the spear-wielder and the water-tamer. Know, O thieves, that her mind and powers still defend her and her treasures!*

Entering the temple (by slipping between the porphyry columns) triggers several magical effects:

1. **Continual light** bursts forth from the ceiling of the shrine;
2. A modified and permanent **part water** spell expels the water from the interior of the shrine, leaving it damp but air-filled;
3. A hydrodaemon is summoned into the water surrounding the shrine
4. Any remaining piscodaemons from SL5-14 leap into the water to confront intruders. One piscodaemon arrives per round until all have entered the fray.
5. The lich, Kentillian, awakens from her plane-traveling slumbers in the chamber below (SL5-13B); Kentillian immediately prepares actions to repel those who would disturb her rest.

Sarcophagus: The sarcophagus is a beautiful solid piece of blue granite, its sides incised with arcane symbols and runes. The lid is carved in high relief, and shows a grinning elderly woman dressed in the robes of a sorcerer but holding an impressive, black spear made of ebony and chased with silver sigils. The figure is that of Kentillian the Magnificent, an archmage of the late-Archontean golden age. The spear is made of ebony, and detects obviously of magic; unfortunately the magic is merely a permanent **magic aura** cast on it by Kentillian in the hopes that would-be thieves will believe it to be the **ebon spear** (see new magic items). The spear can be removed by making an open-doors check. The sarcophagus can also be slid aside with the application of a combined 40 points

of STR (although a maximum of three characters can work at a given time); doing so reveals a stone staircase leading to SL5-13B. The staircase is painted in complex geometric patterns on every surface – walls, ceiling, treads – which help to conceal a series of deadly symbols (see traps).

Kentillian the Magnificent: Once Kentillian is alerted to the presence of intruders in the shrine, she takes vigorous steps to protect her lair. She casts **invisibility** on herself first, then uses her circlet to teleport to the now-dry shrine. She then casts **time stop** before unleashing an array of deadly offensive spells, including some combination of **power words**, **repulsion** (to push foes into the water to face the hydrodaemon), **death spell**, **disintegrate**, **monster summoning**, etc. At the end of the **time stop**, she either teleports back to SL5-13B (if her initial attacks have not significantly affected her foes) or continues the assault (if she is winning). **GM Note**: Kentillian is no longer able to wield the ebon spear (despite one of her nicknames, "Spear-Wielder"), as the process of becoming a lich turned her evil, thus barring her from using the spear.

If she is hard-pressed by intruders who follow her into SL5-13B, Kentillian will eventually teleport away to the Great Hall (3-123) to regroup. A kind GM might allow Kentillian to permit overmatched potential-thieves a brief moment in which to escape (without loot, of course).

Should Kentillian be awakened but not defeated, she takes up residence in the ruins on SL5-14 and will proceeds to extend her will over as many of the neighboring halls as is feasible. She easily dominates the lizardmen, who will serve her and repair the structures on the island. Within a year she will have extended her sphere of influence to include the Drowned Canyon (SL6) and portions of Level 4. During this time she will transform this sub-level into a suitable lair for a lich, complete with a substantial number of undead and summoned servitors.

Kentillian's phylactery is guarded by the water elemental at SL5-8. If Kentillian is reactivated, she will recover the phylactery and devise a new hiding place for it.

Trap (**symbol**): The stairs under the sarcophagus are trapped with numerous castings of **symbol**. The symbols appear in this order as one descends towards SL5-13B: **death** (stair tread), **hopelessness** (ceiling), **stunning** (left wall), **sleep** (right wall), **death** (ceiling), **insanity** (stair tread).

Inhabitants:

1. **Kentillian the Undying**, **lich** (**formerly 25th-level male Archontean magic user**): SZ M; AL N(E); AC 0; MV 60'; HD 11+14; HP 88; #AT 1; Dmg 1-10. Special attacks: fear; paralysis; magic use. Special defenses: +1 or better weapon to hit; immunity to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity and death spells/symbols. Possessions: **amulet of the planes**; **helm of teleportation** (in the form of a circlet); **ring of free action**; **ring of spell turning**; **robe of scintillating colors**; **staff of the magi** (25 charges); **wand of polymorphing** (55 charges). Memorized spells: **enlarge**, **hold portal**, **magic missile**, **push**, **shield**; **darkness 15' radius**, **ESP**, **invisibility** (x2), **knock**; **dispel magic** (x2), **hold person**, **lightning bolt** (x2); **charm monster**, **confusion** (x2), **dig**, **ice storm**; **airy water**, **cone of cold**, **feeblemind**, **magic jar**, **teleport**; **forceful hand**, **death spell**, **globe of invulnerability**, **flesh to stone**, **repulsion**; **grasping hand**, **limited wish**, **power word stun**, **monster summoning V**, **vanish**; **clenched fist**, **maze**, **mind blank**, **power word blind**, **trap the soul**; **crushing hand**, **power word kill**, **prismatic sphere**, **temporal stasis**, **time stop**.
2. **1 hydrodaemon** (named Aquilapitax): SZ L; AL NE; AC 2; MV 60', 60' flying (Class D), 240' swimming; HD 9+36; HP 101; #AT 3 or 5; Dmg 1-4/1-4/1-8/1-8/1-10; MR 70% to 1st-level spells (-5% per level over 1st). Constant abilities: infravision; ultravision. Special attacks: energy drain. Special defenses: word of recall (1/day); half damage from acid, cold and magical fire; half or no damage from water-based attacks; silver, or +1 or better weapons to hit; immune to poison and paralysis. Special: detect invisible; read magic; comprehend languages; invisibility; telepathy; teleport without error; dimension door; darkness within 10'; create water; water walking (as the ring), gate in a hydrodaemon (50%); summon 12 HD water elemental.

Treasure:
Ebony spear with **magic aura** (50 gp).

SL5-13B: Lair of Kentillian the Lich (unmapped)

The stairs from SL5-13A lead down 50' to a large hall, 30' wide, 50' long, and 20' tall. Five semi-circular niches line each long wall. A 7'-tall stone statue of an Archontean legionary stands in each niche; each spearman wields a **black iron spear** (see new magic items). Four of the ten are Archontean animated constructs (animated spearmen – see new monsters), who lurch into action when any living creature enters the chamber.

Ten thick-piled carpets line the hall; each bears a scene of Archontean history, and each is worth 200-2,000 gp. Atop the carpets is a suite of heavy oak furniture of exceptional quality: a leather-seated chair (300 gp), a 5'-tall bookcase (250 gp), three circular side tables (150 gp each), a large oval coffee table (250 gp), a desk and chair (400 gp), an armoire (600 gp), and a locked wooden chest. At one end of the chamber is a catafalque, draped in green and gold silk (50 gp).

On an invisible ledge on one of the short walls rests the artifact known as the **ebon spear** (see new magic items). Although she 'borrowed' it from the archonal treasury with the goal of using its many powers on her own behalf, Kentillian found herself unable to use the spear; this is because the spear is good-aligned, and Kentillian's increasing fascination with necromancy and lichdom changed her alignment to evil.

Kentillian the Undying, a powerful lich, has been resting here for more than 1,300 years. Since this chamber cannot currently be entered except via SL5-13A, and since Kentillian will be awakened once SL5-13A is entered, it is highly unlikely that Kentillian will be encountered here first. Instead, she will first confront intruders in SL15-13A. She may then teleport back to SL5-13B to await powerful intruders. Here, in her lair, she will make a last-ditch effort to destroy intruders, employing spells and relying on the animated spearmen for assistance. If she appears likely to be defeated, she teleports away to 3-123 to regroup.

Secret Door: A secret door on the wall opposite the staircase to SL5-13A once led upwards to the basement of SL5-14. The door is normal to find, and opens only to **knock** (or **destruction**). The staircase beyond is filled with rubble due to a major cave-in. If

Kentillian is allowed to re-establish herself in this area (see SL5-13A), she will have the lizardmen clear the rubble within 6 months.

Inhabitants:

1. **Kentillian the Undying** (see stats at SL5-13A)
2. **4 Archontean animated constructs - spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 45, 40, 38, 35; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons. Possessions: **black iron spear**.

Treasure:

The **ebon spear** (see new magic items); 10 carpets, each worth 100-200 gp; oak furniture (see text); and 4 **black iron spears** (see new magic items) on the constructs.

11 codices: *Trifold Tome of Theodore the White*, *Travels in the Astral Plane*, *Thorcin Poisons and their Cures*, *The Seventy-Seven Quips of Balak the Arch-mage*, *Thirty Uses for Arcanum*, *Summoning from the Beyond*, *Symbols of Power*, *The Properties of Blood*, *Planar Dwellers and their Powers*, *Pandects of Thaumaturgical Visitation*, *Intelligent User's Guide to the Mystical Properties of Gems*, (see Arden Vul books for all)

Kentillian's spell books (in fifteen volumes)

Chest: 17,321 sp; 11,922 gp; 753 ancient octagonal platinum coins (see Arden Vul items); 10 aquamarines (500 gp each); 10 chrysoberyls (500 gp each); and 2 jacinths (5,000 gp each).

Kentillian's Spell Books (in fifteen large volumes): All 1st-level spells; all 2nd-level spells; all 3rd-level spells; all 4thlevel spells, all 5th-level spells, all 6th-level spells; all 7th-level spells; **clenched fist**, **clone**, **incendiary cloud**, **mass charm**, **maze**, **monster summoning VI**, **permanency**, **polymorph any object**, **spell immunity**, **symbol**; **astral spell**, **crushing hand**, **gate**, **meteor swarm**, **power word**, **kill**, **prismatic sphere**, **time stop**. The spell books also contain the following new spells: **Basil's torch treatment**, **Cleophalus's look-away spell**, **friend of the Hekate**; **the Bracteros effect**, **locate place**, **Pol's endless sneezes**, **pummeling fists of Arak-Zhorr**, **wizard's cache**; **garrulous mouth**; **Dameon's shadow spell book**; **harnessing the chaos**, **the hekate's bonds**, **Pol's improved eye**; **curse item**, **Pol's inner eye**; **Kentillian's abyssal ice**, **Kentillian's airy command**, **Pol's recall**, **warding chain of glyphs**; **Kentillian's animate water**, **Kentillian's useful sphere**, **mindshift**, **planar punishment**.

SL5-14: Island with Ruined Buildings

This island rises only 2' above the waters of the cave, and is home to the ruins of Kentillian's former residence and laboratory. The ruins are guarded - still! - by six piscodaemons bound to that task centuries ago by archmage Kentillian (see SL5-13A). These fearsome creatures attack anyone or anything that ventures onto the island; as a result, the lizardmen avoid it like the plague, saying only that it is 'haunted'. If the shrine at SL5-13A is entered, any surviving piscodaemons instantly leap into the water to attack those seeking to disturb Kentillian's rest. In one of the ruined buildings a secret door leads to staircase. The stairs lead down 25 feet to a laboratory which still contains some nice equipment. A second staircase descends from that laboratory, but it is filled with rubble (originally it led to SL5-13B).

Inhabitants:

1. **6 piscodaeomons**: SZ M; AL NE; AC -1; MV 60', 180' swimming; HD 6; HP 45, 42, 37, 33, 32, 30; #AT 2; Dmg 2-16/2-16; MR 60% to 1st-level spells. Constant abilities: infravision; ultravision. Special attacks: seize with claws; poison. Special defenses: never surprised; -1 to damage die from water-based spells; half damage from acid, cold, and fire; immune to poison and paralysis; silver, or +1 or better weapons to hit. Special: detect invisible; read magic; comprehend languages; invisibility; telepathy; word of recall.



Treasure:
4 10-lb gold ingots (500 gp each) and a full set of glass activation squares (see **Thothian teleportation rings** in new magic items).
Potions of animal control, **clairvoyance**, **diminution**, **ESP**, **extra healing**, **fire resistance** (x2), **flying**, **gaseous form**, **longevity** (x2), **speed**.
4 spell scrolls: one with **mindshift** (see new spells); one with **Pol's endless sneezes**, **Pol's improved eye**, **Pol's inner eye**, and **Pol's recall** (see new spells for all); one with **planar punishment** and **harnessing the chaos** (see new spells for both); and the last with **grasping hand** and **crushing hand**.

SL5-15: Secondary Lake and Island

This lake is only reachable by swimming, since all the tunnels that reach it are fully filled with water. Once the cavern is reached, however, explorers will find that the ceiling of the cave reaches 20' above the water, and that a low island occupies the middle of the cave. There is a 25% chance that six lizardmen are present in the lake, traveling to and from other locations in their domain. There is also a 10% chance that the giant crabs (from SL5-33) are present. On the island stands the stump of a column carved from black basalt. Only 3' of the column still stand, although three additional, larger fragments lie on the sandy island nearby. The column detects strongly of evil, and bears spiral carvings of blasphemous imagery of sacrifice and destruction, all conducted by bloated amphibianoid beings.

Next to the column is a crude shrine constructed by the lizardmen shamans out of rocks. The shrine's wobbly surface holds several enormous teeth, a rotting scalp with hair still attached, four pretty pebbles (pearls worth 100 gp each), and a large, iron candelabra with room for four candles. The lizardmen have attached carved soapstone idols to the candelabra in place of candles; one of the spots is empty, however, as one of the idols was stolen (see 4-184). The other three idols are barely recognizable as pregnant lizardman females.

A skeleton of an adventurer lies pinned under one of the column fragments; although her equipment is gone, digging produces a belt pouch with 25 gp and a parchment slip. The parchment contains the following doggerel:

Those who truly wish to go,
To the foul ziggurat below,
Should carefully place a tear of dread
Into the Pukel-thing's awful head.
But lest you'd see the croakers rise,
Touch naught save those evil eyes!

GM Note: The text refers to the **pukel-mander** (see new magic items) in SL5-28.

Inhabitants:
1. **6 lizardmen** (25%): SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 13, 12, 11, 11, 10, 9; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.
2. **1-2 enormous giant crabs** from SL5-33 (10%): for stats, see SL5-33.

Treasure:
See text.

SL5-16: Warm Cave with Egg Clutches

The green friend (see new flora) grows thick along the walls here, extending into the 4'-deep water. Amongst the fronds on both sides of the cave are six clutches of lizardman eggs. The cave is littered with foot-traps placed at random beneath the water; the traps are placed everywhere except the path indicated by the dotted line on the map. Careful movement off the safe path has a 50% chance per round to activate a trap; running or lunging through the water raises the chance to 66%. Thrashing sounds (as of someone trying to free oneself from a foot-rap) will bring the guards swimming in from SL5-18, as well as five of the guards from SL5-17.

Traps (foot-trap): The traps require a save vs paralysis or else the victim is immobilized for 2-4 rounds. Immobility cancels DEX bonuses to AC and reduces to-hit rolls by 2.

Treasure:
Each clutch of eggs could be sold for 200 gp, although there is a 25% chance per month that the clutch hatches.

SL5-17: Guardpost Cave

The tunnel from SL5-16 rises sharply, ensuring that this cave is free from standing water. To secure their primary route to Sub-Level 6, Chief Sgraal has placed a guard of 6 lizardmen here. These guards crouch behind a boulder, armed with javelins and clubs. If combat breaks out in SL5-16 or SL5-18, though, all but one will move to defend the egg clutches.

Inhabitants:
1. 6 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 13, 12, 11, 11, 10, 9; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

SL5-18: Lizardman Egg Guardians

Eight lizardmen wait patiently in the dry ell to the north of this cave. They are guardians of the egg clutches, and react swiftly to sounds of disturbances from SL5-16. The southern portion of the cave is filled with 4'-deep water.

Inhabitants:
1. **8 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 15, 13, 12, 12, 11, 11, 10, 9; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

SL5-19: Egg Clutches

Another five egg clutches dot the walls of this cave, nestled among the fronds of the green friend in the 4'-deep water.

Treasure:
Each clutch of eggs could be sold for 200 gp, although there is a 10% chance per week that the clutch hatches.

SL5-20: 'Dry' Cave with Remains

Near the ceiling of the tunnel running between SL5-18 and SL5-20 is a narrow opening (3' tall) into this relatively dry cave. Inside lie the ancient remains of Strith, assistant of Kentillian the Archmage (see SL5-13A). Strith grew alarmed by Kentillian's frenzy as

the latter neared the end of her transformation into a lich, and attempted to flee. Kentillian's daemonic agents tracked him down and slew him in this small side chamber. Strith's skeleton still wears rags of his old livery (a stylized "K"), and his rotted leather satchel contains an ivory plaque with instructions, as well as a faded parchment with its own information. By his side is a **spear +1**, **+4 vs. reptiles** made of ebony (but not THE **ebon spear**, for which see SL5-13B).

The ivory plaque contains a list of orders, inscribed in blood in the Mithric language: "1) *Take the body of Kentillian the Magnificent to the resting chamber at the foot of the pillar. 2) Watch the water rise, and retire to the laboratory under the residence. 3) Wait for my summoned minions to transform you into a higher form. 4) Once transformed, wait four-score years before descending and releasing Kentillian the Undying. 5) Do not mention any of these details to those meddling priests of Thoth, and especially avoid Kel Bormol, the so-called 'Overseer'.* Signed: *Kentillian the Magnificent, soon-to-be Kentillian the Undying.*"

The parchment scrap, which appears to be partially burned, reads, in Mithric: "*… you were right to contact me. Bring the incriminating plaque to the Great Hall at once so that we may stop this foolishness. We shall meet on the 24th. Keep quiet until then.* [Signed] *Kel Bormol, Overseer.*"

Treasure:
An ebony **spear +1**, **+4 vs. reptiles**; an ivory plaque worth 10 gp.

SL5-21: Unsettling Sight

At this intersection, a glowing mushroom patch on the east wall throws some light onto two human corpses tied upside down to the green friend (see new flora) on the western wall such that the heads and shoulders of the corpses are below the water line. The corpses are pale and bloated, and contain no treasure. The southern tunnel drops off swiftly, and incautious explorers may tumble downward into the tunnel that leads underwater to SL5-13.

SL5-22: Lizardman Clan

A group of 10 lizardman adults and 4 hatchlings occupy this cave, in which the green friend (see new flora) grows freely. This clan has acquired a gold **Sortian eye** (see new magic items) from the Drowned Canyon (Sub-Level 6), which they have displayed proudly at the north end of the cavern. Searching for two turns produces one item from the table at SL5-2.

Inhabitants:
1. **10 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 15, 13, 13, 12, 12, 11, 11, 10, 9, 9; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the ten, four are females who fight as 1 HD creatures.
2. **4 lizardman hatchlings**: noncombatants (AC 7, HP 2).

Treasure:
A gold **Sortian eye** (see new magic items).

SL5-23: Lizardman Clan

A clan of 8 lizardmen and 1 hatchling inhabit this cave. These lizardmen are disaffected, and are 25% likely to surrender in any encounter, begging to be allowed to flee to Sub-Level 9 to join the Lagrok tribe on Sub-Level 9. They have no extra treasure. An item from the table in SL5-2 can be found here, but only after searching for four turns.

Inhabitants:
1. **8 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 13, 13, 12, 11, 11, 10, 9, 9; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the eight, two are females who fight as 1 HD creatures.
2. **1 lizardman hatchling**: noncombatant (AC 7, HP 2).

SL5-24: Blocked Tunnel to Sub-Level 4 (SL4-31)

A significant cave-in blocks this tunnel. Once 1-3 weeks have been spent excavating debris, the tunnel will prove to lead to area SL4-31 in the Goblin Warrens.

SL5-25: Tunnel to Sub-Level 9 (SL9-9)

This tunnel snakes downward to the Kaliyani Pits (SL9-9).

SL5-26: Elite Warriors

The twelve elite lizardman warriors (see new monsters) of Chief Sgraal's bodyguard dwell here. Only six are normally present, though, and if a serious invasion of the caves is underway, all twelve will be found at SL5-36 defending the chief. The green friend (see new flora) is sparse here, and the warriors have collected a few trappings of civilized life: some stools, a table, and a keg of sour-tasting wine. The passage to the north is trapped with a noise trap placed near the intersection with SL5-27.

Trap (noise): The tunnel leading north has a noise trap in the form of a depression in the rock covered over by fronds of the green friend. Although the 'pit' is only 2' deep, it is packed with old bits of crockery and glass salvaged from elsewhere. Anyone activating the trap will take only 1-2 HP damage, but will make a noise just loud enough to alert the warriors.

Inhabitants:
1. **6 elite lizardmen**: SZ M; AL NE; AC 3; MV 90', 150' swimming; HD 3+3; HP 25, 24, 22, 20, 18, 16; #AT 1 or 3; 3-9 (broadsword) and 2-7 (javelin), or 1-3/1-3/2-9. Possessions: broadswords; javelins.

SL5-27: Tunnel to Level 7 (7-95)

This broad tunnel leads downward before ending up in the outskirts of the troll thegn's court (area 7-95). The lizardmen use it to bring occasional tribute to the troll thegn. The tunnel dries out quickly as it descends, and the green friend accordingly ceases to line its walls after 100' or so.

Concealed Door (southeast): Hidden among the fronds of the green friend is a concealed entrance to a narrow tunnel leading to SL5-36.

SL5-28: Pool of the Pukel-mander

As with SL5-15, this cave can only be reached by swimming, since both the northern and western passages lie below the waterline. The cave itself is 25' in height, but the water only fills 15' feet of it. Looming out of the water in the center of the cave is a **pukel-**

mander (see new magic items). This evil statue is only 10' tall, but it stands on an 8'-tall plinth. As a result, the top 3' of the statue (its bulbous eyes and some of its cavernous mouth) peer ominously from the water.

Touching the **pukel-mander** with anything other than a **tear of Kauket** (see new magic items) summons eight giant frogs to attack the intruders.

The plinth of the statue contains various 'offerings', gingerly left there by the lizardmen. Although afraid of the **pukel-mander**, Chief Sgraal and the lizardmen are aware of its power and thus venerate it as their primary deity.

There is a 10% chance the shamans have let the enormous giant crabs (SL5-33) swim to this chamber to snack on green friend fronds.

Inhabitants:
1. **8 giant frogs** (possibly): SZ M; AL N; AC 7; MV 30', 90' swimming, 100' jumping; HD 2; HP 16, 15, 14, 14, 13, 12, 11, 9; #AT 1; Dmg 2-8. Special attacks: surprise on 1-4; tongue strikes at +4 to hit; swallow on natural 20.
2. **2 enormous giant crabs** (10%): for stats, see SL5-33.

Treasure:
On the plinth, underwater, are various offerings, including six pearls (100 gp each), a troll thegn's passport (see Arden Vul items), a platinum key to the Obsidian Gates (5-6D), and a fully charged rudishva lesser power supply (see new technological items).

SL5-29: The Green Frenemy

This underwater side cave holds a mutated, aggressive form of the green friend (see new flora) known as the green frenemy (see new monsters). The entrance to the cave has been blocked by a rough latticework of sticks and wicker. Inside, the fronds of what appears to be the green friend appear as usual, albeit in a slightly lighter shade of green. Those entering the chamber and swimming to the point marked X will realize their error, as the green frenemy then lashes out with its toxic fronds.

There is a 10% chance the giant crabs (SL5-33) are loose, and nibbling on green frenemy fronds through the latticework.

Inhabitants:
1. **1 patch of green frenemy** (see new monsters): SZ L; AL N; AC 8; MV 0'; HD 4 per 10'x10'x10' section; HP 20 per 10'x10'x10' section; #AT 8 per 10'x10'x10' section; Dmg 1-3(x8). Special attacks: surprises those familiar with the green friend (see new flora) on 1-4 in 6.
2. **2 enormous giant crabs** (10%): for stats see SL5-33.

SL5-30: Shamans' Caves

The three shamans of the Skreel tribe live in this complex of caves, all of which are covered with the green friend (see new flora). The senior shaman is Kusok One-Eye, while the two junior shamans are Lorg and Bsak. A fourth shaman, Kzaal the Prophet, has recently left to pursue a vision (see 4-2). Lorg occupies the south cave, Bsak the north cave, and Kusok One-Eye the east cave (i.e., SL5-31). There is only a 25% chance that any shaman will be present here; otherwise they will be in SL5-36.

Lorg has scraped away the green friend from a section of wall and has tried his hand at some interesting - if primitive – wall paintings showing lizards around a huge salamander. He also has a string of exotic shells that is enchanted as an **amulet of health**, and he wields a **dagger +2**, **nine lives stealer** (taken from a priest of Set). He has taken a **tear of Kauket** from SL5-36 without Kusok's permission, but doesn't know what to do with it.

The cave of Bsak is decorated with smelly, decomposing trophies, including two fishmen heads, a giant snake, and, oddly, a mountain lion pelt. She also has two black pearls (250 gp each) plundered from SL5-36. Bsak is much smarter than the other two shamans, and is thus less interested in serving Rimmaq-Isfet. She would like very much to return to 'traditional' ways.

Inhabitants:
1. **Lorg**, **5th-level lizardman shaman** (25%): SZ M; AL LE; AC 5; MV 60', 120' swimming; HD as a 4+1 HD monsters; HP 26; #AT 1 or 3; Dmg 3-6 (dagger +2), or 1-2/1-2/1-8. Possessions: **dagger +2**, **nine lives stealer**; **amulet of health**. Spells memorized: **cause light wounds**, **light**, **cause fear**; **chant**, **resist fire**, **speak with animals**; **dispel magic**.
2. **Bsak**, **3rd-level lizardman shaman** (25%): SZ M; AL LE; AC 5; MV 60', 120' swimming; HD as a 3+1 HD monster; HP 19; #AT 1 or 3; Dmg 1-6 (spear) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: javelins, spear. Spells memorized: **cause light wounds**, **light**; **chant**.

Treasure:
Lorg: **amulet of health**; a **tear of Kauket** (see new magic items); **dagger +2**, **nine lives stealer** (2 lives left).
Bsak: 2 black pearls 500 gp each.

SL5-31: Kusok One-Eye's Cave

The senior shaman, Kusok One-Eye, resides here. His cave is the most 'civilized' of the three, with a fine ebony stool, a weapons rack with a broadsword and mace, a tattered banner with an image of a black boar on it (an ancient Set war-banner), and a chipped set of crystal stemware which Kusok greatly admires (25 gp). At the rear of his cave the green friend conceals a narrow tunnel that leads to SL5-32.

Kusok is an old and wily lizardman who has sharply influenced the direction Chief Sgraal has taken over the past 20 years. It was Kusok who located area SL5-32 (although he has not revealed its existence to the chief) and gradually converted the tribe to a mild form of veneration of the demon prince, Kauket. Unbeknownst to the rest of the tribe, Kusok has actually had a vision in which Kauket appeared to him and demanded fidelity; this is the cause of Kusok's new faith.

Due to their long relationship, Sgraal places much faith in Kusok's advice; should Kusok die, however, Bsak will make a serious play to abandon the dangerous 'salamander-thing' in favor of a more generic animistic worship. Kusok is aware of Bsak's tendencies, and would like to encompass her demise.

If surprised in his cave, Kusok attempts to retreat to SL5-32.

Inhabitants:
1. **Kusok One-Eye**, **7th-level lizardman shaman** (25%): SZ M; AL LE; AC 5; MV 60', 120' swimming; HD as 5+1 HD monster; HP 35; #AT 1 or 3; Dmg 3-6 (dagger +2) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: **dagger +2**, **of venom**; javelins. Spells memorized: **cause light wounds**, **light**, **resist fear**; **augury**, **chant**, **resist fire**; **blindness**, **cause disease**; **poison**.

Treasure:
Two **tears of Kauket** (see new magic items); a **dagger +2, of venom**; a bejeweled golden cup (1,250 gp); 3 garnets worth 300 gp each, 6 gourds full of double-doses of green friend juice (see new flora), each of which can cure 4-14 HP; and three gourds full of acid from a keqemander (2-8 HP damage each, plus 1 HP splash).

SL5-32: Shrine of Heqeti Heroes

This forgotten minor shrine to Kauket celebrates some of the great heqeti heroes of antiquity. The chamber is vaguely hemispherical in shape, with a curved ceiling sloping down to the floor. About twenty 5'-diameter, spherical chunks of **arcanum** (see new magic items) are embedded haphazardly in the walls and ceiling. Two heqeti teleport wells occupy the center of the chamber. Six statues of heqeti heroes line the walls.

Arcanum Spheres and their Effect: The sorcery of heqeti weavers was potent enough that the **arcanum** chunks slowly drip a viscous orange ooze. Originally the weavers would collect the orange slime and cultivate it elsewhere. But because the teleport wells are inoperative, the ooze has coalesced over the centuries into three motile, orange oozes (see new monsters). To reward his devotion, Kauket has bequeathed protection from the orange oozes on Kusok One-Eye; as a result, they ignore him (but only him) when he enters the chamber. The arcanum spheres can be removed, but it takes 1-3 turns per sphere to do so.

In addition to the ooze, the heqeti enchantments cause the **arcanum** spheres to manifest slightly different effects than normal **arcanum**. In essence, this chamber functions as a wild magic zone. Spells cast inside the chamber are subject to failure or deviation; a save versus spells is required for any spell to take effect. If the save is failed by more than five, the spell fails utterly (and the spell slot is lost); if it fails by five or less, the effect is altered somehow. A kind GM might allow a roll of 4d6 under INT to permit a spell-caster to be aware that something is awry in this chamber. Roll on the following table for deviations:

D8	Effect
1	Duration altered: 1-2: halved; 3-4 quartered
2	Power halved (e.g. damage)
3	Target shifts. 1-3: friend; 4-5: self; 6: enemy
4	Another spell of the same level goes off instead of the intended one
5	Normal effects, plus additional negative effects at the GM's discretion
6	Roll twice, ignoring results over 5
7	Roll thrice, ignoring results over 5
8	All five effects occur

Heqeti Statues: The six statues are 10' tall and depict heqeti warriors. These warriors fiercely brandish spears, javelins, clubs, and axes, all while displaying their gaping, tooth-lined maws. The eyes of each statue are red gems. Three of the eyes are missing (taken by Kusok One-Eye). Of the remaining nine, three are **tears of Kauket** (see new magic items) and six are 'merely' garnets worth 300 gp each.

Heqeti Teleport Wells: Each well takes the form of a 7'-diameter circle of stone rising 3' above the floor. These wells are currently inoperative, and are thus devoid of the inky blackness of the operative ones. They currently appear simply as 10'-deep wells, although the bottom of each well bears a carven image of an amphibian head, with a 4"-diameter hole in the place of the mouth. The wells could be reactivated by dropping a **tear of Kauket** (see new magic items) into the appropriate mouth. If reactivated, the wells connect to area 10-24.

Treasure:
Six garnets (330 gp each); 3 **tears of Kauket** (see new magic items); 20 5-lb chunks of **arcanum** (see new magic items) embedded in the walls.

Inhabitants:
1. **3 orange oozes** (see new monsters): SZ M; AL N; AC 6; MV 30'; HD 8; HP 57, 49, 43; #AT 1; Dmg 2-12; MR 85%. Special attacks: destroy magic item on hit. Special defenses: non-magic weapons to hit.

SL5-33: Giant Crab Cage

The shamans keep two enormous giant crabs penned into this side cave via a latticework gate woven of sticks, reeds, and green friend fronds. The crabs are larger and tougher than normal, perhaps because of their diet of green friend and humanoid meat. Most of the time (60%) the crabs are penned in this cave; if not here, they may be found at SL5-15, SL5-28, SL5-29 or SL5-34 (10% chance each). Due to their love of green friend, this cave has been stripped bare of the algal growth. The north lobe of this cave rises out of the water, providing a resting spot for the crabs.

Inhabitants:
1. **2 enormous giant crabs**: SZ L; AL N; AC 3; MV 90'; HD 4; HP 31, 27; #AT 2; Dmg 2-8/2-8. Surprise on 1-4.



SL5-34: Lizardman Water Torture

The water here is still deep (15'), but the cave rises a good 10' above the waterline. Here the lizardmen hold and torture any captives by binding them to the ubiquitous green friend. This system allows prisoners to be positioned in various ways, half-in or half-out of the water. It also gives the giant crabs (SL5-33) the opportunity to inflict pain and torture on the bound prisoners under close supervision of shaman Kusok One-Eye. At the moment the tribe has the following five prisoners.

Inhabitants:

1. **Grachan of Newmarket**, **2nd-level male Thorcin fighter**: SZ M; AL CG; AC 9; MV 120'; HD 2; HP 3 (max 15); #AT 1; Dmg by weapon. Abilities: STR 14, INT 8, WIS 10, DEX 15, CON 12, CHA 14. Possessions: none. Grachan has been held a long time and is nearly dead; not only has he abandoned hope of rescue, he has also gone insane.
2. **Crosbenim the goblin**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5; #AT 1; Dmg 1-6. Crosbenim is in good shape, and is designated for ransom. Within a month he will be delivered to the goblin king at SL4-22.
3. **A fishman** (see new monsters), **newly caught in the Drowned Canyon** (SL6): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 18; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
4. **Another fishman** (see new monsters), **this one mostly dead**: SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 2 (max 17); #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
5. **Visby**, **5th-level male Archontean magic user**: SZ M; AL NG; AC 10; MV 120'; HD 5; HP 11 (max 21); #AT 1; Dmg by weapon. Abilities: STR 10, INT 17, WIS 15, DEX 10, CON 16, CHA 9. Possessions: none. Visby was caught spying for the Drome (see World of Archontos appendix) in the Forum of Set (4-2) and was traded to the lizardmen. His spell book is currently located at area 4-62.
6. **2 enormous giant crabs** (10%): for stats, see SL5-33.

SL5-35: Yurtil Skreel-Friend

This dry side cave is the residence of Yurtil Skreel-Friend, a partly insane sorcerer whose mind was crippled by contact with Kauket. Although clearly abnormal, as he is content to dress only in a loincloth and keep company with lizardmen, Yurtil is still a competent mage. His cave has been scraped clean of the green friend (see new flora), and he possesses an extremely nasty bedroll formed from his old clothing. His spell book is hidden under a loose rock, and is carefully wrapped in oilskin; with it are two gourds of double doses of green friend juice (each cures 4-14 HP), a nearly-depleted ivory **wand of frost** (2 charges remaining), and a pouch with 53 sp and 31 gp.

Yurtil appears as a wild-haired, bushy-bearded, pasty-skinned human wearing only his **necklace of adaptation**, a loincloth, and a belt for his dagger and components. His skin is slowly developing scales, due to the **tear of Kauket** (see new magic items) he has possessed for many years. He bears numerous nicks and scrapes acquired by swimming through the domain of the Skreel. He speaks the lizardman tongue well and is considered a close advisor to Chief Sgraal (SL5-36). Although Sgraal would like to play Yurtil and Kusok One-Eye (SL5-31) against each other, the two advisors get along quite well due to their shared devotion to Kauket. Yurtil knows almost nothing of the wider world (including Arden Vul), save for the Drowned Canyon (SL6), to which he occasionally leads raiding parties. He is fanatically loyal to Sgraal, and is suspicious and distrustful of outsiders. Yurtil is found in his cave 25% of the time.

Inhabitants:

1. **Yurtil Skreel-friend**, **6th-level male Thorcin magic user**: SZ M; AL CE; AC 7; MV 120'; HD 6; HP 26; #AT 1; Dmg 3-6 (**dagger +2**); MR 5% (from **tear of Kauket**). Abilities: STR 14, INT 16, WIS 12, DEX 17, CON 16, CHA 11. Possessions: **dagger +2**; **necklace of adaptation**; **tear of Kauket**. Memorized spells: **enlarge**, **light**, **magic missile**, **shocking grasp**; **Frigg's caustic kisses** (see new spells), **Frigg's elephant ears** (see new spells); **haste**, **slow**.

Treasure:

Under a rock in the cave: two gourds of green friend juice (see new flora), a pouch with 77 sp and 103 gp, and a **wand of frost** with 2 charges; spell book.

On Yurtil's person: **dagger +2**; **necklace of adaptation**; and a **tear of Kauket** (see new magic items).

Yurtil Skreel-Friend's Spell Book: **Comprehend languages**, **detect magic**, **enlarge**, **identify**, **jump**, **light**, **magic missile**, **magic aura**, **read magic**, **shocking grasp**, **spider climb**, **ventriloquism**; **continual light**, **darkness 15' radius**, **Frigg's caustic kisses** (see new spells), **Frigg's elephant ears** (see new spells), **invisibility**, **mirror image**, **ray of enfeeblement**, **stinking cloud**, **web**; **blink**, **dispel magic**, **feign death**, **fireball**, **haste**, **slow**, **water breathing**.

SL5-36: Chief's Hall

This large, partly-worked chamber forms the heart of the Skreel Tribe. It is here that Chief Sgraal holds court over his subjects, accompanied by his bodyguard of elite warriors, his harem, and his advisors. The southwest part of the cave is natural stone, with several beaten paths leading to the rest of the complex. A small, but deep pool, with an underwater passage leading to the pool of the pukel-mander (SL5-28), lies here. The northern and eastern parts of the chamber feature worked walls, slightly pebbled and oily, whose original decoration has long since decayed. All that remain are a throne mounted on a dais in the northeast corner, a life-like statue in the northwest corner, and a partly buried statue in the southeast corner. The cave is partly lit by torches thrust into makeshift sconces next to both the pool and the throne.

Pool: The pool is over 30' deep, and contains numerous bits of statuary and worked stone. At its base a tunnel leads to SL5-28.

Throne: Chief Sgraal receives visitors from this spot. An imposing lizard king, Sgraal is over 7' tall and brandishes his fearsome trident in battle. The throne is stone, but has been decorated with gemstones (40 stones worth 2-40 gp each), shells, and other oddities (including a gold **Sortian eye** - see new magic items) glued to it by the harem.

Other Inhabitants: Sgraal is accompanied by 6 elite lizardman guards at all times, and is ordinarily surrounded by six females, his shamans (75% chance each), and his human advisor, Yurtil Skreel-Friend (75%, see SL5-35).

Statues: The statue in the northwest corner is 10' tall, and depicts a crouching, bipedal amphibianoid being with powerful hind legs, a round, warty torso, and a squat, flattened head. The eyes are large emeralds (1,400 gp each), while the body is carved from a block of green-brown marble. Only those with experience with such monsters would recognize the creature as a keqemander demon (see new monsters). Although the statue does not come to life, it affects its environment in two ways. First, any effort to remove the eyes causes an actual keqemander to teleport to the chamber to defend the statue. Second, the statue oozes an acidic slime (much like an actual keqemander does), which the chief's harem has collected in gourds and which they will use as missiles if need be.

The statue in the southeast corner is 80% covered by the cave-in that wrecked that corner of the room. All that is visible is a reptilian head with empty eye sockets.

Escape Passages: In addition to the pool, Sgraal has a secondary escape route hidden in the fragmentary northern corridor. There, behind a heap of refuse, is a tiny tunnel that snakes out to join the main route to the troll thegn's court (SL5-27).

Tactics: If visitors to the lizardman caves appear confident and powerful, Chief Sgraal will be willing to treat them as honored guests, at least until he can determine their motives. Sgraal is willing to trade information (especially concerning the **ebon spear** at SL5-13B) in return for concrete favors, including the elimination of the fishmen in the flooded vaults (Sub-Level 7). He would also consider offering information about Kentillian and/or the Set cult.

If visitors are hostile, and if Chief Sgraal has been given time enough to prepare, he will be ready with all three shamans, with Yurtil, with twelve elite warriors, and six females. The females will throw acid grenades (see above) before entering combat. Chief Sgraal will seek out the toughest warriors and attempt to lay them low with his formidable blades. If things are looking grim, one of the females or warriors will touch the emerald eyes of the statue to summon the keqemander.

Inhabitants:

1. **Chief Sgraal**, **a lizard king**: SZ L; AL CE; AC 1; MV 150', 120' swimming; HD 8; HP 53; #AT 1; Dmg 12-27. Special attacks: skewer if roll to hit is 5 more than needed. Possessions: trident; **amulet of natural armor +2** (see new magic items); **girdle of hill giant strength**.
2. **Kusok One-Eye**, **Lorg**, **and Bsak**, **shamans** (75% for each in normal times; 100% if caves are threatened): for stats, see SL5-30 and SL5-31.
3. **Yurtil Skreel-Friend** (75% normally; 100% if caves are threatened): for stats, see SL5-35.
4. **6 elite lizardmen**, **or 12 if an invasion is underway**: SZ M; AL NE; AC 3; MV 90', 150' swimming; HD 3+3; HP 25, 25, 24, 23, 22, 21, 20, 20, 19, 19, 18, 16; #AT 1 or 3; 2-9 (broadsword) and 2-7 (javelin), or 1-3/1-3/2-9. Possessions: broadswords, javelins.
5. **6 lizardmen females**: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 12, 11, 11, 10, 9, 9; #AT 1 or 3; Dmg 3-8 (acid gourds) or 1-2/1-2/1-8. They fight as 1 HD creatures. Possessions: each has 3 acid gourds (3-8 HP damage in the first round, plus 1-4 HP damage for an additional 1-3 rounds).
6. **1 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 8; HP 55; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.

Treasure:
See text.

SL5-37: Moldy Antechamber

This antechamber smells terribly of mold and damp. The walls are pebbled and slightly oily, while mud cakes the floor. Clear paths lead to the three doors. The three chambers within are not used by the lizardmen, but are reserved for the very occasional visitor.

SL5-38: Moldy Chamber

This guest room reeks terribly of mold and decay. It has pebbled and oily walls, a pile of damp furs for a bed, a rickety chair and table, and a barrel of stagnant water. Despite the conditions, there is a 50% chance it is occupied by one of the visitors on the Moldy Chamber Visitors table on the next page.

SL5-39: Another Moldy Chamber

Identical in every way to SL5-38, save that there is only a 10% chance a visitor will be found here.

SL5-40: A Third Moldy Chamber

Nearly identical to SL5-38, except that no visitor will be found and a fragment of unusual mosaic exists under the grime that lines the floor. The mosaic depicts great hopping bipedal amphibians spearing a variety of foes, including humans, spindly-limbed beings with horns, and varumani. In the background an enormous ziggurat rises above the slaughter. **GM**: the mosaic fragments do not reflect an actual event, but they are rather a form of heqeti propaganda; they suggest that due to their fidelity to Kauket (represented by the ziggurat) the heqeti are able to overcome all foes. The humans in the mosaic appear as crude ancient Archonteans, and the spindly beings are rudishva.

SL5-41: Sgraal's Hoard

A narrow tunnel behind the throne leads to this heqeti-era chamber where Sgraal keeps the loot of the tribe. Here may be found a pile of mixed coins (12,395 cp; 8,587 sp; 3,875 gp); a matched set of three pieces of silver and emerald jewelry (1,250, 2,450, 5,000 gp each); a solid platinum statuette of a crouching panther (10,000 gp, but 25 lb); three sets of rusting-but-usable chain mail, one of which is **chain mail +1**; and the legendary blade, **Desmesure**, an intelligent **sword +2**, **dragon-slayer** (see new magic items).

Secret Door (south): The secret door is normal to locate, and opens by simply pushing it inwards into the narrow corridor. The second secret door works in the same fashion.

Treasure:
See text.

SL5-42: Secret Room

None of the lizardmen knows of this chamber. It contains the corpses of three ancient Archontean heavy legionaries and three heqeti, all slain in close quarter combat. One of the Archonteans was a dekarch, whose corpse holds a wax tablet on which his orders can still be read (in Mithric): *Eliminate the Hoppers near their subsidiary shrine in the caves past Kentillian's Compound. Use the periapt to locate their foul nest, and put them all to the sword. Avoid their caustic slimes, and, above all, avoid touching their deities. We shall send in war mages to deactivate those idols after you have taken care of the defenders.* [Signed] *Marius Tricotor, Archon*.

The armor and weapons of the legionaries is badly damaged and corroded by the centuries, and are unusable. The stone-tipped bone spears of the heqeti, however, are still in pretty good shape.

On the east wall is a crude quasi-mosaic formed of largish pieces of stone fit into mortar. Although the mortar is flaking, the stone pieces show an amphibianoid being placing something into the eye socket of a huge amphibian statue.

Treasure:
In addition to the tablet, which might well fetch 100 gp as a relic of the great Marius Tricotor, the dekarch still clutches a greater **periapt of finding** that has been attuned to both heqeti and demons. As a result, it will indicate the presence of 'something' to the south (i.e., towards SL5-32).

SL5-43: Boundary Marker

The door to this chamber has been completely destroyed. A smear of color on the east wall marks the site of a destroyed Archontean fresco. The remainder of the furnishings of what was once a tomb-

Moldy Chamber Visitors Table

D6	Moldy Chamber Visitors	GM Notes
1	1. Kellan, the Set sergeant (see new monsters), as a 5th-level Archontean fighter: SZ M; AL LE; AC 3; MV 60'; HD 5; HP 37; #AT 1, Dmg 3-8 (**mace +1**), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: Set armor (see Arden Vul items) and wooden shield; **footman's mace +1**; spear; light crossbow with 20 bolts. 2. 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts	Kellan has been sent by High Priestess Stephania (4-51) to negotiate with Sgraal about shared access on Level 4. Kellan talks smoothly but is a vicious betrayer.
2	1. Uthgrim, 5th-level male Thorcin magic user: SZ M; AL LN; AC 6; MV 120'; HD 5; HP 13; #AT 1; Dmg 1-4 (dagger). Abilities: STR 13, INT 17, WIS 10, DEX 16, CON 9, CHA 16. Possessions: **ring of protection +2**; **amulet of protection from normal missiles**; dagger; bag with 625 pp. Memorized spells: **comprehend languages**, **enlarge**, **friends**, **sleep**; **ESP**, **ray of enfeeblement**; **hold person**. 2. 5 1st-level Thorcin fighters (3 male, 2 female): SZ M; AL N; AC 7; MV 120'; HD 1; HP 9, 8, 7, 7, 5; #AT 1; Dmg 1-8 (long sword) or 1-6 (spear). Possessions: leather armor and shield; long sword; spear	Uthgrim has been sent by the Order of the Fifth Circle (one of the magical collegia; see World of Archontos appendix) to locate Yurtil Skreel-Friend (SL5-35) and bring him back to Narsileon.
3	1. Narbonnim, goblin emissary from King Weskenim (SL4-22): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5; #AT 1; Dmg 1-6. 2. 4 goblins: S SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 5, 4, 3; #AT 1; Dmg 1-6.	Narbonnim is here to negotiate the ransom for her cousin, Crosbenim (see SL5-34).
4	Ferx, a true varumani (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail	Ferx is an ambassador from the troll thegn (7-30). He is deeply unhappy to have been sent here, to what he considers the back of beyond, and rightly understands his posting to be a punishment. He eagerly looks for allies who might help him return to the thegn's favor.
5	Party of NPC adventurers (select from NPC appendix)	They have head a (reliable) rumor that the **ebon spear** is located somewhere nearby (found at SL5-13B, see new magic items) and are negotiating with Sgraal for information. They are hostile to others interested in the spear.
6	GM's choice	

architect's chamber were looted centuries ago. A 5'x3' hole in the south wall leads to the territory of the Skreel.

To mark the northern boundary of their territory, the Skreel have impaled a fishman body on a stake (see new monsters), and thrust it into a crack in the floor. Yurtil Skreel-friend (SL5-35) has also scrawled the words "Skreel-Home" in Archontean on the north wall.

Unbeknownst to the lizardman, the smear of paint on the east wall conceals a secret compartment in the wall. The compartment is detected as a secret door. The compartment is locked and the key is long gone; what is more, painted plaster covers its keyhole. The lock is unusual, as it is miniature sized; its small size imposes a -20% chance to pick attempts. Of course, the compartment could be dug out of the wall with appropriate tools (for example, the chisels in SL5-45). Within the compartment is an ivory scroll case containing a parchment map detailing all the non-secret areas of the tomb level of Sub-Level 6 (i.e., SL6-38 to SL6-46, SL6-58 to SL6-61, SL6-65 to SL6-67, SL6-70 to SL6-74, SL6-80 to SL6-87, SL6-90 to SL6-93, SL6-95, and SL6-97). Each of these tombs is labeled with its inhabitant.

SL5-44: Sarcophagus Preparation

The door to this chamber is unusual, as it is hinged on the top of the door frame rather than the side. Iron pins attached to the bottom of the door could be slid into matching holes in the floor to 'lock it' in place. Fortunately for explorers, the pins have been removed, allowing the door is swing easily on its hinge.

Three unfinished stone sarcophagi stand in its center. A set of chisels in a chamois carrying case are found inside one of them (30 gp). One of the sarcophagi has been partly sculpted; one long side shows scenes of an archon dispensing justice. The walls still retain a few fragments of frescoes, all showing scenes of Archontean burial rituals: it is possible to pick out Thoth, Maat, Anubis, and other figures associated with burial.

A stunjelly has made its way from the Drowned Canyon (Sub-Level 6), and is waiting patiently along the north wall for fishmen, lizardmen or adventurers to provide it with a meal. It has no treasure, a fact that makes it even more difficult to spot (and grants it a better chance to surprise).

Inhabitants:

1. **1 stunjelly**: SZ L; AL N; AC 8; MV 30'; HD 4; HP 25; #AT 1; Dmg 2-8. Special attacks: paralysation; surprise 3 in 6.

SL5-45: Storage Room with Lost Adventurer

The door to this chamber is still functional, and has been spiked shut from the inside. The sound of weeping is evident from within.

Leofwin Rufus, survivor from a failed expedition to the Drowned Canyon (SL6), has barricaded himself within the chamber, hoping to avoid the fishmen (see new monsters). He is childishly grateful to rescuers, and imprints on the most dominant figure of any such group, who thereafter receives the brunt of his increasingly awkward attentions.

The walls are lined with fifteen large stone bins (4'x4'x4'). Originally these held supplies for the workmen who delved the tombs of Sub-Level 6. All but five are now empty. The contents of the five are:

Bin #1: potable water, placed here by the Skreel to be used by their warbands exploring Sub-Level 6.

Bin #2: 120 pieces of chalk in various lengths and thicknesses. Most is white, but a few have been colored red and blue.

Bin #3: a 2'-deep layer of undecomposed fish scales. Buried in the scales is a clever mesh bag coated in the scales. Within the bag is a garnet (300 gp). It is easy to miss the bag unless one searches the scales carefully.

Bin #4: a block and tackle that is, however, missing its rope. If rope is added to it, it would aid in pulling or lifting heavy objects.

Bin #5: 25 pieces of granite, each about 12"x3" in size, roughly shaped into the form of a biped. These were to be sculpted into tomb garnishings, but were never completed. The clever or greedy may notice that one of the pieces seems much heavier than its fellows: this is because it is actually a solid gold statuette of Bastet with a **permanent illusion** cast upon it. The statuette is worth 4,000 gp. PCs who offer the statue as a gift at the temple of Bastet (8-30) gain a +40% reaction adjustment bonus. If the PCs have already encountered the temple, the offer of the statue as a gift automatically moves the current relationship one beneficial step on the encounter reactions table.

GM Note: The corpses of the remainder of Leofwin's party may be found at SL6-16A. Leofwin got separated from his party during a fishman attack and knows nothing of their fate, or of the secret door at SL6-16A. He knows the following route into Arden Vul: 3-1, 3-12, 5-2, 5-41, 5-43, 5-48, 5-35, 5-53, 5-55, 6-3, 6-5, 6-6A, 6-143, SL6-25, SL6-6, SL6-35, SL6-36.

Inhabitants:

1. **Leofwin Rufus**, **5th-level male Thorcin cleric of Heschius Ban**: SZ M; AL LE; AC 3; MV 90'; HD 5; HP 17 (max 31); #AT 1; Dmg 4-9 (**footman's flail +2**). Abilities: STR 11, INT 8, WIS 16, DEX 9, CON 12, CHA 17. Possessions: banded mail and shield; **footman's flail +2**; backpack with 3 flasks of oil, two torches, a packet of iron rations, 50' of rope, and a silver holy symbol. Spells: **bless**, **command**, **cure light wounds**, **light**, **protection from evil**; **chant**, **find traps**, **hold person**, **silence 15' radius** (x2); **feign death**.

SL5-46: Fishman Ambush

The door to this chamber is identical to that found at SL5-44; it has been pinned into an open position by a long pole. Two more unfinished sarcophagi may be found here; both are only rough-hewen, without any sculptural decoration.

A hunting party of eight fishmen (see new monsters) crouches here, hoping to ambush some lizardmen. The fishmen have come from their home in the Flooded Vaults (SL7) through the Drowned Canyon (SL6).

Inhabitants:

1. **8 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 19, 18, 17, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.

SL5-47: Corridor to Sub-Level 6 (SL6-36)

This broad corridor leads 40' north until it reaches the Drowned Canyon (SL6-36). The corridor is littered with military debris: broken spears, axe-hafts, splintered arrows, bits of metal and leather, and so forth.



SUB-LEVEL 6: THE DROWNED CANYON

This sub-level was discovered in antiquity and used by all of the intelligent factions who occupied the Halls. A permanent geyser to the west produces a never-ending stream of relatively warm water (~75 degrees), which fills a small lake before cascading down some rapids to a waterfall that pours into a steep-walled canyon. Originally the water level was much lower than it is now, a fact which explains why numerous now-submerged tomb-openings may be found in the canyon walls. With the more recent damming of the canyon (SL6-25), the water level has risen so as to cover many of the openings, partially or fully flooding some of those tomb-openings (and also permanently flooding Sub-Level 7, the Flooded Vaults). The lake and canyon are home to numerous fish, eels, and crayfish, most notably a colossal moray eel, a pair of giant pike, and some giant crayfish. Due to the food potential of the area, it has become the site of running battles between the fishmen (see new monsters) from the Flooded Vaults (Sub-Level 7) and the lizardmen who oppose them (Sub-Level 5). The other significant feature of the level is the hidden Tower of Pol (SL6-17), the home of a powerful and eccentric wizard.

Unlike most other levels of Arden Vul, The Drowned Canyon is divided into two maps because of its size and three dimensional complexity. The first map (The Drowned Canyon) contains areas SL6-1 through SL6-37. The second map (The Drowned Canyon, Tomb Level) contains the remainder of the encounter areas.

The Tombs of the Drowned Canyon

During the early centuries of the Archontean hegemony in Arden Vul, it became fashionable for archons and other important imperial officials to carve their burial tombs into the walls of the Canyon (before, of course, it was 'drowned'). These tombs are accessible via a series of fourteen openings delved into the Canyon walls. Some of the openings are well-fashioned corridors, but others are rough-carved or even natural tunnels. While all were originally constructed above the water line, the emergence of the Reiv-Tor in the Flooded Vaults (SL7-23) and the subsequent 'drowning' of the canyon has meant that many of the tombs are flooded.

The GM should pay close attention to the height of a tomb opening relative to the current water level. On the map these relative elevations are represented with a negative number in feet, which indicates how far below the main cavern floor (i.e., SL6-11 and SL6-30) each opening lies. An important benchmark is the current water level in the canyon; the water line is at present at -45' (i.e., 45' below the level of the main cave floor). To take an example, the corridor opening at SL6-38 is at -60'. This means that the floor of this particular corridor is 60' below the cavern floor, and 15' below the water line of the Canyon. As this corridor is 10' tall, its opening is completely submerged; but since this corridor quickly runs into a set of stairs that rise 20', however, the door to SL6-42 is dry. Movement and combat in completely submerged tombs carries the usual restrictions appropriate to underwater action.

It is also important for the GM to consider the air supply in some of the dry tombs (e.g., SL6-42, SL6-43, SL6-47, SL6-48, and areas SL6-72 to SL6-79). In these cases, the air is stale and cannot be replenished (unless the dam at SL6-25 is destroyed and the water level drops). Prolonged activity in these areas will use up the oxygen in the air, slowly rendering those areas poisonous as the percentage of oxygen drops and the percentage of carbon dioxide rises. The rate of decline in air quality is accentuated by a number of factors: higher breathing rate through hard exercise (e.g., combat); the use of torches; and/or the creation or employment of fire (e.g., cooking fires or fireballs). See the Air Supply Modification Table for guidelines in reducing supply duration in those areas where the supply of oxygen is fixed. All other dry areas are linked to the main cavern air supply and do not suffer these penalties.

General Construction Notes

Heqeti areas: SL6-4, SL6-6, SL6-35
Rudishva areas: SL6-3, SL6-27, SL6-32, SL6-37
Archontean areas: all other worked areas

Air Supply Modification Table

Areas	Duration of air supply for casual activity, for one person (or five persons)	Modification to duration for combat or other hard exertion	Modification to duration for torch use	Modification to duration for employment of large fire (e.g. fireball)
SL6-42, SL6-47, SL6-48	12 days (2.4 days)	Duration is reduced by 1 hour per round of combat per person	Duration is reduced by 3 hours per turn of torch use	Duration is reduced by 50% per use of fire
SL6-43	3 days (14.5 hours)	Duration is reduced by 1 hour per round of combat per person	Duration is reduced by 3 hours per turn of torch use	Duration is reduced by 50% per use of fire
SL6-72 to SL6-79	48 days (9.6 days)	Duration is reduced by 1 hour per round of combat per person	Duration is reduced by 3 hours per turn of torch use	Duration is reduced by 50% per use of fire

Iconic Areas
The Drowned Canyon (SL6-24) - to an extent the entire sub-level is considered iconic, but in a fabled, El Dorado sort of way

Important NPCs
Pol, the Grinning Mage (SL6-8)
Basil Choumnos, castellan of the Tower of Pol (SL6-17A)

Factions
No one faction controls the Drowned Canyon. However, both the fishmen of Sub-Level 7 (see new monsters) and the Skreel lizardmen of Sub-Level 5 regularly patrol the area, fishing in the canyon itself and warring with each other.

Environment
See above for water levels in the tombs and restrictions on air in certain tombs.

Access and Egress
To Level 3: stair at SL6-7, leading up to 3-87
To Level 5: stair at SL6-37, leading up to 5-115
To Level 5: rudishva teleport node (T13) at SL6-3, leading to 5-31
To Level 5: stairs at SL6-55A, leading up to 5-42
To Level 6: spillway at SL6-25, leading down to 6-143
To Level 6: tunnel at SL6-56 ,leading down to 6-166
To Level 7: long tunnel at SL6-18, leading down to 7-135
To Level 7: tunnel at SL6-26, leading down to 7-86
To Level 9: stairs at SL6-4A, leading down to 9-125

To Sub-Level 5: corridor at SL6-36, leading to SL5-47
To Sub-Level 7: corridor at SL6-39, leading to SL7-1
To the Tower of Scrutiny: gate at SL6-17A, leading to TS-12
To the imperial capital city of Archontos: gate at SL6-17A
To the City of Brass: gate at SL6-17A
To the Astral Plane: gate at SL6-17A
To various locations: **Thothian teleportation ring** (see new magic items) at SL6-28

Teleportation destinations on Sub-Level 6:
SL6-19: from a teleporter at 6-48

Random Encounters

1. The Main Cavern (areas SL6-1 to SL6-23, and areas SL6-26 to SL6-37)
Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D12	Encounter
1	A pod of 6 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 24, 22, 20, 19, 19; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
2	2-3 scrags: SZ M; AL C(E); AC 3; MV 30', 150' swimming; HD 5+5; HP 33, 29, 25; #AT 3; Dmg 2-4/2-5/3-12. Special defenses: regenerate 3 HP/rd while in fresh water
3	A Priscian exploring party, consisting of a war mage and 2 conversi (see new monsters). This group of Priscians used area 6-48 to travel to SL6-19. They were looking for a previous party of Priscians that met its end at SL6-19. Justinian has managed to avoid the ooze (SL6-19) and is looking for a way out of the sub-level. 1. Justinian, a Priscian war mage (see new monsters) and member of Quintus, as a 6th-level magic user: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (**Priscian gladius +2**). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: **Priscian chain mail** (see new magic items); a **Priscian gladius +2** (see new magic items); 345 sp; a key to 9-58; a **stone of alarm**; a vial of **Keogh's restorative ointment**; a **pearl of power** (level 3); and his spell book. Spells memorized: **charm person**, **detect magic**, **magic missile**, **shield**; **levitate**, **pummeling fists of Arak-Zhorr**; **dispel magic**, **fireball**. Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues** 2. 2 Priscian conversi (see new monsters), as 3rd-level fighters: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 2-5 (light crossbow). Possessions: **Priscian chain mail** (see new magic items), long swords, light crossbows. The conversi typically have STR 16
4	4 gargoyles: SZ M; AL CE; AC 5; MV 90', 150' flying (Class C); HD 4+4; HP 31, 28, 26, 25; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: +1 or better weapons to hit. The gargoyles flew up the spillway (6-143) from the Great Chasm (6-108)
5	**Sir Calculor**, **the Sun-Scarred Knight** (see new monsters), **10th-level male human fighter**: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 88; #AT 3/2; Dmg 7-13 (**broadsword +2**). Abilities: STR 18/65, INT 15, WIS 13, DEX 12, CON 16, CHA 11. Possessions: gothic armor and sun lance (see new technological items); **solar ring**, **circlet of command**, and **backpack of capacity** (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items), 125 ancient silver pennies (see Arden Vul items); **broad sword +2**. Calculor's mission is a private one, to be determined by the GM.
6	Basil Choumnos: for stats, see SL6-17. Basil is nervous about being away from the Tower of Pol (SL6-17A). He seeks knowledge about any visitors to the sub-level, but is quick to use his **stone of recall** (see new magic items) if threatened.

7-10*	8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. They plan to fish in the drowned cavern (SL6-24).
11-12*	8 fishmen (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 19, 18, 17, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison. The fishmen have come from SL7 to acquire food from the drowned canyon (SL6-24). They would also like to acquire some new captives, whether lizardmen or human.

*On the north side of SL6-24, these encounters occur as listed; that is, lizardmen 7-10, and fishmen on a roll of 11-12. On the south side of the Canyon, however, this frequency is reversed, such that the fishmen appear on a roll of 7-10 and the lizardmen appear on a roll of 11-12.

2. The Drowned Canyon (areas SL6-24 and SL6-25)

Checks should be made every 3 turns, with a 1 in 6 chance of an encounter.

D20	Encounter
1-6	Colossal moray eel (see new monsters): SZ L; AL N; AC 5; MV 90' swimming; HD 9; HP 68; #AT 1; Dmg 4-24. If slain as a random encounter, it cannot be encountered at SL6-58 or SL6-60
7-11	1 giant pike: SZ L; AL N: AC 5; MV 360' swimming; HD 4; HP 22; #AT 1; Dmg 4-16. Special attacks surprise on 4 in 6. If slain as a random encounter, it cannot be encountered at SL6-71
12-13	1-2 giant crayfish: SZ L; AL N; AC 4; MV 60', 120' swimming; HD 4+4; HP 33, 28; #AT 2; Dmg 2-12/2-12. Special attacks: surprise on 3 in 6. Crayfish slain as random encounters should be subtracted from the number found at SL6-93 or SL6-97
14-15	2-3 scrags: SZ M; AL C(E); AC 3; MV 30', 150' swimming; HD 5+5; HP 33, 29, 25; #AT 3; Dmg 2-4/2-5/3-12. Special defenses: regenerate 3 HP/rd while in fresh water
16-18	8 fishmen (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 19, 18, 17, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison. The fishmen have come from SL7 to acquire food from the drowned canyon (SL6-24). They would also like to acquire some new captives, whether lizardmen or human.
19-20	8 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. They plan to fish in the drowned cavern (SL6-24).

3. The Tombs (areas SL6-38 to SL6-98)

There are no random encounters here, although flashy exploration of the tombs has a strong likelihood (50%) of causing one of the above encounters to occur as PCs exit the tomb(s).

Level Key

SL6-1: Lake and River

The water of this small lake roils with turbulence caused by the huge geyser that gushes at its center. The geyser shoots a 15'-diameter column of water 50' into the air. The water fills a basin in the rock that is 50' deep at the western edge; the water level is 5' below the natural floor of the surrounding cavern. As the water flows east, the bed becomes shallower and the current becomes stronger. Anyone swimming in either of the channels of the lake that flank the small island (SL6-2) must roll 3d8 under STR to avoid being swept by the current across the rapids (SL6-1A) and, potentially, down the waterfall (SL6-1B). The geyser is quite noisy and conversation is difficult around the lake. Indeed, listen checks anywhere within 70' of the geyser suffer a -1 penalty.

The lake is the abode of a deadly hydrodaemon (secret name: Pisscatig). The hydrodaemon is an ally of Kauket, and has lived here for about a millennium. The lizardmen fear it, and placate it with offerings of fish, dead fishmen, and small tokens. It is likely to watch parties exploring the lake and island before leaping into combat by using its **dimension door** and glide powers. It will happily summon a water elemental to its aid, but will be loath to attempt to gate in another hydrodaemon, doing so only in extremis.

The hydrodaemon tolerates the existence of two phase salamanders, who live and hunt along the banks of the lake.

Inhabitants:

1. **Pisscatig, a hydrodaemon**: SZ L; AL NE; AC 2; MV 60', 60' flying (Class D), 240' swimming; HD 9+36; HP 96; #AT 3 or 5; Dmg 1-4/1-4/1-8/1-8/1-10; MR 70% to 1st-level spells (-5% per level over 1st). Constant abilities: infravision; ultravision. Special attacks: energy drain. Special defenses: word of recall (1/day); half damage from acid, cold and magical fire; half or no damage from water-based attacks; silver, or +1 or better weapons to hit; immune to poison and paralysis. Special: detect invisible; read magic; comprehend languages; invisibility; telepathy; teleport without error; dimension door; darkness within 10'; create water; water walking (as the ring), gate in a hydrodaemon (50%); summon 12 HD water elemental.
2. **2 phase salamanders** (see new monsters): SZ M; AL N; AC 3 (or 6); MV 90', 120' swimming; HD 5; HP 32, 23; #AT 1; Dmg 2-8. Special attacks: phase (+4 to hit). Special: AC 6 if unable to phase.

Treasure:

In a large chitinous chest on the bottom of the lake, close to the island: a string of 3,977 gp with holes in their centers strung on ribbons of dried human flesh; an elaborately shaped and carved box, 3'x1'x1', formed out of solid platinum, depicting, strangely enough, elven warriors at the hunt (worth 12,500 pp); 5 azurites (20 gp each); 5 rock crystals (50 gp each); a bloodstone (50 gp); a small black opal (750 gp); and a silver coffer sealed with wax within which are two spell scrolls, **Kentillian's animate water** and **Kentillian's airy command** (see new spells for each).

SL6-1A: Rapids

The water from the lake passes over a set of rocky spurs as it drops 10' in elevation. Anyone swept over the rapids takes 2-7 HP damage from the battering.

SL6-1B: Falls

The river here drops a further 30' into the canyon proper as it passes over a hard granite ledge. Anyone caught in the current is swept over the falls unless he/she manages to struggle to the bank and hold on for dear life by successfully rolling 4d6 under STR. Those swept over the falls take 2-8 HP damage and cause a large splash that is likely (66% chance) to attract the colossal eel (see SL6-24).

SL6-2: Island with Statue

A small island rises 15' above the surface of the lake (and 5' above the surrounding pavements). A 10'-diameter granite pediment holds a stained and bespattered marble statue of an Archontean woman dressed in archaic heavy armor. A pile of rubble lies north and west of the statue. Those who spend more than 2 turns poking around on the island are sure to attract the attention of the hydrodaemon at SL6-1.

Statue: The 12'-tall marble statue depicts Cassandra Rubea ('the red'), also known as 'the easily angered', a once important but now forgotten archon whose deeds were overshadowed by those of her successor, the great Marius Tricotor. The sculptor depicts Cassandra with unusually short hair and an intent scowl, complete with furrowed brow. She gestures east with a naked gladius. The statue is covered with grime, guano, and other unpleasantries. Cleaning the statue reveals an inscription in Mithric on the backplate of her armor: "*Cassandra Rubea, archon of Arden Vul, who cleansed this water course of the demon-spawned heqeti.*"

Rubble: The rubble is ancient and covered with moss and algae; still, the lizardmen (from Sub-Level 5) have recently placed a few clay tokens in the form of crouching amphibians reverently on top of the moss. If investigated, the bits of rubble prove to be the remains of a far older statue that the Archonteans overturned after their victory here. The pieces depict a salamander-headed and -torsoed being, with fanged lower incisors, a rudimentary tail, and powerful legs and arms. The stonework is rough and primitive, but still detects strongly of evil. The statue was a shrine to Kauket, carved in the shape of an enormous heqeti warrior. Beneath the rubble is a hide quiver with some heqeti barbed poison arrows.

Treasure:
6 heqeti barbed arrows, coated in Kauket's vision (see Arden Vul items).

SL6-2A: Broken Bridge

This stone span was broken in antiquity, leaving a 10' gap between its surviving segments. The bridge was a delicate segmented single arch that rose 10' above the floor of the cavern and was 5' wide.

SL6-2B: Bridge

The bridge is formed of a single, delicate, segmented arch that rises 10' above the floor of the cavern and is 5' wide. It is perfectly safe.

SL6-3: Hidden Passage to Rudishva Chamber

The rudishva iris door leading to this chamber lies directly west of the geyser; given the noise and turbulent water it is difficult to spot (treat as a secret door). Touching a pale green, orange, pink, silver, or yellow rudishva identity plaque (see new technological items) to the accompanying panel causes the door to dilate open.

The 8'-wide passageway is coated in dusty, but intact white tiles, and contains no right angles. It leads to a similar-looking chamber. The rudishva used the room as a base while they visited the Drowned Canyon. The center of the chamber contains a still-working nutrition station. On the south wall is a pair of bunk beds constructed, somewhat prosaically, out of painted (white) wood. To the east is a teleport node.

Nutrition Station: This useful device appears as a sickle-shaped counter about 4'x4'x4' in size; on the concave side are 3 curved yellow tubes that extend from the counter over a silvered plate. A row of three colored buttons is set into the edge of the console by the tubes. Manipulating the buttons causes one of the tubes to spurt one of six varieties of high-protein, high-vitamin food paste onto the silver 'plate' (or into a container placed on it). The paste is not very appetizing, but highly nutritious.

Teleport Node: The node is comprised of a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. A rune is etched into the silvery material. To activate a node, one stands on the circle and touches one's hand to the square.

T13: access to area 5-31

Treasure:
Abandoned under the bunkbed is a fully charged rudishva lesser power supply (see new technological items).

SL6-4: Heqeti Aerie

This ancient chamber has remained undiscovered for more than two millennia. Originally designed by the heqeti as a site from which to observe activity in the region, it is located 70' up – and within – the rock wall that flanks the lake. Two passages that are 4' wide and 6' tall allow observation of areas SL6-5, SL6-1, and SL6-2.

The chamber's walls are pebbled and oily. The east wall has an unusual half-round sculpture of Rimmaq-Isfet carved into the wall; the inscrutable evil god takes the form of a salamander with squid tentacles protruding from its mouth. He brandishes a harpoon in his small arms. The sculpture appears wet and viscous, as if a mucus membrane is covering it. The wetness is caused by a variety of heqeti slime (see new monsters) that soaks up and relates a message. Any stepping within 5' of the sculpture will hear the following, spoken in Heqeti: "*The Devourer is displeased with our efforts. Punishment shall befall all those who fail to carry the war to the humans. The dread lord sends a new ally, Pisscatig, to accomplish what the heqeti could not. For your failures, you will serve Rimmaq-Isfet in other ways!*" **GM Note**: the message refers to the wars of the heqeti and the Archonteans. More usefully, if foolishly, it reveals the private name of the hydrodaemon found in SL2-1.

The corpses of two heqeti hoppers lie on the floor. They have into large heqeti slime zombies (see new monsters) which rise to confront all intruders.

Inhabitants:

1. **2 heqeti slime zombies**: SZ L; AL N; AC 6; MV 60'; HD 6; HP 42, 35; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.

Treasure:
Beneath the sculpture is a silk pouch with 3 **tears of Kauket** (see new magic items).

SL6-4A: Stairs Down to Level 9 (9-125)

These stairs lead down several hundred feet from the heqeti aerie to area 9-125.

SL6-5: Wizard Duel

A platform of worked granite blocks rises 10' from the (natural) floor of the cave. Twelve slim porphyry columns, 3' in diameter and 15' tall, form an alley along the platform within which two statues depicting magic users face each other. In the center of the alley, between the two statues, is a marble pentagram inset into the granite. Scattered along the north, south, and west of the platform are the worn fragments of other statues, their features effaced by time and vandalism. Despite this debris, no other obvious pediments for statues exist near this location; the current pair of statues occupies the only suitable locations.

Statues: Two life-sized, highly realistic granite statues face each other across the platform. The eastern statue depicts a male elf in body-fitting leathers crouching as he points a wand towards the west. He wears a skullcap and backpack, and is grasping for a pouch at his belt. The circular pediment on which he stands reads, in fresh-looking Mithric script: *Erist Ellagelsson. Zero years.*

The western statue depicts a tall human female, dressed more typically in flowing robes and a soft cap. She carries no equipment. Her arms and hands are caught in the midst of the gestures appropriate to spell-casting. The Mithric inscription on her pediment reads *Gemma of Arcturos, 173 years.*

The statues detect as magic, as they are nothing less than the petrified forms of the past two unsuccessful challengers to lordship of the Tower of Pol (SL6-17). Either or both could be restored to flesh with a **stone to flesh** spell (see below for their reactions). Should a new claimant defeat Basil (SL6-17A), the current lord of the Tower of Pol, Erist's statue will fragment into a dozen pieces and a statue of Basil (with the Mithric inscription 'Basil Choumnos, 37 years') will take his place.

GM Notes: Erist is the son of Lady Ellagel, one of the powerful elven lords in the Realm of Gallador (see World of Arden Vul appendix). He located the Tower about 75 years ago and challenged its chatelaine (Gemma), but was defeated and, as a consequence, petrified. Erist's half-brother, Hallor, is searching for his lost sibling (7-76F). If restored to flesh Erist will thank his rescuers profusely; he is funny and wry, and might agree to work with good-aligned parties. He is anxious for news of the fate of his companion (and lover, although he does not reveal this), Kesti Jiradell (see 9-18) and hopes any new companions will help him to look for her. Gemma of Arcturos had been chatelaine for 173 years before being defeated 37 years ago by Basil Choumnos, the current lord (see SL6-17). If returned to life, however, Gemma acts imperiously; she demands service as her right, and orders rescuers to help her to reclaim her 'rightful' lordship of the Tower of Pol. Gemma is hampered by the fact that her spell book is still within the Tower (SL6-17A). She can be tricked by flattery into revealing the operation of the pentagram.

Pentagram: The pentagram (about 5' in diameter) is white marble. The following is inscribed in its center in a magical script that is only legible with **read magic**: "The Tower of Pol shall be revealed to those who demonstrate their art." Standing on the pentagram and casting an arcane spell (of any type) causes the caster and all within 10' to be teleported to area SL6-17.

GM Note: Information about the Tower of Pol and the strange customs that regulate it may be obtained through the assiduous – and lucky - searching of the compartments under the cobblestones at area SL6-6.

Inhabitants:

1. **Erist Ellagelsson, 5th-level male elf magic user**: SZ M; AL CG; AC 6; MV 120'; HD 5; HP 15; #AT 1; Dmg by 1-4 (dagger). Abilities: STR 12, INT 17, WIS 15, DEX 17, CON 9, CHA 11. Possessions: dagger; **ring of protection +1**; **wand of magic missiles** (32 charges); 133 sp; 67 gp; and his spell book. Memorized spells: **charm person**, **jump**; **invisibility**, **ray of enfeeblement** (all others were used during his duel with Gemma). Spell Book: **burning hands**, **charm person**, **detect magic**, **feather fall**, **identify**, **jump**, **light**, **magic missile**, **read magic**, **shield**; **darkness 15' radius**, **detect invisibility**, **invisibility**, **knock**, **locate object**, **ray of enfeeblement**, **rope trick**, **wizard lock**; **dispel magic**, **hold person**, **protection from evil 10' radius**, **suggestion**.
2. **Gemma of Arcturos, 10th-level female Archontean magic user**: SZ M; AL LE; AC 4; MV 120'; HD 10; HP 31; #AT 1; Dmg 1-4 (dagger). Abilities: STR 8, INT 18, WIS 16, DEX 15, CON 10, CHA 12. Possessions: **staff of striking** (13 charges); dagger; **bracers of defense** (AC 4); **brooch of shielding** (48 HP left); **wand of conjuration** (32 charges). Memorized spells: **armor**, **magic missile**, **taunt**; **detect invisibility**, **levitate**, **hideous laughter**; **dispel magic**, **monster summoning I**; **stoneskin**; **feeblemind** (all other spells were used during her duel with Basil Choumnos).

SL6-6: Cobblestoned Pavement, North

This section of floor is slightly elevated from the rest of the north side of the river (SL6-1), and is covered by a heqeti-era pavement made of irregularly sized cobblestones dry-fitted together. The pavement rises 5' above the natural floor, and accesses the latter via two short flights of stairs. The cobblestones date to the heqeti period and average about 3'x2' in size. Should any of the approximately 1,400 individual cobblestones be pried from the floor, a 1'-square cavity in the rock is revealed beneath it. Each cavity has a 1 in 4 chance of containing an object selected from the following chart:

D20	Object	Notes
1-6	Skull, human	
7-12	Skull, heqeti	
13-14	Skull, varumani	
15	Skull, varuda	
16	Skull, rudishva	

17	Folded wad of parchment	This is the *testament of Skarphedin of Westholm* (see Arden Vul books). Once the testament has been found, treat rolls of 17 as 'skull, animal'
18-19	Random object, deposited by later visitors	Roll d8 1-4: piece of adventuring gear 5: helmet and dagger (10% chance it is a **dagger +1**) 6. treasure map (GM's choice) 7. scroll case, 15% chance it is filled with a level 1-5 MU spell 8. small cache of coins or gems worth 50-400 gp
20	Special Object 1-2: silver skull 3-4: gold skull 5-6: platinum skull	The type of skull is determined by rolling again and ignoring results over 16. Silver skulls are worth 300 gp and have a 33% chance to be **cursed** (GM's choice); gold skulls are worth 1,500 gp (50% to be **cursed**); platinum skulls are worth 3,500 gp (66% to be **cursed**). Skulls weigh 8 lb.

A maximum of 8 silver, 4 gold, and 1 platinum skulls can be found under the pavement. The testament of Skarphedin of Westholm can be found only once.

SL6-7: Stairs Up to 3-87

These stairs are carved into a huge natural pillar of rock. A locked iron grating blocks the stairs 30' into their ascent; the lock is old and easily picked (+10%) or broken (+1 chance to open doors rolls). Beyond the grating the stairs rise steeply over 550' to area 3-87. Those mounting the stairs from Sub-Level 6 are likely to alert the wight resident in 3-86; the wight waits to ambush those who emerge, tired, from the long climb.



SL6-8: Stone Face of Pol

On the west side of this huge natural pillar is carved a 5'-tall, half-round representation of a grinning human face. The face is that of Pol, the infamous Grinning Mage. Pol has short, curly hair, a long, hooked nose, eyes creased with laugh lines, and a grinning mouth. Although the stone carving contains sixteen 6"-wide slots into which teeth might originally have been placed, the mouth is empty.

Activating the Stone Head: Should any of the ivory **teeth of Pol** (see new magic items) be located and inserted into the mouth, the head will activate and interact with passers-by. Once a tooth is inserted into a slot, it fuses with the jaw and may only be removed again by the successful use of **dispel magic** (treat each tooth as 12th level for purposes of dispelling) How much interactivity the head obtains is a function of the number of teeth inserted into its mouth. It should be emphasized that Pol never loses the lower-level functions as more teeth are added. That is, the spells he gains with 7-12 teeth can still be cast once he gains thirteen teeth; and, once he regains all sixteen teeth, he can cast any of the spells received at lower numbers of teeth.

# of Teeth	Pol's INT	Notes
1-6	Low (3-8)	Pol cracks crude, unfunny jokes and generally acts like a drunken fool. He can describe comings and goings and issue rough, unspecific warnings
7-12	Average (9-12)	Pol's jokes are better, if still predictable. He actively solicits new jokes. He can explain how to access the Tower of Pol (SL6-17A) and the dueling process. He can **detect magic** at will, and will do so in return for new jokes or riddles.
13-15	High (13-18)	Pol puns cleverly, and his jokes are sophisticated (if somewhat out of date). He is self-aware, and attempts to trade information for the recovery of his remaining teeth. He can **identify** magic items, but will do so only if a new tooth is provided (one tooth per casting). He can cast **magic missile** (8x/day, at 16th level) if attacked.
16	Supra intelligent (19)	Pol ceases to joke, as the humor now resides solely within his own mind. He now develops agendas, mostly to do with information pertinent to the current state of the Halls. To aid in pursuing these agendas, Pol can now cast **charm monster**, **charm person**, **mass charm**, **feeblemind**, and **geas**, and will do so (25% chance) if pestered for information. See below for more information.

Background: Pol was the first Archontean to discover the Drowned Canyon, and was the architect of the Tower of Pol (see SL6-6 and SL6-17A). At the end of his long life, unbeaten by claimants to his stewardship of the Tower, Pol elected to pursue a unique path for immortality, and attempted to transfer his consciousness to this specially carved image. The transfer worked – to an extent – as Pol's famously impish personality was implanted in the carved face; still, the enchantment was only partly successful, as Pol's intelligence was linked to the ivory teeth that that formed a part of the carved head. Only when all 16 teeth are present is Pol's full intelligence present.

If and when all sixteen teeth are inserted into their proper places, Pol emerges as more powerful, more dangerous, and less friendly. At this point Pol develops and attempts to implement complex, long-term strategies, and he uses the spell powers listed above to 'recruit' agents to assist him in these agendas. Pol ceases to interact in the former jovial manner, instead presenting a cold, rational, driven demeanor when consulted.

Pol's Agenda: What Pol actually wants is up to the GM to determine, but should be abstruse and annoying (after all he's a stone head!). He likely seeks obscure arcane tomes and spells, and perhaps a way to allow his consciousness to travel the Astral Plane. He ruthlessly attempts to charm and compel those he encounters (with **geas**) to procure information and/or objects that may assist him in this plan.

Neutralizing or Destroying Pol: Pol is AC -2, is hit only by +2 weapons, has 25% MR, and requires 50 HP damage to destroy (or, at least, to sufficiently mar so as to render him unable to interact). He saves as a magic user of the same level as the number of teeth currently in his mouth (i.e., 1st to 16th level). Once 13 teeth have been restored, Pol can cast **magic missile** (8x/day, at 16th-level) and will do so if targeted with **dispel magic** or other hostile effects. **Transmute rock to mud** is highly effective against Pol for obvious reasons, although his natural MR 25% gives him a fighting chance against it.

SL6-9: North Colossus: Irene Bellatrix

This colossal statue is 25' tall and faces west. It depicts a breastplate-clad female warrior. The warrior gestures with a short javelin towards area SL6-10. The statue has been decapitated, and its head lies at the bottom of the Drowned Canyon. The pedestal reads as follows (in Mithric):

Subjugator and destroyer,
Purger with fire and gladius,
Irene belied her name

Trap (tripwire): A thin cord is tied to the foot of the statue and runs NNE towards SL6-10. Those approaching the edge of the Drowned Canyon or the stairs at SL6-10 run the risk of tripping on the cord (roll 4d6 under DEX or trip). If someone trips on the cord, there is a 25% chance of slipping over the edge of the chasm, modified downward by 5% for every point of DEX over 14 or upward by 5% every point of DEX under 10. Those who trip are automatically surprised by the fishmen (see new monsters) lurking at area SL6-10.

GM Note: The statue represents Irene (meaning 'peace' in Greek) Bellatrix, a once-famous warrior-archon who, following in the footsteps of the great Marius, cleaned up the remnants of heqeti activity in most of the middle levels of Arden Vul.

SL6-10: Stairs Leading Down into the Canyon

A narrow (4'-wide) and steep set of stairs is carved into the west end of the cliff at this location. Due to the spray from the waterfall (SL6-1B), the steps are slippery. They descend 50' in total, although only the top 30' are above the water level in the Drowned Canyon.

At the point where the stairs enter the water (that is, 30' below the cliff edge) drifts a pile of flotsam comprised of wooden planks, some mostly rotted canvas, and some bloated corpses of fishmen and lizardmen. Clever PCs could use the planks to construct a raft capable of exploring the water of the canyon.

A hunting party of fishmen (see new monsters) lurks in ambush at the top of the stairs and along the cliff edge, where they use holes in the cliff to support themselves below the pavement level.

Inhabitants:

1. **6 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.

SL6-11: Natural Cavern, North Side

Away from the pavement (SL6-6), the floor of the cave is rough; movement is reduced to ¾ of normal. For every 3 turns spent wandering in this area there is a 25% chance of coming across a corpse; if one is indicated, roll 2d6, once for type and once for condition. A total of 18 corpses can be encountered.

D6	Type	Condition
1-2	Fishman	Ancient, stripped of all equipment, and badly decayed
3	Lizardman	Fresh, with 3-60 gp worth of minor valuables or equipment
4	Goblin	Recent, but flensed of all flesh
5	Human adventurer. If recent, it's a member of Leofwin Rufus's doomed party (see SL5-44 and SL6-16	Recent, bound and gagged, with a gaping abdominal wound
6	Specimen of unknown, minor, demon-kind	Ancient, trapped with **explosive runes**, andcarrying a **scroll of protection from demons**

SL6-12: Cave of the Colossal Column

Several stalagmites and stalactites have fused together in the northeast corner of this cave, forming a huge cave column some 20' in diameter and extending 30' to the ceiling of the cave. Significant flowstone drifts emerge from areas SL6-14 and SL6-15 and lend an uneven, slippery feel to the cavern floor.

A 4'-wide walkway has been carved into the column at a level 15' up from the floor. The walkway allows a clear view of the approach from the south as well as access to hollowed-out cylinder within the column. The cylinder has a 4'-diameter access hole, and is 10' in diameter and 10' deep.

A crude wooden ladder rests against the north side of the column; it provides access to the walkway. Inside the niche is a jointed, 20'-long rope-and-wood bridge that can be used to

connect the walkway to the lip of area SL6-15. The fishmen (see new monsters) use these devices to access the walkway and their shrine in the neighboring cave.

A party of 6 fishmen occupies this area. They are alert to activity from the south, and use ranged weapons from the walkway against all comers. All six wear an odd necklace made of bits of found material (coral, bone, smooth glass, teeth); the necklaces vaguely resemble a fanged eel's head. These necklaces mark their bearers as member of the cult of the eel (see SL6-15).

Inhabitants:

1. **6 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.

Treasure:

The coral-like necklaces are worth 25 gp each as examples of folk art. At the bottom of the niche in the column is a **frost brand** long sword wrapped in chamois cloth. The fishmen are ignorant of the presence of this fabled blade.

SL6-13: Cave with Pool

From a flowstone lip near the entrance to SL6-12, the cavern floor slopes sharply downwards to reach the floor of this cave (5' differential in height). A pool covers most of the surface area of the cave, leaving only a narrow (3') ledge around it. The pool is shallow (5'-10' deep) except in its exact center, where a sinkhole leads to a water-filled passage that connects to area SL6-1. The pool is filled with algae, lichen, and blind cave fish. A pod of eight giant frogs make their home in and around the pond. At the bottom of the pool is a skeleton of a long-dead human adventurer.

The fishmen in SL6-12 and SL6-15 do not bother the frogs, which they consider to be kindred spirits.

Inhabitants:

1. **8 giant frogs**: SZ M; AL N; AC 7; MV 30', 90' swimming, 100' jumping; HD 3; HP 24, 23, 23, 22, 21, 21, 20, 19; #AT 1; Dmg 2-8. Special attacks: surprise on 1-4; tongue strikes at +4 to hit; swallow on natural 20.

Treasure:

The skeleton bears a **spear +2**, a still-usable suit of elven chain mail, and two **teeth of Pol** (see new magic items).

SL6-14: Empty Cave

Due to the nearby presence of the fishmen (SL6-12 and SL6-15) and the giant frogs (SL6-13), this cave is currently uninhabited.

SL6-15: Shrine to the Eel

This entrance to this cave is 20' feet off the floor of the main cavern (SL6-12). The fishmen (see new monsters) use the hinged bridge stored in the column at SL6-12 to access the cave, although a thief could easily climb up to it (+10% to climb chance).

The interior of the cave is floored with ancient flowstone, and the entire area still drips with moisture. Stumps of numerous stalagmites dot the floor; all appear to have been broken off or battered into small remnants of their former gory. Only a single stalagmite still stands in the center of the cave. This stalagmite is about 5' tall and has an odd twist to its top 1' of height; because of the twist, the stalagmite looks a bit like an eel with mouth turned to face the opening of the cave. The fishmen who discovered this formation have carefully accentuated the likeness, carving eyeholes and some indentations that suggest teeth. The eel/stalagmite is draped with small offerings left by the fishmen, including skeletal fish, several mummified lizardman hands, a set of dried eyeballs on a string, and some broken javelins.

Impaled on a few of the remaining stalagmite stumps are some nasty-smelling, naked corpses; one is a human male, another is a lizardman, and the third is an apostate fishman (see new monsters).

The northwestern projection has a 15'-deep pool of cold, clear water, within which the fishmen cultivate some ordinary moray eels (regular sized).

Down the long, narrow northern finger is a secondary shrine, built of a mound of lizardman skulls and a looted and badly tarnished silver tray. On top of the tray are six large lumps of obsidian (25 gp each), a rare black sapphire (5,000 gp) mixed among the obsidian, and a 1'-tall jade statuette of an eel. The latter is a **pledge of Rimmaq-Isfet** (see new magic items).

This cave is the home of splinter group of fishmen (see new monsters), known as the cult of the eel. They worship the colossal moray eel (SL6-24) as the true form of Rimmaq-Isfet; when they discovered this cave with the unusual stalagmite, they adopted it as their shrine. They placate and adore the great eel here, offering bits of personal 'treasure' in the hopes of winning the eel's favor and in fending off its attacks. The members of the cult of the eel have not completely abandoned their colleagues in the Flooded Vaults (SL7); rather, they believe they have uncovered additional insight into the ways of great Rimmaq-Isfet, ways which their 'ordinary' brethren have yet to appreciate.

Inhabitants:

1. **7 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 18, 17, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
2. **Kreel, a 7th-level fishman shaman** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD as a 6+ HD creature; HP 41; #AT 2 or 1; Dmg 1-3/1-3 or 4-9 (**mace +2**); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison. Possessions: **mace +2**. Spells prepared: **cure light wounds**, **light**, **protection from good**; **chant**, **snake charm**, **resist fire**; **blindness**, **dispel magic**; **poison** (reverse of **neutralize poison**).
3. **4 giant eels** (moray): SZ M; AL N; AC 6; HD 5; HP 35, 31, 28, 25, 24; #AT 1; Dmg 3-18.

Treasure:

6 lumps of obsidian (25 gp); a black sapphire (5,000 gp); a **pledge of Rimmaq-Isfet** (see new magic items); a blue glass activation square (see **Thothian teleportation rings** in new magic items); and the shaman's **mace +2**.

SL6-16: Tomb of Tiresias the White

This chamber holds the mortal remains of Tiresias Cornutus, aka "the White", an imperial wizard in antiquity and secretly an important leader of the Sortians. The chamber is 15' tall, and clad

entirely in 1'-square white tiles in the center of each of which is painted in blue paint a 3" blue knot (the symbol of the Sortians). A black granite sarcophagus, 10' long and 5' wide, occupies the center of the chamber. At the west end is a 10'-tall, carved bust of a distinguished-looking, middle-aged man. Open stone chests stand against the north and south walls. Smears of fresh blood mar the white surface of the floor just to the east of the sarcophagus.

The tomb is occupied at present by a flensing demon named Belubzor. The demon arrived when a member of the Priscian Order unaffiliated with Nerub Null (see 9-64) located the tomb some forty years ago; Belubzor slew that explorer and all his company, and has waited patiently here ever since. Belubzor clings to the ceiling in an invisible form and will attack as soon as attention is paid to the sarcophagus. It disposes of flensed bodies outside the secret door (SL6-16A).

Sarcophagus: This black granite object is imposing, rising 5' from the floor and occupying a 10'x5' footprint. A crack for a lid appears to be visible. Incised on the 'lid' in silver-filled letters is the following inscription in Mithric: *Tiresias Cornutus, styled 'the White', soldier in the cause of justice and egalitarianism, lies at rest. He braved the heat put forth by Isadora, companion of his dearest friend, Priscus the Hekate, and welcomed a change in his eternal form. Where in life Tiresias was fiercest champion of the ways of the Sortians, so too in death does he espouse the cause of right and justice*. The silver gilt is worth 25 gp. For all its appearances, the 'sarcophagus' is actually a solid block of stone carved so as to resemble a sarcophagus. It takes 1-4 attempts to 'open' the sarcophagus before PCs realize there isn't actually a lid; while these efforts are underway, the flensing demon will attack.

Huge Bust of Tiresias: This massive bust – 10' tall, 5' wide, and 3' deep – is carved of solid marble, and with close attention to every detail. According to the bust, Tiresias was an elderly man, thin to the point of gauntness, nearly bald with unruly tufts of hair by his ears, with narrowed, suspicious eyes and a short, snub nose. The only splash of color that interrupts the white tones of the marble comes from a heavy chain of gold and lapis rectangles that lies around Tiresias's neck. The chain detects as magic, although it has no special properties, and is worth 1,325 gp. Touching the chain causes a **magic mouth** to speak these words in Mithric, "*Remove me at your peril!*" This is an empty threat, however, and if the chain is removed, the head of the bust will also click open on a hinge, revealing a hollow cavity within the marble. The cavity contains an alabaster jar with the ashes of Tiresias the White; the jar is worth 50 gp but the ashes could be traded to the modern Priscians for 575 gp. But the real treasures are a complete copy of the ultra-rare Priscian text, *the Hidden Codex* (see new Arden Vul books), and Tiresias's **ring of free action**.

Stone Chests: The north chest contains 5,392 ancient gold solidi (see Arden Vul items) in neat, but dusty, stacks. The south chest contains a **Sortian baculus** (see new magic items), a 3-lb lump of **arcanum**, an **ankh of protection** (see new magic items for both), gold and sapphire **Sortian eyes** (see new magic items), and a set of six gold goblets with scenes from the life of Priscus Pulcher (worth 200 gp each).

Secret Door (west): The door is tall and narrow (6'x2'), but normal to locate. It opens by depressing a tile near the door and then, while the tile is depressed, pushing the door inward. Beyond the door is a narrow corridor that ends in a one-way door to SL6-12.

Secret Door (south, aka SL16-A): The door is easy to locate from this side (1 in 4). It opens by knocking three times and speaking 'open' in Mithric.

GM Note: Tiresias the White was a mage attached to the imperial legions, and a trusted advisor to the archon of Arden Vul. Yet he also was one of Priscus Pulcher's oldest friends, and came to share the egalitarian ideals of Priscus and the other Sortians. Working from within the imperial hierarchy, Tiresias provided valuable intelligence to the Sortians until his actions finally provoked the suspicions of the Drome. As a military man, he wished to die honorably rather than be exposed as a traitor, so Isadora, the gold dragon and companion of Priscus Pulcher, agreed to provide him with a suitably dramatic and reputation-saving demise through her blazing dragon-fire. Other Sortians ensured his burial in this hidden location.

Inhabitants:
1. **1 flensing demon** (name: Belubzor) (see new monsters): SZ L; AC -1; MV 90', leap 40'; HD 9+9; HP 76; #AT 4; Dmg 1-6/1-6/1-6/1-6; MR 35%. Constant abilities: infravision. Special attacks: flensing; leap; mucous spit. Special defenses: +2 or better weapons to hit; half damage from cold, electricity, fire, and gas. Special: invisibility; detect invisibility; levitate (1,000 lb); dispel magic; darkness (20' diameter); ESP; teleport without error; gate (50%).

Treasure:
See text.

SL6-16A: Corpses and Secret Door

The corpses of six human adventurers are piled in front of the secret door. Judging by the reek, they have been dead about 3 days. The skin of four of the corpses has been completely flensed from its body, leaving grotesque, sticky, pink masses of rotting flesh.

GM Note: These are the comrades of Leofwin Rufus (see SL5-44). The adventurers made their way up the spillway from 6-143 to SL6-25. They were ambushed by fishmen as they investigated SL6-9, and retreated here after several of their group were slain and/or driven away. The survivors discovered the secret door to SL6-16, investigated, and were killed by the demon, who deposited their flensed bodies here.

Secret Door (northeast): This door is cleverly camouflaged to look like a piece of the natural cave wall. It is normal to locate and opens by knocking three times and speaking 'open' in Mithric; otherwise it must be forced by strength or magic.

SL6-17: Cavern of Pol

This cavern is about 60' tall and brightly lit from **continual light** spells cast strategically along its walls. Rising up 45' above its floor is the infamous Tower of Pol (see SL6-17A). The floor of the cavern is natural, but not difficult to traverse; several paths are visible, including an obvious one between the pentagram and the dueling pit, and another between the pool and the dueling pit.

To the north of the tower is a pool of cool, clear, potable water. To the south is a marble pentagram inset into the stone; it is 5' in diameter and identical to that found at SL6-5. To the west is a 10'-deep, 25'-long, 10'-wide pit carved carefully from the bedrock.

The cavern of Pol can only be entered by three means: 1) the tunnel at SL6-18 from 7-135; 2) use of the pentagram at SL6-5; or 3) certain kinds of high-level magic (e.g., teleportation), although the location of the cavern would need to be discovered first.

Entering the cavern via the tunnel provokes no reaction from the inhabitant of the tower, unless a visitor should subsequently stand upon the pentagram and shout a challenge. Those who arrive from SL6-5 via the pentagram, however, automatically invoke a clause in the arcane fabric of the tower such that the castellan must immediately appear and duel the new claimant. The current castellan – Basil Choumnos – will thus appear within 3 rounds, having teleported from the tower to the south lip of the dueling pit. He immediately issues the formal challenge: "*I, Basil Choumnos, am rightful lord of the Tower of Pol. Who challenges my right?*" Intruders have a brief opportunity to explain themselves, during which Basil will explain, imperiously, their choice: either a party magic user duels him, or the intruders flee back the way they came. Once the terms are understood, Basil repeats the formal challenge and the visitor must reply with his/her name and some form of challenge. If Basil is attacked at any point during negotiations, his obligation to duel is terminated, and he is teleported back to the Tower; in such circumstances, Basil is likely to utterly ignore any clamor from outside. Only if the intruders are particularly annoying and appear weak will he mount to the top of the tower and engage the intruders in combat from that safe location. If a duel is agreed upon, however, the two parties proceed to the dueling pit (see below).

Pentagram: This ancient marble symbol is the primary means by which the castellan of the Tower of Pol enters and leaves his/her domain. To employ the pentagram, one stands on it and casts any arcane spell; instantly the caster and all within 10' are transported to area SL6-5.

Dueling Pit: This pit was carved out of the bedrock by Pol and forms an integral part of the magic of this location. If a visitor accepts the challenge to duel the castellan of the Tower, the two proceed to the dueling pit (10'x10'x25') and descend into it. The current castellan then issues this formal invitation to duel: "*I, Basil Choumnos, castellan of the Tower of Pol, welcome this chance to demonstrate my lordship. Let the challenge commence!*"

At this point a **wall of force** shaped like a half-dome covers the dueling pit while the two mages do battle. Duels are to the death, and are expected to employ magic; of course, anything goes in the duel, and not a few castellans have gained lordship by clever use of weaponry or other unexpected techniques. When one duelist has been brought to 0 HP or below, he/she is instantly transformed into a stone statue at area SL6-5, and the powers and obligation of the castellan (see SL6-17A for these) are imposed (or reinforced) in the victor. The victor is immediately teleported within the Tower, and the force shield disappears. Unless onlookers are able to dismantle a **wall of force**, they are unable to affect the course of the duel. **Note**: Even with the space provided by the **wall of force**, the dimensions of dueling pit impose certain constraints on what is possible within the duel.

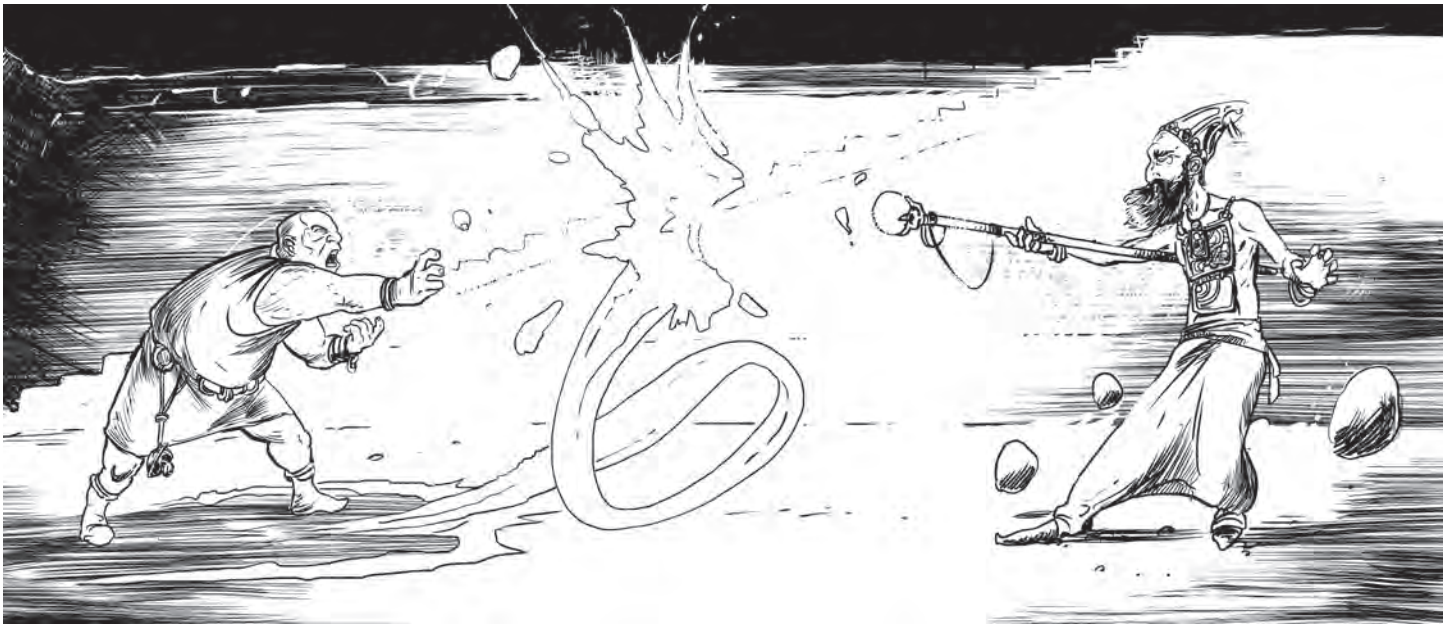
SL6-17A: Tower of Pol

The tower of Pol is a dwelling constructed by one of the great archmages of antiquity, Pol of Archontos. In addition to its ordinary features, it is imbued with powerful magics that convey potent benefits on the owner (known as the castellan or chatelaine) as well as certain binding obligations. The current castellan is Basil Choumnos, known to his former colleagues as 'the skin-changer' for his use of polymorph spells; Basil defeated Gemma of Arcturos thirty-seven years ago and has reigned as lord (with only one challenge) ever since.

The tower itself is a three-story obsidian structure with a roof; it rises 45' above the floor of the 60'-tall cavern. It appears to have no doors or windows, since the castellan uses specially prepared objects to instantaneously transport himself into or out of the foreboding tower.

Benefits and Obligations of the Castellan

Although possession of the Tower of Pol was highly sought after in antiquity, and while it certainly offers great security, wealth and



power to its possessor, it also bears heavy obligations. Benefits include residence for as long as one is able to defeat challengers, access to the library and spell-books inside the tower, casual access to great wealth, access to powerful transportation magic (including the gates), and the tempting opportunity for near eternal life.

But the obligations are heavy. By defeating the current castellan, a challenger immediately falls under the effect of several powerful geases. For one, the new castellan can never be away from the Tower for more than 3 days at any given time, or else he/she will start to lose CON at the point of 1/day. Should a stubborn castellan refuse to return and thus die elsewhere, the next magic user to arrive in SL6-17 via the pentagram in SL6-5 will find a key on the pentagram with the phrase 'home' inscribed on it; picking up the key and speaking the word 'home' instantly establishes the finder as the new castellan, with all rights and obligations pertaining thereto.

A second obligation of castellanship is the requirement to appear and duel any and every challenger who discovers the Cavern of Pol. The force of the **geas** is such that – unless the castellan is inside the cryogenic chamber or traveling in another plane – he/she must immediately activate one of the recall objects and head forth to offer magical combat to the challenger. The only way to escape the geas is by the use of a wish; should a castellan successfully **wish** to end the **geas**, he/she will find himself returned to SL6-5 carrying a maximum of 25 lb of gear. It should be obvious that ownership of the Tower is as much a curse as it is a benefit, and is not really conducive to active adventuring. Duelists beware!

Level 1: Ground Floor

The ground floor of the tower is for storage and mundane affairs. Scores of boxes, crates, kegs, and other containers hold supplies of dried meat, vegetables, spices, and other cooking materials. A table and workspace with cooking pots and pans lies to the east. Heat for cooking is provided by a **tripod of heating** (see new magic items). A spiral stair leads up to Level 2. Along the south wall are three armor racks with unused weapons and armor; next to them is a set of hooks attached to the stone wall, these contain six objects attached to leather thongs. These objects – three keys and three small stones – are permanently enchanted with **Pol's recall** (see new spells) and are spares for the castellan to use in transporting himself/herself inside and outside the tower. Each key is different, and opens no lock; but if one holds or wears one of the keys and speaks 'home', one is instantly transported to Level 2 of the Tower of Pol. The three rocks are similar, and function in a similar way: one speaks 'challenge' and one is instantly transported to the dueling pit in SL6-17.

Level 2: Living Quarters

This floor is devoted to living and studying. The north side features a thick woven carpet (45 gp), a pair of stuffed leather chairs, another **tripod of heating** (see new magic items), and a cabinet stocked with brandy and wine (12 bottles, 10-100 gp each). The west has a comfortable bed and an open stone chest filled with coins; the chest is an **ever-full chest** (see new magic items). The east side contains a desk and scroll case; the latter is a trove of valuable spells and treatises. To the south is a pair of bookshelves and a library table; the library contains only 27 volumes, including several spell books.

Most significant might be the six massive folio volumes comprising the Castellan's Spell Book: begun by Pol himself, subsequent castellans have added to the tome such that all the standard spells are present here (plus those Pol invented – see new spells). The presence of this codex explains why more spell books are not present; since a full reference library was always present, castellans did not feel the need to preserve all the books of their predecessors. The Castellan's Spell Book has one flaw to it: should it be taken from the Tower of Pol, it will erase one spell per day until the books are empty (roll randomly to determine level and spell that are deleted).

Level 3: Gates and Laboratory

To the north of the staircase is a rudishva cryogenic chamber (see new technological items). Next to it is a chest filled with two dozen rudishva lesser power supplies and three rudishva greater power supplies (see new technological items). All but two of the lesser power supplies are drained, and only one of the three greater power supplies is still operable. Over the centuries, the castellans have used the cryogenic chamber to extend their lives beyond their usual limits. Casually stored in the cryogenic chamber is a soft chamois pouch filled with 40 tourmalines (100 gp each).

To the south is a fully stocked magical and alchemical laboratory, with glassware, retorts, mortars, and ingredients worth 7,500 gp. A few potent magic items lie among the lab equipment.

On the east, west, southeast, and southwest walls are inscribed permanent gates that allow the castellan to journey to distant locations and planes. The east gate leads to the Astral Plane; the west gate leads to the City of Brass; the southeast gate leads to a forgotten sub-basement in the imperial capital of Archontos; while the southwest gate leads to the top floor of the Tower of Scrutiny (TS-12).

Roof:

The roof is accessed via a rope ladder to a steel trapdoor. Basil Choumnos almost never uses the roof; for this reason the trapdoor is locked and barred.

Inhabitants:

1. **Basil Choumnos**, **9th-level male human magic user**: SZ M; AL CE; AC -1; MV 120'; HD 9; HP 29; #AT 1; Dmg 1-6 (**staff of the magi**). STR 9; INT 18; WIS 14; DEX 17; CON 8; CHA 9. Possessions: **staff of the magi** (17 charges); **bracers of defense** (AC 2); **leviathan's teeth** (9 teeth); **amulet of spell absorption** (14 spell levels remaining), **cap of serenity**, **ring of shield**, **key of recall**, **stone of recall**, **ring of higher purpose** (see new magic items for last seven items). Memorized spells: **magic missile**, **shield**, **shrink** (reverse of **enlarge**) (x2); **invisibility** (x2), **mirror image**; **dispel magic**, **hold person** (x2); **fire shield**, **ice storm**; **feeblemind**.

Treasure:

Level 1: recall devices; three suits of chain mail, one of which is **chain mail +3**; one suit of imperial field plate (see Arden Vul items); a dozen well-made spears, one of which is a **spear +2**; a long sword and a **luckblade** (broadsword); and a pair of footmen's flails.

Level 2: **ever-full chest** (see new magic items), holding 1,789 ancient silver pennies (see Arden Vul items), 371 ancient gold solidi (see Arden Vul items), 4,590 sp and 987 gp. A library of books is also present (see below for list), as are a sizable number of scrolls (also see below). The spell books of Gemma of Arcturos (SL6-5) and the current castellan, Basil

Choumnos, are found here. Even more significant are the six massive volumes of the Castellan's Spell Book, which contain all known spells plus the unique spells of Pol (see new spells).

Level 3: laboratory gear worth 7,500 gp. Pouch with 40 tourmalines (100 gp each). Two rudishva lesser power supplies, and one greater power supply (see new technological items for both). Also an **olifant of command** (demonic entities), **a shrunken head**, a **greater salt lamp of protection**, and an **insidious bone flute** (see new magic items for all).

Spell Book of Gemma of Arcturos: **Burning hands**, **charm person**, **dancing lights**, **detect magic**, **firewater**, **grease**, **hold portal**, **identify**, **light**, **magic missile**, **melt**, **message**, **precipitation**, **read magic**, **run**, **sleep**, **spider climb**, **taunt**, **ventriloquism**, **wizard's mark**; **bind**, **darkness 15' radius**, **deeppockets**, **detect evil**, **flaming sphere**, **forget**, **invisibility**, **irritation**, **know alignment**, **locate object**, **acid arrow**, **rope trick**, **vocalize**, **web**, **wizard lock**; **blink**, **cloudburst**, **dispel magic**, **explosive runes**, **fly**, **gust of wind**, **hold person**, **item**, **minute meteor**, **secret page**, **slow**, **suggestion**, **water breathing**; **confusion**, **dig**, **dimension door**, **extension I**, **fire trap**, **fumble**, **ice storm**, **massmorph**, **plant growth**, **polymorph self**, **remove curse**, **shout**, **wall of ice**; **avoidance**, **interposing hand**, **contact other plane**, **extension II**, **hold monster**, **magic jar**, **sending**, **teleport**; **chain lightning**, **eyebite**, **part water**.

Spell Book of Basil Choumnos: **Armor**, **charm person**, **dancing lights**, **enlarge**, **feather fall**, **grease**, **identify**, **light**, **magic missile**, **mending**, **magic aura**, **push**, **read magic**, **shield**, **spider climb**, **write**; **continual light**, **ESP**, **flaming sphere**, **forget**, **invisibility**, **levitate**, **mirror image**, **preserve**, **rope trick**, **scare**, **strength**, **web**; **clairaudience**, **clairvoyance**, **dispel magic**, **feign death**, **hold person**, **invisibility 10' radius**, **material**, **protection from evil 10' radius**, **sepia snake sigil**, **wind wall**; **charm monster**, **dimension door**, **fire shield**, **ice storm**, **mnemonic enhancer**, **remove curse**, **stoneskin**,; **airy water**, **cloudkill**, **distance distortion**, **feeblemind**, **passwall**, **stone shape**; **enchant an item**, **globe of invulnerability**, **project image**.

Scrolls (Second Floor): **Protection from demons**, **protection from devils**, **protection from elementals**, **protection from magic**, **protection from petrification**, **protection from possession**, **protection from undead**. A scroll of **light**, **read magic**, and **shield**. A scroll of **knock**, **locate object**, **wizard lock**, and **hold portal**. A scroll of **comprehend languages**, **suggestion**, and **tongues**. A scroll of **minor globe of invulnerability**. A scroll of **extension I**, **extension II**, and **extension III**. A scroll of **monster summoning I**, **monster summoning II**, **monster summoning III**, and **monster summoning IV**. A scroll of **power word**, **stun**; **power word**, **blind**; and **power word**, **kill**.

Library of the Tower of Pol (see Arden Vul books for all):

Title	Author
The Ancient Ones	Laelius the Praetor
Archons of Arden Vul (with handwritten additions describing Basil the Thorcin-Slayer, Pellas the Last, Adrienic I, and Basil Junienos)	Anonymous
The Nine Hells: a Catalogue, with Descriptions and Summoning Notes	Ixion of Narsileon
The Dogmatics of Father Set	The Third Potestator
Emperors of Archontos	Mucius the Lesser
History of the Pagan Cults	Oronius
Irene Bellatrix: on the wars of this great archon	Egidius of Archontos
Lay of Marius Invictus	Lucius Cornelius Scriptor
Legionary Rex and the Hidden Temple	Marcus Marcus
The Lives of the Noble Founders, Arden and Vul	Harodocius the Legate
Meson's Guide to the Brothels of Archontos	Meson the Oak
Mind over Blood, or how to Cheat Death	Syagria Aitón
On the Errors of the Sortians	Anonymous
On Friends and Enemies	Teracleon
Pandects of Thaumaturgical Visitation	Fauricius of Magger
Pol's Book of Laughs	The Grinning Mage
Principles of Comedy	Teracleon
The Seventy-Seven Quips of Balak the Arch-mage	Balak the Arch-mage
Thoth in All His Forms	Gaufridus magister
Travels in the Astral Plane	Nicodemus the Noseless
Trifold Tome of Theodore the White	Theodore the White
The Twelve Labors of Arden	Anonymous
Waldinus's Guide to the City of Brass	Waldinus Counsel-Avoider
Words and Symbols: an attempt to understand the symbols of the Old Ones	Hanon the Scribe

SL6-18: Tunnel down to Level 7 (7-135)

This tunnel snakes downward before ending up at area 7-135.

SL6-19: Damp Ledge with Mosaic

This substantial sub-cavern is reached via a ledge 20' above the floor of the main cavern. It glistens with dampness, and several decomposed corpses are visible from the entranceway. A 15'-diameter mosaic in the form of a giant, complex blue knot lies at the west end of the cave.

The dampness is a gray ooze of unusual size and potency. The mosaic is the arrival point for one of the **Sortian faces** at 6-48 (see new magic items). The corpses are the remains of the last three Priscian war mages to attempt to access the Drowned Canyon via the teleporter.

Inhabitants:

1. **1 enormous gray ooze**: SZ L; AL N; AC 8; MV 10'; HD 5+5; HP 37; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold.

Treasure:

The ooze has consumed all the metallic valuables from the dead Priscians, such that only three light-blue surcoats, a **potion of climbing**, and three scrolls (**water breathing**, **enchanted weapon**, and **interposing hand**) in a wooden scroll case remain.

SL6-20: Doors to Nowhere

A pair of 12'-tall, 20'-wide double doors looms over the cavern here. The doors are black granite. Each half has a 3'-tall symbol incised on its surface and is filled with crushed, fused lapis. The symbol on the left door is of a stylus and piece of parchment; that on the left is of a coil of rope surrounding a helmet. The doors are locked and **wizard locked** at the 6th-level. The keys, if they ever existed, are long gone.

Those who manage to open the doors are likely to be disappointed, for they lead nowhere. A 10' space just deep enough to allow the doors to open exists behind them; a solid, unworked, stone wall lies beyond. Smashed into this space, where the left valve opens, is the corpse of an elven magic user.

Treasure:
On the magic user's corpse: two **teeth of Pol** (see new magic items); six 100 gp pearls; a snapped (and useless) magic staff; and a slip of parchment with a list of colors reading "red-black-yellow-blue-green-white" (the coordinates to the **Thothian teleportation ring** at SL6-28 – see new magic items).

SL6-21: Secret Door and Trapped Corridor

Secret Door: The secret door takes the form of a circular stone plug that is normal to locate. It opens by pushing it inward (i.e., by making a successful open doors check).

Beyond the secret door is a narrow, 6'-wide tunnel leading to SL6-22. A series of traps lies in wait along the tunnel for the unwary.

Trap #1 (scything blade): A 10' section of floor is a pressure plate; stepping on it causes several blades to scythe across the hallway, dealing 3-18 HP damage to those in its path.

Trap #2 (pit with spikes): Immediately beyond the pressure plate for trap #1 is a 10' section of floor that gives way to a 10'-deep pit trap containing sharpened wooden stakes. Any falling in takes 2-12 HP damage.

Trap #3 (Poisoned darts): The final 10' of corridor before the door to SL6-22 is a pressure plate connected to a dozen air-powered poison darts. Each dart inflicts 1-2 HP and requires a save vs. poison (at +2 due to the antiquity of the poison).

SL6-22: Vault of Sulla the Myrmex

The 'door' to this chamber is a solid slab of granite on which is inscribed (in silver gilt) a skull-and-crossbones and the following message (in Mithric): "*The Myrmex rests unquietly within. Do not free him, for he knows only destruction.*" The entrance slab has no opening mechanism and can thus be opened or bypassed only by strong magic or several hours labor with a pick and maul.

The chamber is a simple, roughly smoothed stone vault without decoration. In its center is a 4'-square pedestal upon which rests an oversized torso made of carved obsidian. Five 2'-diameter, 5'-tall pedestals dot the walls of the chamber; on each of the pedestals is a different piece of Sulla the Myrmex, including his two legs, two arms, and head. Each of the pieces is also constructed of obsidian, but with bronze pins, hinges, and other devices to ensure working joints at the elbows, wrists, knees, ankles, and neck. The head is striking, with a permanent half-smile, exaggerated oval eyes, and heavily ringleted hair. The hands have a fork-like apparatus bound onto their outer surface (hence the Myrmex). Close inspection of any of the pieces reveals a strange smith's mark; it is a Dwarven rune for "Quality" connected to a name, "Zhorak." [**GM Note**: Zhorak was a dwarven smith who lived in Arden Vul in antiquity; his forge may be found in the Nether Reaches at 8-100]

Should any piece of the Myrmex be restored to the torso, the two pieces will fuse together with an ominous 'clunk'. Should all five pieces be restored, Sulla the Myrmex rises from the central pedestal and begins to wreak destruction upon all around him. Sulla does not immediately attack humans, but will do so relentlessly if he himself is attacked. Instead, he departs his vault and begins to systematically destroy a) all representational statuary (i.e., anything that represents a human or sentient form), and b) any architectural feature from the heqeti or rudishva periods. He starts in the Drowned Canyon and moves on to other levels. Sulla cannot detect secret doors, so hidden areas are safe, but he can and will break down doors in his quest. If not stopped, Sulla inflicts substantial damage on the dungeon itself.

Background: Sulla is the Myrmex (see new monsters), a unique construct created by Zhorak the Smith, a dwarven smith whose long career spanned much of the era of the Archontean hegemony. In addition to obvious uses against the heqeti, the archons used Sulla to demolish unwanted structures.

Inhabitants:
1. **Sulla the Myrmex** (see new monsters): SZ L; AL N; AC 4; MV 60'; HD 16; HP 70; #AT 2; Dmg 3-24/3-24; MR special. Special attacks: slow once every 3 rds; clenched fists 1/turn. Special defenses: +2 or better weapons to hit; immune to cold and fire; cured by electricity; immune to all spells except stone to flesh.

SL6-23: Ledge Overlooking Canyon

A ledge has been carved into the south side of this massive stone pillar; it is 50' above the floor of the cavern (SL6-11) and provides an excellent view of the Drowned Cavern. The north side of the ledge is worked stone, and features a fine bas-relief of an archaic Archontean infantryman spearing an amphibian-oid creature. The ledge is dusty and empty save for two 50' coils of silk rope.

Secret Door (north): This door is easy to find (1 in 4), and opens easily by pushing inward.

SL6-23A: Hidden Chamber

This chamber is completely hidden within the massive pillar that rises on the north side of the Drowned Canyon. It is accessible via the secret door at SL6-23 as well as by the long, vertical tube within the pillar that leads down to SL6-51.

The interior is badly damaged, with shreds of painted plaster hanging from the walls and ceiling. Two sarcophagi and a funerary shrine crowd the chamber. The sarcophagi are plain and undecorated, originally having held the bodies of senior Archontean military commanders. Their lids are shattered, and treasure appears scattered around the chamber. Hiding behind the

northern sarcophagus are three wights that will spring to the attack once the chamber is entered.

A jagged, 5'-diameter hole in the pavement provides access to area SL6-51. Note that this hole is 75' above the floor of SL6-51.

Inhabitants:
1. **3 wights**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
Scattered across the floor are 433 ancient silver pennies (see Arden Vul items) and 387 ancient gold solidi (see Arden Vul items). Among the coins are a platinum model of an archaic legionary fortress (1,150 gp to the right buyer), a **spear +2**, **+3 versus golems**, a **light crossbow of accuracy**, and a piece of obsidian on which are carved in careful Mithric the following words: "*The construct known as Sulla had to be dismantled, for in the absence of the dwarven smith, he has proven uncontrollable. The military sorcerers of the XIth Legion were required to dismantle it with spells of transmutation*" [the plaque refers to Sulla the Myrmex, whose remains lie in SL6-22].

SL6-24: The Drowned Canyon

The dominant feature of this level, the Drowned Canyon is one of the iconic locations within Arden Vul. The canyon proper is the area east of the waterfall (SL6-1B) and west of the dam (SL6-25). It is 180' deep towards the western part of the canyon, although the floor slopes upward at its eastern end. In antiquity the dam was lower than it is now, and consequently the water level was substantially lower. Yet when Reiv-Tor began to dominate the Flooded Vaults (see SL7-23), he had his minions build up the dam with chitinous 'coral', thus raising the water level substantially. At the moment the water level is 30' below the level of the waterfall and 45' below the level of the cave floor (areas SL6-11 and SL6-30). A moderate current moves from west to east.

What makes the Drowned Canyon iconic is the fact that during its late, decadent period, the archons of Arden Vul preferred to construct tombs for themselves along the walls of the canyon. The openings to these tombs do, indeed, line the canyon walls, although due to the rise in water level, many of the tombs are now partly or wholly underwater.

The canyon is home to numerous schools of fish, as well as freshwater crustaceans and algae. But the dominant figure in the canyon is a highly aggressive colossal moray eel. Despite being regularly consumed by the eel, the fishmen from the Flooded Vaults (Sub-Level 7) venerate it as a creature of Rimmaq-Isfet; one sect of them has even erected a shrine to the eel (SL6-15). The lizardmen from Sub-Level 5 (SL5) fish here quite regularly, and regard the eel as a nightmare and terror.

The eel is alerted to the presence of explorers by noise and motion. After two rounds of combat in or near the water, the eel has a 75% chance per subsequent round of combat to be drawn to the sound and, therefore, to attack if possible. If the PCs spend a turn swimming or diving in the canyon, the eel has a 50% chance per subsequent round to investigate. Those boating on the surface are slightly more secure, as there is only a 25% chance per turn after the first two turns that the eel comes to investigate quiet rowing or paddling. Those falling over the waterfall (SL6-1B) have a 66% chance of attracting the eel.

A certain amount of treasure has accumulated on the floor of the canyon over the centuries. The head of the statue Irene Bellatrix (SL6-9) also rests on the canyon floor.

Inhabitants:
1. **Colossal moray eel** (see new monsters): SZ L; AL N; AC 5; MV 90' swimming; HD 9; HP 68; #AT 1; Dmg 4-24.

Treasure:
A 12'-tall, bronze statue of a generic archon, pointing with a baculus (650 gp); a set of wax tablets wrapped in oilcloth, on which this note in Mithric is still legible: "*The Twins honored Arden Vul by choosing it for their resting place. The least we can do is ensure that prying eyes do not discover their tomb. Redouble your efforts to conceal its true location*" (**GM**: the note refers to areas SL6-86 to SL6-88); a slightly rusty suit of cursed **imperial field plate of vulnerability** (see Arden Vul items); a **shield +1**, **+4 vs. missiles**; a marble sarcophagus lid with a high-relief carving of an Archontean lady (250 gp); and a tarnished silver casket (55 gp) still holding a set of matched platinum and emerald jewelry (earrings, necklace, and ring) worth 9,500 gp.

SL6-25: Dam, and Spillway to Level 6 (6-143)

Originally the water from the drowned canyon flowed naturally across the dam into the spillway, which meant that the water level was much lower than it is today. The lower water level allowed access to the tomb openings along the canyon walls. But when Reiv-Tor (SL7-23) arrived in Sub-Level 7 and wished to flood it entirely, he ordered his fishmen to raise the height of the dam; this they did, using chitinous exoskeletal bits and bio-engineered adhesives. Rising 40' above the floor of the spillway, the new dam ensures that many of the tomb entrances are flooded or partially flooded. It also has created a secondary waterfall from the dammed canyon into the spillway.

The spillway is about 40' wide, 4' tall, and semicircular; its circular walls are natural stone, but the flat floor is smooth, worked granite. From the dam it proceeds east before turning northeast; eventually it reaches the Great Chasm at area 6-6A. The pitch of the spillway is gentle, only about 20-degrees. There is a breach in the spillway roof after the turn to the northeast (see 6-152).

Clever explorers might attempt to destroy the dam, thereby reducing the water level in the canyon and rendering the tomb openings easier to access. The dam is sturdy, however, and requires significant structural damage before collapsing. It requires a minimum of 60 HP of damage with picks, mauls and shovels to breach the dam (which is AC 2); there is a 1% cumulative chance for each additional HP of damage inflicted on the dam beyond the first 60 that it will collapse in a roar of water and chitinous material. Those on or near the dam when it breaches are likely to be swept down the spillway and into the chasm to their doom. High-level spells, including **earthquake**, **disintegrate**, and the like, will breach the dam in a matter of rounds. Summoning a water or earth elemental is also an expeditious method of breaching the dam. Patent and noisy attempts to destroy the dam bring all nearby fishmen and the colossal moray eel to the attack; in addition, an emergency force of 24 fishmen will arrive from the Flooded Vaults within 1-3 turns to investigate.

Eliminating the dam has serious consequences for several levels and sub-levels, as follows:

1. Level 9: in the short term, a much greater volume of water than is normal will course down the spillway and into the chasm; this will cause a tremendous increase in the volume and force of the waterfall, such that the following areas are affected: 9-1, 9-4, 9-7 to 9-10, 9-65, 9-73, 9-83, 9-87, 9-127, 9-135, 9-136, and 9-142.
2. Sub-Level 6: the new waterline of the Drowned Canyon (SL6-24) will be 85'-90' below the level of the cavern floor. This means that all the tomb entrances – that is, areas SL6-25, SL6-26, SL6-27, SL6-35, SL6-36, SL6-37, SL6-44, SL6-45, SL6-53, SL6-54, SL6-67, SL6-68, SL6-77, SL6-78, and SL6-79 – will now be above the waterline, and many of the tombs will empty of water. Due to descending stairs and slopes, however, some areas will retain their water levels, e.g., SL6-47. Such circumstances will make it easier to spot the tombs and plunder them; it will also make avoiding the moray eel much easier.
3. Sub-Level 7 (the Flooded Vaults): significant area of this level will empty of water. The activity and mobility of the fishmen and of Reiv-Tor (SL7-23) will be curtailed as a result.

SL6-26: Sunken Area and Tunnel Down to Level 7 (7-86)

This section of floor slopes downward to form a concave depression about 10' below the main level of the floor. Unlike the natural cavern floor, this area appears to be a slagged mixture of stone, metal struts and rods, and fragments of a strange grayish substance (plasteel). None of these remnants take a recognizable form, nor are they easily separated from the stone to which they have been fused.

A large purple pudding (see new monsters) inhabits the area, and the southeastern corner of the depression has a hole in the cavern wall that leads to a tunnel that descends precipitously to area 7-86.

Inhabitants:

1. **1 large purple pudding** (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 10; HP 69; #AT 1; Dmg 2-12. Special attacks: corrosive to metal and leather. Special defenses: immune to fire; grows with electricity; conductive.

SL6-27: Rudishva Pagoda

A 10'-tall granite platform rises from the cavern floor; it is topped by a 15'-tall stone canopy that is supported by six basalt columns. Each column is carved in a sinuous style that depicts floral and animal patterns. The granite floor of the platform is also carved in elaborate leaves, stems, and bizarre creatures; the central 10'x10' section actually covers a hole in the structure. Against the rear of the platform, flush with the cavern wall, is a 15'-tall, carved ivory screen, in the same elaborate style. In the center of the screen is a multi-lobed object composed of several roughly oval pods; a ramp descends from one of the ramps. **GM Note**: this multi-lobed object is a representation of the Beacon (for the bridge of the Beacon, see SL14-10). The screen could bring up to 15,000 gp, but would be very difficult to move.

The section of floor that covers the hidden chamber could be pried up with an open doors check and some sort of lever. Beneath is a 10'x10'x10' chamber carved out of the granite. The chamber is empty, but would make an excellent hiding place.

SL6-28: Archontean Parvis and Teleportation Ring

The cobblestones are here covered with thirteen white marble slabs some 3" thick. Many of them are cracked and buckled; each could be pried up easily (and the usual heqeti cobblestones are beneath them – see SL6-35).

To the southeast of this area is a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: RE-BK-YE-BL-GR-WH (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

SL6-29: Archimedean Screw

Here, at the edge of the Drowned Canyon, the Archonteans built a massive Archimedean screw. The screw descends 75', and is made of copper. One operates it by turning a copper handle on the upper end; after about 100 rotations, water starts to emerge at the top. A clever PC could clamber down the screw casing and thus gain access to area SL6-81; such a descent is fairly easy (roll 2d8 under DEX), but the return ascent is more difficult (roll 3d8 under STR).

SL6-30: Natural Cavern, South Side

Away from the pavement (SL6-35) the floor of the cavern is rough; movement is reduced to ¾ of normal movement in this area. For every three turns spent roaming about the natural area there is a 25% chance to encounter something from the following table (this is in addition to normal random encounter checks):

D10	Additional Encounter
1-3	A sprung trap: a snare set by the lizardmen has caught a fishman (see new monsters)
4-6	An un-sprung trap, which activates if not detected. 1-2: concealed pit, 1-6 HP damage 3-4: snare, 1-2 HP damage and dangle upside down 5-6: polished skull, but with green slime inside it
7-8	A corpse: 1-3=fishman (see new monsters); 4-5= lizardman stripped of possessions; 6=a charred scrag
9	1 basic exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 150'; HD 4; HP 29; #AT 2; Dmg 1-4/1-4; MR 40%. Special defenses: immune to cold and fire. It is seeking: 1-2=**arcanum** (see new magic items); 3-5=a rare lichen; 6-7= a person (50% it's one of the PCs); 8=the resting place of the fabled construct, Sulla the Myrmex (see SL6-22)

10	A small sack filled with 1-2: 37 gp worth of small coins 3-4: 11 pieces of rock crystal (8 gp each) 5-6: the well-preserved head of a fishman 7-8: a kettle filled with turnips, potatoes, and leeks 9-10: dried mushrooms and lichen, as follows: 3 doses of red veil, 2 doses of blue haze, 2 doses of aqua vitae, and 1 dose of eye opener (see new flora)

SL6-31: Hidden Chamber within Rock Formation, with Stairs Down

Secret Door: A wide (10'x10') secret door is set into the side of this rock formation 30' above the floor of the cavern. It is normal to detect, but only opens by picking a locking mechanism or succeeding at an open doors check. Attempts to pick the lock are made more difficult by the lack of a ledge on which to stand.

Within is a chamber carved out of the middle of the rock formation. At its rear is a spiral staircase leading down to SL6-89.

The walls contain 8'-tall mosaics depicting specific individuals, each of whom is identified by a caption in Mithric. On the east wall are the following: 1) Grumia, a heavy-set woman in a lemon-yellow toga; 2) Marius Crito, a man dressed in lemon-yellow legionary armor; and 3) Arthuinus, a man dressed in the stereotypical tunic of a sage, albeit one colored lemon yellow. On the west wall the mosaics are these: 1) Constans V, in lemon-yellow imperial field plate; 2) Eborius the Regent, a swarthy-colored man wearing strange belts and loose, white clothing, and 3) Clavius Tekton, a young-looking man dressed in a lemon-yellow tunic displaying a pair of dividers as he steps casually on a stone block. [**GM**: these are all Archontean emperors of the glory period of Arden Vul]

The chamber's floor features a 10'-diameter mosaic of a lemon-yellow hoplite helmet around which a black serpent is coiled. Anyone from the Archontean Empire recognizes this as one of the primary symbols of the empire. Stepping on the mosaic causes two effects: 1) the appearance of a magic mouth, that speaks these words in Mithric: "*By command of the emperor Clavius Tekton you are forbidden further passage! Retire now!*"; and 2) the summoning of an invisible stalker commanded to eliminate the interloper (that is, the first to step on the mosaic). These effects can only happen once each.

Inhabitants:

1. **1 invisible stalker**: SZ L; AL N; AC 3; MV 120'; HD 8; HP 55; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility.

SL6-32: Pool of the Black Pillars

Here at the south side of the cavern is a broad, shallow pool of murky brown water. Projecting from the water are two 3'-diameter pillars formed of black hematite. On the north side of each pillar is a small, chiseled rectangular indentation. The pillars are also incised with silver glyphs; these glyphs take the form of octagonal shapes with radiating and delimiting lines of varying length and number. These symbols are in fact, the literary form of Glyphik, the language of the rudishva culture. Were these to be translated (an act that is difficult to achieve without help), they will read as follows (the same text on each pillar):

Scudding clouds in the pink skies of Tethrek
Roiling magma along the great rift on Uirik IV
A lone treckal's cry from the forest of Harrup
The nitrogen clouds near the claw cluster
To these iconic sites beloved by all travelers
Is joined this location of savage, dripping beauty
Observe, wonder, and meditate on its sublimity

Should two low-security rudishva identity plaques (see new technological items) (i.e., rust, copper, brown, or bronze) be placed simultaneously into the indentations on the pillars, a three dimensional 'illusion' will appear in the space between the pillars. This 'illusion' takes the form of one of the four sites mentioned in the verse listed above, plus a fifth that is instantly recognizable as the Drowned Canyon itself. These images last for 15 second each before scrolling to the next one. Visitors who are not starfarers are highly unlikely to recognize the sites, particularly the nebulae of the claw cluster.

SL6-33: Stairs Down into the Drowned Canyon

A narrow (4') set of very steep stairs descends 50' into the Drowned Canyon, although the final 20' are under the surface of the water. The steps are wet and slippery from the spray of the falls (SL6-1B). A long smear of blood and mangled viscera coats the middle section of the stairs (no body is present, however).

Just as at area SL6-10, some flotsam has accumulated here, where the stairs enter the water: three waterlogged planks, a wooden desk top, and some wooden shelves. Enterprising PCs could make a crude but serviceable raft from the debris.

SL6-34: South Colossus: Tardif the Sage

This colossal statue is 25' tall and faces west. It depicts in neo-realist style a toga-clad, sandaled human man. His head sports an old-fashioned philosopher's beard, and a garland of oak leaves surrounds his head. With his left hand, he points with a stylus towards the geyser. His right hand cups or strokes his beard. The pedestal reads as follows (in Mithric):

Font of justice and counsel,
Lyrical poet in composition and governing,
Tardif shone with sophia

GM Note: Tardif the Sage was archon of Arden Vul during the glory years of peace and prosperity after Marius's conquests. He was known as a scholar, poet, playwright, and wise judge.

SL6-35: Cobblestoned Pavement, South

Like its counterpart on the north side, a pavement made of irregularly sized cobblestones dry-fitted together covers the cavern floor here. The pavement rises 5' above the natural floor, and accesses the latter via two short flights of stairs. The cobblestones date to the heqeti period and average about 3'x2' in size. Should one of the approximately 1,600 cobblestones be pried from the floor, a 1'-square cavity in the rock will be revealed beneath it. There is a 1 in 10 chance that any given cavity is filled with an object selected from the following chart:

D20	Object	Notes
1-6	Skull, human	
7-12	Skull, heqeti	
13-14	Skull, varumani	
15	Skull, varuda	
16	Skull, rudishva	
17	Skull, kaliyani	
18-19	Random object, deposited by later visitors	Roll d8 1-4: piece of adventuring gear 5: helmet and dagger (10% chance it is a **dagger +1**) 6. treasure map (GM's choice) 7. scroll case, 15% chance it is filled with a level 1-5 MU spell 8. small cache of coins or gems worth 50-400 gp
20	Special Object 1-2: silver skull 3-4: gold skull 5-6: platinum skull	The type of skull is determined by rolling again and ignoring results over 17. Silver skulls are worth 300 gp and have a 33% chance to be **cursed** (GM's choice); gold skulls are worth 1,500 gp (50% to be **cursed**); platinum skulls are worth 3,500 gp (66% to be **cursed**). Skulls weigh 8 lb.

A maximum of 10 silver, 5 gold, and 1 platinum skulls can be found under the pavement.

SL6-36: Corridor to Sub-Level 5 (SL5-47)

The cobblestones end just within the mouth of this corridor, which wends south to SL5-47 in the lizardman caves. The corridor is littered with trash, including numerous broken arrows of a primitive nature.



There is a 25% chance that a war party composed of 10 lizardmen is lurking within the entrance to the corridor.

Inhabitants:

1. **10 lizardmen** (25%): SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 15, 13, 13, 12, 12, 11, 11, 10, 9, 9; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

SL6-37: Fiery Wall and Stairs Up to Level 5 (5-115)

A set of worn stone stairs leads up about 300' to area 5-115. They are covered in several inches of undisturbed dust.

A rudishva fiery force wall cowls the stairwell on all sides (including above); the flame is broken only by an 8'-tall, 4'-wide oval in which a holographic figure stands on one leg. The figure has two legs, but six arms, many holding a different object (drum, pot of fire, lotus, and dagger; the other two hands hold nothing). It is possible to catch a glimpse of the stairs through the aperture (indeed, through the figure), but the curious are well advised not to tarry! If any living being approaches within 5', the figure starts to dance, beginning slowly but swiftly increasing its tempo. After 3 rounds, the whirling figure begins to call forth blobs of fire from the fiery force wall; these blobs hit unerringly for 1-6 damage each (with a chance to ignite combustibles).

The force wall can only be destroyed by casting **disintegration** on it. Should a being present an orange or a silver rudishva identity plaque (see new technological items) after the figure has begun to dance, the figure will dematerialize, allowing the holder and his/her friends to step through the oval opening. After a turn, the dancer rematerializes.

SL6-38: Archway and Stairs (Submerged)

This 10'-tall arched entrance to Archontean-era tombs lies 60' below the level of cavern floor and 20' below the water level of the Drowned Canyon. The archway leads to a set of stairs that climb 20' and exit the water before reaching a sodden, moisture-filled wooden door. Three hand axes are buried in the door, and the skeleton of a dwarf in a badly rent chain hauberk lies in front of it. The door should be considered 'stuck'.

Treasure:

A damaged, dwarf-sized chain hauberk (AC 6); 3 hand axes; battle axe; a pouch with 50 gp worth of wet silver dust; and a silver flute (25 gp).

SL6-39: Grand Porch and Corridor to Sub-Level 7 (SL7-1) (Submerged)

This semi-circular porch extends into the Drowned Canyon and, in antiquity, afforded a fine prospect of the canyon proper. As it lies 80' below the floor of the cavern, and 35' below the water line, the porch is now a wonder only glimpsed by aquatic travelers. Three slim porphyry pillars line the opening to a 10'-tall, 20'-wide corridor that proceeds about 200' north to Sub-Level 7 (SL7-1).

Although sediment has accumulated on the ledge, a once-grand mosaic is visible amongst the grime. The mosaic shows two

figures, one a warrior woman and the other a cowled sorcerer, standing on either side of a lemon-yellow hoplite helmet around which a serpent is coiled. **GM Note**: the images are of Arden and Vul, and the helmet is one of the imperial symbols.

There is a 50% chance that 6 fishmen (see new monsters) are lurking just behind the porphyry pillars, waiting for their moment to avoid the colossal moray eel (see SL6-24) and swim for the stairs at SL6-10.

Inhabitants:

1. **6 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold, poison.

SL6-40: Hallway (Submerged)

A 10'-tall archway leads to a long hallway. As both are 60' below the cavern floor and 20' below the water level of the Drowned Canyon, they are completely filled with water.

The hallway is dark and murky, and several inches of sediment have collected on the floor. Inspection of the sediment reveals a dozen human-sized, albeit webbed, footprints.

SL6-41: Archway and Stairs (Submerged)

This 10' arched entrance to Archontean-era tombs lies 60' below the level of cavern floor and 20' below the water level of the Drowned Canyon. The archway leads to a set of stairs that climb 20' and exit the water before reaching a sodden, moisture-filled wooden door. The door is considered 'stuck'.

SL6-42: Tomb of Zoferus Felix (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

Due to the stairs at SL6-38, this tomb lies above the current waterline of the canyon. That said, the chamber is damp and humid, and patches of spectacular (but benign) red, green, and purple mold have destroyed all of the former wall decorations. A section of false **living mosaic** (see new magic items) exists on the west wall. A 10'x5'x5' marble sarcophagus stands in the center of the chamber.

Trap (false living mosaic): The section on the west wall is 3' wide and 7' tall. This specimen of **living mosaic** is unusual for two reasons: it is trapped and it conceals a secret door leading towards SL6-48. The living mosaic seems to depict twenty-four tiny legionaries marching down the wall, from top to bottom, towards a rectangular object that might be a sarcophagus. If watched, the legionaries gather around the sarcophagus and attempt to open it with spears and crowbars. If any living being approaches within 5' of the mosaic, two of the tiny legionaries turn towards the viewer and hurl two tiny darts out of the mosaic and into the viewer's eyes. The viewer must save versus poison or go permanently blind in both eyes, The trap was originally programmed to work twelve times; over the years it has been trigger five times, and thus it will only operate seven more times. Once the trap has been triggered, it will become evident that this is not, in fact, a piece of true **living mosaic**, but rather a sorcerous trap designed to resemble **living mosaic**. The trap can be disabled by **dispel magic** or **neutralize poison**. It can also be avoided relatively easily by using shielding or translucent, hardened materials (like glass). Finally, the trap conceals the secret door leading towards SL6-48.

Sarcophagus: The sarcophagus is carved on all sides in a half-round style. One long side shows toga-clad Archonteans gathering around a burial pyre for a great warrior [Marius Tricotor, 6-154]; the other long side shows legionaries spearing bipedal salamanders. One short side shows a toga-clad man holding a bundle of fasces in one arm, while pointing to a pair of large doors with his other hand; the other short side shows the same toga-clad man sitting in a seat of justice, pointing with a baculus at some disputants. The man on the short sides is Zoferus Felix, one of the archons of Arden Vul during its glory years.

Unfortunately, Zoferus Felix's tomb was looted in antiquity. The lid to the sarcophagus is gone (at the bottom of the drowned canyon), and all that is left inside it are some bones and bits of moldy linen.

Secret Door (east): This door is 4' tall and 3' wide. Although normal to find, it is obscured by a particularly vibrant patch of orange mold. It is locked, and the key is lost; picking the lock or forcing the door are the only ways to open it. It gives access to a 4' square corridor leading east towards SL6-43. If this door is approached from the east (i.e., from SL6-43), it is easy to locate (1 in 4); it opens by pressing a stud in the cramped corridor, which causes the door to spring inward.

Secret Door (west): The door is 3' wide and 7' tall and is concealed within the false (and trapped) **living mosaic** described above. Provided PCs can get close enough to the wall to search it, the door is normal to find and opens by pressing the mosaic sarcophagus.

Treasure:
The elaborate sarcophagus of Zoferus Felix, although extremely heavy (750 lb), might bring 250 gp to an Archontean official.

SL6-43: Tomb of Halfenius Scriptor (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

Although this tomb lies above the waterline, it is damp and humid. Smears of paint are all that remain of the formerly opulent wall decorations. A plain basalt sarcophagus, 10'x5'x5' in size, lies in the center of the chamber. Several piles of rotted wood suggest the remains of furniture. One of those piles (a former bookshelf) conceals a carefully wrapped oilskin package that contains two slim codices. The lid of the sarcophagus lies shattered on the floor. If examined, the Mithric inscription "Halfenius Scriptor, Archon of Arden Vul, Recorder of Great Deeds," is apparent. Inside the sarcophagus is the complete, if disaggregated, skeleton of Archon Halfenius Scriptor.

A hole in the pavement leads 10' down to the ceiling of SL6-44. Half of the hole is filled with water, as is the entirety of area SL6-44. Those peering into the hole see the glint of gold amid the silt of the floor beneath the hole.

Secret Door (west): This door is 4' tall and 3' wide. The frescoes that helped conceal it are gone, and it is thus easy (1 in 4) to locate. It is locked, and the key is lost; picking the lock or forcing the door are the only ways to open it. It gives access to a 4' square corridor

leading west towards SL6-42. If this door is approached from the west (i.e., from SL6-42), it is easy to locate (1 in 4); it opens by pressing a stud in the cramped corridor, which causes the door to spring inward.

Treasure:
Two codices wrapped in oilskin. One contains three magic user spells, **Basil's torch treatment**, **the Bracteros effect** and **Pol's endless sneezes** (see new spells). The other contains the *Lay of Marius Invictus* and the *Deeds of Marius* (see Arden Vul books), both of which were written by Lucius Cornelius Scriptor (see 6-135).

SL6-44: Tomb of Irene Bellatrix (Submerged)

This tomb is fully underwater and, like area SL6-40, murky due to layers of silt. The door is stuck open at a 45-degree angle. The gleam of partly tarnished gold amid the silt on the floor is visible from the doorway or from the hole leading up to SL6-43.

The north wall features a three-quarters round carving of a crossed gladius and wand. The floor is littered with fragments of a stone sarcophagus, formerly that of one of the famous archons of Arden Vul (see SL6-9). The tomb is now occupied by a shoal of quippers who prefer it for the slightly cooler water; the shoal ventures into the canyon a couple of times a day.

A 5'-diameter hole in the ceiling leads up 10' to area SL6-43.

The wall carving has a secret compartment in the stone wand; it is opened by locating an indentation and inserting a ½"-diameter object into the hole. This action causes the base of the stone wand to break open, revealing an enchanted rod within.

Inhabitants:
1. **43 quippers**: SZ S; AL N; AC 8; MV 90' swimming; HD 1-4 HP; HP 4(x10), 3(x11), 2(x11), 1(x11); #AT 1; Dmg 1-2. Special: only 75% chance to attack initially; blood in the water causes frenzy.

Treasure:
A **rod of lordly might** is hidden within the stone carving. Thirteen ancient gold solidi (see Arden Vul items) are scattered amid the silt that covers the floor.

SL6-45: Tomb of Cassandra Rubea (Submerged)

The door to this, the oldest of the tombs in the canyon, is stone, and in good condition. However, it is also magically warded by a **wizard lock** cast by a 12th-level magic user. Because of this fact, the tomb chamber within is currently dry. Opening the door causes the water to rush in, bringing the PCs with it (to the tune of 1-6 HP damage each). The chamber floods with dirty, murky water in one round.

The 15'-tall chamber is the resting place of Casasandra Rubea. She was one of the first great archons of Arden Vul and a predecessor of the iconic Marius Tricotor (6-154). She was an expansionist, and it was she who claimed the Drowned Canyon for Archontos.

The walls are covered in archaic-seeming frescoes depicting Cassandra Rubea and her senior staff. To the east she is seen in military garb shouting at legionaries and slapping them with the flat of her gladius; to the west she is sitting in an old-school seat of justice (a camp chair), dressed in toga with olive wreath, but with reddened face and gritted teeth; to the southwest she is seen gesturing at a cave in which a geyser and river are prominent (i.e., the drowned canyon); to the southeast she is seen, red-faced, berating a set of impassive courtiers standing in front of a large horned skeleton bound in chains [a giant rudishva skeleton – see new monsters].

In the center of the chamber are two 8'-tall marble statues of Cassandra Rubea; her 10'x5'x5' sarcophagus rests on a triangular dais against the north wall. Four more 8'-tall statues – of archaically dressed Archontean legionaries – occupy the northwest, southwest, northeast, and southeast corners of the chamber.

Center-West Statue: This statue shows Cassandra as a solid woman dressed in legionary garb, with breastplate, greaves, and hoplite helmet. Her mouth is open and her eyes narrowed, and she gestures with a gladius towards her sarcophagus. The south face of the statue's base reads, in Mithric: "*Cassandra Rubea, scourge of the strong, prop to the weak. With her firm hand, the imperial standard of Basileus Drusirrus was planted among the upper precincts of the abandoned catacombs*." The north face carries a briefer inscription in the same tongue: "*Vice may be a virtue*." This inscription is important in solving the puzzle of Cassandra's tomb (see below).

Center-East Statue: This statue shows Cassandra Rubea dressed in leathers, equipped with a traveler's staff and pouch, consulting a map; the statue's face is again twisted in a grimace of irritation. The south face of the plinth carries this inscription in Mithric: "*The archon led the way in discovering new sources of the mystical stone. She followed the ancient path to the Canyon, which she claimed for Archontos*." The north face reads: "*The reddened tolerate no injustice*." This, too, provides a clue to the puzzle below.

Other Statues: The four statues of legionaries are Archontean animated constructs - spearmen (see new monsters). They animate if the puzzle atop the sarcophagus is mishandled. The animated spearmen function normally in the submerged chamber.

Sarcophagus of Cassandra Rubea: The tomb proper is a beautiful piece of marble craftsmanship placed on a 3'-tall triangular dais. The sides of the sarcophagus depict Cassandra Rubea leading groups of legionaries against huge trolls [i.e., varumani], huge, horned skeletons [i.e., giant rudishva skeletons], and bipedal amphibians [i.e., heqeti]. The lid is enchanted such that it may only be opened if a puzzle is solved correctly, or if **dispel magic** is cast at the 12th level or above. Fifteen square indentations have been chiseled into the marble lid of the sarcophagus. The indentations are 4"x4" and 1" deep, and are arranged in three rows; the first 'row' has one square, while the next two have seven squares each. Carved ivory plaques rest in the two rows of seven indentations; each plaque depicts a human being in a different scene.

Puzzle: Cassandra Rubea's tomb may only be opened safely by selecting one of the fourteen ivory plaques and placing it into the single square above the two rows. The plaques represent the traditional Seven Virtues and Seven Vices of the Archontean Empire. The solution to the puzzle is to select the plaque representing 'anger' and place it in the single indentation (in the top row). Clues to this fact lie in the infamously irascible personality of Cassandra Rubea, a fact that may be glimpsed both on wall frescoes and on the short inscriptions on the north sides of the statues' plinths. Each time a wrong plaque is placed in the solitary indentation, one of the animated spearmen (see new

monsters) lumbers to the attack. After the four animated spearmen are destroyed, wrong plaques cause 2-12 HP electrical damage to the person handling the plaques, and 1-6 HP electrical damage to everyone else in the tomb. When the correct plaque (anger, or a female pulling at her hair and gnashing her teeth) is placed in the indentation, a palpable click is heard; the tomb can now be opened, but only by making an open doors check.

Archontean Virtues and Vices: In traditional Archontean moral philosophy, there were seven cardinal virtues, each with a complementary cardinal vice. These virtues, vices, and the traditional depiction of each are summarized as follows:

Virtue/ Vice	Image of Virtue	Image of Vice
Prudence/ Rashness	A farmer plows his field while another lies lazily under a tree	A legionary rushing ahead of his unit
Justice/ Pride	A seated woman gesturing to two disputants kneeling before her	A rider falling from a horse
Patience/ Anger	A benignly smiling man walks through a crowd of clamoring petitioners	A female pulling at her hair and gnashing her teeth
Courage/ Treason	A lone legionary confronts a troll	Two men embracing, with one preparing to stab the other with a dagger
Probity/ Lust	A man and woman touch hands in the traditional marriage gesture	A naked female with toads attached to breasts and genitals
Vigor/ Sloth	A man digging with a shovel	A fat man leaning against a donkey
Largesse/ Avarice	A woman handing an apple to a beggar and a gladius to a man	A man sitting on a money chest

Inhabitants:
1. **4 Archontean animated constructs** - **spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 45, 40, 35, 33; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.

Treasure:
Inside Cassandra's tomb: three yellow feldspar jars, one with Cassandra's ashes, one with her mummified heart, and one with her mummified brain. A hoplite helmet is inscribed on each jar with silver gilt. The jars could be presented to an upper level imperial official in return for favors and 750 gp. Also in the tomb and packed in wax are 1,000 mint ancient silver pennies (see Arden Vul items), a packet of love letters between Cassandra Rubea and the basileus, Drusirrus the Legionary, which could bring 1,000 gp and instant notoriety and scandal throughout the empire; a 3'x5' silk rug depicting Larel and the Wolves (see Larel One-Eye in the World of Archontos appendix), worth 450 gp; a **palm of repelling** with 3 charges (a rudishva useful palm - see new magic items), and two rings, each a **ring of friendly defense** (see new magic items).

SL6-46: Tomb of Georgius Aurellus (Submerged)

The door to this completely submerged chamber is forced open at a 45-degree angle; the water here is dark with suspended silt. Inside, the chamber is bare save for a pair of stone sarcophagi, each 8'x4'x5'. Surprisingly, the sarcophagi are intact. Four giant groupers (see new monsters) lurk here in the murk.

The two sarcophagi contain the remains of the archon, Georgius Aurellus, and his favorite concubine, Jellida the Lithe. The archon's sarcophagus is blue granite, with these words carved on its lid in Mithric: "*Georgius Aurellus, greatest archon of Arden Vul. architect of a comprehensible future, powerful lord, stern master.*" Beneath the inscription is a low-relief carving of a thickset man in legionary garb, pointing a gladius toward the west. The concubine's sarcophagus is also of blue granite, with an inscription in Mithric and an incised image of a naked woman. The inscription reads: "*Faithful Jellida, called the Lithe, served well. Her reward was to accompany her master.*"

Should Georgius's sarcophagus be opened first, his spirit emerges (into the flooded chamber) and moans, "*Do not touch my faithful Jellida! You shall be punished if you do.*" If Jellida's tomb is left undisturbed, the spirit does nothing and it will be possible to freely loot Georgius's tomb. If Jellida's tomb is subsequently opened, Georgius's spirit transforms into a vengeful spirit (see new monsters), and he attacks immediately.

Should Jellida's sarcophagus be opened first, her spirit emerges and whispers, "*I am now freed. Thank you. But I warn you, do not free that pig. He is greedy and selfish and should be left to lie.*" Her spirit then departs and her belongings are fair game. If Georgius's sarcophagus is opened after Jellida's, Georgius emerges immediately as a vengeful spirit (see new monsters) and attacks.

Secret Door (west): This door is 4' tall by 3' wide and easy to spot due to the centuries of water damage (1 in 4). It can only be opened by force. Beyond it a narrow staircase rises out of the water.

Inhabitants:
1. **4 giant grouper fish** (see new monsters): SZ L; AL N; AC 7; MV 60' swimming; HD 5; HP 37, 33, 29, 23; #AT 1; Dmg 2-8. Special attacks: surprise on 3 in 6; swallow prey.
2. **Georgius Aurellus**, **vengeful spirit** (see new monsters): SZ M; AL LE; AC 1; MV 120'; HD 6; HP 38; #AT 1; Dmg 1-12; MR 25%. Special attacks: STR drain. Special defenses: +1 or better weapons to hit; immune to fire; turned as vampire; reform in 1-6 hours so long as his bones remain disturbed.

Treasure:
Tomb of Georgius Aurellus: a set of platinum and begemmed regalia in the forms of a miniature spear, a circlet, a ring, and a small tablet (worth 2,500 gp); a **collar of servitude** (see new magic items) attached to a fine silver chain (25 gp); and a set of 12 1'-tall **dancing houris** (see new magic items).
2. Tomb of Jellida the Lithe: a set of remarkable jewelry made of jade, ivory, and gold, including three toe rings (400 gp each), an anklet (975 gp), four bracelets (850 gp each), three rings (525 gp each), and a torc (1,875 gp); a wax-sealed stone jar containing three cones of **incense of attraction** (see new magic items); and a second wax-sealed stone jar containing an ebony case filled with exotic spices, powders, and unguents (now dried, but capable of rehydration) (495 gp for the box and contents).

SL6-47: Tomb of Ligareus of Archontos (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

Trap (keyhole): The door to this long-hidden tomb is stone; a trapped golden seal some 2' in diameter covers the keyhole. The seal features a hoplite helmet that encases the letters A and V [for Arden Vul]. Unless the trap is detected and disarmed, the seal explodes for 3-18 HP damage to all within a 10' radius. Underneath the seal is a keyhole, but the key disappeared long ago; the lock will have to be picked.

The interior of this tomb is pristine and brightly lit from a **continual light** spell cast on the ceiling; it has not been disturbed in over 1,900 years. The walls are covered in plaster that has been painted sky-blue. Three low, semicircular daises line the walls, while a 10'x6'x5' granite block (the tomb) stands in the center of the room. A fine layer of maize-colored dust or sand is spread evenly across the floor (although not on the daises or tomb). If visitors enter the chamber, the yellow dust coalesces swiftly (2 rounds) into a large dust monster (see new monsters) that immediately attacks.

The Three Daises: Each dais holds a fragment of a special type of **living mosaic** (see new magic items). Where most of the other examples of **living mosaic** found in Arden Vul contain static images of a particular location, these three patches of **living mosaic** allow a viewer to enter the location indicated on the patch of pavement through a process of instant translocation. One merely touches the image and one is drawn instantly into it, thereby appearing in the desired location. From west to east, the **living mosaics** depict the following locations:

Dais	Image	Location and Notes
West	A pile of rubble overlooked by a pyramid.	The ruined governor's palace (AV-29) in the city of Arden Vul. Those touching this image are translocated into the rubble: roll 3d6 under DEX or take 2-12 HP damage in the process.
North	A vast hall forested with columns carved as writhing serpents. 66% chance to see robed human figures passing among the columns	The New Audience Hall in the imperial palace of Archontos (see World of Archontos appendix).
East	A tall hall with many doors, the upper levels of are spanned by a delicate bridge. Statues of ibises line the bridge. 50% chance to see small upright animals with weapons	The Great Hall of Thoth (3-123). The figures are beastmen. The translocated appear at the north end of the Hall.

The Tomb: The granite block is the burial place of Ligareus of Archontos. The block appears seamless. It boasts inscriptions in Mithric and 2"-diameter holes on all five visible sides. The tomb can only be opened if an imperial baculus (rod of authority) or any other 2"-diameter stick is placed into the correct hole. The correct hole lies on the north face of the tomb; if it is activated, the entire block slides to the west, revealing a shallow pit in which lies the mummified remains of Ligareus along with some of his valuables.

Face of the tomb	Inscription (in Mithric)	Effect produced by Related Hole
Top	Ligareus of Archontos, archon of Arden Vul, sorcerer of renown, humble servant of the basileus, rests here	A spirit image of Ligareus appears and urges visitors in Mithric to take pity on the son of hard-working people and let him lie in peace
North	An image of a marketplace, with several stalls showing merchants flogging their wares. Close inspection shows a man, woman, and young boy standing in front of a fish stall	The tomb opens
East	An image of a sorcerer pointing his wand at a two troll-like beings	Two bestial varumani appear and attack (see below for stats)
South	An image of an imperial functionary scrutinizing the work of masons who are preparing pavements. Close inspection shows the pavement to be mosaic	Magical compulsion strikes the wielder of the baculus such that he/she is obsessed with finding new examples of **living mosaic**. **Remove curse** cancels the obsession.
West	An elderly archon sits in a chair, while a horde of women and children of various ages crowd happily around him	The spirit of Ligareus appears and recites a simple, if heartfelt poem in Mithric: *When the night grows near/* *Victories are not to be counted/* *Nor is wisdom to be tallied/* *For a willing spouse/* *and the fruit of one's loins/* *are all that is needed/* *to stoke the fires/* *Of the coldest hearts.*

GM Notes: Ligareus is remembered for three things: 1) being the originator of the Ligareon clan, 2) inventing living mosaic, and 3) serving as archon of Arden Vul in the century after Marius. The first is certainly the most commonly known fact about Ligareus, especially as the Ligareon clan has been one of the Five Families that have ruled the Empire for about 1,800 years (see World of

Archontos appendix). What the proud current members of the Ligareon have forgotten (or, in a few cases, consciously obscured) is the humble origins of Ligareus as the son of fishmongers. Evidence of this fact would be extremely valuable to the rivals of the Ligareon, especially to the Xenarcheon; if accompanied by proof, such as the bones and relics of Ligareus, either clan might pay up to 5,000 gp to acquire this knowledge.

Inhabitants:
1. **1 dust monster** (see new monsters): SZ L; AL N; AC 0; MV 90'; HD 8, HP 39; #AT 1; Dmg 3-18. Special attacks: suffocation; blinding. Special defenses: +1 or better weapons to hit; half damage from blunt magical weapons.
2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:
A **staff of power** (8 charges); Ligareus's baculus of authority, in the form of a silver rod with a dull-orange, still-potent lump of **arcanum** (see new magic items) at its head (475 gp); a well-preserved set of Ligareus's bones wrapped in silk (100 gp for the silk); a tarnished bronze tablet that lists three generations of Ligareus's ancestors, all of whom were fishmongers (10 sp for metal, up to 5,000 gp to political forces within the Empire); and a gold ceremonial hoplite helmet (500 gp).

SL6-48: Unfinished Side-Tomb (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

The door to this chamber is identical to that protecting SL6-47, complete with trapped golden seal and lock.

Alas, the interior of this tomb was never finished. The small chamber features rough-hewn, undecorated walls. A pair of skeletons (of mistakenly entombed workers) lies on the floor alongside a pick, a maul, and a shovel.

SL6-49: Tunnel Entrance (Submerged)

This entrance is a rough hole in the natural wall of the canyon; it was never finished, and does not lead to a tomb proper. The tunnel beyond it is 8' tall and 6' wide; it slopes downward subtly and perhaps imperceptibly. As the entrance is located 85' below the floor of the cavern (SL6-11) and 40' below the surface of the water in the canyon, the tunnel is completely filled with water.

SL6-50: Tunnel Entrance (Submerged)

Another unfinished tomb entrance, this rough tunnel is 6' tall and 5' wide, and rises quickly and steeply towards the west. By the time the tunnel turns north, it has risen 20' and become clear of water.

SL6-51: Cylindrical Cave (dry), with access to area SL6-23A

This cave is a cylinder, about 25' in diameter, but 75' tall. In its ceiling is a hole leading to SL6-23A.

A pair of tomb robbers lies dead on the floor of the cave; no visible wounds mar the corpses, although the arms and legs are in unnatural positions and some evidence of crushing (or falling?) damage is evident. The robbers wear ancient clothing and equipment, as their corpses are 1,500 years old.



Treasure:
A suit of chain mail; a **helm of underwater action**; a pouch with three aquamarines (525 gp each); 53 sp and 71 gp; a staff; four broken potion bottles and one surviving **potion of extra healing**; and an archon's baculus, in the form of a solid silver rod, 2" in diameter and 3' long, with a lump of **arcanum** (see new magic items) soldered to its head (worth 475 gp).

SL6-52: Cave (Dry)

In the ceiling of this cave is a 5'-diameter hole that leads up to SL6-64. Unfortunately the floor of this cave is quite unstable due to water erosion below. All those entering the chamber must make a successful roll of 4d6 under DEX or drop 10'-30' into a sub-cave, taking 1-6 HP damage per 10' fallen. Those falling or dropping from SL6-64 take the usual falling damage but must also roll 6d6 under DEX to avoid collapsing the floor and taking another set of falling damage.

SL6-53: Large Cave (Submerged)

The passage from SL6-49 slopes downward steeply before ending in this large, 50'-tall, flooded cave. It is the home of a pack of lacedons. Although the cave itself is nondescript, numerous bones of explorers line its floor. It will take many turns to search the mulch, bones, and debris for the treasure scattered about the cave floor. The lacedons generally lurk in the upper portion of the cave, ready to swoop down on any who enter from north or south.

Inhabitants:
1. **15 lacedons**: SZ M; AL CE; AC 6; MV 90', 90' swimming; HD 2; HP 15(x3), 14, 13(x3), 12(x3), 11, 10(x3), 9; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.

Treasure:
3 suits of rusty chain mail; a dozen rusted and pitted weapons (swords, maces, daggers); 431 ancient silver pennies and 579 ancient gold solidi (see Arden Vul items) scattered about; 137 sp and 173 gp similarly scattered about; a **ring of water breathing** (see new magic items); a **rod of turning** (see new magic items) wrapped in oilskin and silk; and a pair of 2'-tall statuettes of

rudishva, carved from obsidian but adorned with chips of precious and semi-precious stones (450 gp each).

SL6-54: Large Cave (dry)

Although the floor of this cave lies below the waterline, a rise in the tunnel running between SL6-50 and SL6-54 ensures that its floor remains dry. Numerous stalagmites and stalactites dot the chamber, making movement slow. Two ravenous ropers lurk among the rock formations.

Inhabitants:

1. **2 ropers**: SZ L; AL CE; AC 0; MV 30'; HD 11; HP 77, 68; #AT 1; Dmg 5-20; MR 80%. Special attacks: six poisonous strands (20'-50' range; reduce STR by 50% in 1-3 rds). Special defenses: immune to lightning; take half damage from cold.

Treasure:

In the gut of one of the ropers are 9 gemstones: 2 pieces of amber (100 gp each), 2 violet garnets (500 gp each), 2 moss agates (13 gp each), 2 tourmalines (100 gp), and a white opal (1000 gp).

SL6-55: Archontean Vault (Submerged)

This important Archontean vault for the storage of valuable and dangerous objects has been lost to common knowledge for centuries. It is, of course, flooded with murky water.

The chamber is 18' tall and contains no right angles; all corners are rounded in imitation of the rudishva style. The vault is built around a massive lump of **arcanum** (see new magic items), which forms a ragged centerpiece that is 8' tall, 7' wide, and 5' long. This huge, central nugget of arcanum should be interpreted as the equivalent of a natural pocket of **arcanum** (see new magic items for effects on spell-casters).

Six pedestals, 4' tall and 3' in diameter, stand against the east and west walls; two large stone chests stand between the pedestals on each wall (such that one encounters a pedestal, a chest, a pedestal, a chest, and finally a pedestal). The chests are stone; three are locked but one has been opened. Above the objects that line the west wall is inscribed into the stone the following inscription in Mithric: "*Let us learn from our predecessors, who discovered Arcanum and were mighty sorcerers. We must venerate, not exterminate, the rudishva!*"

An imperial stone guardian (see new monsters) stands by the wall to the west of the northern entrance; the remains of a shattered second guardian are scattered across the floor. The stone guardian animates as soon as anything in the chamber is touched (originally its defensive programming could be disarmed by a spoken command word, but that command word is lost in the mists of time).

Pedestals (clockwise, from SW)

The top of each pedestal is a 5'-diameter disk of polished granite. A bronze display tripod is set into each disk, while a Mithric inscription on the disk describes what is (or was) held in the tripod

Pedestal #1 (west side): One bracelet from a pair of rudishva communication bracelets (see new technological devices). The inscription reads "Rudishva Artifact". The other bracelet can be found at 6-117.

Pedestal #2 (west side): The tripod holds nothing. The inscription on the granite disk reads 'the Tablet of the Beacon,' but graffiti added to the disk reads "...when it is recovered from the command chamber on the chasm floor." [**GM Note**: the Tablet of the Beacon (see new technological items) is now located in 9-107]

Pedestal #3 (west side): A large skull, with pronounced incisors and two small horns. The inscription reads: "Rudishva". The skull is filled with molten silver, giving it weight (150 gp).

Pedestal #4 (east side): An empty rudishva lesser power supply (see new technological items). The inscription reads 'Source of Rudishva Power.'

Pedestal #5 (east side): A severely damaged rudishva laser pistol (see new technological items) that is missing its firing tip. If used, the pistol will explode, causing 4-24 HP damage to all within 15'. Roll 4d6 under INT to recognize the damage to the pistol. The inscription reads: "Do not touch! Dangerous Weaponry."

Pedestal #6 (east side): A malfunctioning GnuCoder 3000 data recorder. One button has been painted bright yellow; if pressed, the machine displays the *Do Your Part!* data crystal (see Arden Vul books) as a 3'x5', two-dimensional holograph. Otherwise, the GnuCoder is inoperative. The inscription reads "Rudishva sorcery."

Stone Chests

Chest #1 (between Pedestals #1 and #2): This chest is open and empty; its lid lies shattered on the floor.

Chest #2 (between pedestals #2 and #3): 12 fist-sized lumps of **arcanum** (see new magic items).

Chest #3 (between pedestals #4 and #5): 6 rudishva lesser power supplies, 2 rudishva breathers, a rudishva laser pistol, and a rudishva sonic fence (see new technological items for all).



Chest #4 (between pedestals #5 and #6): 12 large platinum ingots weighing 20 lb each and worth 5,000 gp each.

Inhabitants:
1. **1 imperial stone guardian** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 60; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

Treasure:
See above.

SL6-55A: Stairs Up to Level 5 (5-42)

This passage climbs out of the water via two brief stairs. A longer set of stairs climbs about 300' before ending at the bronze doors of area 5-42. The bronze doors are impossible to open from this side, except by using a **knock** spell cast at the 8th-level or better.

SL6-56: Tunnel leading to 6-166

Although it starts out fully submerged, this tunnel rises swiftly after about 50' of length and becomes dry. Beyond this point the tunnel slopes down again, but is still dry. It leads ultimately to area 6-166.

SL6-57: Tunnel Entrance (Submerged)

This 10'-tall rough-carved tunnel is located at a point 65' below the floor of the cavern, and descends in a gentle slope towards SL6-59. The colossal eel (see SL6-24) often lurks in this tunnel, hoping for prey to pass by. If it has not been encountered in the open water of the Drowned Canyon, it will be found here.

Inhabitant:
1. **Colossal moray eel** (see new monsters): stats at SL6-24

SL6-58: Tomb Entrance (Partly-Submerged)

This 10'x10' opening in the canyon wall is located 50' below the cavern floor. Because the water level in the canyon is at a point 45' below the cavern floor, this opening is half-submerged and half open to the air. The water level is about 5' above the corridor's floor.

SL6-59: Empty Tomb of Hesekion the Red-Handed (Submerged)

This tomb was prepared for the notorious Hesekion the Red-Handed, archon during the last centuries of the Archontean domination in Arden Vul. Hesekion had the tomb prepared as an adjunct to the famed Tombs of the Archons (SL6-63), but was arrested for his crimes and taken to Archontos for punishment. His tomb was thus never used. The empty chamber was originally only accessible from SL6-61, but ancient tomb robbers delved the tunnel at SL6-57 and broke into it. The walls show no signs of decoration, and there is nothing on the floor save the tools of the tomb-robbers, namely some ancient pick-axes, hammers, and chisels. The bones of a few of the eel's victims have ended up here, along with a bit of treasure.

Treasure:
A suit of blood-red **leather armor +2**; a **scimitar +2** named Red-band (INT 13; empathy, True Neutral, detect sloping passages in a 10' radius, detect elevator/shifting walls/rooms in a 10' radius; ego 4), a pair of copper armbands chased with silver (145 gp each); a leather purse with 57 gp; a silk pouch with gold choker (1,400 gp); a pair of ordinary long swords; a **potion of healing**, and a pair of **bracers of archery** (greater).

SL6-60: Hall of the Archons (Partly-Submerged)

Like the entrance corridor (SL6-58), this 15'-tall chamber is only partly submerged; the water level is 5' above the floor. Statues (9' tall) of four ancient archons stand in the corners of the room. Double doors stand between each pair of statues. A chiseled inscription in Mithric occupies the northeast wall; it used to have gold filling, but previous robbers have scraped almost all of it out (5 gp worth remains). In 2'-high letters, the inscription reads: "*From on high the Basileus looks with approval on the deeds of his archons. They have earned their rest.*" [**GM Note**: the words 'on high' are a clue to the location of the trapdoor in the ceiling]

A hint of the formerly vibrant painted walls exists in the smears of wet color that run down the walls and statues. A secret trapdoor in the ceiling leads to SL6-63.

Statues: The statues depict generalized images of archons. One shows a male archon in toga, gesturing with a baculus. A second shows a female archon in legionary armor. A third shows a seated archon pointing with a baculus (e.g., justice). The fourth shows an archon in court dress, with circlet and rod of authority. All four statues are Archontean animated constructs of the animated spearman variety (see new monsters). If the false doors are opened, the four constructs animate and attack. Due to the 5' deep water, PCs will be at -1 to hit and damage, and will move at half the normal rate.

Door Traps: The doors are false. If opened, the statues animate.

Secret Trap-Door (ceiling): The trapdoor is about 5' square and is normal to detect. It opens by pushing a stone square up and into the narrow corridor above (open doors check). The tunnel to SL6-63 is 5' in diameter and rough-carved.

Inhabitants:
1. **4 Archontean animated constructs** - **spearmen** (see new monsters), **in the form of archons**: SZ M; AL N; AC 2; MV 60'; HD 6; HP 45, 38, 35, 33; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.

SL6-61: Antechamber (Dry)

This 10'-tall chamber was originally the antechamber to the now-looted tomb at SL6-59. Given the stairs that lead south, it is currently dry, and still preserves some of its original decoration. Six 8'-tall figures in high relief line the walls of the chamber: each represents the same figure, an archon in toga, cradling a baculus of authority with arms crossed. Each figure's mouth is wide open. Inlaid in the floor is a 15'-diameter circular mosaic: it shows a blue hoplite helmet on a lemon yellow field.

Mosaic Trap: Should any bit of the mosaic be touched, a spectre emerges from the mouths of three of the high-relief wall figures. Two are half-strength victims of the other, full-strength spectre. Should any PCs die at the hands of the spectres, they remain bound to the chamber and to one of the high-relief archons.

Secret Door (west): The door is easy (1 in 4) to find, and opens by pulling a slab inward (open doors check).

Inhabitants:
1. **1 spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis
2. **2 half-strength spectres**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 3+3; HP 26, 24; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

SL6-62: Treasure Chamber (Dry)

This 8'-tall chamber is rough-carved and plain. Four 4'-square by 4'-tall, open stone bins stand in the middle of the room. An iron bar is set into the north wall; from it depends an **ivory horn of domination** (see new magic items). Three of the bins contain treasure. The fourth is empty. Bin #1 holds 5,439 ancient silver pennies (see Arden Vul items), bin #2 has 3,467 ancient gold solidi (see Arden Vul items), and bin #3 has 1,111 white pearls (100 gp each) and one giant pearl worth 5,000 gp.

Secret Door (east): The door is normal to find, and opens by pushing a stone slab towards the east (open doors check).

Treasure:
See text.

SL6-63: Tombs of the Archons (Dry)

This 15'-tall, secret chamber is home to the sarcophagi of six ancient archons of Arden Vul. It hasn't been visited since Hesekion the Red-Handed (see SL6-59) had his tomb dug in 1556 AEP. Six elaborate marble sarcophagi stand in two rows, while a 10'-tall statue of the Archontean basileus (emperor) presides from the north wall. A large inscription in Mithric occupies the north wall.

Sarcophagi
The top of each sarcophagus is carved with an image of its inhabitant, and the side of each carries an inscription in Mithric. From southwest to southeast, the sarcophagi are these:

Sarcophagus #1: Kallidan Ill-Counseled
Image: A male archon in toga, wearing a circlet, and cradling a baculus in both hands. He wears a silver ring (on his left hand).
Inscription: *Kallidan the archon, who always listened to the last word; a fair man who saw right in all and hence brought justice to none.*
Contents: Kallidan's bones, wrapped in a lemon-yellow silk shroud decorated with purple dragons (175 gp).

Sarcophagus #2: Veltarius the Collegian
Image: A male archon dressed in the sleeveless robes of a scholar. He carries a wand and wears bracers. A silver ring sits on his right hand.
Inscription: *Veltarius the Collegian, font of wisdom, delver after arcanum; he brought the College to Arden Vul.*
Contents: Veltarius's bones and a **wand of illusion** (20 charges).

Sarcophagus #3: Hjalti of Westholm
Image: A large man with long, braided hair, wearing leather armor (i.e., a Wiskin). He cradles a two-handed sword, but wears no ring
Inscription: *Hjalti of Westholm, beloved of Ketillion, died with the rest of the usurpers.* [**Note**: Ketillion is the emperor Ketillion Clausus, a Wiskin who rose to the Yellow]
Contents: Hjalti's bones, a poisoned dagger, and a **two-handed sword +3**.

Sarcophagus #4: Jovianus
Image: A man with cropped hair and Archontean nose, wearing legionary armor. He carries an unsheathed gladius against his chest. His left hand wears a gold ring.
Inscription: J*ovianus, restorer of order, scourge of the Wiskinga.*
Contents: Jovianus's bones, **scale mail +1**.

Sarcophagus #5: Quirinus the Factor
Image: An aged man dressed in the toga of office, cradling a baculus. He wears a gold ring on the right hand.
Inscription: *Quirinus, builder in more ways than one; architect, negotiator, harmonizer; wise father.*
Contents: Quirinus's bones.

Sarcophagus #6: Borsella Iron-Fist
Image: A female with fierce eyes and a scowl, dressed in legionary armor. Her hands are clenched in fists. An iron ring is on the right ring-finger.
Inscription: *Borsella, she of the iron fists, who tolerated no disobedience.*
Contents: Empty.

Statue of the Basileus, and Inscription: The painted marble statue is of a basileus, draped in the formal, high-collared robe of the emperor, wearing the traditional fluted cylindrical headdress of office. The emperor holds forth his right hand, inviting beseechers to kiss it. With the left hand he points into the center of the room. The statue is painted in lifelike, bright colors. On the pediment is carved the phrase "Clavius made me" [**GM Note**: this refers to Clavius Yellow-Born, emperor from 1191-1204 AEP, under whose rule the majority of this chamber was planned and executed]. Those PCs who specifically inspect the emperor's extended hand may notice some wear marks on the ring finger (see below).

On the north wall is found the following inscription, in 2'-tall, gold-filled, Mithric letters:

From the right hand of the basileus flows
The golden authority that every archon shows.
It adheres by right to the lord's hand,
And must be returned at the emperor's demand.
Fear is not theirs, who his wishes fulfill,
But woe befalls they who his command fail.

The inscription provides a clue to the puzzle that obscures access to the trap door leading to SL6-62. Only if a gold ring is taken from

the right hand of one of the archons and placed on the basileus's extended hand will the statue of the basileus grind to the left, revealing the hole down to SL6-62. Clearly it is the ring of Quirinus the Factor (gold ring, on the right hand) that is needed. Each time that the wrong ring is placed on the basileus's hand, a sheet of fire sweeps forth from his hand, inflicting 6-36 HP damage on all in the chamber (save for half damage).

Secret Trapdoor (floor): The door is normal to find, but the statue which covers the trapdoor can only be moved if the puzzle described above is solved. Once that occurs, the statue grinds aside and reveals a 5'-diameter hole that drops into the tunnel to SL6-62.

Treasure:
The silk shroud (175 gp); a **wand of illusion** (20 charges), a poisoned dagger; a **two-handed sword +3**; and **scale mail +1**. The silver rings on sarcophagi #1 and #2 are worth 25 gp each. The gold rings on sarcophagi #4 and #5 are worth 75 gp each.

SL6-64: Side Cave with Hole down to SL6-52 (Dry)

This dry tunnel is only 4' in diameter and leads to a dead-end with a hole in the floor. The hole leads down to area SL6-52.

SL6-65: Corridor Entrance (Submerged)

A 10'-tall arched corridor leads inward towards the catacombs of the Archontean curial class. The corridor is 30' below the water level and formed of worked, but undecorated, granite. A flight of steps leads upward immediately inside the entrance.

SL6-66: Corridor Entrance (Submerged)

An 8'-tall square corridor leads southwest from this point; the corridor is 30' below the water line. A trapped iron grillwork blocks the corridor 10' from the entrance. The grillwork can be opened with a successfully lift gates roll. The skeletal corpse of an ancient tomb robber lies on the floor before the grillwork.

Trap (electricity): The grillwork has a **warding chain of glyphs** (electricity) spell cast upon it (see new spells). Originally there were seven glyphs inscribed on the grillwork, but over the centuries the first four have been activated, leaving only the last three (per the spell description these inflict 5d6, 6d6 and 7d6 damage respectively). Since the glyph is the one for electricity, and since the grillwork is submerged, it will affect all those in a 50' radius from the grillwork and not just the one who touches the glyph.

Treasure:
The tomb robber's tattered clothing is archaic. It bears a dagger, a sodden and rotted staff, and a pouch in which are 45 gp, 8 pp, and small silver statuette (2" tall) of an archon with the name "Vafer the Telator, archon" inscribed on the base (145 gp).

GM Note: Players may inquire about the meaning of 'telator'. The word in Mithric was unusual, an archaic, obscure term even when Mithric was the common language; it meant 'web-spinner', with the connotation of 'plotter'. Certain PCs might have a chance of knowing this obscure meaning. Those PCs familiar with Mithric must roll 6d4 under INT to recognize this ancient term.



SL6-67: Antechamber with Tombs (Submerged)

This undecorated antechamber to the complex built by Vafer Telator is filled with murky water. Three carved stone sarcaphagi (8'x4'x4') occupy its center. The sarcophagi can be opened regularly, but also constitute a puzzle. The south wall carries an inscription in Mithric: "Search not for Lord Vafer. The spinner-of-webs has departed towards the spillway." GM Note: this inscription is designed to throw off tomb-robbers searching for Lord Vafer's tomb (SL6-69).

Sarcophagi
The three are identically sized (8'x4'x4'), with lids containing gisants on them. The lids may be removed with an open doors check, revealing some mediocre contents. Clever PCs may recognize that the gisants and inscriptions are part of a puzzle. All three sarcophagi detect as magic.

Sarcophagus 1
Gisant: A middle-aged man, dressed in the robes of a bureaucrat and holding a stylus and writing tablet.
Initial Orientation: The head of the man is towards the southwest.
Inscription (in Mithric) above Head: "*logoTHete and chartouLArios of diSTInction*".
Contents: A bundle of bones inside badly-decomposed linen wraps, a platinum stylus (75 gp), numerous ruined sheets of parchment, and one soggy but still usable **scroll of protection from elementals**.

Sarcophagus 2
Gisant: An aged man, dressed in a toga and cradling both the fasces of authority and the archon's baculus.
Initial Orientation: The head of the man is towards the southwest.
Inscription (in Mithric) above Head: "*archON and friENd of the imperaTOR*".

Contents: A complete skeleton, with a violet garnet (500 gp) inside the skull; a set of silver fasces wrapped in gold thread (100 gp, but up to 2,500 gp to an imperial collector).

Sarcophagus 3
Gisant: A young boy, dressed in a tunic and holding a toy sword.
Initial Orientation: The head of the boy is towards the northeast.
Inscription (in Mithric) above Head: "*suiTEd for DOMination at an eARly age*".
Contents: the skeleton of a 10-year old boy, plus a worm-ridden wooden sword.

Puzzle: The puzzle involves arranging the lids in the correct order and then touching the letters that spell TELATOR (Vafer's nickname). Once this is accomplished, the secret door to SL6-68 pops open. Solving the puzzle depends on several factors. First, PCs must first realize that the lids are interchangeable, and can be shifted from sarcophagus to sarcophagus. Second, they must also realize that orientation matters, that is, that the heads of the gisants must be placed towards the northeast (and not towards the southwest). A clue to this fact is found on the inscription on the south wall (the spillway lies towards the northeast). Third, they must realize that the correct order of lids is boy-man-old man. Finally, they must recognize that the strange capitalization scheme found in the inscriptions is significant. Each inscription has three sets of capitalized letters. Once the lids are arranged in proper chronological order, it is possible to spell out TELATOR by looking at the first, second, and third set of capitalized letters on each gisant (respectively). That is, the first set of capitalized letters on the 'boy' gisant is TE; the second set of capitalized letters on the gisant with the middle-aged man is LA; and the third set of capitalized letters on the gisant with the old man is TOR. A clue to the significance of 'telator' is found on the corpse in SL6-66.

Secret Door (northeast): The door is normal to locate. Only the key found in the hidden compartment of the sarcophagus at SL6-68 can open it. Attempts to pick the lock have only a flat 5% chance to succeed.

Secret Door (Southwest): This door is easy to locate (1 in 4), as the water from the canyon has revealed its outline. Only by solving the puzzle of the three sarcophagi can it be opened.

SL6-68: False Tomb of Vafer Telator (Submerged)

This chamber is home to the false tomb of the Archon Vafer Telator, and includes a nasty trap/curse. The walls were originally cerulean blue, with large gold-colored hoplite helmets scattered across the blue field. The blue paint has faded and dissolved over time, leaving a few patches of blue and the approximately 20 burnished gold-gilt images of helmets (15 gp each if scraped off). A faded inscription in Mithric can barely be made out on the south wall; it reads, "*Lord Vafer was most unwise. All he touched turned to gold, and he found he could not eat gold. Ponder this and take heed lest you suffer his fate! Only a kind patriarch can reverse his fate.*"

A pair of stone statues of kneeling, loincloth-clad bearers crouches on both the east and the west wall; these statues face the sarcophagus and are shaped such that the hands of each of the four seem to be holding a stick, or the pole of a sedan chair. While no poles are present, a standard 1"- or 2"-diameter pole could fit easily into their hands. Close examination of the debris in the chamber might reveal some splintered and rotted fragments of wooden poles. As described below, the statues are enchanted and can be used to help raise the lid of the sarcophagus.

Sarcophagus: The marble sarcophagus is massive, some 20' long, 6' wide, and 5' tall. An image of a recumbent Vafer Telator is carved out of the lid; the archon is dressed in his toga and sandals, and grips his fasces and baculus of authority. He appears as a thin, elderly man with a pinched face, narrowed eyes, and clenched teeth. Inspection of the sides of the sarcophagus reveal carved imperial symbols, including hoplite helmets, large elaborate keys, and dragons. Closer inspection reveals two round holes, 2" in diameter, on each side. These holes line up exactly with the (missing) poles held by the bearer statues along the walls. Should four 5'-long, 1-" or 2"-diameter poles be inserted into the bearers' hands, they could be slotted easily into the holes on the sarcophagus sides. Once four poles have been fitted in this way, the stone statues stand up via magic and lift the lid of the sarcophagus with them. This is the only way to access the interior of the sarcophagus.

Within is a smaller space, about 8'x4'x4' in size. The (false) corpse of Vafer Telator lies within, wrapped in linen bandages with a single boney finger protruding from midway down the corpse. What is disconcerting, however, is that the corpse – body, linen wraps, finger – is solid gold and **cursed** (see below). Only by extreme care – gloves, or careful use of ropes – can Vafer's body be removed without incurring the curse.

Curse: The false Vafer's body is afflicted with the Midas Curse. Should any living flesh touch the (false) corpse, that flesh and all objects touching it are instantly turned into gold. Touching a non-living object to the body has no effect; only living flesh triggers transforming effect. Those turned to gold by Vafer remain true gold for only 1-8 days; after the 1-8 days have passed, the 'gold' reverts to a gold-colored stone. During the period in which Vafer's victims are made of true gold, the curse is also 'contagious,' such that victims can also transform other living flesh into gold (again, for 1-8 days). The curse can only be removed by a 12th-level (or better), good-aligned cleric who casts **remove curse** on the original corpse (Vafer's false corpse). If this is done, Vafer's body remains solid gold but loses the curse (and can thus be used as wealth), and all victims still within the 1-8-day window revert to normal flesh. If the **remove curse** is cast after the expiration of the 1-8-day window, victims remain stone (but can be restored via a **stone to flesh** spell).

Hidden Compartment (sarcophagus): Beneath the cursed golden corpse of Vafer Telator is a secret compartment, 2" square. It is difficult to detect passively (1 in 8), but normal to detect if the interior of the sarcophagus is searched carefully (once the golden corpse has been removed). Within the compartment is a golden skeleton-type key whose tooth is shaped like a tiny ankh. This key operates the secret door (northeast) in SL6-67 that leads to Vafer's true tomb (SL6-69).

Treasure:
Should **remove curse** be cast at a high enough level on the solid gold corpse, the gold loses its curse and can be chopped up, or sold as is. It is extremely heavy. The golden body weighs 400 lb and is worth 25,000 gp intact; the broken into pieces it is worth 20,000 gp.

SL6-69: True Tomb of Vafer Telator (Submerged)

The true tomb of the archon, Vafer Telator, lies hidden in this chamber. The entire chamber - walls, floor, and ceiling - is covered in tarnished gold leaf, (total of 435 gp). Two stone chests stand against the north wall, while Vafer Telator –now a fearsome (if soggy) mummy- himself stands upright in the center of the chamber amid the murky water.

Secret Door (southwest): This door is easy to detect if approaching from SL6-69. It is locked and almost impossible to open (5% flat chance to pick the lock) without the key, which is found in SL6-68.

Secret Door (east, into SL6-70): This door is easy (1 in 4) to detect if approaching it from SL6-69. It can be pulled open from that side with an open doors check.

Inhabitants:

1. **Vafer Telator**, a **mummy**: SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 48; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis; turned as a vampire due to the special pin he wears. Since Vafer is submerged, he risks no danger from fire.

Treasure:

Chest #1: 10,000 ancient silver pennies (see Arden Vul items), plus a solid gold archon's baculus (250 gp, but 2,500 gp to an imperial collector)

Chest #2: a **shield +2**, a **hammer +2**, **guantlets of ogre power**, and a rust-colored **bag of tricks**

Corpse of Vafer Telator: the mummy wears a lesser **necklace of prayer beads** (same as the usual, except that special beads can only be used once) and a gold pin shaped like a hoplite helmet. The pin – a symbol of imperial authority – causes Vafer to be turned as a vampire. Destroying the pin grants 1,000 experience points to a good character.

SL6-70: Burial Niches (Submerged)

This 10'-tall corridor is lined with niches in which the lesser officials of the Archontean civil administration were buried during the period when the Canyon was used as a burial site. Most of these officials were scribes, chartoularii, lesser logothetes, protonotarii, and so forth. Because the entrance to this area was open to direct access for a long time, almost all of these niches were broken open and plundered in antiquity. As a result, the corridor currently is littered with piles of broken stone burial plugs, minor bits of iron and steel, and masses of bones. Long strips of linen shrouds hang lazily in the murky water.

Careful and time-consuming searching through the rubble and the numerous empty niches reveals a few valuables left behind by the plunderers. One item may be found per turn of searching (up to 8 items). Determine items using this table:

D30	Item(s)	Notes
1	9 ancient silver pennies (see Arden Vul items) tied into a roll with linen	
2	An iron holy symbol of Thoth	25 sp
3	1-2 octagonal platinum coins (see Arden Vul items)	
4	13 ancient gold solidi (see Arden Vul items) strung on a leather cord	
5	A silver holy symbol of Set	50 gp
6	A silver holy symbol of Horus	50 gp
7	A battered and empty rudishva lesser power supply	See new technological items
8	A silver **Sortian eye**	See new magic items
9	A gold **Sortian eye**	See new magic items
10	An ancient gladius with a fine, red-dragon-skin handle	It is a **frost brand** (short sword)
11	An ivory false eye	10 gp
12	A 2' tusk from an unknown beast	75 gp
13	A monstrous, 4'-long femur carved as a flute	100-400 gp
14	A piece of brass with 2 Rudishva glyphs and Archontean equivalents etched on it. The glyphs are translated as 'sight' and 'protection'.	
15	A signet ring	45 gp, but 20% chance it is from an important historical person and is thus worth 275 gp
16	A brass ring with a gaudy blue crystal on it	A hidden compartment lies under the stone; it is empty (35 gp)
17	A torc	1-4: silver (25 gp) 5: gold (125 gp) 6: silver and gems (375 gp)
18	A bronze arm band, with the name Phagtro inscribed inside it	15 gp normally, but 175 gp to an antiquarian. GM Note: Phagtro was a famous Thorcin warrior who fought for the old Empire (see 4-95 and 4-138B)
19	A pair of gaudy brass and blue-glass earrings	5 gp
20	A single diamond stud earring	450 gp
21	A fragment of an inscription in Mithric, reading, "…-eon the Logothete, Senior Assistant to Cornelius Scriptor, who helped gather the materials for the scriptor's life of Marius the Great."	A reference to Lucius Cornelius Scriptor (6-130). The name of the proud assistant is lost to time.

22	A fragment of an inscription in Mithric, reading "Thesel[-erion] [the protonot]arius, son of Ysabel, who did his duty to the last. He fell to the Hoppers while bringing new orders to the command post at the foot of the Great Chasm."	**GM Note**: a reference to the Archontean command post established near the floor of the Great Chasm (areas 9-100 to 9-107)
23	An inscription in Mithric that reads "Mariana the wise, junior priestess of Bastet, who remained at her post when the others of her order fled for the Nether Reaches."	A cryptic reference to the shrine to Bastet found in the Nether Reaches (Level 8-38)
24	A fragmentary inscription in Mithric that reads, "Jeskel the Far-Traveler, apprentice to Kentillian the Magnificent, who turned to the service of the Empire when Kentillian sought unlife in the caves below the temple of Set. He brought [the rest is lost]"	**GM Note**: a reference to the tomb of Kentillian, at SL5-13A
25	A scroll case made from a varumani femur and stoppered with cork plugs	It contains a scroll of **protection from devils**
26	A heavy iron key	The key fits the door at SL7-13
27	A gold pin (3" tall) depicting a honey pot	25 gp for the metal, but 85 gp to an antiquarian who recognizes it as a symbol of the 5th Velites (legion of light infantry)
28	A gold ceremonial medallion, 4" in diameter, with an image of Marius the archon on the obverse, and a ziggurat on the reverse	Worth 125 gp. For more on Marius, see 6-154. The ziggurat is that of the heqeti (areas 10-32 to 10-35)
29	A tightly stoppered flask of ancient brandy, now incredibly potent	50 gp
30	A single arrow upon which is carved a man fighting a bear	It is an **arrow of mammal slaying**

The giant pikes that lair to the east attack hungrily as soon as intruders are half-way down the hallway. See SL6-71 for statistics.

Secret Door (north): The door is small (4' square) and normal to locate. A keyhole exists, but the key is lost. The door must be battered open or wrested open with a bend bars check.

Inhabitants:
1. **2 giant pikes** (see SL6-71 for stats)

SL6-71: Shattered Tomb with Fish (Submerged)

A broken sarcophagus lies in this chamber. It is clear that some party in the past systematically destroyed the chamber, for the walls are chipped and pitted (with only a few patches of remaining paint), and all identifying marks on the sarcophagus have been purposefully obliterated. The torn and gnawed corpses of nine fishmen and lizardmen float at the top of the chamber; two skeletons of ancient tomb robbers lie on the floor. Two giant pikes use this chamber as a resting place when they are not hunting in the Drowned Canyon.

Inhabitants:
1. **2 giant pikes**: SZ L; AL N: AC 5; MV 360' swimming; HD 4; HP 26, 22; #AT 1; Dmg 4-16. Special attacks surprise on 4 in 6.

Treasure:
A suit of chain mail, a bent, but still usable **staff +1**, assorted coins worth 254 sp and 119 gp, and a pair of gold bracelets worth 150 gp for the pair.

SL6-72: Burial Niches (Dry)

Note: The air supply in this area is fixed; see general sub-level conditions above.

This corridor is filled with plundered and broken burial niches just as in SL6-70. Searching the mounds of debris for valuables is time-consuming but eventually produces one item for every turn of searching (up to 8 items). Use the chart in SL6-70 to determine found objects.

SL6-73: Shattered Tomb (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

This once-elegant tomb has been systematically plundered by looters. As with SL6-71, the looters also enthusiastically obliterated all reference to the original owner of the sarcophagus, and tried to do so with the wall-art as well. Frescoes remain, but all faces have been erased; the result is a series of toga-clad imperial officers without faces or identifying features.

SL6-74: Lower Chamber (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

An ominous sight greets visitors to this 30'x30'x10' chamber. A bullet-shaped basalt monument stands in the exact center of the room; scattered around it are eight moldering corpses. The corpses appear to have been flung backward, although each has an outstretched hand that seems to be reaching towards the monument. All surfaces – walls, ceiling, and even the floor - are plastered and painted lemon yellow; while mold and damp has damaged the plaster in some spots, it is remarkably well-preserved. An inscription in Mithric has been carved into the south wall and filled with silver (50 gp); it reads "*Heroes of the Empire look down on you from above. Duty, Loyalty, and Respect are your obligations.*" [**GM Note**: this inscription is a clue to the operation of the mechanism for opening the way to SL6-77; see SL6-76 for more details]

Skeletons: The eight come from various periods. Four appear ancient, two are lizardmen, and two are fishmen. None of the remains appear to bear any injury, nor do any of them animate. The skeletons have been stripped of all valuables.

Deadly Monument: The bullet-shaped monument is formed of sickly grey granite and is 3' in diameter and 6' tall. It detects as magic and as evil. A stream of arcane glyphs has been painted across the monument in a bone-white paint; the glyphs swirl across the monument's surface in three large whorls. Those with the ability to view the glyphs from a distance (i.e., magically) will notice that there are fifty-eight distinct glyphs. Such viewers might also notice eight blank spots in the stream (where glyphs previously existed).

It takes advanced knowledge of magical theory to recognize that each of the glyph represents the concept of death from a different linguistic, planar, or cultural perspective. Practically speaking, magic users of 7th-level and above have a chance to recognize the nature of the glyphs: the chance is 30% plus 5% per additional experience level.

Each glyph carries a deadly enchantment: if any living creature approaches within 10' of the monument, the next glyph in the stream discharges in a burst of magical power while a deep voice intones the word 'death' in Mithric. All those within 15' of the monument who possess 60 HP or less are instantly slain (those with more than 60 HP take 60 HP damage). Victims are permitted a save versus death magic (with a -2 penalty); if the save is made, the victim merely takes 30 HP damage.

Each time a glyph activates, it is erased from the monument; as a result, the monument only has fifty-eight more uses. It is possible to mask the power of the monument, at least temporarily: casting **dispel magic** on the monument (by a caster of at least 7th-level dampens the power of the monument for 1-3 turns. Such should be sufficient to allow a swift party to climb through the concealed hole in the ceiling.

Concealed Hole: The plastered ceiling conceals a 10'x10' hole that leads up a 5'-long tunnel to SL6-75. PCs have normal chances to detect this concealed 'door'. Once detected, it is easy to break through the plaster to reveal the hole.

SL6-75: Upper Chamber (Dry)

Notes: The air supply in this chamber is fixed; see general sub-level conditions above. It also lies beyond the walls of the main cavern of the Drowned Canyon, a fact which means that the floor level relative to the cavern floor is no longer relevant.

This enormous chamber has 20'-tall walls and a pyramidal ceiling that rises another 10'. Four colossal statues stand in the corners of the room facing its center. Stirring inscriptions in Mithric appear on three of the four walls. A 10'x10' hole in floor leads down 5' to the plaster ceiling of SL6-74. A 3' parapet surrounds the hole.

Statues: All four of the 12' statues are of legionaries at parade rest. They detect of magic, but do not animate until/unless the relics from SL6-77 are brought into this chamber. At that point they lumber to life and prepare to destroy the desecrators.

Inscriptions: Three of the walls feature a word incised into the stone in 2'-tall capital letters. They read as follows:

North: *Respect*
East: *Duty*
West: *Loyalty*

Inhabitants:

1. **4 imperial stone guardians** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 60, 60, 60, 57; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting



spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

SL6-76: Hall of Imperial Heroes (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

This 30'-tall, barrel-vaulted hall offers an impressive tribute to some long-forgotten military heroes of antiquity. A 10'-wide strip of red onyx has been inset into the granite; it leads from the entrance to the main statue at the south end of the hall. Flanking the red stone walkway are eight 15'-tall statues. An inscription (actually a song) runs along the wall at a point 20' above the floor; it starts in the northwest corner and ends in the northeast corner. The words of the Mithric inscription are 2' tall, inset into the stone, and inlaid with more red onyx. At the south end of the hall stands a 20'-tall statue of the great Archontean hero, Spiculus Carbo.

Statues of Lesser Heroes: The eight statues depict men and women in military garb, albeit in clothing and equipment unique to each individual. Each stands on a low plinth on which the name of the hero is inscribed. The statues are enchanted (and detect as magic). Should any one of the three code words embedded in the song inscription (duty, loyalty, respect) be touched (see below), all eight break out into a rough version of the song, chanted in loud bass tones. Should the physical remains of Spiculus Carbo be looted from SL6-77, the eight offer boos, hisses, and raspberries in equally loud tones. From southwest to southeast, the statues depict:

1. Hertulion, in legionary gear, in a defensive posture with shield and spear
2. Janata (F), in scout garb, wielding a sling
3. Hjaltion, a dekarch, gesturing with baculus
4. Terencius Borsa, as a legionary thrusting with short sword
5. Eadgifia (F), polemarch with shield raised, thrusting with spear
6. Lauret (F), archer nocking an arrow in her short bow
7. Isketius the Black, as a legionary crouching behind his shield
8. Marcus the Elephant, in a loincloth holding a club

Statue of Spiculus Carbo: This basalt statue is enormous, rising 20' above the floor. Spiculus Carbo, a long-forgotten hero of the ancient Archontean empire, is dressed in battered field plate, and leans wearily on his spear. The heads of two heqeti hoppers lie at his feet. The plinth carries this inscription: "*Spiculus Carbo, scutarius, who embodied the three virtues of his calling in falling for his comrades during the great war against the Hoppers*."

Inscription/Song: The words (in Mithric) of the song are as follows (N.B.: the three code words are underlined here for the GM's purposes alone; nothing on the wall distinguishes these words from the others):

Hail to the heroes, whose deeds are clear to all
None of them stepped back, when duty made its call
Amid the press and without doubt they formed the sacred wall
And there with blades a-flashing, they saw the enemy fall
Through loyalty fierce and honor clear they forced the foe in thrall
Their deeds of noble service demand respect from all

GM Note: This was a popular marching song of the legions during the period of Archon Marius Tricotor. There is a slim chance that a PC with a military background may recognize some of the phrases from modern military practice.

Secret passage (to SL6-77): It is almost impossible (1 in 12) to detect that there is a hidden passageway under the statue of Spiculus Carbo. It is revealed when the three code words (clues to which may be found in the inscriptions in SL6-74 and SL6-75) are touched, in any order and within 5 minutes. At that point the statue slides forward, revealing the stairs and hidden passage.

SL6-77: Secret Tomb of Spiculus Carbo (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

This hidden chamber houses the remains of Spiculus Carbo, as well as some relics associated with him. A stone table stands in the center of the 8'-tall, rough-carved chamber. An armor rack stands behind it.

Table: The physical remains of Spiculus Carbo sit on the table. These include the skull, femurs, and one skeletal hand, as well as an alabaster jar filled with ashes (the rest of his remains). The bones have been coated with molten gold and gleam dully; they are worth 125 gp but if associated with any of Carbo's gear might bring 875 gp. Alas, if any of the remains (bones or ashes) are brought into SL6-75, the four imperial stone guardians there immediately attack.

Next to the remains are Spiculus's hoplite helmet, to which is attached a pair of fox pelts, his gladius, a silver cloak pin, and a pair of worn sandals. The helmet is normal, but the fox pelts are enchanted (**fox crests** – see new magic items), as are the sandals (**sandals of agility** – see new magic items).

Armor Rack: The rack holds Spiculus Carbo's extremely battered suit of imperial field plate (see Arden Vul items), as well as his **spear +3**. Due to its age and condition, the armor requires 450 gp worth of repair work for peak functionality; until such work is completed, it provides AC 4 (instead of the normal AC 2).

SL6-78: Tomb of Licata the Archer (Dry)

Note: the air supply in this chamber is fixed; see general sub-level conditions above.

The earthly remains of a second hero of the Archontean wars versus the heqeti may be found here. The chamber is 20' tall, and the walls are painted a bright lemon-yellow color. Three 10'-tall statues of female archers with nocked arrows stand in the north, east, and south corners. Licata's remains rest on a stone table in the center of the chamber.

Trap (pressure plate and magical arrows): A pressure plate occupies the 10'x10' square just inside the entranceway. For each medium-sized creature that crosses the plate, there is a 75% chance that the trap triggers. Once triggered, each of the stone statues releases two magical arrows per round at randomly determined targets. For purposes of rolling to hit, the archers have 8 HD; each arrow inflicts 2-8 HP damage. The arrows strike any object existing within a plane defined as between 3' and 10' above the floor; those

lying prone, and/or those who can levitate/fly to a point 10' above the floor, are immune from the arrow fire. **Dispel magic** cast on one of the statues immediately stops arrow fire from that statue.

Table: The stone table contains the remains of Licata the archer: a skull, with two huge red spinels (350 gp each) set into its eye sockets, a set of finger bones wired together, and a cedar box containing her ashes. The box is inlaid with silver, and carries the image of a coiled bowstring (the insignia of the I Velites legion) and the name 'Licata the dekarch'. If the box is opened, it releases Licata's spirit, now a terrible spectre.

Also on the table are the following: a heavy gold signet ring that reads 'Licata' and 'Loyalty' (350 gp); her **long bow +2**; a quiver of 20 **arrows +2**; and a beautiful opal and jade necklace (2,250 gp).

Inhabitants:

1. **Licata the spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

SL6-79: Unfinished Tomb (Dry)

Note: The air supply in this chamber is fixed; see general sub-level conditions above.

The door to this chamber is locked; Kel Bormol (SL3-2A) has the only remaining key. Inside is an unfinished tomb. A unique **symbol**, devised by Kel Bormol himself, has been cast seventeen times on the door: it is a **symbol of forgetting**, which causes those who fail to save versus spells (with a -2 penalty) to turn away from their present task and adopt some new course of action. The symbol is designed to prevent intruders from entering the chamber.

A block of stone (for the never-begun sarcophagus) stands in the middle of the room. A generic decoration plan was begun, but the only part completed is an image of a legionary (still faceless) with the word 'Respect' (in Mithric) in 3' letters above him.

As the war of Theosophs and Sortians raged (see World of Archontos appendix), the late Archontean-era archmage, Kel Bormol, took precautions for his own safety. He repurposed several chambers throughout the Halls as bolt-holes to which he could teleport if conditions in the city grew desperate. This tomb was one of his third-tier refuges. Here he deposited some coin, a few potions, and copies of his spell-books. These items are all concealed in an invisible stone chest fastened to the ceiling with steel bars.

Treasure:
Invisible chest with: 500 ancient silver pennies (see Arden Vul items); **potions of gaseous form**, **clarity**, **deafening light**, **dispelling**, and **truthfulness** (see new magic items for the last four); and his spell books.

Kel Bormol's Spell Books (in eleven large volumes): **All 1st-level spells** plus **Basil's torch treatment**, **Cleophalus's look-away spell**, and **friend of the Hekate** (see new spells for all three); **all 2nd-level spells** plus the **Bracteros effect**, **locate place**, **Pol's endless sneezes**, **pummeling fists of Arak-Zhorr**, and **wizard's cache** (see new spells for all five); **all 3rd-level spells** plus **garrulous mouth** (see new spells); **all 4th-level spells** plus **Dameon's shadow spell book** (see new spells); **all 5th-level spells** plus **harnessing the chaos**, **the hekate's bonds**, and **Pol's improved eye** (see new spells for all three); **anti-magic shell**, **curse item** (see new spells), **death spell**, **disintegrate**, **enchant an item**, **extension III**, **forceful hand**, **geas**, **globe of invulnerability**, **invisible stalker**, **legend lore**, **monster summoning IV**, **project image**, **reincarnation**, **repulsion**, **stone to flesh**, **transformation**; **cacodemon**, **delayed blast fireball**, **duo-dimension**, **grasping hand**, **limited wish**, **mass invisibility**, **monster summoning V**, **Pol's recall** (see new spells), **power word stun**, **vanish**, **warding chain of glyphs** (see new spells); **clenched fist**, **incendiary cloud**, **irresistible dance**, **mass charm**, **mind blank**, **mindshift** (see new spells), **monster summoning VI**, **permanency**, **polymorph object**, **power word blind**, **spell immunity**, **symbol**; **astral spell**, **crushing hand**, **gate**, **meteor swarm**, **power word kill**, **prismatic sphere**, **time stop**.

SL6-80: Concealed Corridor Entrance (Partly-submerged)

The entrance to this corridor is concealed by a permanent illusion spell, which makes it seem as if the face of the canyon wall continues across the opening. The floor of this 10'-tall corridor is only 5' below the waterline. Because of this fact, any activity in the canyon that produces waves is likely to cause problems with the illusion, as the waves or ripples will appear to disappear into the 'solid' wall of the canyon.

SL6-81: Corridor Entrance (Dry)

The water in the Canyon laps gently at the lip of this 15'-tall corridor. The entrance corridor and stairs are covered with lemon-yellow tiles that are about 2" square. Given the general moisture of the area, the tiles are quite slippery.

SL6-82: Plundered Tomb of Phocius Tricotor (Dry)

This chamber is the most visited of the tombs in the Drowned Canyon, as it is the only one whose entrance is completely accessible from above the waterline. It is monumental in size, being some 20' tall. Mosaics originally covered the walls and ceiling. The tomb was designed for Phocius Tricotor, the adopted son of the great Marius Tricotor (see 6-154), who was slain in operations against the heqeti. Aware of Marius's grief, his courtiers arranged this elaborate tomb. Sadly, it was plundered in antiquity and little is left save some decorations. Graceful arches lead to subsidiary tombs on the east, west and south sides.

The mosaics on the walls have been badly damaged by time and looters. The largest intact piece occupies the southwest corner, and shows a stern archon with cropped, grey hair riding a floating platform while pointing at misshapen amphibians. Next to the archon is a man who looks similar, albeit younger. Ancient graffiti names the two figures as "Marius the Great" and "Phocius, his dead son." The other intact piece of mosaic is in the northeast corner, and shows a skinny man in a white scribe's tunic holding a stylus and a wax tablet; this man has the same hair style, and several prominent blemishes by his nose. More graffiti is scrawled by this image. It reads: "Lucius Cornelius the thief, who stole the

divine Marius's relics." [**GM Note**: this person is Lucius Cornelius Scriptor – see 6-135]

In the center of the chamber is a worn, veined-marble dais (10'x10'). In its center stands an unusual vertical sarcophagus that is 5' square, but 8' tall. The top 2' of the sarcophagus have been broken off, leaving a hollow shell. The sarcophagus is empty, but its four sides bear incised images of a young Archontean male, with close-cropped hair, Roman nose, and piercing eyes, engaging in military actions. The north-facing side of the sarcophagus also reads "Phocius Tricotor."

SL6-83: Side Tomb (Dry)

A 10'x5'x4' sarcophagus rests in this 10'-tall side tomb. The lid is long gone, as are its contents. The walls are decorated with smeared and dripping frescoes of jungle scenes. Nothing is present here save two 50' coils of silken rope that are tucked behind the sarcophagus.

SL6-84: Side Tomb with Corpse (Dry)

A 10'x5'x4' sarcophagus rests in this 10'-tall side chamber. The lid and original contents of the tomb are gone, but the skeleton of an ancient tomb robber lies sprawled halfway inside and halfway outside the sarcophagus. The walls of the chamber were painted cerulean blue, and originally featured eight figures in Archontean dress. The faces of the eight have been carefully effaced, leaving bare wall where the faces once were.

Should the side tomb be entered, the skeleton will lurch to its feet and begin moaning (in Mithric) "The eyes! They see me! They see you! Beware the eyes!" [**GM Note**: the corpse is referring to the **eyes of Pol** (see new magic items) in SL6-85, but the precise origin of the corpse's fear may well be unclear]. The animated skeleton follows PCs through areas SL6-82 to SL6-85, moaning its warning all the while, but it does not attack.

Inhabitants:

1. **1 animated skeleton**: SZ M; AL N; AC 7; MV 60'; HD 1; HP 5; #AT 0; Dmg nil. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.

Treasure:

The skeleton wears battered, but usable, leather armor, and has a long sword belted at its waist. A gold chain with a silver-and-ivory cameo of an eye hangs around its neck (110 gp).

SL6-85: Side Tomb (Dry)

Another empty 10'x5'x4' sarcophagus rests in this 10'-tall side chamber. The original lid and contents disappeared ages ago. A pair of battered wooden planks provides a new lid, on top of which rest a pair of **eyes of Pol** (see new magic items). The walls seem originally to have been painted, but only a small portion of blue and yellow paint remains.

Secret Trapdoor (floor): This trapdoor is normal to locate, and can be accessed if an open doors check is made in moving the sarcophagus that lies atop it. The corridor climbs briefly before reaching a second secret door that is easy (1 in 4) to locate. From this side the second door opens by depressing a 3"-square section of the floor.

Treasure:

A pair of **eyes of Pol** (see new magic items).

SL6-86: False Tomb of Thekla (Partly-submerged)

Five feet of murky water slosh around in this 10'-tall chamber, which is home to a giant anaconda. The wall frescoes have been ruined by moisture, a moldy mosaic occupies the west wall, and a granite sarcophagus sits in the center of the room on a 2' dais. On the west wall a jumble of debris has accumulated around what once was a ceremonial rack (for a sword) built into the wall. It is in this debris that the anaconda lairs. Three water-slimed skeletons lie on the floor near the sarcophagus. **GM Note**: this area was intended as a red-herring for those seeking to loot the tombs of Taticus and Thekla, whose true tomb lies at SL6-88.

Mosaic: The mosaic shows a pair of warriors striking at a huge, hairy troll. One warrior is male and the other female, but both share similar features: they both have long, shoulder-length hair and pointed noses, and they both wear black leather armor, wield falchions, and wear silver lockets looped around their necks. **GM Note**: a bookish PC has a chance to recognize the pair of warriors in the mosaic as the legendary Archontean hero-twins, Taticus and Thekla, by rolling 4d6 under INT.

Sarcophagus: The lid bears an incised image of a female warrior wearing leather armor and carrying a falchion. The lid of the sarcophagus is already cracked open, and can be fully removed easily, without any sort of check. Only the moldy remains of a female human, wrapped in linen bandages, remain.

Secret Door (east): The door is normal to locate, and opens by pulling down on the left support for the sword rack that is found on the east wall. Doing so releases a mechanism that causes a panel on the eastern wall to swing into the chamber.

Inhabitants:

1. **1 giant constrictor snake**: SZ L; AL N; AC 5; MV 90'; HD 6+1; HP 43; #AT 2; Dmg 1-4/2-8. Special attacks: constriction.

Treasure:

Inside the sarcophagus: all the original (meagre) treasure was looted in antiquity, but a pair of brass leg bracelets studded with jet gems is still hidden inside the wrappings (50 gp each).

Skeletons: black leather armor, scale mail, a mace, a long sword, a purse with 53 ancient silver pennies and 39 ancient gold solidi (see Arden Vul items for both); a silver statuette of a hooded cobra (135 gp); and an **elixir of health**.

SL6-87: False Tomb of Taticus (Partly-submerged)

Five feet of water slosh about in this chamber. Although moisture has ruined most of the frescoes, a section of mosaic mounted on the south wall shows a pair of warriors striking simultaneously at a troll. A granite sarcophagus (10'x5'x5') rests in the center of the chamber on a 2' dais. Built into the west wall just above the water line is an empty rack, apparently intended for a sword.

Mosaic: One warrior is male and the other female, but both share similar features: they both have long, shoulder-length hair and pointed noses, and they both wear black leather armor, wield falchions, and wear silver lockets looped around their necks. **Note**: A bookish PC has a chance to recognize the pair of warriors in the mosaic as the legendary Archontean hero-twins, Taticus and Thekla, by rolling 4d6 under INT.

Sarcophagus: The lid bears a crude image scribed in the stone of a warrior wearing leather armor and holding a falchion. The legend reads "Taticus the Strong." The lid of the sarcophagus can be budged with an open doors check, but it is also trapped (see below). Within is a male body wrapped in shrouds along with some treasure.

Trap (sarcophagus lid): The lid is trapped such that if the seam is broken between lid and sarcophagus, a powerful set of springs will project the now-broken lid upwards and outwards. Anyone within 10' of the sarcophagus must roll 3d8 under DEX or take 3-12 HP damage from the explosion and stone fragments.

Secret Door (west): The door is normal to find, and opens if a hidden button inside the sarcophagus is located and pressed.

Treasure:
Inside the sarcophagus: 119 ancient silver pennies (see Arden Vul items); a pair of silver and turquoise bracelets (75 gp each); a **scroll of magic missile** and **locate object**; and a parchment scroll entitled *Fraternal Triumph, or Taticus and Thekla against the Troll* (see Arden Vul books).

SL6-88: Hidden Tomb of the Twins (Dry)

The true tomb of Taticus and Thekla, the legendary Archontean hero-twins, is located here. The 15'-tall chamber is sheathed in blue tiles (6" square), on each of which has been painted the tau (yin-yang) symbol (which symbolizes twins for Archonteans). Perhaps 30% of the tiles have fallen to the floor, leaving the floor littered with broken tiles and ceramic dust. Two sarcophagi dominate the center of the chamber, although an enormous black 'troll' stands on a dais on the south wall. Between the two sarcophagi is a large patch of **living mosaic** (see new magic items).

The 'troll' is 10' tall, thick and muscled, and covered with black bristly hair. The 'troll' is actually a Type IV demon that has used its polymorph self ability to appear as the legendary object of the Twins' great victory. The demon has been bound to this chamber to fulfill this function – and to defend the **gemini blades** (see new magic items) – for close to 2,000 years, and is eager for combat and release. Once it has defeated 17 robbers, it will be freed from its task. As such, the first thing it does is Gate in another demon to ensure it defeats any tomb raiders.

Sarcophagi: Both of the 10'x5'x5' sarcophagi are formed of coal-black basalt. The tops of each sarcophagus bear a heavily incised and silver-filled image of their respective inhabitants, Taticus and Thekla. Taticus appears as a young man dressed in leather armor with a flowing cloak; Thekla is a young woman and dressed similarly. Both have shoulder-length hair and wear lockets. On each sarcophagus, however, the images of the twin's locket is pierced vertically by one of the legendary **gemini blades** (see new magic items). The only way to release the lid of either lid is to pull forth the blade from the basalt; to do this, however, requires either a twin or a person of chaotic good or chaotic neutral alignment. Within each sarcophagus is some additional treasure.

Living Mosaic: A large, 10'x3', patch of **living mosaic** (see new magic items) occupies the space between the two sarcophagi. It depicts area 6-157 and is 75% likely to show troll-like beings moving through the image.

Secret Door (northeast, to SL6-87): This door is easy to locate (1 in 4), and opens by pulling a thin circle of wire nestled in the seam between wall and ceiling.

Secret Door (northwest, to SL6-86): This door is easy to locate (1 in 4), and opens outward by finding and depressing a 3"-square on the south wall.

Secret Door (east, towards SL6-85): This door is hard to find (1 in 8) and only opens by brute force (open doors check to push it towards the east).

Secret Door (west, towards SL6-89): The door is hard to locate (1 in 8) and can only be opened by pulling it inward via a successful open doors check.

Inhabitants:
1. **1 type IV demon**: SZ L; AL CE; AC -1; MV 90', 120' flying (Class E); HD 11; HP 78; #AT 3; Dmg 1-4/1-4/2-8; MR 65%. Constant abilities: infravision. Special attacks: +2 to hit; cause fear; darkness 10' radius; use symbol (fear or discord). Special defenses: half damage from cold, electricity, fire, gas; +1 or better weapons to hit. Special: teleport without error; detect magic; read languages; telekinesis (5,000 gp); project image; create



illusion; levitate; polymorph self; dispel magic; gate in demon of type I to IV (60%).

Treasure:
The **gemini blades** (see new magic items), only removable by chaotic good PCs or by twins.
Tomb of Taticus: a red, hooded, **cloak of displacement**; a pair of red boots (25 gp); Taticus's seal matrix, which could be used to make new seals or could be sold to an antiquarian for 3,000 gp; a silver, gold, and bejeweled belt, worth 1,850gp; and a fine platinum cloak pin worth 425 gp.
Tomb of Thekla: a set of red **boots of striding and springing**; a fine, silk, hooded cloak (50 gp); an amethyst and silver hair pin (450 gp); a gold signet ring (250 gp); a second gold ring set with a huge topaz (650 gp).

SL6-89: Hidden Staircase up to SL6-31 (Dry)

A simple granite circular staircase leads upward to SL6-31 from this location. It is only accessible via one of the secret doors that give forth into the area.

Secret Door (west): The door is normal to find, and is relatively tall and narrow (3' wide by 8' tall). It opens by pushing in at the top of this panel, which is set on a horizontal pin.

Secret Door (east): This door is hard to find (1 in 8) and opens only if a pencil-thick button on the east wall is located and depressed.

SL6-90: Tomb Entrance (Submerged)

A 10'-tall archway leads inward at this point. The entrance is 15' below the waterline, and the corridor is fully submerged.

SL6-91: Corridor Entrance (Submerged)

A 10'-tall square corridor leads inward. The entrance lies 15' below the waterline, but halfway down the corridor stairs lead up out of the water.

SL6-92: Corridor Entrance (Submerged)

A 10'-tall square corridor entrance may be found here. The entrance is 15' below the waterline and the corridor is fully submerged.

SL6-93: First Tomb of Vipsania Pacifica (Submerged)

Archon Vipsania Pacifica built this area as the antechamber to her true tomb (SL6-94). The chamber is 10' tall and filled with murky water. Vipsania's sarcophagus dominates the center of the chamber, while ruined wall frescoes provide hints of color amid the glom. Two giant crayfish lurk in the murky water on either side of the door, eager for a meal.

Sarcophagus: This object is a rococo monstrosity! It is 5' tall, 10' long, and 4' wide, and built of veined marble with 2'-tall porphyry columns set into the base of the sarcophagus on all sides. The lid is solid and massive, with a white effigy of Vipsania built into it. Vipsania appears as a whip-thin, tall woman with waist-length hair and narrowed eyes. She wears a long robe and carries an ankh and an unrolled scroll. Inscribed in tiny letters on the scroll are the following words in Mithric: "*Vipsania Pacifica, archon of Arden Vul. She brought and required peace.*" Unless PCs specifically examine the scroll, they are likely to miss the inscription.

The lid can only be budged with a successful open doors check. Although the contents were looted in antiquity, the tomb-robbers had a warped sense of humor, and left a goblin skull behind. They also left a sherd of pottery with the following mocking note scrawled on it in Mithric: "Vipsania wasn't so peaceful when we made off with her belongings. Better luck next time!" What the robbers missed was a false bottom, which can be detected as a secret door. Inside the false bottom are a four solid gold rods tied up with gold thread and piece of solid marble carved like a 5"-diameter, rolled-up scroll. Each has a different word inscribed (in Mithric) on it: wrath, love, serenity, and sorrow. The rods can be used to manipulate objects in area SL6-94. The scroll is needed to open the secret door to Vipsania's true tomb.

Secret Door (west): The door is normal to find. The opening mechanism is a 5"-diameter slot in the wall. The marble scroll in the false-bottom of the sarcophagus fits the slot perfectly.

Inhabitants:
1. **2 giant crayfish**: SZ L; AL N; AC 4; MV 60', 120' swimming; HD 4+4; HP 33, 28; #AT 2; Dmg 2-12/2-12. Special attacks: surprise on 3 in 6.

Treasure:
Four solid gold rods, 1" in diameter and 6" long (850 gp each). The rods can be used to manipulate objects in area SL6-94.

SL6-94: True Tomb of Vipsania Pacifica (Dry)

Up a narrow staircase may be found the true tomb of Vipsania Pacifica, archon of Arden Vul. The chamber is 10' tall. Instead of the usual frescoes, four 5'-tall, granite, high-relief images of faces stand forth along the bare stone walls. Standing on the floor beneath each visage is a 3'-tall stone urn. Vipsania's granite sarcophagus stands in the center of the chamber.

Sarcophagus: The sarcophagus is 10' long, 3' wide and 4' high. The north side bears the words "Vipsania, archon." The lid is solid and no seam is visible. Four 2"-diameter holes are spaced evenly across the lid, each with a square of colored tile inset next to it: the colors are red, black, pink and pale blue.

The holes are intended to be used (wisely!) in conjunction with the liquids obtained from the stone visages (see below). Pouring any of the liquids into the appropriately-colored hole causes a seam to appear around the top of the sarcophagus; the lid can then be removed with an open doors check. Yet some combinations have additional magical effects.

The safest solution is to obtain the pale blue liquid (of serenity or peacefulness, that is, the quality associated with Vipsania's nickname) and pour it into the pale blue hole. Pouring the red liquid into the red hole, however, causes the liquid to spontaneously combust; all the contents of the sarcophagus are destroyed. Pouring the black liquid into the black hole generates an oily, thick poison gas; this gas emerges from all four holes in the sarcophagus and fills the chamber within 3 rounds. All present must save or die. The gas dissipates after an hour. Pouring the pink liquid into the pink hole, moreover, inflicts a powerful **curse** of greed on all those within 15'; the curse acts such that each victim will intensely covet the next item of value that he/she glimpses. The

greed and obsession for this item will be so great that the victim will not allow it to be possessed by another, nor will he/she allow it to be sold. If a liquid is poured into the inappropriate hole (black into blue, for instance), no effect is produced, but the seam for the lid also does not appear. For the contents of the sarcophagus, see treasure listing below.

Stone Visages

Each of the 5'-tall images shows the same human woman with long hair and an elaborate torc. The mouths of all four are open. The four faces differ, however, with regard to the emotion displayed upon them.

East Face: Vipsania's mouth is twisted open in a sneer, her eyes are narrowed, and her nostrils are flared. This face represents anger or wrath. If the golden rod from SL6-93 that is marked 'wrath' is placed in the angry mouth, a flask filled with red liquid will appear in the stone urn beneath it. If the wrong rod is inserted into the mouth, that rod will be utterly consumed.

South Face: The eyes are open wide, and the mouth is formed in a perfect 'o'. Here Vipsania depicts sorrow. Should the golden rod inscribed with 'sorrow' (from SL6-93) be placed in the mouth, a flask of black liquid appears in the urn beneath the face. If the wrong rod is inserted into the mouth, that rod will be utterly consumed.

West Face: The face's lips are puckered as if to give a kiss, and the eyes are creased welcomingly with laugh lines. The face depicts 'love'. If the golden rod marked 'love' (from SL6-93) is placed in the mouth, a flask filled with pink liquid appears in the urn beneath the head. If the wrong rod is inserted into the mouth, that rod will be utterly consumed.

North Face: Vipsania's lips are just barely open, and her mouth offers a hint of a smile. Her eyes are half-lidded. This face is meant to depict 'peace' or serenity. If the appropriate golden rod from SL6-93 is placed between the lips, a flask with pale blue liquid appears in the urn beneath the face. If the wrong rod is inserted into the mouth, that rod will be utterly consumed.

Treasure:

Liquids: the red liquid can serve as a **potion of fire breath**; the black potion is a **poison potion**; the pink potion is a **philter of love**; and the blue liquid is a **philter of persuasion**.

Sarcophagus: in addition to the bones of Vipsania Pacifica, the tomb contains two bolts of beautiful silk from the imperial workshops (250 gp each); an alabaster jar with 111 ancient octagonal platinum pieces (see Arden Vul items); a vellum codex bound in red leather entitled the *Secreta Secretorum* (see Arden Vul books); a **rod of rulership** (16 charges); a **tome of understanding**; and a gold-and-ruby necklace in a sunburst pattern (5,800 gp).

SL6-95: Alleged Tomb of Jacinth the Rose (Dry)

The stairs from SL6-91 ensure that this area is dry. Its air is also good, a fact which may cause the clever to realize there is another exit to the chamber. In fact this entire chamber was devised as a clever trick and trap, designed to deter those seeking the more profitable tombs hidden in SL6-96.

The chamber is 12' tall, brightly lit by a **continual light** spell, and decorated with vibrant, colorful frescoes. The frescoes are badly damaged by moisture and mold, but show mostly floral scenes with a maiden cavorting through them. The maiden is tall, with black hair, laughing eyes, and pretty teeth. In the center of the chamber is a sarcophagus of pink marble. On its lid is a marble effigy of a shapely woman clad in a tunic with an elaborate belt, a brooch, and a flower wreath in her hair. A name is carved on the east side of the sarcophagus: Jacinth the Rose. Aside from her name, the sides of the sarcophagus are carved elaborately with high-relief flowers, including roses, daisies, marigolds, and hyacinths.

The lid (with effigy) is heavy, and can only be opened via a successful open doors check. If the lid is opened, a puff of poisonous dust envelopes all within 10' (see below for effects). Inside is a mummified body (not that of Jacinth the Rose) that wears a **belt of femininity/masculinity** and an **amulet of inescapable location**. A **curse** has also been placed on these two items: if either is either successfully removed via **remove curse**, the cursed item instantly teleports back to this tomb, allowing it to be found by a subsequent tomb-robber.

GM Note: Jacinth the Rose was once a well-known figure in Archontean folklore, although her stories are largely forgotten today. She was a notorious trickster, with a malicious bent (unlike that of Larel One-Eye – see World of Archontos appendix). It is unlikely that most PCs will have heard of Jacinth the Rose, although the GM might deem that a bard or other scholarly PC could succeed at a roll under INT (5d6 for bards, 6d6 for others) in order to have heard of her devious reputation for not being what she seemed. Of course, should PCs have located and read a copy of *the Song of Jacinth the Rose* (see Arden Vul books) they will have a much better chance of recognizing that this name spells trouble. Her corpse does not rest here at all. Indeed, according to the *Song*, it is to be found in the forests north of Archontos.

Trap (poisonous dust): This poisonous dust is released in a 10' -diameter cloud when the lid of Jacinth the Rose's sarcophagus is opened. It is slow-acting, and causes death in 1-4 days after much choking, coughing, and spitting of blood. Those making a save versus poison avoid breathing it in and are immune.

Secret Door (south): This door is normal to locate. Only by locating the largest carved rose on the sarcophagus and pressing its center will the door open.

Treasure:

A **belt of femininity/masculinity**; a **brooch of inescapable location**; and 357 ancient silver pennies (see Arden Vul items) scattered inside the tomb.

SL6-96: Multiple Tomb Chamber (Dry)

This large hall is the resting place of the famous alchemist (and infamous libertine), Plotina. The chamber is 15' tall, with unpainted walls. Six simple stone sarcophagi hold the remains of Plotina's favorite concubines. Her own resting place is a huge stone table at the south end of the room; there she lies as a mummy, surrounded by many potion bottles. A stone chest sits under the table.

Sarcophagi: Each of these identical sarcophagi is 8'x3'x3' in size, with the face of a young woman and a name inscribed on the lid. When Plotina arises from her table, the ghasts that occupy each tomb push off their sarcophagus lids and rush to defend their mistress. The names of the concubines are: Levia, Domitilla, Helena, Reseda, Vincia, and Irene. Each sarcophagus contains a piece of jewelry.

Table and Mummy: Plotina the mummy lies on the stone table, surrounded by samples of her alchemical genius. As soon as the chamber is entered, she rises from the table, whispers (in Mithric) 'More lovers for me!' and begins to hurl potions at the intruders; her former concubines – now ghasts – swiftly join the fray. The following potions and concoctions are available for Plotina to hurl or use; due to her instability, roll randomly to determine which potions she employs in a given round: **greek fire** x6 (see new magic items), **molasses** x3 (see new magic items), **hostile levitation** x2 (see new magic items), **fire resistance** x2 (see new magic items), **frost cage** x3 (see new magic items), **singing birds** x3 (see new magic items). Also on the table are 4 **potions of extra healing**, a **potion of invisibility**, a **potion of superheroism**, and a **potion of levitation**.

Secret Door (north): The door is easy to locate (1 in 4) and opens by pulling it inward by brute force (open doors check).

Secret Door (east): This door is normal to locate, and rotates on a horizontal pin. It opens by pushing the lower part of the door, allowing one to crawl into the tunnel to SL6-89.

Trapped Secret Door (west): This door is normal to locate. It appears to have a lock, but this is a red herring. The lock has a poison needle designed to stab any who try to pick it (save or die). The door actually opens by standing on a 6" square of pavement and then pushing inward.

Inhabitants:
1. **Plotina the mummy**: SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 48; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis. She is turned as a vampire so long as at least one of her ghasts are alive. She can hurl two potions per round.
2. **6 ghasts**: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 28, 27, 26, 25, 22; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm.

Treasure:
Sarcophagi: one piece of jewelry per tomb: a silver-and-amber choker (1,750 gp), a gold comb (600 gp), a silver-and-gold chalice (800 gp), a silver arm ring (400 gp), a silver-and-onyx pendant (750 gp), and a gold-and-opal necklace (3,500 gp)
Chest: Plotina's recipe book, with formulae for the six special potions listed above; two glass carboys filled with **potions of healing** (10 potions per carboy); 2 **philters of persuasiveness**; and 6 packets of **incense of attraction** (see new magic items).
Potions on the table: see text above.

SL6-97: Pair of Looted Tombs (Submerged)

This 8'-tall chamber is completely undecorated. Two large granite tombs stand in its center. Each is rough carved and without decoration save the name of the former inhabitant. The north sarcophagus reads "Cassius" and the southern one reads "Heraclion." The chamber is the breeding ground for 4 giant crayfish. **GM Note**: these names are of two minor archons; for the reason they are found here, see SL6-98.

Secret Door (south): The secret door is normal to find. It can only be opened if the tomb of Heraclion is pushed aside and the now-obvious floor-plate operated.

Inhabitants:
1. **4 giant crayfish**: SZ L; AL N; AC 4; MV 60', 120' swimming; HD 4+4; HP 33, 31, 28, 25; #AT 2; Dmg 2-12/2-12. Special attacks: surprise on 3 in 6.

SL6-98: Tomb of Psallion the Logothete (Dry)

The once-important logothete, Psallion the Red, built this tomb for himself during the waning days of the Archontean tomb-building period (during the archonate of Borsella Iron-Fist). Psallion had area SL6-97 constructed as a red-herring, and stocked it with the sarcophagi of two minor archons of the previous century. The narrow stairs and corridor from SL6-97 are 8' tall and undecorated.

Trap (falling block): The corridor leading to Psallion's tomb (SL6-98) has a falling block trap. If tripped a 5' cube of granite drops from the ceiling, inflicting 8-48 HP damage on the intruder; successfully rolling 3d6 under DEX indicates half damage. If triggered, the trap completely blocks access to the tomb; those wishing to enter it will need picks, mauls, and other equipment.

Psallion's Tomb: Psallion's tomb is compact, but richly decorated. The west wall includes a beautiful mosaic showing a detailed image of an old-style logothete's office. The logothete (Psallion), dressed in cerulean tunic, sits on a dais to the right of the scene, while lesser officials (chartoularii) count coins using abacuses and petitioners gesture pitifully at the logothete. On the east wall is a standard depiction of a (female) archon; the archon wears her toga and cradles fasces and a baculus. The only nod to a specific archon is the fact that her face is grimly set and she's shaking a fist over her shoulder (Borsella Iron-Fist).

The sarcophagus is a beautiful marble affair carved elaborately with images of chartoularii and logothetes. The lid is sealed and requires an open doors check to remove. Inside is a second, wooden, sarcophagus with gilt and lapis decoration showing a pudgy man of late middle years, with shoulder-length hair and a pug nose. Inside is Psallion's mummified body, along with much treasure.

Secret Door (north): The door leading to SL6-97 is easy to find (1in 4) and opens from this side by pressing an easily-discovered square panel on the riser of the first stair leading south.

Secret Door (South): The door leading to SL6-96 is easy to locate from this side (1 in 4). It opens by locating and pulling a wire that is concealed in the seam between wall and ceiling.

Treasure:
The mummy wears a **brooch of shielding** (with 45 points of damage reduction remaining), a **circlet of persuasion**, and a set of exquisite jade bracelets, arm bands, and torc (the set is worth 12,500 gp). Scattered around the mummy are 3,333 ancient silver pennies (see Arden Vul items), a **scroll of protection from petrification** and a **scroll of stone to flesh**.



SUB-LEVEL 7: THE FLOODED VAULTS

With the rise in the water level of the Drowned Canyon and the failure of the regulatory mechanisms installed by the cult of Thoth, much of this sub-level gradually flooded. While some areas are completely submerged, others are merely awash in several (4') feet of water and even fewer areas remain dry (but damp). It is the home of a species of fishmen that is unique to Arden Vul (see new monsters). The fishmen move swiftly in the submerged and partly-submerged areas of the level, and are adept at using the system of wells to flank and surround potential intruders. PCs who visit the area will need to be strong swimmers and should possess some magical means of breathing or otherwise moving through water.

The region is dominated by an insane rudishva survivor, the former xenobiology officer of the Beacon, Reiv-Tor. Already before the rudishva collapse Reiv-Tor was experimenting with bio-engineering, perfecting means of gene sequencing and splicing. He even claimed to be able to produce a 'better' rudishva, one that would be capable of resisting the toxic agents the crew of the Beacon had encountered in Arden Vul.

After he failed to convince his colleagues, he began experimenting on himself; one of the early successes was a cell flushing therapy (perfected in conjunction with the future Master of the Sun-Scarred Knights) that offered greatly expanded lifespans. After the collapse he found himself working for the Archonteans in a limited fashion from a laboratory created for him on Sub-Level 7; they knew him as 'the necromancer', even though he despised that term (and it was mostly inaccurate).

When the empire splintered, Reiv-Tor was poised to seize control of this region. Doing so, his experiments in bioengineering rapidly accelerated in number and type. He became obsessed with the idea that water was the ideal medium for life and began altering his body to make it more suited for aquatic living. He also began mutating captured goblins, beastmen and humans into servitors – the fishmen. Approximately 60 fishmen inhabit the sub-level, and Reiv-Tor is always in the process of creating new ones.

Finally, he also created a few forms of unique life to help him restructure his environment to match his tastes; these include the coral generating fish, the lantern fish, and the spy fish. It was Reiv-Tor and his creatures, of course, who built up the dam in the Drowned Canyon (SL6-25).

Now Reiv-Tor is mostly insane, content to rule his aquatic domain from area SL7-23, while creating new fishmen servitors and gradually converting the stonework into coral. Reiv-Tor uses the fishmen to defend his domain, as well as to gather food and intelligence in the Drowned Canyon. Under his direction, the fishmen have constructed a series of wells and connecting tunnels which dot the level, allowing them to move rapidly between various points of the level.

Given the presence of his spy-fish through the sub-level, and the somewhat linear route that must be taken to Reiv-Tor's lair (SL7-23), it is highly probable that Reiv-Tor will be aware of the approach of a party of PCs. His minions will be prepared in area SL7-22 to defend their master, as will Reiv-Tor himself with his final defense force in SL7-23.

General Construction Notes

Archontean areas: all the worked areas were originally built by the Archonteans. However, Reiv-Tor has heavily modified substantial areas of the sub-level. Those chambers and corridors marked with 'squiggly walls' on the map have been transformed by Reiv-Tor's coral generating fish. In these areas (which can either be submerged or partly-submerged - see below) the stonework has been coated by a chitinous residue that resembles fresh-water coral. The coral is rough and sharp in places and, while it follows the original contours of chambers in a general way, produces uneven walls, floors, and ceilings.

Important NPCs

Reiv-Tor, insane rudishva survivor (SL7-23)

Environment

Most of the original doors in this region were typical wood-and-iron constructions. Given the dampness of the area, these doors are almost entirely 'stuck' partly open. A few exceptions occur; they are noted in the level key.

All the areas of Sub-Level 7 fall into one of three categories:

Dry: These areas are typically at the margins of Reiv-Tor's domain (SL7-5, SL7-6, SL7-9, SL7-10, SL7-12) or outside it entirely (SL7-26 to SL7-38). While they do not feature any standing water, they are typically damp and moist, with mold and fungus growing in the damp conditions. The fishmen visit these areas, but do not prefer them.

Fully Submerged: In some areas, the water from the Drowned Canyon completely fills the chambers and halls. The water is typically murky and silt-filled, and relatively warm. Vision is quite low – 20' at best. The fishmen know these areas intimately, and don't suffer from vision issues while in submerged chambers. Combat for PCs in submerged chambers follows the usual rules for underwater combat.

Partly-Submerged: These areas are not fully submerged, but rather contain 4' of standing water. The water is murky, silt-filled, and warm. The fishmen have no trouble operating like, well, fish in these conditions. PCs, however, have their movement cut in half. Combat is at -1 to hit due to the awkward conditions.

Wells

Several areas in this level are accessible only or partly via a set of wells (see SL7-2, SL7-20, SL7-21, SL7-22, SL7-23, SL7-25 and SL7-27). Most of the wells (those in SL7-2 are an exception) are similar in dimensions; they protrude 4' above the floor, are 4' in diameter, and are formed out of the ubiquitous chitinous coral produced by

Reiv-Tor's coral generating fish. The wells are 35' deep and filled with murky water. At the foot of each well is a 6'-diameter, coral-ized tunnel that leads to another well; these coral-ized tunnels are fully submerged.

Access and Egress

To Level 4: tunnel at SL7-37, leading up to 4-76
To Level 6: corridor at SL7-6, leading down to 6-153
To Level 7: stairs at SL7-31, leading down to 7-119
To Level 7: tunnel at SL7-9A, leading down to 7-148
To Sub-Level 6: corridor at SL7-1, leading to SL6-39
To Various Areas: **Thothian teleportation ring** (see new magic items) at SL7-30

Teleport destinations on Sub-Level 7:

SL7-8: from teleporter at UP-11

Random Encounters

1. Areas with No Random Encounters

SL7-5, SL7-6, SL7-8 to SL7-10, SL7-27 to SL7-29, SL7-34

2. Domain of Reiv-Tor and the Fishmen: SL7-1 to SL7-4, SL7-7, SL7-11 to SL7-26

Checks should be made every 3 turns, with a 1 in 4 chance of an encounter.

D6	Encounter
1-2	1 fishman chief (see new monsters): SZ M; AL CE; AC 3; MV 60', 150' swimming; HD 5; HP 35; #AT 2 or 1; Dmg 2-7/2-7 or 3-9 (trident); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison. Possessions: trident. 4 fishmen (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison
3	4 fishmen (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison 1-2 lantern fish (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 13, 9; #AT 1; Dmg 2-5. Special attacks: blind
4	4 fishmen (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison 1-2 coral generating fish (see new monsters): SZ S; AL N; AC 4; MV 150' swimming; HD 2; HP 12, 8; #AT 1; Dmg none. Special attacks: chitin spray degrades armor
5-6	4 fishmen (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison

3. Northwest Areas: SL7-30 to SL7-39

Checks should be made every 4 turns, with a 1 in 6 chance of an encounter.

D6	Encounter
1-2	3-4 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
3	The roper from SL7-36: SZ L; AL CE; AC 0; MV 30'; HD 11; HP 67; #AT 1; Dmg 5-20; MR 80%. Special attacks: six poisonous strands (20'-50' range; reduce STR by 50% in 1-3 rds). Special defenses: immune to lightning; take half damage from cold.
4	1-3 owlbears: SZ L; AL N; AC 5; MV 120'; HD 5+2; HP 39, 33, 29; #AT 3; Dmg 1-6/1-6/2-12. Special attacks: hug
5	2-4 subterranean lizards: SZ L; AL N; AC 5; MV 120'; HD 6; HP 43, 41, 39, 35; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20
6	5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)

Level Key

SL7-1: Grand Corridor Connecting to Sub-Level 6 (SL6-39) (Submerged or Partly-Submerged)

This corridor connects Reiv-Tor's domain with the Drowned Canyon (SL6-39). It is completely submerged in murky water between the Drowned Canyon and a set of stairs midway down its length. North of the steep stairs, the corridor is partly submerged in 4' of water. It was originally brightly painted, but only a few smudges of paint now remain. In the northern section of the corridor, four niches contain statues of former archons of Arden Vul; the marble statues are crusted with lichen and mold and are marked by water stains.

A troop of fishmen (see new monsters) patrols the upper part of the corridor, near the statues. They are quick to dive into the submerged section to confront intruders. The southern portion of the corridor contains various specimens of Reiv-Tor's fish. Combat in the southern part of the corridor has a 33% chance to attract the attention of the fishmen in SL7-11, who arrive to aid their comrades in 2-4 rounds. If these other fishmen are alerted, they release the barracuda in SL7-12; the barracuda arrive one round after the fishmen.

Inhabitants:

1. **6 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
2. **2 coral generating fish** (see new monsters): SZ S; AL N; AC 4; MV 150' swimming; HD 2; HP 13, 10; #AT 1; Dmg none. Special attacks: chitin spray degrades armor.
3. **4 spy fish** (see new monsters): SZ S; AL N; AC 7 or 3; MV 150' swimming; HD 1-4 HP; HP 3, 3, 2, 1; #AT 1; Dmg 1. Special: blind.
4. **2 lantern fish** (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 13, 9; #AT 1; Dmg 2-5. Special attacks: blind.

SL7-2: Hall of Judgment (Partly-Submerged)

This massive hall was the chief site of Archontean imperial justice in antiquity. The chamber is 25' high and boasts a 4'-tall frieze in high relief running around all the walls. The frieze depicts generic scenes of Archontean administrators in every aspect of justice: arresting, imprisoning, trying, and executing malefactors. Five daises rise impressively out of the water, four to the left and right and one – the largest – at the head of the chamber. All the daises originally featured stone seats of justice, but under Reiv-Tor's guidance the chairs on the two daises closest to the door have been replaced with coral wells leading to the fishmen's network of tunnels. The four lesser daises are stepped, with three broad steps leading out of the murky water. The central dais is taller (15') and is reached by a set of stairs set into the rear of the dais. The remaining seats of justice are impressive pieces of stone carving, with a hoplite helmet prominently featured on the seat back of each.

The chamber is a hive of activity for the fishmen.

Secret Trap Door (main dais): This trap door is normal to locate and opens with a successful open doors check. It leads down to a narrow corridor that climbs steeply towards area SL7-30.

Inhabitants:

1. **10 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 21, 20, 19, 18, 17, 17, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
2. **1 fishman chief** (see new monsters): SZ M; AL CE; AC 3; MV 60', 150' swimming; HD 5; HP 35; #AT 2 or 1; Dmg 2-7/2-7 or 3-9 (trident); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison. Possessions: trident.
3. **2 coral generating fish** (see new monsters): SZ S; AL N; AC 4; MV 150' swimming; HD 2; HP 13, 10; #AT 1; Dmg none. Special attacks: chitin spray degrades armor.
4. **4 spy fish** (see new monsters): SZ S; AL N; AC 7 or 3; MV 150' swimming; HD 1-4 HP; HP 3, 3, 2, 1; #AT 1; Dmg 1. Special: blind.
5. **2 lantern fish** (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 13, 9; #AT 1; Dmg 2-5. Special attacks: blind.

Treasure:

The fishman chief carries 3 **javelins of the raptor**. One of the fishmen carries a **rudishva useful palm** (palm of repelling – see new magic items) in a pouch, but he doesn't know its powers.

SL7-3: Ruined Guard Chamber (Submerged)

The door to this former guard chamber is stuck in a partly open position. The interior has been ruined by years of water and a full coating of chitinous 'coral'. Several sodden bits of wood and some rusted iron equipment occupy the floor of the chamber. A dead coral generating fish (see new monsters) floats near the ceiling; it appears to have been speared to death.

SL7-4: Antechamber (Submerged)

Coral generating fish have completely coated the walls and floor of this antechamber. Only the ceiling remains natural, and it glows brightly thanks to a long-forgotten **continual light** spell. A permanent **magic mouth** cast on the fourth stair riser in antiquity booms forth as soon as anyone mounts the stairs; it declaims in Mithric, "The Shrine of Unconquered Marius Beckons! Approach with Humility and Respect!" **GM Note**: this refers to the route from SL7-6 to 6-153, and thence to 6-154. A rotting fishman corpse rests on the landing by the secret door to area SL7-5. Three giant groupers and a lantern fish wait in the murk.

Inhabitants:

1. **3 giant grouper fish** (see new monsters): SZ L; AL N; AC 7; MV 60' swimming; HD 5; HP 37, 29, 23; #AT 1; Dmg 2-8. Special attacks: surprise on 3 in 6; swallow prey.
2. **1 lantern fish** (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 8; #AT 1; Dmg 2-5. Special attacks: blind.

SL7-5: Secret Tomb of Marius's Daughter (Partly-Submerged)

Secret Door: The door is easy to locate (1 in 4). A pencil-thick hole serves as the opening mechanism: anything inserted into the hole causes the door to grind open.

The corridor from the secret door to the tomb of Kassandra, the youngest daughter of Marius Tricotor (see 6-154), inclines gently upward. As a result, the eastern end of the corridor and the tomb itself are partly-submerged in 4' of murky water. A high relief carving of a legionary holding the hand of a young girl (5 years old) occupies the north wall, while a red granite sarcophagus stands in the center of the chamber.

Relief Carving: The legionary has close-cropped hair and gentle eyes, and his expression is one of tenderness. He wears battered, worn, legionary armor and carries a sheathed gladius. A golden torc hangs around his neck; on it is the Mithric inscription 'A father's love for his daughter.' The girl has a pair of braids and wears a simple tunic; she looks up lovingly at the legionary. The pair are of course the great Archon Marius and Kassandra, his daughter who died at the age of five. **GM Note**: careful inspection of the simple functionality of Marius's gear as depicted in this chamber may help those who eventually make their way to the Shrine of Marius (6-154).

Sarcophagus: The 8'x4'x4' sarcophagus is of red granite and is undecorated save for the name Kassandra inscribed on the lid. The lid is difficult to remove (open doors check). Inside are the bones of a young person, wrapped carefully in a linen shroud. Next to the body are five toys made of silver, gold, ivory, and ebony: these toys are a horse, an Archontean legionary, a lion, a peddler (GM: it is Larel One-Eye – see World of Archontos appendix), and the goddess Isis. Each toy has movable limbs and is a fine specimen of craftsmanship; each would bring 150 gp to an Archontean buyer. Should the remains or the toys be disturbed, however, the spirit of Kassandra manifests.

Spirit of Kassandra Tricotor: Little Kassandra's spirit has all the personality of a lively, mischievous five-year old girl. She is interested in play (hide and seek), in tricks, in baubles, and in other typical pursuits. She has no combat abilities, but if her toys are removed from the chamber, she will haunt the desecrator, following him/her and constantly badgering him/her for the return of her possessions. The only way to cease the hauntings is to return the toys to the tomb. Kassandra is, however, a font of information about her father, some of it even useful. If engaged politely but playfully in conversation, she can reveal her perceptions of Marius's personality (simple, honest, kind), his lack of interest in pomp and circumstance, his friendship with Lucius Cornelius Scriptor, and his victories against the 'slimy hoppers'. Of course, all information is presented from the viewpoint of a five year old.

Treasure:
Golden torc (100 gp); 5 toys made of silver, gold, ivory and ebony (150 gp each).

SL7-6: Stone Spearmen, with corridor to 6-153 (Dry)

Two Archontean animated constructs (spearmen - see new monsters) stand against the east wall. The corpses of five fishmen are strewn about the chamber. Underneath one of the corpses, in the exact center of the chamber, is a mosaic depicting a compass. By the arrow pointing 'east' is an image of a yellow hoplite helmet and the letter 'M'. [**GM**: a clue that the shrine of Marius lies to the east, at 6-154]. The eastern corridor descends 225' down numerous short staircases until it reaches 6-153.

Inhabitants:
1. **2 Archontean animated constructs** - **spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 38, 33; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.

SL7-7: Floating Bodies (Partly-Submerged)

The door to this chamber is stuck open, albeit in such a way that one must squeeze through a 20" crack to enter it. Three corpses of fishmen float in the 4'-deep water of the entry hallway. All appear to have been savaged by claws and bites.

The chamber proper was once a vibrantly-decorated sitting room for Archontean officials. Now yellow and blue streaks of paint run down the walls, and a heavy, waterlogged set of oak furniture decomposes in the water. Four more badly decayed-corpses of fishmen float in the water; two of the bodies are actually coffer corpses, which wait until one is inspected before attacking.

Inhabitants:
1. **2 coffer corpses**: SZ M; AL CE; AC 8; MV 60'; HD 2; HP 15, 10; #AT 1; Dmg 1-6. Special attacks: strangle; fear. Special defenses: +1 or better weapons to hit; immune to sleep, charm and mind-affecting spells.

SL7-8: Columned Hallway (Dry)

Two rows of red granite columns support the ceiling of this dry, but humid, chamber. A piece of **living mosaic** (see new magic items) is inset into the east wall: it depicts area SL7-22.

Note: This hallway is a potential destination for the teleporter at UP-11.

SL7-9: Barileon the Spectre (Dry)

The chief administrator (proedros) of the Archontean administrative center here on Sub-Level 7 lived in this chamber. It is dry, but smells musty. The walls are covered with faded and mildewy frescoes depicting Archtonean officials directing scribes, notarii, chartoularii, and so forth. A large, 10'x20' oak table stands in the southern portion of the chamber; it is littered with parchment. In the north half is a rotting bed, an oak desk, and a pair of mouse-infested leather chairs. Barileon has returned as a spectre, and he floats near the ceiling, waiting to attack any who venture within.

Most of the parchment pieces are mundane requisitions of ink, parchment, cloth, leather, and other sundries. One incomplete quire, however, is entitled *Justification for the Ravatorus Project* (see Arden Vul books); it contains valuable information concerning this sub-level.

Inside the locked desk drawer is Barileon's necklace of office, made of platinum with a yellow gold pendant studded with emeralds (8,500 gp).



Inhabitants:
1. **Barileon the spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 49; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:
Proedros's necklace (8,500 gp).

SL7-9A: Tunnel to Level 7 and the Great Chasm (7-148)

A 4'-diameter tunnel wends eastward from Barileon's chamber, intersecting the Great Chasm at 7-148.

SL7-10: Chamber of the Chartoularii (Dry)

Nine desks and chairs crowd this chamber. The desks have been stripped of their papers and valuables. Extended and/or noisy searching here may draw Barileon the spectre from SL7-9.

SL7-11: Fishmen Outpost (Submerged)

The door to this coral-encrusted chamber is wide open. Inside are eight fishmen sharpening their spears, as well as a pair of large lantern fish. If they hear noise in SL7-1 (33% chance) or if they are confronted in their lair, one of their number swims for the door to SL7-12 to release the barracuda.

A stout, 10'-thick column stands in the center of the chamber. It is carved in a spiral fashion, and depicts the deeds of the late-period archon, Agapion, particularly his campaigns against a tribe of giants found to the west of the city of Arden Vul. The carving is of lesser quality than that of the golden age of Archontos, but is still easy to decipher. Archontean legionaries attack a huge palisade and steading, where they fight against giants with clubs and rocks; eventually the steading burns. Agapion appears regularly as an elegant figure on horseback, pointing at the enemy with his baculus of authority. For obscure reasons, the coral generating fish have not touched the column.

Secret Compartment: A secret compartment within the column may be accessed by locating (1 in 6) and pressing a catch, which is disguised as the head of Agapion's horse. The compartment is about 2' square and contains a pale green **ioun stone**, a pearly white **ioun stone**, and the **giant's tooth** (see new magic items).

Inhabitants:
1. **8 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 234, 22, 20, 19, 18, 16, 15, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
2. **2 lantern fish** (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 13, 9; #AT 1; Dmg 2-5. Special attacks: blind.
3. **2 spy fish** (see new monsters): SZ S; AL N; AC 7 or 3; MV 150' swimming; HD 1-4 HP; HP 4, 2; #AT 1; Dmg 1. Special: blind.

Treasure:
A pale green **ioun stone**, a pearly white **ioun stone**, and the **giant's tooth** (see new magic items).

SL7-12: Barracuda (Submerged)

The fishmen keep four fresh-water barracuda penned in this coral-covered chamber. Both doors are shut, but not locked. If the fishmen in SL7-11 hear intruders, or if they move to engage in combat in SL7-1, one of the fishmen releases the barracuda to join the fray. The growing coral has destroyed any former decoration in this chamber.

Inhabitants:
1. **4 barracuda**: SZ M; AL N; AC 6; MV 300' swimming; HD 3; HP 20, 19, 17, 14; #AT 1; Dmg 2-8.

SL7-13: Old Torture Chamber (Dry)

The door to this chamber is locked and stuck. The only remaining key may be found in the burial niches at SL6-70; even with the key, a certain amount of force is necessary to open it. Inside, the chamber is dry, albeit humid. Six sets of manacles are attached to the south wall with chains and staples; each set of manacles holds a skeleton. A long, 10'x4' table occupies the center of the room; the skeletal corpse of a rudishva still in its tattered orange jumpsuit lies atop of the table, apparently restrained by more manacles. Several severe wooden chairs are scattered about the table, and a dozen rusty and pitted torturers' implements are scattered on the floor under the table. A wooden pail sits on the table next to the rudishva corpse; in it are 57 teeth from various species, all stained with old blood, plus a ring of keys. The keys open the manacles on the wall and the table. One of the teeth is one of the **teeth of Pol** (see new magic items).

The skeletons attached to the south wall are those of two human males, a heqeti, a varumani, an ogre, and a human female. All six are animate, but not dangerous; all six chatter evilly but senselessly when the chamber is entered. If released, they attack. Otherwise they are harmless and can be easily battered to pieces.

The skeleton manacled to the table is that of a rudishva security officer named Naik-Lir. It appears inert and immobile at first, especially in comparison to the other skeletons in the chamber. Only if the keys are used to loosen the manacles on its wrists and ankles does it spring to life in the form of a giant rudishva skeleton (see new monsters). Once freed it issues a booming challenge (in Rudishva), demanding to know if its saviors are minions of Reiv-Tor (SL7-23); if the answer (in Rudishva) is yes, the skeleton attacks immediately. If the response is no or obvious incomprehension, then the skeleton issues general threats and departs, making its way towards SL7-22. It might be possible for a diplomatic and respectful party to converse briefly with Naik-Lir. Such conversation would elicit the following information: 1) Reiv-Tor abandoned his people in their time of need to serve the humans; 2) Reiv-Tor is obsessed with creating new life forms; 3) in the last days of Archontean rule in Arden Vul, Naik-Lir came to SL7 seeking to negotiate with the Archonteans and/or Reiv-Tor, but was seized and tortured to death; 4) Naik-Lir knows nothing of the current waterlogged nature of the area, nor of the fishmen or other aquatic species; 5) Naik-Lir has a good sense of the general location of Reiv-Tor, even granted the latter's subsequent remodelling of the sub-level.

GM Note: If allowed to leave without combat, Naik-Lir heads for SL7-16. As an undead creature, he has no problem 'breathing' in submerged areas. He easily defeats the fishmen there before moving into SL7-17 and down the corridor towards SL7-20. Along



the way he reduces the population of inhabitants in areas SL7-17, SL7-18, and SL7-19 (see notes in each of these areas) before being overwhelmed by the kopoacinth in SL7-20.

Inhabitants:
1. **Naik-Lir**, **intelligent giant rudishva skeleton** (see new monsters): SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.
2. **6 skeletons**: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 7, 6, 5, 5, 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.

Treasure:
One of the **teeth of Pol** (see new magic items) is in the bucket; Naik-Lir wears a rudishva communication bracelet (see new technological items); a spear gun with 6 spears (see new technological items) sits in the northwest corner.

SL7-14: Fishmen Lair (Submerged)

The door to this coral-encrusted chamber is itself completely encrusted with coral; it is stuck wide open.

Two coral generating fish are busily filling the rest of the chamber with spikes of coral that resemble stalactites and stalagmites. They make the chamber difficult to navigate (-20' to movement). A group of six fishmen inhabits the chamber. They have skewered some recently caught fish on two of the coral spikes. An incomplete coral well stands in the northwest corner.

Inhabitants:
1. **6 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 22, 20, 18, 16, 15, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
2. **2 coral generating fish** (see new monsters): SZ S; AL N; AC 4; MV 150' swimming; HD 2; HP 12, 8; #AT 1; Dmg none. Special attacks: chitin spray degrades armor.
3. **2 lantern fish** (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 13, 9; #AT 1; Dmg 2-5. Special attacks: blind.

Treasure:
One of the fishmen wears a **foebane necklace** (see new magic items).

SL7-15: Assorted Fish (Submerged)

The narrow corridor leading to this room is completely coated in coral and difficult to navigate. Four lantern fish lurk in the coral of the passage; they are constantly hungry and attack once a person has passed their position. Two giant grouper fish lurk in the room proper. They swiftly move to engage those fighting the lantern fish; of course only one can engage at a time in the narrow hallway. A skeletal giant grouper is pinned to the coral by a **long sword +1** that is still stuck between its bones (its flesh was eaten by the remaining groupers). Lodged in the coral of the floor is a **statuette of feline friendship**.

Inhabitants:
1. **4 lantern fish** (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 14, 11, 10, 9; #AT 1; Dmg 2-5. Special attacks: blind.

2. **2 giant grouper fish** (see new monsters): SZ L; AL N; AC 7; MV 60' swimming; HD 5; HP 33, 29; #AT 1; Dmg 2-8. Special attacks: surprise on 3 in 6; swallow prey.
3. **2 coral generating fish** (see new monsters): SZ S; AL N; AC 4; MV 150' swimming; HD 2; HP 12, 8; #AT 1; Dmg none. Special attacks: chitin spray degrades armor.
4. **2 spy fish** (see new monsters): SZ S; AL N; AC 7 or 3; MV 150' swimming; HD 1-4 HP; HP 3, 2; #AT 1; Dmg 1. Special: blind.

Treasure:
Long sword +1; **statuette of feline friendship** (see new magic items).

SL7-16: Fishmen Lair (Submerged)

Four fishmen lurk in the gloom of this coral-encrusted chamber. The door to SL7-17 is stuck open. The fishmen have constructed a small (2'-tall) idol that is meant to represent Reiv-Tor. It is made of shaped bits of coral, to which have been attached a small lump of **arcanum** (see new magic items), two large pearls (200 gp each), and an ivory cameo of an Archontean imperial official (75 gp).

GM Note: If Naik-Lir has been released from confinement (see area SL7-13), he will have slain all four fishmen here.

Inhabitants:
1. **4 fishmen** (see new monsters): SZ M; AL CE; AC 5 (4 with **bracers**); MV 60', 150' swimming; HD 3+1; HP 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison. Possessions: One of the fishmen is wearing a set of **bracers of defense** (AC 4).

Treasure:
One of the fishmen wears a gold ankle bracelet (150 gp). Two large pearls (200 gp each); ivory cameo (75 gp). One wears **bracers of defense** (AC 4).

SL7-17: Giant Clams (Submerged)

The coral in this room is substantially thicker than elsewhere. This allows the three giant clams that reside here greater opportunity for camouflage; they surprise on a 3 in 6 chance.

GM Note: If Naik-Lir has been released (see SL7-13), he will have slain one of the clams and reduced another to half hit points.

Inhabitants:
1. **3 giant clams** (see new monsters): SZ L; AC 0; MV 10' swimming; HD 9; HP 62, 59, 55; #AT 1; Dmg 1-10. Special attacks: surprise on 1-3 in 6; trap victim on hit.
2. **2 coral generating fish** (see new monsters): SZ S; AL N; AC 4; MV 150'; HD 2; HP 13, 10; #AT 1; Dmg special (chitin)

Treasure:
Three black pearls (500 gp, 1,000 gp, 1,500 gp), one each lodged in a clam's gullet.

SL7-18: Coral Face (Submerged)

Six fishmen and numerous fish inhabit this coral-encrusted chamber. On the south wall the coral mysteriously takes the form of a woman's face some 10' in diameter. The face is a manifestation of Wadjet, the ancient Archontean deity of protection, a shrine to whom existed here in antiquity. The identity of the face will be difficult for PCs to discern without divination magic. If Wadjet is beseeched by name before the coral face, she grants boons in the form of air bubbles that emanate from her coral 'lips'. She grants no more than 3 boons per week, and only one per person. The bubbles appear as 2'-diameter air bubbles, and are activated when the beseecher touches the bubble. Roll to see what effect they have:

D6	Boon
1	Water breathing: the bubble fastens itself around the head of the beseecher. For the next 24 hours the recipient can breathe in water as well as air.
2	Blessing: the bubble fastens itself around the head of the beseecher. For 6 hours, the recipient is under the effect of a bless spell.
3	Fortitude: the bubble pops, but provides 6 hours of protection against fear (+4 to saves).
4	Righteous Anger: the bubble pops, but provides the recipient with +1 to hit and damage for 6 hours
5	Healing: the bubble pops, but heals 3-24 of damage on the beseecher.
6	Protection from water-based creatures: the bubble fastens itself around the beseeecher's head. For 3 hours the recipient's AC is improved by one versus all water-based or water-dwelling creatures.

GM Note: If Naik-Lir has been released from SL7-13, 3 of the fishmen here will be dead.

Inhabitants:
1. **6 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 22, 20, 18, 17, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
2. **1 lantern fish** (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 11; #AT 1; Dmg 2-5. Special attacks: blind.
3. **2 coral generating fish** (see new monsters): SZ S; AL N; AC 4; MV 150' swimming; HD 2; HP 12, 8; #AT 1; Dmg none. Special attacks: chitin spray degrades armor.
4. **1 spy fish** (see new monsters): SZ S; AL N; AC 7 or 3; MV 150' swimming; HD 1-4 HP; HP 2; #AT 1; Dmg 1. Special: blind.

SL7-19: Still More Fishmen (Mostly Submerged)

The murky water stands 15' deep in this 25'-tall chamber. Unless explorers specifically look for it, they may miss the fact that a ledge leading to dry chambers rests at the waterline on the north wall. Coral covers the floor and all the submerged walls. A sloping pile of coral against the north wall conceals a stairway that once led up to the ledge. The door at the north edge of the ledge is locked and stuck; its key disappeared centuries ago. Eight fishmen reside here.

GM Note: If Naik-Lir has been released from SL7-13, then 3 of the fishmen living here will be dead.

Inhabitants:
1. **8 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 20, 18, 16, 16, 15, 13; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
2. **1 spy fish** (see new monsters): SZ S; AL N; AC 7 or 3; MV 150' swimming; HD 1-4 HP; HP 2; #AT 1; Dmg 1. Special: blind.
3. **2 coral generating fish** (see new monsters): SZ S; AL N; AC 4; MV 150' swimming; HD 2; HP 12, 8; #AT 1; Dmg none. Special attacks: chitin spray degrades armor.

Treasure:
One of the fishmen wears a **necklace of adaptation**, although it appears as a simple coral necklace.

SL7-20: Crossroads Wells (Partly-Submerged)

This chamber has a vaguely gothic feel to it, as five statues of winged, monkey-like beings sit on ledges set on the walls. Two of the statues sit on ledges on the east wall, two more on the west wall, and one on the south wall (although cautious observers may notice an empty ledge on the south wall). The statues are kopoacinth (water gargoyles), which swiftly attack any non-fishmen who enter the chamber.

Three wells, each 4' tall, 4' in diameter, and made out of the ubiquitous chitinous coral, stand in the center of the chamber. The wells are 35' deep and filled with murky water. They lead, via submerged, coral-ized tunnels 6' in diameter, to other parts of Reiv-Tor's domain.

For every turn spent in this chamber there is a 1 in 6 chance that 1-3 fishmen emerge from one of the wells.

GM Note: If Naik-Lir was released from SL7-13, his corpse will be floating in the water here.

Inhabitants:
1. **5 kopoacinth** (water gargoyles): SZ M; AL CE; AC 5; MV 90', 150' swimming; HD 4+4; HP 31, 28, 26, 25, 21; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: Special defenses: +1 or better weapons to hit.
2. 1 in 6 chance for **1-3 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.

Treasure:
If Naik-Lir's corpse is here, his rudishva communication bracelet (see new technological items) is also present.

SL7-21: Well Chamber (Partly-Submerged)

Two coral wells occupy this chamber. Nothing else is present, although there is a 1 in 6 chance per turn spent in this chamber that 1-3 fishmen emerge from one of the wells. Days spent chipping away the coral would reveal that this chamber was originally connected to both SL7-20 and SL7-22.

Inhabitants:
1. 1 in 6 chance for **1-3 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 20, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.

SL7-22: Gateway to Reiv-Tor (Partly Submerged)

This ancient Archontean meeting hall was one of the first to be modified extensively by Reiv-Tor and his fishmen. Indeed, before their expansion into the rest of Sub-Level 7 this was the main residence for the fishmen. It still provides the only route to Reiv-Tor's lair and lab.

The ceiling rises 30' above the floor. Murky water sits 4' deep on the floor, and coral coats the walls from floor to waterline. Four colossal statues dominate the chamber. Three coral wells are also present, two along the eastern wall and one in the center of the chamber. The tunnel beneath the south-eastern well is unfinished.

Ten fishmen and assorted fish dwell here, guarding the approaches to Reiv-Tor's lair. Three prisoners are tied to the statues by ropes; they are awaiting transfer to Reiv-Tor's lab for transformation into fishmen.

Statues: The statues stand 20' tall and are water stained and algae-encrusted. Erected in the last century of Archontean rule in Arden Vul, they reflect the pinnacle of Archontean artistic hyper-realism. The (submerged) plinth of each statue carries an inscription in Mithric with the name of each subject. Manipulation of the statues is a puzzle, which can lead the clever to some treasure.

North: Alcibiades the Hunter
The famed hero Alcibiades is depicted in a huntsman's leathers, leaning casually on his great bow while gesturing to the north with his left hand. His long hair is held back by a circlet.

East: Phocion the Builder
A well-known (in antiquity) architect and planner of public works, Phocion leans against a half-column while holding a level and a set of dividers. Phocion has neatly trimmed hair and beard, and wears a simple tunic with a belt pouch (for Phocion's tomb, see 8-142).

South: Clandius the Centurion
The details of Clandius's fame are lost to time. He points south with his gladius, while peering over his left shoulder (towards Phocion). His legionary gear is standard. A woven bag with a few of the fishmen's valuables is slung across his gladius.

West: Marcion the Sorcerer
Dressed in a stiff-necked robe, Marcion glares ominously to the west, with twin wands held across his chest. He wears a skull cap and has pointed eyebrows.

Puzzle: One of Marcion's wands is removable, and made of iron painted to resemble the granite of the statue. It can be detected as a secret door. If the wand is removed, it becomes apparent that it is, in fact, an arrow. The wand/arrow may be nocked in Alcibiades's bow; doing so activates a hidden catch (on Alcibiades's leg, where the arrow/wand rests while nocked). The catch opens a hidden compartment concealed behind Phocion's belt pouch. Within the compartment are ten alexandrites (500 gp each) and a **ring of water breathing** (see new magic items).

Inhabitants:

1. **10 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 24, 22, 21, 20, 19, 18, 17, 16, 15, 13; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
2. **1 lantern fish** (see new monsters): SZ S; AL N; AC 8 or 4; MV 120' swimming; HD 2; HP 12; #AT 1; Dmg 2-5. Special attacks: blind.
3. **2 coral generating fish** (see new monsters): SZ S; AL N; AC 4; MV 150' swimming; HD 2; HP 12, 9; #AT 1; Dmg none. Special attacks: chitin spray degrades armor.
4. **1 giant grouper fish** (see new monsters): SZ L; AL N; AC 7; MV 60' swimming; HD 5; HP 37; #AT 1; Dmg 2-8. Special attacks: surprise on 3 in 6; swallow prey.
5. **Hall**, **male Wiskin**: SZ M; AL LN; AC 10; MV 120'; HD 1-6 HP; HP 2 (max 5); #AT 1; Dmg by weapon. Hall was a torch-bearer captured by the fishmen in SL6. He is roped to the statue of Phocion.
6. **Bartimaeus Greenliver**, **2nd-level male halfling fighter**: SZ S; AL NE; AC 8; MV 90'; HD 2; HP 10 (max 15); #AT 1; Dmg by weapon. Abilities: STR 16, INT 9, WIS 13, DEX 16, CON 15, CHA 7. Bartimaeus was one of Phlebotomas Plumthorn's thugs (see 3-5) who fell out with his boss and went 'exploring' in Arden Vul. This proved to be a mistake, as he was captured by the Set Cult (Level 4) and then traded to the lizardmen (Sub-Level 5). He proved valuable as a scout, and accompanied the lizardmen to Sub-Level 6, where he was taken in an ambush. Bartimaeus has a good sense of the layout of Level 4 and Sub-Levels 5, 6 and 7. He has no equipment, and is roped to the statue of Alcibiades.
7. **Petronia**, **3rd-level female Archontean thief**: SZ M; AL N; AC 7; MV 120'; HD 3; HP 16, down to 7; #AT 1; Dmg by weapon. Abilities: STR 9, INT 11, WIS 13, DEX 16, CON 9, CHA 15. Thief skills: 40%, OL 38%, F/RT 30%, MS 27%, HS 20%, HN 15%, CW 87%. Petronia was captured at the same time as Hall, while their party was exploring SL6. Her equipment is gone. She knows how to get from Level 4 to Sub-Level 5 (i.e., from 4-165 to 5-1), and thence to Sub-Level 6 (i.e., from SL5-47 to SL6-36).

Treasure:

Hidden compartment: 10 alexandrites (500 gp each), and a **ring of water breathing** (see new magic items).

In a woven bag slung across Clandius's gladius: 177 sp, 83 gp, a golden conch shell (230 gp), and three pearls (100 gp each).

SL7-23: Lair of Reiv-Tor (Partly-Submerged)

This vast, 25'-tall, circular chamber is the home and laboratory of the deranged rudishva, Reiv-Tor. It is awash in water (4' deep), with coralized floor and walls (to the 4' mark). A coral well rises 3' from the floor in the center of the chamber; it allows access to the rest of Reiv-Tor's domain via an underground, coralized passage to SL7-22. Vestiges of an Archontean fresco run around the upper register of the chamber; they appear to show a civic procession, with notables in togas carrying urns and small busts (of their ancestors). The eastern stairwell descends to a completely blocked, rubble-filled hallway.

The dominant feature of the chamber, however, are the nine huge cylinders that line the northwest, northeast, and southeast walls of the chamber. Smaller tubes of bio-plas snake from the tops of the cylinders to a separate, 8'-tall plasteel basin that burbles with yellow neuroderm (see new technological items).

The chamber is the home and laboratory of the deranged ancient rudishva, Reiv-Tor. Here Reiv-Tor transforms sentient creatures into fishmen, while conducting other experiments about piscine matters. He is typically assisted by 4 fishmen, and protected by 8 eels that swim freely in the warm waters of the chamber.

Cylinders: Reiv-Tor brought the nine cylinders and the neuroderm basin from other portions of the halls during the collapse of the Archontean hegemony. Originally containment units used for cryogenic storage (e.g. SL2-2), Reiv-Tor repurposed the cylinders to use in his transformation experiments. Currently they hold the bodies of those captured by his fishmen, bodies which are being transformed by the neuroderm into new fishmen.

The cylinders are made of plasteel, with plasglass panels on the front allowing access. Each cylinder is connected to the main basin of neuroderm via a flexible, bio-plas tube attached to its top. One of the nine is fatally broken, but the other eight hold creatures in various stages of transformation into fishmen. Three of the subjects were once human, one was once an elf, and five were once lizardmen. Although PCs might harbor hopes of saving those undergoing transformation, the initial stages of the process destroy the subjects' previous identities and memories; as a result, releasing the inhabitants will not necessarily restore them to their previous state. That said, each subject is at a slightly different stage of transformation, and might react slightly differently to being released. Roll d6 twice and consult the following table, once to determine the stage of transformation and once to determine the reaction of a released creature:

D6	Stage of Transformation	Reaction
1	Early: feet webbed and enlarged	Catatonic. Will die of self-neglect in 4-7 days
2	Early: feet and hands webbed and enlarged	Catatonic. Will die of self-neglect in 4-7 days
3	Middle: feet and hands webbed, skin green but dry	Purposeless wandering. Moves in a random direction; takes no aggressive action
4	Middle: feet and hands webbed, skin green and dripping	Purposeless wandering in a random direction; attacks if impeded
5	Late: feet and hands webbed, skin green and dripping, face partially transformed	Attacks any non-fishmen immediately.
6	Late: a full fishman (see new monsters)	Attacks all those nearby immediately, mouthing wordless cries

Operating the Cylinders and Neuroderm: A plasteel console on the side of the basin is used to control the supply of neuroderm to the cylinders. The console features three buttons, a smoky grey-glass screen, thirteen 3" slots, and a larger, 6"-wide slot. One button activates the console, turning the screen on and allowing selection of genetic properties via the touch screen. A second button opens

the glass-plas screen of a selected cylinder. The third button activates the flow of neuroderm from the pool to the selected cylinder. The second and third buttons can only be operated if a control card has been inserted into the containment unit selected from the view-screen. Six of the slots are currently filled.

To remove an inhabitant from a unit, therefore, requires the following actions: power on, selection of appropriate unit on touch-screen, removal of control card, depressing the second button.

Reiv-Tor: Like his colleagues, the Arena Lord (6-85) and Psalor-Ki (5-74), Reiv-Tor is one of the few remaining rudishva from the Beacon. Just as insane as his former friends, Reiv-Tor has partly transformed his own body into an enormous fish-thing. His green, scaly, skin drips ichor, while his feet and hands are elongated and webbed. His head retains the characteristic horns of the rudishva, but is otherwise altered to give it a prominent, fin-like ridge in its center, plus flaring gills. Despite his fearsome appearance and his undoubted insanity, Reiv-Tor speaks multiple languages and knows quite a bit about the Halls. There is a 20% chance that he negotiates with visitors; in such cases he can offer explanations for the transformation of Sub-Level 7 and might provide directions to the main public areas of Levels 3, 4, 5 and 6 (he knows nothing of tombs or secret chambers, though). Reiv-Tor is utterly unstable, though, and there is a 50% chance per turn of negotiation that he decides to add visitors to his growing band of fishmen.



Inhabitants:

1. **Reiv-Tor**, **transformed rudishva** (see new monsters): SZ L; AL CE; AC 2; MV 60', 150' swimming; HD 9; HP 61; #AT 1; Dmg 5-10 (**trident of Reiv-Tor**), 3-8 (spear gun); MR 20%. Special attacks: attacks as a 9th-level fighter. Implants: medical (regenerate 2 hp/round, 50% immunity to disease and poison); microprocessor (INT 18, +25% to reaction rolls); shield (AC 2; hit only by magic); metabolism (reduced aging, reduced need for food). Possessions: **trident of Reiv-Tor** (see new magic items); rudishva spear gun with special modifications (see new technological items); three **potions of watery form** (see new magic items); two **potions of speed**; silver rudishva identity plaque (see new technological items); control card for neuroderm basin; keys to the great pillar (c.f., 6-103), appearing as 1'-long, 3"-diameter, grey plasteel rods with a notched, 1"-tall flange on each end.
2. **2 fishman chiefs** (see new monsters): SZ M; AL CE; AC 3; MV 60', 150' swimming; HD 5; HP 35, 29; #AT 2 or 1; Dmg 2-7/2-7 or 3-9 (trident); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison. Possessions: trident.
3. **4 fishmen** (see new monsters): SZ M; AL CE; AC 5; MV 60', 150' swimming; HD 3+1; HP 20, 18, 16, 15; #AT 2 or 1; Dmg 1-3/1-3 or 2-7 (bone club, spear or javelin); MR 10%. Special attacks: paralyzing mucus. Special defenses: immune to cold and poison.
4. **4 electric eels**: SZ M; AL N; AC 9; MV 720' swimming; HD 2; HP 15, 12, 11, 10; #AT 1; Dmg 1-3. Special attacks: jolt.
5. **4 blood eels** (see new monsters): SZ S; AL N; AC 7;

MV 120' swimming; HD 3; HP 21, 19, 18, 17; #AT 1; Dmg 2-8. Special attacks: drain blood; 5% chance for disease.

SL7-24: Reiv-Tor's Chamber and Laboratory (Dry)

This dry ell is reached from SL7-23 via a rickety ladder; it is 10' above the floor of the main chamber. Here Reiv-Tor has a private refuge for resting, experimenting with chemicals, and keeping his important treasure.

The chamber is undecorated. Reiv-Tor's hammock hangs in the southeast corner, next to a **tripod of warmth** (see new magic items) over which a pot of fish stew burbles. Underneath the hammock is a troll chest (see new technological items) keyed to Reiv-Tor. The west wall is occupied by a full alchemical apparatus (3,000 gp). A rudishva fire extinguisher (see new technological items) sits on the bench top.

Treasure:

Alchemical laboratory: in addition to the equipment itself, Reiv-Tor has 24 rare specimens of monster parts and plants (worth 1-100 gp each), a dozen white pearls (100 gp each), and **potions of sweetwater**, **polymorph**, **human control**, **animal control**, three **potions of watery form** (see new magic items); and three **potions of water-breathing** (see new magic items). Six rudishva implants (see new monsters – rudishva – for details) and a laser pistol (see new technological items) have been opened up on the workbench, with tiny colored bits of plasteel and small wires scattered nearby.

Troll Chest (see new technological items): a set of six platinum figures of the nataraja dancer, 6" tall and studded with small precious stones (650 gp each, 5,000 gp the set); a small ivory coffer (175 gp) filled with 25 tourmalines (100 gp each); a large iron box filled with 771 ancient silver pennies (see Arden Vul items), 311 ancient gold solidi (see Arden Vul items), 1,912 sp and 291 gp; a set of silver **Banion's dice** (see new magic items); a **heqeti amulet of swimming** (see new magic items); 1-3 samples of each of the rudishva implants (see new monsters – rudishva – for details); six empty and 2 full rudishva lesser power supplies; a pair of communications bracelets; and a laser pistol (see new technological items for the last three items).

SL7-25: Chamber of Bones (Partly-Submerged)

The water that partly floods this small chamber is filled with bones. Most of the bones are from lizardmen or humans and represent the discarded remains of the fishmen's meals. The stairs leading east descend 20' into a short water-filled passageway. There is a 20% chance that one of the crocodiles from SL7-26 has swum through the passageway to scavenge for food scraps among the bones; if it is encountered here, it should be removed from the roster in SL7-26.

Inhabitants:

1. **1 crocodile** (20% chance): SZ L; AL N; AC 5; MV 60', 120' swimming; HD 3; HP 18; #AT 2; Dmg 2-8/1-12. Special attacks: surprise on 1-3.

SL7-26: Hall with Overlook (Partly-Submerged)

This 20' tall chamber is brightly lit by a **continual light** spell cast here in antiquity. Its main, western reaches are covered with 4' of mostly-stagnant water. A balcony overlooks the east end, however; it is 10' above the floor (and 6' above the water level). A mound of detritus – muck, bones, and two collapsed pillars – occupies the middle of the chamber. Eight crocodiles inhabit the chamber; they frequently rest on the pile of detritus, but are adept at striking from the water as well.

Inhabitants:

1. **8 crocodiles**: SZ L; AL N; AC 5; MV 60', 120' swimming; HD 3; HP 24, 23, 22, 21, 20, 19, 18, 17; #AT 2; Dmg 2-8/1-12. Special attacks: surprise on 1-3.

SL7-27: Pillared Hall (Dry; Partly-Submerged)

Another bi-level hall, the western end is 10' below the floor of the main chamber. Given the new coralized well dug by the fishmen into the western alcove, the western section is under 4' of water. The main section, though, is dry, and features eight beatiful blue-granite columns and a long central mosaic set between the columns. The mosaic tells a story in episodes running from west to east: the episodes are scenes from the famous Labors of Arden, and depict Labors 2, 3, 5 and 8 (see *Twelve Labors of Arden* in Arden Vul books). In the apse at the east end is a statue of Arden the warrior, dressed in legionary garb and resting on her famous spear. Four wights prowl among the columns.

Inhabitants:

1. **4 wights**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 30, 27, 25; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

SL7-28: Looted Armory (Dry)

This small chamber served as an armory during the Archontean era. Ten racks for armor are present, as well as four large weapons racks. Most of the equipment, however, is gone, with a few choice exceptions. The floor is littered with a 2' layer of broken bits of metal and shredded pieces of leather (clearly the remains of the equipment that once rested here).

Secret Door (north): The door is normal to detect, but only opens when a spear haft is thrust into a hole set in the ceiling above the secret door.

Treasure:

Hidden in the litter is a **two-handed sword +2**, and a set of **imperial field plate +1** (see Arden Vul items).

SL7-29: Tomb of Erdenion Thrice-Blessed (Dry)

This 25'-tall chamber serves as the tomb of Arden's last surviving relative, Erdenion. Her sarcophagus rests on a plinth in the center of the chamber; it is a massive piece of obsidian, 10'x4'x6' in size, with an inscription in silver Mithric letters running along all four sides. The walls are painted cerulean blue and depict a female archontean in a variety of archetypal poses both martial and peaceful: leaning on a spear, thrusting her spear, casting a spear overhand, gesturing with a baton of authority, holding a set of judicial scales, and strumming a lute.To the north is a statue of Erdenion, again as a legionary leaning on her spear; close examination shows that the spear is a real (and magical) spear, painted to resemble the granite

of the statue. The spear is **Erdenion's spear** (see new magic items), a potent weapon and the item needed to open the sarcophagus.

Sarcophagus: The obsidian sarcophagus is heavy and solid-seeming, although a crack for a lid is apparent. The inscription reads, in Mithric: "The famous warrior, Erdenion, beloved daughter of the line of Arden the Great, rests within. Touch not, lest you suffer the agony of all thieves." The sarcophagus is dotted with neatly drilled holes, each about 1" in diameter and ¾" deep (none penetrate the 4"-thick walls of the sarcophagus). The lid of the sarcophagus is enchanted, such that only by applying the proper object to the proper hole can the lid be budged. The proper object is **Erdenion's spear**, and the proper hole is the third hole in the fifth row of holes on the west side of the sarcophagus. **Erdenion's spear** is held in the hand of the statue to the north, while a thief who rolls a successful open lock check can identify the proper hole. Those using trial by error have a 1% chance of successfully guessing the right hole. If they guess incorrectly or use an object other than **Erdenion's spear** to activate the sarcophagus, they trigger one of several traps.

Traps (sarcophagus): The sarcophagus is triply trapped. Any manipulation of the an incorrect hole, or even manipulation of the correct hole by anything other than **Erdenion's spear**, triggers a trap. The first incorrect manipulation causes an audible 'click' and the sound of shattering glass from within the sarcophagus (as the scrolls and potions within are destroyed by acid). The second incorrect manipulation causes the statue of Erdenion to rumble to life as an enhanced Archontean animated construct (animated spearman). If the sarcophagus is manipulated incorrectly a third time, the ceiling of the chamber caves in, inflicting 6-48 HP damage on all within the chamber. At that point the sarcophagus is impossible to open short of powerful magic (e.g., **knock** cast by a 10th-level or better magic user).

GM Note: Despite the heroic imagery of the tomb, Erdenion was a woman of little accomplishment, who traded on her famous ancestry to secure an appointment in the administrative hierarchy of Arden Vul.

Inhabitants:

1. **1 enhanced Archontean animated construct - spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 10; HP 68; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons. Regardless of whether she uses her spear or her fists, she strikes once per round for 5-10 HP damage.

Treasure:

Erdenion's spear (see new magic items).

Sarcophagus: six scrolls (see below); a genealogy of the lineage of Arden extending from Arden's grandparents to Erdenion (i.e., fifteen generations), worth 2,500 gp to a courtier in Archontos or Narsileon; 1,774 ancient silver pennies (see Arden Vul items); 863 ancient gold solidi (see Arden Vul items); the **horn of Arden** (see new magic items); and six potions, of **the berserk**, **deafening light**, **extra healing** (x2), **hostile levitation**, and **molasses** (see new magic items for all but the **potions of extra healing**).

Scrolls: **limited wish**, **statue**; **legend lore**; **airy water**, **transmute water to dust**; **stoneskin**, **stone shape**; **dispel magic**, **transmute rock to mud**;. **knock**.

SL7-30: Thothian Teleportation Ring (Dry)

At the end of the corridor is a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: YE-RE-BL-GR-BK-WH (see new magic items for explanation).

Incredibly, a full set of the glass activation squares rest inside the inset. They are arranged in this sequence: black-red-yellow-green-blue-white; this is the address to the ring in area SL4-49.

Secret Door (east): The door in the hallway is normal to find. It is locked but the key is long gone; picking the lock or bashing in the door are the only ways to open it.

SL7-31: Spiral Staircase Down to Level 7 (7-119) (Dry)

This well-carved staircase leads down 425' to area 7-119 in the domain of the vampire, Cinna Minux (see 7-122).

SL7-32: Chamber of the Stone Circles (Dry)

This chamber features a pair of concentric circles inset into the stone floor; the walls are undecorated. The larger circle is 10' in diameter and made of white marble; the inner circle is 4' in diameter and made of red granite.

SL7-33: Closet (Dry)

A row of mostly-rotted wooden shelves occupies the north and west walls of this small chamber. They are empty save for a single ivory coffer.

Secret Door (north): This door is difficult to locate (1 in 8) due to its location behind the crumbling wooden shelving. It is opened by applying sheer force.

Treasure:

The ivory coffer is worth 250 gp, and is inscribed in Elvish with the words 'Stones of Passage'. Within the coffer are seven polished pieces of red granite, each about 3" in height. Each is a **stone of passage** (see new magic items).

SL7-34: Tomb of Grenfell the Elusive (Dry)

This 30'-tall chamber features an impressive barrel-vaulted ceiling and a prominent sarcophagus on a raised dais. The wall frescoes

depict an orange-robed figure directing workers in construction projects, gesturing at an indeterminate monstrous figure with a wand, and whispering into the ear of an archon. Alas, it appears that the tomb was looted long ago, for the lid of the sarcophagus lies shattered on the floor and nothing more than bones and tatters of cloth occupy its interior. A lone inscription in Mithric runs along the long side of the sarcophagus: "Grenfell the Great, as elusive as he was powerful."

True Tomb: The true sarcophagus is invisible, and is attached to the ceiling of the chamber. Only **detect invisibility**, **true seeing**, or something comparable will detect its presence. Of course a PC that blundered about near the ceiling would easily run into the 5'x5'x10' projection attached to the center of the ceiling. Unlike most sarcophagi, which open on top, the lid of this hidden sarcophagus is on the bottom; the lid is made of ebony wood (carved with the name of its inhabitant – worth 275 gp), and slides into grooves in the stone sides of the object. Opening the tomb releases 6 shadows, the mummified corpse of Grenfell the Elusive, and a scattering of treasure, all of which fall immediately to the floor some 20' below. The two alabaster urns inside the sarcophagus will do 2-12 HP damage to up to two randomly determined PCs below the sarcophagus; successfully rolling 3d6 under DEX means the PC has avoided a falling urn.

Inhabitants:
1. **6 shadows**: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 23, 20, 18, 18, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.

Treasure:
Carved ebony lid with name Grenfell the Elusive (275 gp)
Within the sarcophagus: an alabaster urn (45 gp) with 547 ancient silver pennies (see Arden Vul items); another alabaster urn (45 gp) with 547 ancient gold solidi (see Arden Vul items); a delicate gold sculpture of an Archontean legionary battling a troll (500 gp intact; 225 gp if allowed to drop to the floor); a **helm of underwater action**; a **scroll with rope trick**, **massmorph**, and **maze**; a **wand of wonder** (10 charges); and a **wand of spectral force** with 17 charges (see new magic items).

SL7-35: Chamber of the Impermeable Curtain (Dry)

A invisible 'curtain' of impenetrable energy runs from north to south through this chamber. The curtain is analagous to a permanent **wall of force** in that it is unaffected by attacks or spells; it differs, however, by being flexible and inflicting 1-4 HP of electrical damage on any who touch it without one of the stones of passage (see SL7-33). The curtain is difficult to detect (as a secret door), a fact which makes it entirely possible for PCs to walk into it or through it. Those walking into the curtain from the east pass through it automatically, with only a flicker of energy to show they have passed through the barrier. Those walking into the curtain from the west side, however, will be almost entirely enveloped by the curtain (taking 1-4 HP damage, of course) before they recognize its existence. Only if one is carrying a **stone of passage** (see new magic items and area SL7-33) can one jpass through the curtain. The following inscription is found incised in Mithric above both eastern and western exits in 3'-tall, silver-filled letters: '*By order of the archon, none shall pass save those with proper authorization.*'

SL7-36: Roper Cave (Dry)

The mouth of this cave is 20' below the level of the bridge across the chasm (SL7-37), but the floor of the cave slopes up dramatically as it proceeds to the narrow passage in the northeast corner. The second lobe of the cave (by SL7-34) is flatter, but filled with stalactites and stalagmites. Among the rock formations is a very hungry roper, trapped here by the presence of the chasm cephalopods in SL7-37. The door to SL7-34 is hidden behind a stalagmite.

Inhabitants:
1. **1 roper**: SZ L; AL CE; AC 0; MV 30'; HD 11; HP 67; #AT 1; Dmg 5-20; MR 80%. Special attacks: six poisonous strands (20'-50' range; reduce STR by 50% in 1-3 rds). Special defenses: immune to lightning; take half damage from cold.

Treasure:
4 aquamarines (500 gp each) in the roper's gullet.

SL7-37: Lesser chasm with Tunnel to Level 4 (4-76) (Dry)

A small natural chasm runs from southewest to northeast; it is 60' in length, about 30' in width, and 55' in height. A slender stone bridge (3' wide) runs from the northwest side to area SL7-38. The tunnel to the north and west corkscrews steeply upward to area 4-76. A pod of medium chasm cephalopods occpuies the chasm.

Inhabitants:
1. **6 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 32, 27, 26, 25, 24, 23; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.

SL7-38: Landing (Dry)

The landing on the southeast side of the lesser chasm is of worked stone. Three skeletons of human adventurers lie on the pavement, victims of the chasm cephalopods. They still bear some treasure.

Treasure:
Rope of climbing; a pouch with 347 sp and 179 gp; a **potion of extra healing**; a long sword; six daggers; **leather armor +1**; and a **scroll of protection from demons**.

SL7-39: Crossroads (Dry)

Three unfinished hallways lead from this crossroads. At the end of the eastern hallway the skeletal remains of two humans in ragged tunics appear stretched out towards an ivory coffer. The treasure is a **coffer of Zox** (see new magic items), and the remains are those of two slaves who escaped from the Forum of Set (4-2) only to be slain by the powers released from the coffer. Should the GM wish to expand Arden Vul, these hallways could be developed to lead to new areas.

Treasure:
Coffer of Zox (see new magic items), containing two wights, three gouls, and six zombies.



SUB-LEVEL 8: THE CAVES BEHIND THE FALLS

Behind the great waterfall that cascades down the cliff face of Arden Vul lies a small and almost unknown network of caves. In antiquity the temple of Set used these caves to develop and breed the several species of the Set animals (see new monsters) that are holy to Set. The modern cult rediscovered the cave system about fifteen years ago and is attempting to revive the breeding of Set animals. They have been stymied by their ignorance of the specifics and extent of the old breeding program, as well as by the fact that they have been unable to discover the old breeding labs (areas SL8-17 to SL8-23) due to the major tunnel collapse at area SL8-10. As a result, their efforts have been fairly limited, producing only some lesser specimens in the areas SL8-5 and SL8-7. They are unaware of the fact that access to the old facilities and to an independent strain of greater Set animals is still possible, but only if one is able to traverse the underwater tunnels of area SL8-6.

General Construction Notes

Archontean areas: SL8-9, SL8-13A, SL8-17 to SL8-24

Factions

Although the Set cult is the only faction aware of this sub-level, it does not yet fully control the region.

Access and Egress

To Exterior: cave at SL8-1, leading to the cliff face at EX-16
To Level 4: stairs at SL8-19, leading up to 4-162
To Sub-Level 9: ledge at SL8-15, leading down to SL9-1
To Sub-Level 13: stairs at SL8-24, leading down to SL13-29

Random Encounters:

Random encounters in this sub-level work a bit differently. Areas SL8-11 to SL8-24 have no random encounters at all. In the southern section of the level, however, it is possible for the inhabitants of SL8-5 or SL8-7 to wander about. This means that if PCs investigate SL8-3 to SL8-10 first, there is a chance that either the Set guardsmen or the Set animals in SL8-5 will wander to the west. The same holds in reverse: if PCs investigate SL8-5 first, there is a chance that some portion of the Set cult or Set animals in SL8-7 will wander to the east. GM should check every four turns, with a 1 in 6 chance for one of the residents to begin 'wandering'.

Level Key

SL8-1: Cave in the Cliff Face (aka EX-16)

Hidden behind the waterfall that pours down the cliff face of Arden Vul is this small cave. Only 15' wide, the cave entrance is slick with spray. The noise of the waterfall makes it impossible to communicate orally (or to perform listen checks).

The cave is invisible to viewers from the valley floor, and is extremely difficult to find (detect as a secret door) even for those flying or hovering in front of the Falls.

The most likely way for adventurers to locate the cave from the exterior is for them to notice the narrow path (2' wide) that hugs the cliff face as it descends from area EX-14 before disappearing behind the waterfall and connecting to this cave. Those standing at EX-14 have a 1 in 6 chance (3 in 8 for rangers) to notice the path. In order to successfully navigate the path, adventurers must roll 4d6 under DEX or plunge to their deaths below. Thieves, of course, need not make this roll. A party that ropes itself together increases its chances: the roll is improved to 3d6 under DEX, with a -1 modifier to the roll for every roped thief.

Those approaching the cave from the north, that is, from within the cliff itself (via SL8-2) have no difficulty locating the narrow path that leads up to EX-14.

Those who first discover the cave from the exterior find that the cave opening quickly narrows into a tunnel that slopes steeply downward. After 30' the tunnel ends in a stone door that is **wizard locked** (at the 12th level of casting). A large key-hole is evident, but the lock resists picking (-10% to open locks). Ten keys to the lock were made. The locations of four are known to the cult of Set (4-47, 4-51, 4-56, 4-57), while the other six are thought to be lost. In fact, the other six may be found at these locations: AV-29, 4-2 (see Meral the Key-monger), 4-142, 5-30, 6-138, and 7-76C.

GM Note: The cave opening is about 450' above the valley floor and 1050' below the level of the plateau on which the city of Arden Vul lies.

SL8-2: Guardian Constructs

Two archontean animated constructs (see new monsters), in the form of jackal-headed humans carrying stone axes, stand in this flattened and widened tunnel. They attack anyone who does not present a holy symbol of Set. They pursue fleeing intruders to the stone door at SL8-1 and into SL8-5, but are unable to fit into SL8-4 or the tunnel leading to SL8-3.

Inhabitants:

1. **2 Archontean animated constructs - spearmen** (see new monsters): SZ M; AL N; AC 2; MV 60'; HD 6; HP 38, 35; #AT 1; Dmg 5-10; MR 25%. Special defenses: immune to elemental magic, poison, and mind-affecting spells; +1 or better weapons to hit; half damage from slashing or piercing weapons.

SL8-3: Supply Caves

The modern Set cult has established a supply depot of sorts in this lobed cave. The western lobe holds three nailed crates holding dried vegetables, sacks of ground meal, and dried meats. The southern lobe holds six javelins, three 'man-catcher'-style devices, four 15'x15' weighted nets, a pair of bespoke, rigid, boiled-leather suits (AC 6, but with MV 30'). The boiled-leather suits were designed for use in handling the Set animals (so as to avoid the animals' stings). A locked iron case (3'x1'x1') contains three smoke pots; when lit these devices emit a narcotic gas: save versus breath weapons or move at half speed and suffer -2 penalties to all rolls for 1 hour.

SL8-4: Watery Tunnel

This narrow (4'-wide) tunnel slopes down steeply. The final 20' of it are filled from floor to ceiling with water. A lime-encrusted skeleton of an ancient Set priest lies within the water, just before the tunnel enters area SL8-6B. The skeleton is that of one of the priests involved in the ancient cult's Set animal breeding program. His skull was crushed by a heavy, blunt object (see note at SL8-8). The priest's equipment is gone, save for a broken **deacon's was stick** (see new magic items).

SL8-5: Set Animal Cave

This 35'-tall cavern is marked by two twisting rock pillars that rise from floor to ceiling. The floor is uneven, with many dips, projections, and folds. Six Set animals (see new monsters) are racing around the cavern, chasing a pair of goats under the uneasy eyes of a pair of Set guardsmen (see new monsters).

Inhabitants:

1. **6 Set animals** (see new monsters): SZ S; AL LE; AC 5; MV 150'; HD 2; HP 15, 14, 13, 12, 11, 11; #AT 2; Dmg 1-4/1-6; MR 25%. Special attacks: venom; jump; confusion; dispel magic 1/day.
2. **2 goats**: SZ M; AL N; AC 7, MV 150'; HD 1+2; HP 7; #AT 1; Dmg 1-3. Special attacks: charge.
3. **2 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 17, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

SL8-6: Tripartite Pool

This pool has three separate areas connected by tunnels. The water is cold and slightly opaque due to sediment and the activity of the Set animals. All three sections of the pool are 40' deep.

The tunnel between SL8-6A and SL8-6B lies at a point 20' below the surface of the water, while the other two tunnels (from SL8-6A to SL8-6C and from SL8-6B to SL8-6C) commence at a point 30' below the surface of the water. The modern Set cult is unaware of the underwater tunnels.

SL8-7: Set Animal Cave

This large cave has a 30' ceiling and is riddled with holes, folds, and projections – save for a flattened area at area SL8-9. The modern Set cult is using this site to try to breed Set animals. Given the apparent lack of fertility of any of the summoned Set animals, High Priestess Stephania (4-51) has sent a Set deacon (see new monsters) and a pair of acolytes to see if they can iron out the bugs in this program. These priests, along with four Set guardsmen, are nervously watching one greater and six Set animals (see new monsters) hunt and torment a bewildered giant lizard. Should combat break out with intruders (e.g., the PCs), the Set animals are just as likely to attack the Set priests and guardsmen as they are the PCs.

Unbeknownst to the Set priests and guardsmen, Stephania will not let her minions depart these caves lest they reveal the existence of the breeding program.

Inhabitants:

1. **1 giant lizard**: SZ L; AL N; AC 5; MV 150'; HD 3+1; HP 11 (max 20); #AT 1; Dmg 1-8. Special attacks: double damage on a natural 20 to hit.
2. **6 Set animals** (see new monsters): SZ S; AL LE; AC 5; MV 150'; HD 2; HP 15, 14, 13, 12, 11, 11; #AT 2; Dmg 1-4/1-6; MR 25%. Special attacks: venom; jump; confusion; dispel magic 1/day.
3. **1 greater Set animal** (see new monsters): SZ M; AL LE; AC 2; MV 150'; HD 6; HP 40; #AT 2; Dmg 1-6/1-8; MR 25%. Special attacks: venom (chance for paralysis); jump; confusion; dispel magic 1/day.
4. **Korakios the Set deacon** (see new monsters), **as a 6th-level Archontean cleric of Set**: SZ M; AL LE; AC 3; MV 90'; HD 6; HP 41; #AT 1; Dmg 3-8 (**mace +1**). Possessions: **Set armor +1** (see Arden Vul items); **deacon's was stick** (see new magic items); **footman's mace +1**; an **amulet of protection against normal missiles** (see new magic items); a **potion of extra healing**; a **potion of glibness**; a **scroll of curse**; and a gold holy symbol of Set (150 gp). Spells prayed for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **animate dead**, **dispel magic**, **cause blindness**; **cause serious wounds**.
5. **2 Set acolytes** (see new monsters), **as 3rd-level Archontean clerics of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 21, 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.
6. **4 Set guardsmen** (see new monsters), **as 2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows, 20 bolts.

SL8-8: Ledge and Cave with Forgotten Corpse

A ledge 5' below the ceiling of area SL8-7 leads to a 10'-tall side cave. The cave itself is rather nondescript, save for an ancient corpse mostly concealed beneath a scattering of rock and dust. The corpse wears a suit of **Set armor +1** (see Arden Vul items) and the **ring of Set known** as Lorica (see new magic items); next to the body are a mace, a rotted leather purse with 65 ancient silver pennies (see Arden Vul items) and three white pearls (100 gp each), the fourth lantern from area SL8-9, and a 3"-long, tarnished copper message tube containing an ancient piece of parchment. The parchment reads: "*To Julianus, loyal priest, from Laurellik, son of Set and High Priest of Arden Vul. You are to eliminate all loose ends in the breeding program. Eliminate all other administrators of the program; how you do it is of no concern to me. Merely ensure that no witnesses remain. Secure the brood-mother and remove Lorica from the fool Hecurion's finger, and bring them with you to the outer door on the eve of the feast of Arden. There you will be met by my personal guard, who will escort you to my side. Tell no one.*" High Priestess Stephania would pay up to 3,000 gp for the return of Lorica.

GM Note: The corpse found here is that of Julianus, private agent of Laurellik, the last high priest of Set before the Archontean retreat. As the parchment notes, Laurellik ordered Julinaus to 'clean' the breeding program by killing all the priests. Julianus was mostly successful, as the corpse of the head of the breeding program, Hecurion, may be found at SL8-11, where Julianus slew him. Unfortunately for Julianus, no one ever met him at area SL8-1 on the eve of the feast of Arden, and he was slain here by the very brood-mother Set animal that he was transporting. Aside from this history, the note also provides hints about the existence of a formal laboratory deeper within the caves (see SL8-16 to SL8-23).

SL8-9: Ancient Pavilion

This area in the midst of the larger cave was worked carefully in antiquity. A 20'x20' section of the cave floor has been flattened, and a large summoning circle incised into the center of the flattened area. At each corner of the pavilion stands a thick, 5'-diameter and 5'-tall stone half-column, from the top of each of which extends an iron shepherd's crook. From three of the four crooks hangs a lantern. Four stone benches, carved to resemble crocodiles, surround the summoning circle, which of course is a magic circle appropriate for conducting summoning rituals.

The lanterns are enchanted and unusual, since there is no way to open them and thus insert a fuel source. The bottom of each, however, bears an inscription in the secret language of Set: "Bring divine light so as to protect the faithful." Casting **light** (or **continual light**) on each of the four lanterns and then hanging them from the shepherd's crook creates a magical barrier of protection that encloses the pavilion. This barrier prevents anything (creature, missile, spell) from outside the pavilion from entering it, but allows those within the area of protection to cast spells or hurl missiles. The zone of protection lasts for as long as the light spells last. Curiously, **continual light** cast on a lantern is not actually continuous; it merely lasts for double the duration of a regular **light** spell. **GM Note**: Until the fourth lantern is located, the protection function is inoperable. The fourth lantern is found at SL8-8. The modern Set cult is ignorant of the lanterns' function.

SL8-10: Sloping Tunnel and Cave-In

The northern extension of the cave slopes steeply downward. While it originally connected to SL8-11, a large cave-in has permanently blocked the passage. Lying on the scree are the corpses of three Set guardsmen; two are ancient and one is fresh. The two ancient bodies have skulls that appear to have been bashed in from behind with a heavy object (see note at SL8-8), while the fresh body seems to have been stung and clawed to death (by a Set animal). Among the bodies are the following pieces of useful equipment: two suits of nonmagical Set armor (see Arden Vul items), two short swords, a **spear +1**, three 50' coils of rope, two neatly folded nets (15'x15'), and, tucked into a boot, a vial of Set animal repellent (see Arden Vul items). The repellent is dried out, but could be rehydrated.

SL8-11: Large Cave with Ancient Corpses

This cave is cold and dry, with no sounds and not even a breath of air. Three ancient corpses lie among the knobby projections on the floor. Two are of Set guardsmen, but the third is dressed in priest's robes. The priestly corpse is that of Hecurion, former director of the Set animal project (see areas SL8-16 to SL8-24). Hecurion has been garrotted, and his ring finger hacked off with a knife. The culprit of these murders was Julianus, who slew the project staff on the orders of the last high priest of Set (see SL8-8).

Hecurion's spirit lingers by his corpse, hoping that the Set ring, Lorica, which Hecurion once wore, can be recovered and returned to the proper Set authority. The spirit can interact in a limited way with visitors, mostly by moaning 'Bring me Lorica' (alternating in Mithric and the secret tongue of the priests of Set) and pointing at its missing finger. Should the PCs locate Lorica (at SL8-8) and show it to the spirit, Hecurion whispers "For your reward, press the left eye of the middle statue of our lord. Thank you!" [GM: this advice refers to the puzzle at SL8-13].

Treasure:
Two sets of Set armor (see Arden Vul items); two poisoned darts (25% the venom is still usable); a set of ancient Set priest robes (worth 75 gp); a platinum signet ring with the name "Hecurion" (500 gp); and a **scroll of protection from poison**.

SL8-12: Cave with Portcullis

Cold, still, and quiet like the rest of this area, this cave is empy save for a portcullis that blocks the tunnel to the west (to SL8-11). The mechanism for raising it – a lever and pulley system built into the north wall of this area – has been violently destroyed. The portcullis will need to be raised by a successful lift gates roll.

GM Note: PCs would be wise to lure the brood mother (see SL8-13) here for combat, as she cannot be aided by the Eyes of Set in this location.

SL8-13: Great Cave of the Set Animals

This enormous cavern is 60' tall in places. Originally the chief site of the ancient Set cult's research on Set animals, the cave is now deathly still, without any of the usual subterranean sounds or breezes. Several rock formations stud the floor, rising between 5' and 15' above the ground. An enormous rock pillar rises in the center of the chamber, all the way to the roof; inspection shows it to have been carefully shaped by generations of Set cultists.

The northwest wall has also been shaped (flattened) and carved with three colossal (20') half-round images of Set in the form of a human with Set-animal head carrying ankhs cradled in both arms. The sculptures are vivid and imposing but inanimate. A secret door is set into the legs of the middle sculpture.

To the northeast the cave dips into a 20'-deep depression; The floor of the depression is filled with hundreds of bones, mostly of small to medium animals, but with a few man-sized specimens as well. The bones are ancient and brittle. Although it would take at least 4 turns to search through the bones, there are a few items of value scattered within the debris.

The cave is currently the lair of a huge undead Set animal, namely the brood mother abandoned here over 1,200 years ago when the Archonteans retreated from Arden Vul (see note at SL8-8). She manifests in the northeastern, bone-filled depression a turn after the cave is entered. This fearsome creature is the undead revenant of the central breeding animal developed by the temple of Set in antiquity. Her evil nature and her strong association with Set allowed her to return to haunt this cavern. So long as combat takes place in the cavern proper, she is at an advantage due to the Eyes of Set on the central pillar (see below); she has her hit points restored, she acts first in each round, and she is able to **teleport** at will in the chamber. Should the pillar's powers be masked, or should combat move to another location, she loses those abilities.

Rock Pillar with Eyes of Set: The pillar stretches 30' from floor to ceiling, and is a uniform 10' in diameter. Every square foot is covered with carved faces of Set in different sizes and artistic styles. Some are large (3') and formal studies in Archontean realism, where others are small (6") and primitive. Most are still painted. The majority show a human face with red hair, but many also take the form of Set animals, boars, crocodiles and other animals associated with the god. The entire pillar radiates strongly of magic.

The stone eyes of the images flutter open as soon as any living creature comes with 10'. The eyes are, in fact, a conduit to a subconscious part of Set's mind, and allow the god to witness and interact with events in this holy cavern. Set participates in two primary ways. First, since his eyes cover the pillar, they can see anywhere in the cavern. This allows the undead brood mother several combat advantages, including an initial surprise round,

always striking first during combat, and the ability to teleport unerringly within the cavern. Area-effect magic that obscures Set's vision (e.g., **darkness**), gas, or thick smoke will negate these effects; **dispel magic** cast on the pillar also negates the effects, albeit only temporarily (4-6 rounds). The second way that Set can act in the cavern is to open one of the rock mouths every other round and deliver a jolt of red energy to a subject in the cavern. The energy-blast effects subjects differently based on their alignment: LE individuals are cured of a random amount of hit points (from 1d8 to 4d8); other evil or neutral individuals are struck as if by a **slow** spell; good creatures are struck for 1d8 to 4d8 damage. The target of the energy blast will be the undead Set animal (50%) or a random member of the party (50%).

Secret Door (northwest wall, to SL8-13A): This door is difficult to spot (1 in 8) and equally difficult to open. It requires that a the left eyeball of the central half-round carving of Set be pushed inward. Keep in mind that this eyeball is some 17' above the floor. The ghost of Hecurion (see SL8-11) could assist in locating the trigger for this door.

Inhabitants:

1. **The brood mother**, **aka a giant undead Set animal**: SZ L; AL LE; AC 2; MV 150'; HD 8+8; HP 63; #AT 2; Dmg 1-10/1-4; MR 33%. Special attacks: energy drain; dispel magic 1/day; paralyzation. The brood mother's abilities may be enhanced if the Eyes of Set are active (teleport, initial surprise, acts first in every round).

Treasure:
Amid the bones in the northeast depression: 231 ancient silver pennies (see Arden Vul items), 79 ancient gold solidi (see Arden Vul items), a chipped emerald (700 gp), and a scroll with the magic user spells **fireball**, **freezing sphere** and **stone to flesh**.

SL8-13A: Hidden Chamber

This tiny chamber is only 4' tall. Within are a few choice treasures deposited here for security, as they lay under the watchful eyes of Set himself. The items include a 2'x3' coffret made of solid silver, with enamelled plates affixed to its lid and sides; the enamel shows Set animals cavorting around an image of Set in his Set animal-headed bipedal form. Within the coffer is an exact copy of the *Theskelonia* (see Arden Vul books); this text would fetch 10,000 gp or extensive favors from High Priestess Stephania (4-51). Alongside the coffret are six heavy platinum signet-style rings (500 gp each), whose faces have not yet been carved (i.e., they are blank), an **ankh of protection** (see new magic items), a **manual of golems**, 4 pieces of **incense of medititation**, and a **candle of invocation**.

SL8-14: Side Cave

The mouth of this cave is 20' above the floor of the neighboring cavern. A breath of air can be felt from the narrow crack (18" wide and 30" tall) in the northeast corner that leads to SL8-15. A 25'-long ladder and the corpse of an ancient Set priest lie against the western wall. The priest's robes have been rent by blades and he appears to have bled out. Clenched in his teeth is a roll of parchment. The words on the parchment are in the secret tongue of the priests of Set and appear to have been scrawled in blood (his own?): "Julianus has gone mad and is killing us all, even his own brothers. Someone must tell the high priest of this treachery. Perhaps the brood mother will save me, and punish him? Let it be so!" [GM: for Julianus, see SL8-8]

Treasure:
The priest wears a heavy gold chain with a gold holy symbol of Set (250 gp); he also has a **scroll of protection from acid** wrapped around his lower leg, under the robe.

SL8-15: Tunnel and Cliff to SL9-1 (Kaliyani Pits)

This tunnel is choked with spider webs, as it is the lair of a pair of phase spiders that typically hunt lizardmen on Sub-Level 9. A few items of treasure and numerous bones litter the floor of the tunnel beneath the webs. The 'tunnel' leading to SL8-14 is no more than a crack, being only 18" wide and 30" tall. The spiders are aware of it, but are too large to squeeze down it. The ledge (aka SL9-1) is 20' above the mushroom cave at SL9-2.

Inhabitants:

1. **2 phase spiders**: SZ L; AL N; AC 7; MV 60', 150' in web; HD 5+5; HP 43, 36; #AT 1; Dmg 1-6. Special attacks: poison (-2 to saves). Special defenses: phasing.

Treasure:
3,097 scattered ancient gold solidi (see Arden Vul items), a **dagger +1**, a **scroll of protection from plants**, a **scroll of stone to flesh**, and a star sapphire (3,000 gp).

SL8-16: Cliff and Entrance to Set Labs

A worked ledge sits 40' above the floor of the large cavern. Two heavy iron screw-eyes have been set into the stone at the edge of the cliff. By each is an ancient and partly-rotted rope ladder. While the ladders could be attached to the screw-eyes and used to descend the cliff, they have a 50% chance of breaking.

Within a 5'-diameter circle inset into the stone floor is a boar made of chips of red basalt surrounded by chips of blue granite. Passing over this inset causes a **light** spell to activate on the portcullis at SL8-17 and a **magic mouth** to intone, in Mithric "*Passage is forbidden without permission of the director.*"

SL8-17: Portcullis and Levers

Two heavy steel portcullises flank the entrance to area SL8-18. Both currently are in the 'down' position, with their bases fitted into 1'-deep holes in the floor. The niche to the east of the portcullis contains two iron levers set into the floor. The western lever raises and lowers the portcullis here (at SL8-17); the eastern lever raises the portcullis to the east of the door at SL8-18.

SL8-18: Ancient Set Laboratory

This chamber served as the laboratory for experimentation on Set animal breeding. A large purple pudding (see new monsters) is currently investigating the laboratory; it lurks over the door as intruders enter so as to better drop on them unawares.

On a basic level, the entire room serves as a high-quality alchemical and research laboratory, with benches, beakers, retorts, mortars and pestles, glass specimen bottles, bins with various alchemical supplies. If carefully boxed and taken away, the entirety could bring 10,000 gp. A smaller, more portable and less fragile selection could bring 2,000 gp. Alternatively, it could be used in situ for the creation of potions or other kinds of magical research (i.e., spell research or creation of magical items).

Amid all the mundane alchemical gear are a few more interesting items, including a Set animal preserved in brine (55 gp), sixteen vials of Set animal blood (100 gp per vial; magical qualities to be determined by the GM), a **deacon's was stick** (see new magic items), and six large codices secured inside a teak chest.

Entitled 'Research into Our Lord's Holy Form', the codices commence in the year 1511 AEP with the final entry in 1803 AEP (the year of the abandoment of Arden Vul). A cursory scan reveals that the Set cult commissioned a program to attempt to summon, tame, and breed Set animals (from context it appears that typically they can only be summoned, and by higher level clerics). The three hundred-year project was mostly unsuccessful until the final decade, when the director, a certain Hecurion, appears to have summoned and bound a large Set animal, and then transformed it slightly with a complex infusion of human and dragon blood, along with **arcanum** (see new magic items) and other alchemical elements. The infusion seems to have succeeded in preventing the Set animal from departing, and Hecurion then set about attempting to turn it into a 'brood mother', capable of siring other similar 'modified' animals. The last entry describes the brood mother's growing size and some troubling aggressiveness, and laments that political conditions are preventing the project from securing the necessary resources to complete the breeding project.

Inhabitants:

1. **1 large purple pudding** (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 10; HP 66; #AT 1; Dmg 2-12. Special attacks: corrosive to metal and leather. Special defenses: immune to fire; grows with electricity; conductive.

SL8-19: Stairs Up to Level 4 (4-162)

These narrow stairs lead up 200' to area 4-162. The stairs are dusty and choked with cobwebs; they have not been used in more than a thousand years.

SL8-20: Ancient Set Barracks and Portcullis

A dozen rotted wooden bunkbeds stand in the western half of this ancient barracks. To the east are eight battered wooden chairs, a few low tables, three weapons racks, six armor racks, and a trio of large wooden chests. On the north wall is a lever that controls the portcullis to the east of the door. The area is coated with a thick layer of dust.

Among the detritus are the following useful items: three suits of red Set armor (see Arden Vul items); six short swords, three shields, twenty javelins, and a mummified heqeti head (25 gp).

Inside the chests are a variety of personal effects: two silk hankerchiefs, a crude set of wooden dice, a finely carved set of obsidian chess pieces (50 gp), a sandalwood snuff box (20 gp), and three cones of **incense of relaxation** (see new magic items).

The portcullis to the east of the door is heavy steel and set into holes in the floor.

SL8-21: Common Area

This chamber constituted a lounge for the members of the Set animal project. A dozen comfortable leather chairs (now rotted), a liquor cabinet with four bottles of still-drinkable alcohol (45 gp total), an inlaid gaming table (65 gp), a cabinet with desiccated meat and dried fruit, a keg of water, and a **tripod of heating** (see new magic items) are present here.

SL8-22: Director's Chamber

A once-sumptuous bed (now rotted and dusty) lies to the west of the door. To the east is a fine oaken circular table and three oak chairs, as well as an oak writing desk, an oak armoire, and an oak scroll cabinet. The north wall has a large fresco of red-haired Set standing benignly over a sextet of small Set animals. The chamber was the residence of the director of the Set animal project, the last of whom was Hecurion (see SL8-11). The furniture is all sturdy and still usable (45 gp for each item).

The scroll case contains three light romance 'novelettes', plus copies of Hoel Gargus's *Sixteen Steps to Successful Administration*, the anonymous Dogmatics of Father Set, Canis Renard's *Elements of Animal Reproduction*, Kalut's *The Properties of Blood, especially when infused with other elements*, and Licinius Monad's *Practical Animal Magic* (see Arden Vul books for all). Tucked amid the codices is a scroll with the cleric spells **enthrall**, **cure critical wounds** and **true seeing**.

The armoire contains three usable sets of ceremonial robes for Set priests. On the table is a silver ewer and six silver goblets (175 gp for the set), along with a bottle of ancient brandy (25 gp).

The desk contains parchment, dried ink, pens, erasing stones, and other practical objects. It also holds Hecurion's diary, written in the secret tongue of the priests of Set. Most of the diary involves mundane comments about the difficulties of personnel management (Hecurion seems to have been insecure), speculation about the fate of the project given the collapsing social order in the city, and some extremely general but positive comments about Hecurion's success with "the brood mother" and the likelihood of producing progeny. The last entry is unusual, as it injects a note of specificity and paranoia. It reads: "*The most recent communication from Laurellik, our Father in Set, is disturbing. He seems preoccupied and unable to recognize the importance of our imminent success in the project. It is as if I have lost my favor with him. But how can this be? I have always served him faithfully. Undoubtedly our results will bring him around. I will send Julianus to beg his indulgence and to delay the evacuation for as long as possible, for the study is close to completion.*" [**GM**: for Julianus and Laurellik, see SL8-8]

SL8-23: Priests' Residence

Six beds made of rotted pine, six chests, and six armoires comprise the contents of this former residence for the staff of the Set animal project. The east wall has a fresco depicting an enormous and somewhat unsettling image of a Set animal's head.

Among the chests and armoires are some usable cotton and silk clothing, a silver slide whistle (25 gp), three silver holy symbols of Set (35 gp each), a pack of battered playing cards, a set of finely-tooled metal dice (25 gp), a fine ivory comb (25 gp), copies of Meson's *Guide to the Brothels of Archontos* and *the Whispering Widow* (see Arden Vul books for both), and a total of 229 ancient copper bits, 94 ancient silver pennies, and 31 ancient gold solidi (see Arden Vul items for the coins).

One of the chests, however, has a false bottom. Within is a gold scapular clasp (100 gp), a pouch with six red garnets (100 gp each), and a jade scroll case trapped with contact poison. Within the case is a parchment commission in Mithric, from Laurellik the high priest of Set to the priest Julianus, ordering Julianus to report on the activities of Hercurion the Director and to await further orders from Laurellik himself (see SL8-8, SL8-11, SL8-22).

SL8-24: Stairs leading down to Sub-Level 13 (S13-29)

The stairs are narrow (5'), rather roughly-hewn, and choked with heavy cobwebs. They lead down to Sub-Level 13 (SL13-29).

Secret Door (east and west): On both sides the secret door is normal to find and opens by depressing a fairly obvious stud in the floor.


2020

SUB-LEVEL 9: THE KALIYANI PITS

The central feature of this sub-level is a massive cavern, warmed by geothermal energy and covered by a thick layer of burbling red mud (SL9-3, SL9-32, SL9-54). Numerous rock pillars and outcroppings rise from the mud, as do many random and several fixed geysers of hot, mineral-rich water. The mud and the geyser-water have numerous magical and practical uses, a fact recognized by nearly all of the peoples that have settled in Arden Vul. The rudishva built a small research station in the northeast sector of the great cavern (SL9-41 to SL9-49). When the kaliyani fled the halls following their betrayal of their rudishva masters, they made their way to this level, where the heat and moisture were more conducive to their natural biological states, and where there was plenty of **arcanum** (see new magic items) to fuel their sorcery. Vestiges of their habitation are found at SL9-50 to SL9-53. Eventually the kaliyani left Arden Vul for regions deeper within the Underearth.

About twenty years ago, a renegade band of kaliyani abandoned their main settlement of Lissak-Tol and made their way here, hoping to recover some of their lost technological heritage and to reoccupy the Halls. They have delved a small, but well-guarded outpost to the east of the main cavern (SL9-59 to SL9-78) and named it a consortium, even though this act direct contravenes kaliyani custom, which only allows eleven consortia, all traditionally ruled by males. Their central chamber (SL9-72), with its three deep pits, has given the area its name. Even more recently, the kaliyani enslaved a small tribe of renegade lizardmen (the Lagrok tribe) dwelling in the southern reaches of the cavern. The lizardmen live in the side caves above the mud flats and use rickety rope bridges to travel between the rock outcroppings. The lizardmen hunt mud crabs, mud worms, and lizards that they trap from above, and spend the rest of their time sifting the mud for valuable minerals and **arcanum** for their kaliyani masters.

General Construction Notes

Heqeti areas: SL9-27, SL9-30
Rudishva areas: SL9-41, SL9-41A, SL9-43 to SL9-49, SL9-52, SL9-53
Kaliyani areas: SL9-60 to SL9-77

Important NPCs

Nisslok, lizard king, chief of the Lagrok tribe of lizardmen (SL9-27)
Tsilliv, kaliyani Magistra of the Twelfth Consortium (SL9-77)

Factions

The kaliyani control much of the sub-level, including all of the kaliyani pits (SL9-60 to SL9-78) as well as most of the mud flats region. They have not yet discovered the ancient rudishva base (SL9-41, SL9-43 to SL9-49).

Environment

The sub-level is hot and humid thanks to the geothermal activity that gives rise to the mud flats (SL9-3, SL9-32, SL9-54). Travel on the hot mud is slow as well as dangerous thanks to numerous mudpots and mudsinks (for which, see SL9-3).

Access and Egress

To Level 4: stairs at SL9-75, leading up to 4-51B
To Level 6: teleporter at SL9-53, leading to 6-32
To Level 7: stairs at SL9-49, leading down to 7-111
To Level 9: tunnel at SL9-37, leading down to 9-119
To Sub-Level 5: tunnel at SL9-9, leading up to SL5-25
To Sub-Level 8: ledge at SL9-1, leading up to SL8-15

Random Encounters

1. Areas without Random Encounters

SL9-43 to SL9-49, SL9-52, SL9-53.

2. The Great Cavern and Environs (areas SL9-2 to SL9-10, SL9-15 to SL9-24, SL9-28 to SL9-42, SL9-50, SL9-51, SL9-54 to SL9-63)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D12	Encounter
1-4	6 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 31, 27, 26, 25, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
5-6	1. 5 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 30, 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4 2. 1 large chasm cephalopod (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 45; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell
7-9	1-3 mud worms (see new monsters): SZ L; AL N; AC 4; MV 120'; HD 8; HP 60, 57, 51; #AT 1; Dmg 3-12; MR 25%. Special attacks: acid bite; bite corrodes armor; drown attempt on natural 20. Special defenses: immune to acid. There is a 33% chance every other round of combat to draw another mud worm to the melee

10-11	A hunting party of 6 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 15, 14, 14, 13, 13, 12; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. If killed, they should be removed from the numbers found in areas SL9-11 to SL9-14
12	A trio of kaliyani soldiers, coming to or from the Pits. For stats, see SL9-68. If killed, they should be removed from the roster at SL9-68.

3. The Lizardman Caves (SL9-11 to SL9-14, SL9-25 to SL9-27)

Checks should be made every 3 turns, with a 1 in 4 chance for an encounter.

D6	Encounter
1-2	2 lizardman hatchlings: noncombatants (AC 7, HP 2). If allowed to do so, the hatchlings will alert any nearby adult lizardmen
3-5	3 lizardmen: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 13, 13, 12; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. If killed, they should be removed from the closest lizardman roster
6	2 elite lizardmen: SZ M; AL NE; AC 2; MV 90', 150' swimming; HD 3+3; HP 26, 23, 22, 21, 20, 19; #AT 1 or 3; 3-9 (broadsword) and 2-7 (javelin), or 1-3/1-3/2-9. Possessions: broadswords; javelins; foebane necklaces (see new magic items); and one combustible mud gourd each (see Arden Vul items). If killed, they should be removed from the roster at SL9-17

4. The Kaliyani Pits (SL9-64 to SL9-78)

Checks should be made every 3 turns, with a 1 in 4 chance for an encounter. Any encounter in this area will be from the inhabitants of the nearest inhabited chamber.

Level Key

SL9-1: Ledge and Tunnel to SL8-15

This ledge is 20' above the mushroom cave (SL9-2). From area SL9-2 it is hard to spot, and thus can only be detected as if it were a concealed door. The lizardmen are ignorant of its existence. The ledge leads to a tunnel that connects to SL8-15.

SL9-2: Mushroom Cave and Ledge

This ledge rises 10' above the floor of the mud flats (SL9-3). It is home to a species of giant mushrooms that the lizardmen find delicious. Close by the northern wall is a lone midnight rose plant (see new flora). The lizardmen have connected this ledge to their rope-bridge network; this bridge rises 10' to meet the outcropping at SL9-4. Despite their continued interest in the area, they are mystified by the fact that members of their tribe keep disappearing here; these vanished lizardmen are the victims of the phase spiders from SL8-15.

Rope Bridge: The bridge is attached to two iron posts hammered into the stone at the lip of the ledge. The bridge proper is comprised of numerous ropes made of twined creepers of a sort never before seen by PCs and interspersed with boards on which to walk. The bridge is safe, but unsuited for combat or other activities requiring concentration or movement. **GM Note**: the ropes and boards come from the kaliyani who get them from contacts in the Underearth.

Treasure:
Numerous specimens of the aqua vitae, cloud cap, and white rib varieties of giant mushroom, plus a solitary midnight rose plant (see new flora).

SL9-3: Southern Mud Flats

The southern portion of the main cavern rises, on average, about 60' from floor to ceiling, and the environment is hot and humid. The floor of the cavern is covered with a thick (4'- to 8'-deep) layer of mineral-rich mud thrown up by the mudpots and mud volcanoes that dot the region. Glows of campfires are visible from several rock outcroppings that rise from the flats. Slogging about in the mud flats is likely to attract the attention of the mud worms from below and the lizardmen from above (via their rope bridges).

Movement in the Mud Flats:
Movement through the mud is difficult for man-sized creatures, or any creature weighing (or carrying) 120 lb or more; such creatures move at ⅓ movement and risk falling down periodically. Very light or very dexterous creatures (DEX>16) might be able to skim swiftly across the surface of the flats; these creatures move at ⅔ movement. Possession of 'mud-skis' (see Arden Vul items) allows creatures of any size or weight to move at ⅔ movement; possession of a mud boat allows movement at a rate of 30'.

Mudpots and Mudsinks: There are no fixed geysers here (as in SL9-32), but rather numerous mudpots and mudsinks.

Mudpots are spots that burble constantly while occasionally throwing up impressive sprays of superheated, mineral-rich mud. There is a 1 in 4 chance every three turns that a mudpot erupts near any group traveling the flats. Mudpots inflict 1-6 HP damage to all in a 20' radius from the steam and hot mud.

Mudsinks occur when the swirl of the geothermal currents cause the mud to be sucked downward. There is a 1 in 6 chance every three turns for a mudsink to appear in a given 10' radius. If one is indicated, roll randomly to determine which 1-2 PCs are affected. Those affected must successfully roll 3d6 under STR or be sucked under the mud and drowned in 1-3 rounds. Up to three PCs unaffected by the mudsink can attempt a 'to hit' roll versus AC 3 in order to locate a victim and save him/her from drowning.

The hot mud can also be disruptive to spell-casting, invisibility, and other activities. The lizardmen have learned to recognize the sound of impending mudpot explosions and mudsink implosions, and will never be caught by one unless unable to move.

Native Inhabitants: The mud flats are home to numerous strange life forms, most of which are small, harmless, and resemble small crustaceans and arthropods (albeit with strangely colored carapaces). In addition, numerous voracious mud worms (see new monsters) make the flats their home, hunting the smaller creatures as well as the occasional lizardman who falls from the bridges or an unlucky kaliyani. The worms hunt singly, and can be encountered

as random encounters anywhere in the flats. Combat with one worm is likely (33%) to attract another worm every other round that combat continues. So long as two of the worms remain, the population can recover the loss of its other members.

The flats are also attractive to chasm cephalopods (see new monsters), which thrive in the heat and humidity. Indeed, all chasm cephalopods found on SL9 are of medium or large size, and all are able to regenerate 1 HP/round due to the therapeutic minerals of the area. The cephalopods may also be found randomly throughout the flats, but are especially likely to congregate near the geysers and near area SL9-35. The chasm cephalopods drift towards any flying creatures, and may even swarm those on isolated rock outcroppings. Coating oneself in a layer of the mud from the cavern floor effectively renders one immune from the cephalopods. While the lizardmen understand this, and adorn themselves appropriately, the kaliyani do not. Chasm cephalopods are encountered in groups of 6 medium and 3 large.

Inhabitants:

1. **20 mud worms** (see new monsters): SZ L; AL N; AC 4; MV 120'; HD 8; HP 62, 61, 61, 60, 60, 59, 58, 58, 57, 57, 56(x3), 52, 51, 51, 50, 47, 46, 44; #AT 1; Dmg 3-12; MR 25%. Special attacks: acid bite; bite corrodes armor; drown attempt on natural 20. Special defenses: immune to acid.
2. **24 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 31(x4), 29 (x4), 27(x4), 26(x4), 25(x4), 24(x4); #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.
3. **18 large chasm cephalopod** (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 45, 44, 43(x3), 41, 40(x3), 39, 38, 37, 36(x3), 35(x3); #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell.

SL9-4: Mud Dredging

This large rock formation rises from the flats and eventually reaches the ceiling. A tunnel through the formation has been claimed by the lizardmen, and the glow of a fire is visible from the south. The entire area reeks of sulfur.

Under the supervision of a kaliyani scout, four lizardmen are dredging the nearby mud flats for **arcanum** (see new magic items), minerals, and lost treasures. The dredging operation consists of a 5'-tall iron tripod, a wooden arm extending horizontally from the tripod top, and a rope and bucket that descend from the arm.

The fire is located in the niche in the western side of the tunnel, and is visible from the south only. The fire is fueled by dried mushroom and wood imported from the Underearth. A steel rack sits atop the fire, on which a heavy cast-iron pot and a retort sit. The retort is collecting sulfur from the mud.

If the inhabitants notice activity to the south, and/or if they spot dangerous-looking opponents crossing the southern rope bridge, the kaliyani will cut the rope bridge, dropping anyone on the bridge into the mud.

Inhabitants:

1. **4 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 15, 14, 13, 12; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.
2. **1 5th-level kaliyani scout** (see new monsters), **as a 5th-level thief**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 43; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp; a vial of poison; and a pair of solid-gold earrings shaped like hearts (175 gp).

Treasure:

6 pieces of amber (100 gp each); a pair of copper statuettes of gravid female heqeti (200 gp each); a 3-lb sack of copper flakes (1 gp); a 2-lb sack of iron filings (25 gp); a total of 14.5 lb of **arcanum** (see new magic items) in very small lumps; a 5-lb sack of sulfur (250 gp); a 5-lb sack of glowing phosphorus (250 gp).

SL9-5: Small Side Cave

This cave is only slightly above the surface of the mud flats. A battered mud boat has been pushed into the cave. Investigating the cave, however, gives the mud people lurking outside SL9-6 time to gather and prepare an ambush for those returning to the flats.

Treasure:

Mud-boat, a flat-bottomed, pole-propelled skiff that allows 30' movement for 4-6 persons.

SL9-6: Larger Side Cave

The observant may notice that shallow footholes have been bored into the stone face leading up to this cave (they can be detected as a secret door).

The cave within is the site of an ancient campsite, with a fire ring, several rotting crates, some sacks, a keg of musty water, and a locked wooden chest. To the rear is a hammock, on which rests the skeleton of Tomasion the Dirty, an ancient Archontean mage who managed to locate this sub-level and intended to milk it for its valuable resources.

Tomasion created four mud people (see new monsters) before he succumbed to food poisoning. The mud people still wait patiently outside the mouth of the cave; they are slow to gather, and thus only attack those leaving Tomasion's camp. The mud people also attack those investigating the neighboring cave (SL9-5), doing so when that cave is exited.

The crates contain glassware packed in sawdust, appropriate for use in alchemy or magical research (3,500 gp). The sacks contain dried fruit, spoiled grains, and ten sets of iron rations. Two of the sets of iron rations are spoiled, and will cause an acute, terminal, gastro-intestinal disease in anyone who consumes them; roll 3d6 under WIS to detect signs that the rations are bad.

Inhabitants:

1. 4 mud people (see new monsters): SZ M; AL N; AC 4; MV 90'; HD 6; HP 44, 41, 38, 33; #AT 2; Dmg 1-8/1-8. Special attacks: hurl mud blobs; drown foes in mud. Special defenses: regenerate 2 HP/rd while touching mud; half damage from edged weapons, and from fire and electricity.

Treasure:
The chest is locked (but the key is on Tomasion's person). Within are 437 ancient silver pennies, 229 ancient gold solidi (see Arden Vul items), a solid copper statuette of a heqeti hopper (2'; worth 300 gp); two **potions of mud breathing**; two **potions of water walking** (see new magic items for both); two **potions of healing**; an unusable, mud-jammed rudishva laser pistol (see new technological items); rust and platinum rudishva identity plaques (see new technological items); a codex entitled *The Value of Mud* (see Arden Vul books); a **scroll of permanency**; and Tomasion's spell book.

Tomasion's Spell Book: **Armor**, **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **find familiar**, **hold portal**, **identify**, **jumpm**, **light**, **magic missile**, **message**, **protection from evil**, **read magic**, **shield**, **sleep**, **spider climb**, **floating disc**, **unseen servant**; **audible glamer**, **continual light**, **darkness 15' radius**, **detect invisibility**, **invisibility**, **knock**, **levitate**, **magic mouth**, **mirror image**, **rope trick**, **scare**, **stinking cloud**, **strength**, **web**, **wizard lock**; **blink**, **clairvoyance**, **detect illusion**, **dispel magic**, **fireball**, **fly**, **hold person**, **lightning bolt**, **monster summoning I**, **protection from normal missiles**, **secret page**, **slow**, **suggestion**, **wind wall**; **dig**, **dimension door**, **dispel illusion**, **extension I**, **fire trap**, **polymorph other**, **remove curse**, **shout**, **wizard eye**; **airy water**, **conjure elemental**, **contact other plane**, **extension II**, **monster summoning III**, **passwall**, **transmute rock to mud**, **wall of stone**; **chain lightning**, **legend lore**; **reincarnation**, **stone to flesh**; **forcecage**.

SL9-7: Smelly Cave
The entrance from SL9-3 to this cave is blocked by a latticed fence of pointed sticks aimed inward towards SL9-7. The fence make passage between the caves difficult; movement is halved and running is impossible.

The cave proper is covered with a 2" layer of wet, nearly liquid mud. A mud worm corpse lies on the floor, while the decomposing heads of three lizardmen dangle from strings attached to the ceiling. Due to the rot, the cave smells badly.

SL9-8: Scene of Battle
This cave reeks of blood and rot. Numerous 2' to 6' rock protrusions stud the floor. The atmosphere is damp, and patches of dried and cracked mud coat the stone floor.

The bloated corpses of six lizardmen are attracting flies and small insects. Amid the fresh corpses are the skeletonized remains of another dozen lizardmen. Two of the corpses are booby-trapped.

Trap #1 (green slime): This corpse is wearing an odd brown sack-like garment, with a crude shoulder-slung pouch. The pouch is empty, but is trapped with four splinters of wood designed to pierce the hands of any who investigate. The splinters have been smeared with green slime. The trap is relatively easy for thieves to locate (+10% to find traps). **Green slime**: SZ S; AL N; AC 9; MV 0'; HD 2; HP 12; #AT 0; Dmg special. Special attacks: convert to slime; corrosive to wood and metal. Special defenses: immune to physical attacks and all magic save cure disease.

Trap #2 (pit): This corpse lies on the ground in a patch of dried mud near one of the outcroppings. The dried mud actually coats a thin mat of cut green friend fronds (see new flora) covering a 10'-deep pit filled with sharpened wooden stakes. Those falling into the pit take 1-6 HP damage and must roll as save versus poison, as the stakes are smeared with a noxious mix of excrement and strange minerals. Those who fail the save contract a serious, debilitating disease of the GM's choice.

GM Note: This liminal cave is regularly the site of battle between the Skreel lizardmen of Sub-Level 5 and the Lagrok lizardmen of Sub-Level 9. New traps will be devised here within 3 weeks if the existing ones are disarmed.

SL9-9: Tunnel up to SL5-25
This long, upward-leading tunnel eventually links to the lizardman caves at SL5-25. Half-way up the tunnel a 6'-tall pile of rocks partially blocks the tunnel; the rocks must be shifted or climbed over. The rock pile is trapped.

Trap (stone slime): The lizardmen of SL9 have coated the rocks at the top of the pile with a stone slime (see new monsters). Unless travelers specifically inspect the rocks, they are unlikely to notice the slime. Handling the rocks or climbing over them brings such travelers into contact with the slime. It takes a few rounds of stinging, burning, flesh-eating pain to recognize what is happening.

Inhabitants:
1. **1 stone slime** (see new monsters): SZ S; AL N; AC 9; MV 0'; HD 3; HP 17; #AT 0; Dmg special. Special attacks: turn victim to stone slime; consume wood and metal.

SL9-10: Tall Outcropping
Two rope bridges - extending southwest to SL9-4 and southeast to SL9-11 respectively - dominate this outcropping. A trio of gourds filled with combustible mud (see Arden Vul items) provides dim light in a 20' radius. A rope ladder is attached to the east side of the outcropping; it can be unfurled to allow access to the flats.

SL9-11: Watch Cave
This opening in the cavern wall provides access to the main living quarters of this sub-level's lizardmen. A rope bridge extends northwest to SL9-10. Two elite lizardman warriors are on guard duty here at all times, armed with javelins and combustible mud gourds (see Arden Vul items). If intruders appear overwhelming, the guards have orders to cut the guy lines to the rope bridge; one will then summon assistance from the caves within.

Inhabitants:
1. **2 elite lizardmen**: SZ M; AL NE; AC 2; MV 90', 150' swimming; HD 3+3; HP 24, 20; #AT 1 or 3; 4-10 (**broadsword +1**) and javelin (2-7), or 1-3/1-3/2-9. Possessions: **broadswords +1**; javelins; **foebane necklaces** (see new magic items); and one combustible mud gourd each (see Arden Vul items).

SL9-12: Lizardman Cave
Eight lizardmen and four hatchlings inhabit this cave. Scores of insects, fish, and crabs hang from the ceiling by twists of dried tendons. Crude stick-figure drawings cover the west wall: they show stick lizardmen fighting with other stick lizardmen, with a huge worm, and with floating jellyfish (chasm cephalopods).

The most recent drawing shows a six-legged snake-like creature pointing a thick stick at lizardmen, who bow before it (the figure is a kaliyani).

In addition to the tasty insects, the lizardmen have a juvenile mud worm carcass. A pile of javelins sits by the exit to the cave, mostly made of bone, but with a few quality wooden ones mixed into the pile.

If loud combat breaks out here, it draws the inhabitants of SL9-13 and SL9-14 within two rounds.

Inhabitants:
1. **8 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 17, 16, 15, 14, 14, 12, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the eight, two are females who fight as 1 HD creatures.
2. **4 lizardman hatchlings**: noncombatants (AC 7, HP 2).

SL9-13: Another Lizardman Cave

Ten lizardmen and three hatchlings inhabit this cave. This group has a **cauldron of boiling** (see new magic items), which they use to create soups of fish, insects, crabs, and chasm cephalopod remains. The soup is nutritious but tastes strongly of minerals.

An enterprising lizardman sculptor has carved a crude, life-sized image of a kaliyani onto the south wall of the cave. Various small items – teeth, polished bone, a pale blue tourmaline (250 gp), and some locks of human hair are arranged as offerings around the crude sculpture.

If loud combat breaks out here, it draws the inhabitants of SL9-12 and SL9-14 within two rounds.

Inhabitants:
1. **10 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 17, 16, 15, 14, 14, 13, 13, 12, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the ten, three are females who fight as 1 HD creatures.
2. **3 lizardman hatchlings**: noncombatants (AC 7, HP 2).

SL9-14: A Third Lizardman Cave

Twelve lizardmen and five hatchlings dwell here. The cave smells of decay, rot, and blood. Indeed, this band has the corpses of three lizardmen (from SL5) hanging from hooks, curing. A flat rock in the center of the cave serves as a sort of workshop, where butchering occurs and where lizardman equipment (spears, javelins, ropes for the bridges, fishing hooks, etc.) is created.

Casually thrown to one side is a 3'x1' lump of gold. Once a statuette, long years in the mud flats have erased any semblance of its original features. The gnarled lump of gold is actually **cursed**, such that it slowly twists any statue within 10', eventually ruining it and potentially animating it with righteous anger. After one day of exposure, the cursed gold causes slight alterations to a nearby statue's hands, arms and legs; after two days, limbs are noticeably twisted into new, unpleasant positions and any facial features are contorted into a rictus of rage; after three full days, statues are completely twisted into bizarre and nearly unrecognizable new positions. If the cursed gold is not removed by the fourth day, the now-twisted statue comes to life as a golem of the appropriate type (stone, iron/bronze, etc.); the golem has 1 HD per 1' height of the original statue. Once animated, the golem is berserk and attacks until destroyed.

If loud combat breaks out here, it will draw the inhabitants of SL9-12 and SL9-13 within two rounds.

Inhabitants:
1. **12 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 17, 16, 15, 14, 14, 13, 13, 13, 12, 11, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields. Of the twelve, four are females who fight as 1 HD creatures.
2. **5 lizardman hatchlings**: noncombatants (AC 7, HP 2).

Treasure:
A heavy lump of **cursed** gold (3'x1'), worth 5,500 gp.

SL9-15: Low Rock Outcropping

A shelf of rock sticks out of the mud here. It is an important intersection in the lizardmen's rope bridge network, as bridges extend northwest to SL9-18, northeast to SL9-16, and south to SL9-4. Due to its low height and the neighboring mudpots, this outcropping is regularly spattered with hot mud; there is a 1 in 4 chance every turn to get spattered for 1-6 HP damage. Amid all the ropes and guy-wires are three lizardman hatchlings, looking for signs of mud worms nearby. If they notice intruders, they run swiftly towards SL9-16 and SL9-17 so as to warn the chief.

Inhabitants:
1. **3 lizardman hatchlings**: noncombatants (AC 7, HP 2).

SL9-16: Curved Outcropping

Three lizardmen are dredging the mud flats for **arcanum** (see new magic items), minerals, and lost treasures. As at SL9-4, the dredging operation consists of a 5'-tall iron tripod, a wooden arm extending horizontally from the tripod top, and a rope and bucket that descend from the arm. The area smells strongly of sulfur.

A fire glows dimly from its location in the northern apex of the outcropping (overlooking the lake). The fire is visible from the north and to the western half of the cavern south of the lake. The lizardmen stock the fire with dried mushrooms as well as with wood provided by the kaliyani. A steel rack sits atop the fire, on which a heavy cast-iron pot and a retort sit. The retort is collecting sulfur from the mud.

Rope bridges connect this outcropping to SL9-15 and SL9-17.

Inhabitants:
1. **3 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 14, 13, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

Treasure:
2 pieces of amber (100 gp each); a bronze candelabra, badly dented (35 gp); a 3-lb sack of lumps of iron (3 gp); a single enormous lump of copper ore (200 gp); a 5-lb sack of sulfur (250 gp); a 5-lb sack of glowing phosphorus (250 gp); 11.5 lb of **arcanum** (see new magic items) in small lumps; and an hiltless **sword +2, nine lives stealer** (with 3 lives left to steal). The sword needs a new hilt and some general polishing and sharpening before it can be used (125 gp worth of repairs).

SL9-17: Elite Lizardman Lodge

Nine elite lizardmen warriors occupy this cave. They have three lizardman carcasses hanging from a hook in the southern niche, and also two live, but tongueless prisoners, whom they have tied to a stalagmite and are busy tormenting. They have also somehow acquired a cask of Hak's mushroom ale (7-94), which they call 'strong water' and use for preparing themselves for battle. The quantity of ale left in the cask is low, and they are thus loath to share it with any save their most respected allies.

In addition to their supplies, the elite warriors have concocted three 'sleds' for use on the mud flats; these devices are made from the shells of some unknown creature (4'x2'), and have ropes attached to them for pulling or dragging. The elite warriors are also known to 'swim' quickly through the mud and then hurly themselves forward on their sleds, allowing them to close distances to enemies with surprising speed.

The elite warriors are cocky and aggressive, even with those who have proven themselves friends of the Lagrok tribe. They are also eager to fight all comers, and will take risks that the regular lizardmen might not.

The elite warriors are quick to support Chief Graalk (SL9-27) if combat breaks out in his hall.

The corpses are of Skreel lizardmen (from SL5), taken in battle at SL9-8. The mute prisoners are a terrified Set guardsman and another Skreel lizardman.

Inhabitants:

1. **9 elite lizardmen**: SZ M; AL NE; AC 2; MV 90', 150' swimming; HD 3+3; HP 26, 25, 24, 23, 22, 21, 20, 19, 18; #AT 1 or 3; Dmg 3-9 (broadsword) and 2-7 (javelin), or 1-2/1-2/1-8. Possessions: broadswords; javelins; **foebane necklaces** (see new magic items); and one combustible mud gourd each (see Arden Vul items). One of the nine has a **broadsword +1**, and another has five **javelins +2**.
2. **Leutherius, tongueless male Set guardsman** (see new monsters), **as a 2nd-level male Archontean fighter**: SZ M; AL LE; AC 10; MV 120'; HD 2; HP 4 (max 15); #AT 1; Dmg by weapon. Abilities: STR 14, INT 8, WIS 9, DEX 12, CON 16, CHA 11. Leutherius accompanied the Set party to SL8, and fell into the water at SL8-6A; he managed to reach SL8-13 and avoided the perils there, only to be flee the phase spiders at SL8-15 and tumble down the cliff to SL9. The Lagrok tribe captured him at SL9-2. Knowing how valuable his information about SL8 would be to High Priestess Stephania (4-51), Leutherius resisted all questions about 'where he came from;' eventually the lizardmen grew frustrated and tore his tongue out.
3. **Skreel lizardman**, **tongueless** (from SL5): SZ M; AL N; AC 5; MV 60', 120'; HD 2+1; HP 4 (max 8); #AT 1 or 3; Dmg by weapon, or 1-2/1-2/1-8.

Treasure:

Three mud sleds; nine **foebane necklaces** (see new magic items); a half-empty keg of Hak's mushroom ale (7-94) worth 5 gp; **long sword +1**; five **javelins +2**.

SL9-18: Small Rock Ledge

This rock pillar extends from floor to ceiling. At a point 5' above the mud, however, a large ledge has been cut into the side of the pillar. The space is about 6' tall and 8' in diameter. Its size renders the pillar above it structurally unsound; explosive spells or objects, or even exceptionally loud noises have a 50% chance of causing the 55' of rock pillar to topple down onto anyone standing on the ledge. This event would inflict 8-48 HP damage to all on the ledge, and would undoubtedly fling them into the mud.

Rope bridges extend west to SL9-19, and southeast to SL9-15.

SL9-19: Outcropping

A small fire burns on this outcropping, fueled by dried mushrooms and dung. The light of the fire is visible from the north and east. The lizardmen don't frequent the outcropping very often, as they are afraid of the kaliyani in SL9-20. Rope bridges lead to areas SL9-18, SL9-20, and SL9-29.

SL9-20: Kaliyani Advisors

Four kaliyani sent by Tsilliv (SL9-77) to oversee their lizardmen thralls inhabit this cave. A rope bridge leads northeast from the cave mouth to area SL9-19.

Just inside the entrance, and blocking sight into the rest of the cave, is a three-panel folding screen that is 9' tall and 15' wide. Each panel is made up of fifteen plaques of carved bone that have been wired together. A small silver bell protrudes from the screen and can be struck with a silver mallet. The carvings on each panel shows a fierce kaliyani warrior within an ouroboros; the kaliyani are depicted on all six legs and as if they are coming straight at the viewer. The screen is intended to intimidate the lizardmen, who ring the bell (and drop a small offering) when they need aid from the kaliyani. The screen is quite striking and valuable (1,750 gp).

Spriviv, the leader of the kaliyani advance team, and one of his scouts are always present here, while the other two scouts may be found supervising the lizardmen (at SL9-4 and SL9-27). Spriviv is arrogant and not very watchful; as a result the kaliyani here are relatively easily surprised (+1 to surprise checks). Their quarters include four hammocks slung from the ceiling, four kit bags also slung from the ceiling, a small 'barrel' made of crustacean shells filled with 15 doses of kaliyani refreshening liquid (see Arden Vul items), a sheaf of 18 javelins, four picks and three shovels sized for kaliyani, and six panniers filled with ore and other objects dredged from the mud (see SL9-4). They also possess a rope ladder that can be used to access the mudflats below, as well as four sets of mud skis (see Arden Vul items).

If confronted by a powerful opponents (and especially if surprised), Spriviv attempts to negotiate. He only speaks lizardman and kaliyani, and he will betray the PCs at the first opportunity.

Inhabitants:

1. **Spriviv, 7th-level kaliyani scout** (see new monsters), **as a 7th-level thief**: SZ M; AL LE; AC 3; HD 7; HP 47; #AT 2; Dmg 4-9/4-9 (**scimitars +1**) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 17. Thief skills: PP 65%, OL 52%, F/RT 50%, MS 60%, HS 48%, HN 25%, CW 94%, RL 35%. Possessions: a pair of **scimitars +1**; 4 javelins; some tattered red silk ribbons tied in a complex web around his body, in which is threaded 275 gp worth of platinum wire; a **potion of human control** and a **potion of deafening light** (see new magic items).
2. **1 5th-level kaliyani scout** (see new monsters), **as a 5th-level thief**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 38; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special:

infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp; a vial of poison and a philter of persuasiveness; and a jade torc studded with small bits of crystal (125 gp).

Treasure:
The panniers hold 16 pieces of amber (325 gp total); a battered copper statuettes of heqeti warrior (75 gp); 8 lb of copper flakes (3 gp); 12 lb of iron filings (25 gp); 3 5-lb lumps of arcanum (see new magic items); 20 lb of sulfur (1,000 gp); 10 lb glowing phosphorus (500 gp); 2 lumps of gold (90 gp); 3 lumps of silver (55 gp); and a **glass sphere of arcane assistance** (destruction) (see new magic items).

SL9-21: Warm Mineral Lake

A small lake bisects the mud flats at this location. The lake is warm (~90 degrees Fahrenheit) and its water is mineral rich. Despite the unusual conditions, it is home to several species of algae as well as a host of crabs and lesser invertebrates and a highly-adapted species of fish. As a result the lizardmen regularly fish for crabs and fish. Because one of the species of algae forms mats and is antithetical to other life forms, the lizardmen do not swim in the lake.

Four mats of deadly algae float on the surface of the lake; they are yellow-green, with flecks of black and purple. Swimming through them has a 75% chance of causing an infection similar to meningitis, one that will kill the host in 1-3 months. Unless they are first identified and then consciously avoided, a swimmer has a 50% chance of encountering one of the mats. The mats can easily be burned with fire.

SL9-22: Tiny Rock Outcropping

This outcropping is barely 5' in diameter and rises only 10' above the level of the lake. Its surface is mostly taken up by a complex web of iron posts and rope guy-lines that support the two rope bridges, one leading to SL9-28, and the other leading to SL9- 24.



There's a 25% chance that 2 lizardmen are present, using drop lines to fish for crab and fish. If present, they step away every time the geyser at SL9-23 errupts, spraying the area with hot water and causing 1-6 damange to any creatures on the outcropping.

Inhabitants:
1. **2 lizardmen** (25%): SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

SL9-23: Hot Geyser

A powerful geyser of hot water erupts every other turn from this location. The geyser rises 35' above the surface of the lake and affects all within a 25'-diameter circle. Anyone swimming or flying over the geyser's location takes 5-30 HP damage and will be tossed 30' in a random direction. Boats will be overturned, and their occupants will take 2-12 HP damage.

SL9-24: Ledge of Greqillap the Undying

This massive pillar of rock is completely coated with an electric green algae. On a broad ledge located 25' above the waterline sits a 10'-tall lump also covered with the same algae. Chiseled into the ledge in front of the lump in 8"-tall letters are the following words, written in an obscure demonic dialect: "For assistance, bring the eleven and beseech lord Greqillap seven times." Lying in front of the lump is are the corpses of two kaliyani; the corpses show signs of being mauled, beaten, and cut up.

If the algae is scraped or burned away, the lump is revealed to be an enormous demonic head, with two stumps of horns, a single eye, and protruding fangs. Anyone who states the name "Greqillap" seven times while standing on the ledge has a chance to summon Greqillap, a powerful and inimical being of the outer planes. The chance is a base 25%, plus 10% for every additional language known by the beseecher.

Greqillap is one of the eleven senior servitors of the alien entity, Mzingaloq (see deities in World of Archontos appendix), who wait in Dripping Lyaeltok for the return of their lord. Summoning Greqillap is almost certainly foolhardy, for it is extremely powerful and antithetical to the races of the Prime Material Plane. Once summoned, Greqillap immediately commences combat maneuvers unless it spots the eleven live sacrifices (of sentient beings) that it demands as a prerequisite to negotiation. If there are no sacrifices, Greqillap attacks for 3-6 rounds before departing whence it came, all the while grunting "Where are the eleven? Where?" in its two known tongues. Communication with Greqillap is difficult even if one has prepared the appropriate sacrifices, since it comprehends only its own tongue (the tongue of Mzingaloq) and a proto-archaic form of the LE alignment tongue. Those who know the modern alignment tongue for LE are able to recognize 50% of Greqillap's words (and vice versa); it is highly unlikely, however, that any but the most ardent demonologist would know any words of the tongue of Mzingaloq.

Discussion with Greqillap – should it be possible – is potentially valuable, since Greqillap is able to offer useful advice about how to weaken the activities of Rimmaq-Isfet and Kauket on the Prime Material Plane (this is because Greqillap's lord, Mzingaloq, is the arch-rival of Rimmaq-Isfet). It can provide general information about the relationship between Rimmaq-Isfet and Kauket as well as specific information about how to use areas 8-76, 9-40 and SL13-10L to weaken those entities. N.B.: Offering sacrifices to Greqillap is obviously an evil act.

Information about Mzingaloq and Greqillap is extraordinarily rare; only a handful of the most ancient texts describe this alien 'god', and those texts are carefully guarded treasures of the Order of Thoth in its headquarters in Archontos. One such text is *On the Terrible Old Gods*, by Sarquin of Archontos (see Arden Vul books); only nine copies were redacted, but several are located in Arden Vul (e.g., area SL10A-32).

Inhabitants:

1. **Greqillap the Undying, a greater servitor of Mzingaloq** (see new monsters): SZ L; AL LE; AC 0; MV 90', 120' flying (Class A); HD 16; HP 128; #AT 4; Dmg 2-12/2-12/2-12/2-12; MR 45%. Continual abilities: infravision, ultravision. Special attacks: cause fear; engulf victims; Special defenses: +2 or better weapons to hit; immune to charm, hold, fire, cold, and mind affecting spells; half damage from electricity. Special: detect magic; detect invisible; teleport without error; telekinesis.

SL9-25: Fishy Cave with Trapped Entry

Six lizardman warriors guard this cave. The reek of fish – drying and rotting – is almost overpowering. The western entrance to the cave is trapped. The north and south walls are covered with algal ropes from which fish taken in SL9-21 are drying. A rope bridge extends west towards SL9-22.

Sweep Trap (west): With the help of the kaliyani, the lizardman have rigged a trap designed to sweep incautious intruders into the lake (SL9-21). The western entrance to the cave is covered with a mat of discarded reeds and fish bones. Hidden among them is a rope connected to eye-hooks in the walls and ceiling. One of the lizardmen guards can pull the free end of the rope, causing it to spring up to ankle height. An intruder who fails to notice the rope will cause an 8'-square panel of bone, wood, and dried algae to drop down, thus potentially sweeping all in the entrance backwards and into SL9-21. All intruders in the entranceway must successfully roll 3d6 under DEX or be swept into the lake.

Inhabitants:

1. **6 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 15, 13, 13, 12, 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

SL9-26: Witch Doctors' Cave with Hatchling Pool

Kresst Two-Toes, the senior witch doctor of the Lagrok tribe, and his apprentice Prisp, inhabit this cave. They are responsible for guarding the hatchling pool occupying the eastern half of the cave. The pool is shallow, warm, and muddy, perfect for the gestation of lizardman eggs. Currently seventeen eggs may be found here.

Inhabitants:

1. **Kresst Two-Toes, 7th/2nd-level lizardman witch doctor**: SZ M; AL LE; AC 5; MV 60', 120' swimming; HD as 5+ HD monster; HP 35; #AT 1 or 3; Dmg 3-9 (**morning star +1**) and javelin (1-6), or 1-2/1-2/1-8. Possessions: javelins; **morning star +1**; and an **amulet of spell absorption** (see new magic items) with 17 spell levels remaining. Memorized spells: **cure light wounds**, **fear**, **light**; **augury**, **chant**, **speak with animals**; **blindness**, **dispel magic**; **divination**; **dancing lights**, **shield**.
2. **Prisp, 3rd/2nd-level lizardman witch doctor**: SZ M; AL LE; AC 5; MV 60', 120' swimming; HD as 3+ HD creature; HP 21; #AT 1 or 3; Dmg 2-8 (morning star) and 2-7 (**javelin +1**), or 1-2/1-2/1-8. Possessions: javelins, including one **javelin +1**; morning star. Memorized spells: **detect magic**, **fear**; **resist fire**; **affect normal fires**, **push**.

SL9-27: Hall of the Lizard King

Chief Nisslok rules the Lagrok tribe from this decrepit former heqeti hall. He is always accompanied by three aggressive females, three elite warriors, and a kaliyani advisor. The sound of combat brings reinforcements from SL9-17, SL9-25, and SL9-26.

The hall is 25' tall and supported with three solid columns. A balcony 10' above the ground occupies the south wall. The construction is rough and pebbled in the heqeti fashion, but is no longer oily or greasy. The west wall is covered by a 10'-tall high relief sculpture. The sculpture shows four worm-like tentacles protruding from the wall and hovering over a shell-like basin. Originally this was a fountain, but it ceased working years ago. Chief Nisslok fills the basin with water from the mineral lake (SL9-21).

Furnishings include two **tripods of heating** (see new magic items), two tattered Archontean carpets showing the coronation of two emperors (45 gp each), and Nisslok's stone throne set against the north wall.

Nisslok's harem is busy skinning alive a captured Skreel lizardman (c.f. SL5) in preparation for a feast.

Nisslok is proud and aggressive, and unhappy about the kaliyani domination of his people. While he is likely to try to kill and devour most adventuring parties, a very strong one might be able to negotiate with him, especially if that party offered assistance versus the Skreel (on SL5) and the kaliyani.

Inhabitants:

1. **Nisslok, a lizard king**: SZ L; AL CE; AC 1; MV 150', 120' swimming; HD 8; HP 53; #AT 1; Dmg 7-22 (**Fishgutter**, **trident +2**). Special attacks: skewer if roll to hit is 5 more than needed. Possessions: a **foebane necklace** (see new magic items); jade jewelery worth 350 gp; **Fishgutter**, a magical **trident +2**; a **conch of crustacean assistance**; and 3 **globes of sulfuric distress** (see new magic items for all).
2. **3 aggressive female lizardmen who fight as males**: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 14, 13, 13; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins.
3. **3 elite lizardmen**: SZ M; AL NE; AC 2; MV 90', 150' swimming; HD 3+3; HP 27, 25, 23; #AT 1 or 3; 4-10 (**broadword +1**) and 2-7 (javelin), or 1-3/1-3/2-9. Possessions: **broadswords +1**; javelins; **foebane necklaces** (see new magic items); and one combustible mud gourd each (see Arden Vul items).
4. **1 5th-level kaliyani scout** (see new monsters), **as a 5th-level thief**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 36; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp; a vial of poison and a **philter of persuasiveness**; a pair of jade earrings shaped like snakes (125 gp).

SL9-27A: Chief's Treasure

This broken corridor formerly led to the heqeti areas of Level 9, but the connection is impassable due to massive cave-ins. Chief Nisslok uses the area to store his treasure, piled in a disorganized heap.

Treasure:
Two 3'-tall granite heads of Archontean spearmen taken from statues somewhere else in Arden Vul (50 gp each); a chipped but still beautiful red-and-black glazed Archontean urn, showing the 4th labor of Arden (350 gp – see SL13-10D); a 4'-tall leather javelin case, in which is concealed a kaliyani blasting rod (see new technological items); 6 3-lb lumps of **arcanum** (see new magic items); an enormous node of raw gold ore, weighing 75 lb (2,000 gp); a badly rusted iron box containing 1,379 ancient silver pennies (see Arden Vul items) and 259 ancient gold solidi (see Arden Vul items); a solid gold skull with 2 red garnets for eyes (2,375 gp); and 2 codices, a waterlogged deluxe copy of the *Litany of Light* and a pristine copy of the *Pandects of Thaumaturgical Visitation* attributed to Knut Knot-Cleaver (see Arden Vul books).

SL9-28: Watchers' Cave

This small, nondescript cave overlooks the lake. A pair of lizardmen sit here at all times, allegedly guarding the approaches to SL9-22. They are lazy and easy to surprise (+1 to rolls), however. A rope bridge extends east to SL9-22.

Inhabitants
1. **2 lizardmen**: SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 11, 10; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.

SL9-29: Deserted Cave with Statue

Dominating this spacious, sand-lined cave is a badly worn, 7'-tall statue depicting a heqeti hopper held horizontally by a worm-like thing with numerous tentacle-like feelers extending from its mouth. The statue is ancient and badly worn, and it takes much examination to decipher the nature of the figures or the fact that the name Reestiq is carved along the right arm of the heqeti (see SL9-30). It is also difficult to spot this name as the statue gives off an aura of doom; those failing to save versus spells will flee the area, only regaining their courage when more than 30' away from the statue. For every two experience levels above 1st (or for every 2 HD above 1 HD), those viewing the statue receive a +1 bonus to their save.

The statue can be manipulated by twisting the horizontal heqeti counter clockwise atop the worm-like thing. Doing so requires a successful open doors roll. If the statue is successfully rotated, a secret door slides open in the north wall, revealing steps that lead down to area SL9-30.

Secret Door (north): The door is hard to detect (1 in 8) and only opens by manipulating the statue as described above.

Treasure:
A few bits of coral on leather strings and twists of silver and jade jewelry sit in a wooden bowl at the foot of the statue; these are offerings made by nervous lizardmen to the 'god' of the statue. The offerings are worth a total of 37 gp.

SL9-30: Tomb of Reestiq the Builder

The stairs from SL9-29 lead to a 15'x20' chamber, the false tomb of a long-forgotten heqeti builder named Reestiq. In the center of the false tomb is an 8'x3'x4' sarcophagus. All surfaces in the tomb – walls, ceiling, floor, and sarcophagus - are faced in several inches of dried and flaking mud originally taken from the nearby flats. The mud has been carved in places, but the millennia have rendered most of the images fragmentary – about all that can be inferred is that the images are heqeti. Trodding on the mud floor causes puffs of dried mud to be kicked into the air, while touching the walls causes them to flake. To strip the mud from the walls is a dirty and choke-inducing task; it is also fruitless, as the stone beneath them is barren.

The west wall, however, is slightly different: thirteen long (heqeti) thigh bones extend horizontally from the flaking mud of the wall. The western wall is also a false wall, of mud-and wattle construction. Removing any of the bones from the western wall causes a puff of air from the true tomb (to the west) to jet into the chamber, revealing a bone-sized hole into that next chamber. Those wishing to look through the holes must move swiftly, since within 5 rounds of the removal of the bone, Reestiq leaps from his true sarcophagus and bursts through the false mud wall. Those who move swiftly to peer through the holes see a similar 15'x15' chamber, similarly coated in mud. They are likely to witness the lid of a second sarcophagus being thrown off and the charge of Reestiq through the mud wall.

Trap (poison dust): When/if Reestiq charges through the mud wall separating the two tombs, he dislodges a poison dust that the heqeti built into the mud of the partition. This dust is mixed with the mud, and as Reestiq charges, all within a 30'-diameter circle will need to save versus poison (with a +1 bonus due to the age of the poison) or die. Since this is not truly a mechanical trap, the poison dust is difficult if not impossible to detect as a trap. A kind GM might allow thieves to detect the false wall as a trap, but it would likely be impossible for them to detect the nature of the trap. Should the PCs somehow detect the wall and break it down before Reestiq is able to act, the poison will still be released.

True Tomb: The true tomb of Reestiq is located in the western half of the complex, behind the mud-and-wattle false wall. It is comprised of a second 15'x20' chamber with another sarcophagus in its center. Although the sarcophagus is intact when area SL9-30 is entered, Reestiq rises from within the sarcophagus either when one of the extruding bones is removed from it or when the wall is knocked down. The images carved into the dry mud of the walls are more intact here, and show an erect heqeti (Reestiq) directing other heqeti in digging, erecting walls, and carving statues. Reestiq's treasure is inside the sarcophagus.

Inhabitants:
1. **Reestiq, an heqeti old one** (see new monsters): SZ M; AL CE; AC 3; MV 90'; HD 6+6; HP 47, 45, 40, 39, 38, 37; #AT 1 Dmg 3-12. Special attacks: leap; cursed tongue. Special defenses: turned as spectres; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells. Reestiq cannot be turned while within SL9-30. Possessions: obsidian-tipped **spear +2** (which may only be wielded by those with STR 16 or greater); two **mud salamander charms**, conveying magic immunity and fire protection (see new magic items); thick jade collar (2,000 gp)

Treasure:
In addition to Reestiq's personal items, the sarcophagus contains the following: two more **mud salamander charms** (see new magic items – the charms convey MR 25% and fire protection, respectively), a **heqeti ring** (see new magic items), sixteen jade bangles (100 gp each), and a piece of flattened, baked mud with a sketch of areas 9-109 to 9-126 on it. This 'map' contains other areas that were destroyed ages ago, but does indicate the secret door and stairs at 9-124/9-125.

SL9-31: Cave of the Skeletal Lizardmen

The bleached skeletons of eight lizardmen hang from pegs roughly thrust into walls of this cave. The bones have been bound together with bits of dried ligament. The skeletons rattle menacingly if touched, but are inanimate. A rope ladder, attached to pegs hammered into the floor, is coiled neatly by the ledge overlooking SL9-32.

SL9-32: Northern Mud Flats

The northern portion of the main cavern rises, on average, about 75' from floor to ceiling, and the environment is hot and humid. The floor of the cavern is covered with a thick (5'- to 10'-deep) layer of mineral-rich mud thrown up by the mudpots and mud volcanoes that dot the region. The mud in the central region of the flats (the area between SL9-38, SL9-33 and SL9-33) is covered in a 2" layer of warm water that slowly drains towards the lake. Mudpots are common throughout the region (see SL9-3).

Movement across the flats is as described for SL9-3. The same chances to encounter random mudpots and mudsinks apply here.

SL9-33: Broad Ledge

This broad ledge provides a fine view of the northern flats and the geysers to the north. An ancient campsite is located to the southeast, by the column of rock extending to the ceiling. The ledge is a favored gathering spot for chasm cephalopods, and a pod is sure to arrive here within 3-6 turns.

Inhabitants:
1. **4 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.
2. **2 large chasm cephalopods** (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 43, 39; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell.

SL9-34: High Ledge

Atop the ledge may be found the limed-over skeleton of an orange-jumpsuited rudishva, a senior officer in the tactical corps who fled here after suffering mortal injuries during the rebellion of the kaliyani against the rudishva.

Treasure:
On the rudishva corpse: a biometric protection card (see new technological items) allowing the bearer to pass any point defense array (e.g., SL9-43) without activating those defenses.

SL9-35: Rocky Beach

A terrified lizardman has been staked to the rocky beach just by the edge of the mudflats. This warrior is being sacrificed to the mud worms as punishment for questioning Chief Nisslok's policies. Every turn that explorers spend on the beach there is a cumulative 10% chance (to a maximum of 70%) of a mud worm arriving to investigate and attack. Even if freed, the lizardman will never associate itself with humans or demi-humans; it will attempt to flee down the tunnel at SL9-37.

In addition to the lizardman, a pair of rotting riding salamander corpses occupies the beach. The kaliyani were hoping to use them for transporting goods into Arden Vul, but a combination of factors (including the mud worms) doomed this effort.

Inhabitants:
1. **1 wounded lizardman**: SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 5 (max 14); #AT #AT 1 or 3; Dmg by weapon, or 1-2/1-2/1-8.

SL9-36: Elevated Cave

This cave lies 20' above the beach at SL9-35. Six elite lizardman warriors are always posted in the southern lobe, near the narrow tunnel to SL9-26. They have orders to observe and only engage if visitors appear interested in that tunnel. The floor of the main cave is sandy and shows signs of traffic to the east.

Inhabitants:
1. **6 elite lizardmen**: SZ M; AL NE; AC 2; MV 90', 150' swimming; HD 3+3; HP 26, 23, 22, 21, 20, 19; #AT 1 or 3; 3-9 (broadsword) and 2-7 (javelin), or 1-3/1-3/2-9. Possessions: broadswords; javelins; **foebane necklaces** (see new magic items); and one combustible mud gourd each (see Arden Vul items).

SL9-37: Tunnel Down to 9-119

This narrow tunnel wends downward in a series of tight corkscrews before reaching area 9-119. A dwarf might notice that many sections of the tunnel were recently constructed, while a ranger might notice the recent passage of a group of six-legged beings. These are signs of the passage of the kaliyani advance team that has moved into the main halls (see 9-118).

SL9-38: Northern Geyser

A powerful geyser of hot water erupts every other turn from this location. The geyser rises 55' above the mud flats and affects all within a 30'-diameter circle. Anyone walking by or flying over the geyser's location will take 5-30 HP damage and be tossed 30' in a random direction. The frequency of the geyser ensures that the area is shrouded in mist most of the time; this makes it difficult to spot the ledge at SL9-41. Chasm cephalopods are attracted to the steam, and are often found near the geysers.

SL9-39: Southern Geyser

A second geyser erupts here every fourth turn, rising 35' in the air and affecting all in a 20' radius. Otherwise it is identical to the geyser at SL9-38. Mist is only present 3 turns in 4.

SL9-40: Western Geyser

A third geyser erupts here every fourth turn, rising 45' in the air and affecting all in a 25' radius. Otherwise it is identical to the geyser at SL9-38.

SL9-41: Forgotten Rudishva Overlook

A ledge 40' above the mudflats leads to a long-forgotten rudishva science station. The mist produced by the geyser at SL9-38 makes it very difficult to spot the ledge without close inspection of the rock outcropping.

The science station is cut into the north face of this rock outcropping. The surfaces – floor, walls, ceiling – are sheathed with white marble, and edges are rounded such that there are no right angles. A console in white plasteel rests against the west wall, but it was destroyed in antiquity. Two 4'-tall iron rods are set into the lip of the ledge overlooking SL9-32. Mounted atop each rod is a yellow-and-blue cylinder with smoked glass-steel ends and several buttons, sliding switches, and glyphs along the shaft. These are rudishva CompositScan 3000 mineral detectors (see new technological items). The two devices are difficult to detach from the iron rods (20% chance to render each unusable in removal). One of the two has malfunctioned slightly, and can no longer be programmed to locate anything but **arcanum** (see new magic items). The other is still fully operational. An overlooked rudishva lesser power supply (see new technological items) is wedged between the console and the wall.

Chasm cephalopods congregate near the geyser, investigation of the ledge is sure to attract a pod of these strange creatures.

Inhabitants:

1. **5 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 28, 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.
2. **3 large chasm cephalopod** (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 42, 39, 35; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell.

Treasure:

Two rudishva CompositScan 3000 devices; rudishva lesser power supply (see new technological items).

SL9-41A: Winding Stairs

The stairs leading from SL9-41 to SL9-42 (or vice versa) are quite narrow (4' wide) and steep. They descend through the rock outcropping into the bedrock beneath the mudflats before climbing to reach area SL9-42.

SL9-42: Low Ledges

A strange semi-circular hut, some 9' tall, is wedged against the southwest side of the central pillar rising amid these ledges. The hut is made of a framework of bone over which is stretched pieces of particolored leather taken from lizardmen and giant lizards. Peep holes allow inhabitants a good view of areas to the northwest, southwest, and southeast. The leather is spotted with mud from the mudpots that occasionally erupt nearby.

A pair of kaliyani soldiers crouch within the hut. Their task is to watch over the approaches to areas SL9-51 and SL9-59. The guards are generally unhappy with their assignment and take any opportunity to depart. Should imposing-looking foes approach from any of the areas within their line of sight, there is a 75% chance that they push down the walls of their hut, launch themselves on their mud skis (see Arden Vul items), and hightail it to area SL9-59 in order to report the intruders. If closely followed, the soldiers stop at area SL9-59 to fight, as they have strict orders not to reveal which is the true door into the Pits. Even if they decide to stay in their position (25%), they attempt to flee once their HP are reduced in half.

Inhabitants:

1. **2 1st-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 4; HP 26, 24; #AT 2 or 1; Dmg 1-4/1-4 or 3-8/3-8 (scimitars) and 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; six javelins; minor jewelry worth 153 gp. These individuals have no psionic ability.

SL9-43: Stairs and Corpses

A set of wide stairs sinks into the rock towards the west, becoming the narrow stairs (SL9-41A) that lead towards area SL9-41. Around the mouth of the stairs are the ancient, charred remains of a dozen kaliyani, a number of small lizards, and a few chasm cephalopod husks. To the east is a rudishva iris door that opens only when a sky blue or better rudishva identity plaque is presented.

Guarding the door are a pair of rudishva point defense arrays (see new technological items). The arrays were programmed to blast any being who did not possess a biometric scan card (see new technological items), and they are still functional today. Each array strikes as a 10 HD fighter, attacking three times every two rounds, and inflicting 6-36 HP damage on a target (impedes regeneration). Biometric protection cards (see new techonological items) allowing the bearer to bypass the arrays can be found at SL9-34 and SL9-44.

SL9-44: Rudishva Science Station: Control Room

The door to the west is a rudishva iris door that opens only when a sky blue or better rudishva identity plaque is presented. Next to the door is slumped the orange-jumpsuited skeleton of a rudishva with a laser pistol in its hands. In the eastern niche is a smashed, wrap-around console 4' above the floor, and a set of three 10'x5', wall-mounted viewscreens that are also obviously broken. A heavy stone hammer rests on the floor by the console. Attached to the south wall by a set of clamps and brackets is a rudishva jet-ski (see new technological items). In the hallway to the north are the skeletons of four kaliyani; their bones carry scorch marks.

GM Notes: The rudishva was Cliv-Nol, a jemadar of the Tactical Corps, who together with his colleague Pejar-Bel (7-108), prevented the kaliyani from occupying the science station's main facilities and plundering its supplies. Cliv-Nol managed to slay those sent to neutralize him, and then changed the programming of the point defense arrays (SL9-43) such that they would target all biological life forms. After Pejar-Bel sacrificed himself on Level 7, Cliv-Nol realized that there would be no escape; he destroyed the consoles here and took his own life.

Treasure:

A rudishva laser pistol, with a full lesser power supply; a rudishva jet-ski; a sky blue rudishva identity plaque; and a rudishva biometric protection card (see new technological items for all).

SL9-44A: Rudishva Science Station: Empty Teleport Node

Although it might seem that a rudishva teleport node should exist in this niche, the rudishva never had the resources to equip this location. As a result the niche is empty, with bare stone surfaces and two insets cut into the rock: a 1"-deep, 5'-diameter circle on the floor, and a 1"-deep, 10"-square section on the wall.

SL9-45: Rudishva Science Station: Bunkroom

Beyond the rudishva iris door is a severe chamber with four plasteel bunks attached to the north and south walls. Beneath each bunk are two drawers. On the east wall is a strange pulsating purple light; the light is emitted from a 3"-diameter rod suspended vertically between two plates that protrude from the wall.

The drawers contain the following: four white laboratory jumpsuits; two biohazard suits (see new technological items); a lump of carved granite showing a heqeti warrior with a spear (45 gp); six pieces of colored glass strung together as a mobile (to hang from a ceiling); three pairs of heavy white work gloves; a set of rudishva hand tools (screwdrivers, wirecutter, laser level, laser measure, etc.); and a 3' segment of mud worm vertebrae.

SL9-46: Rudishva Science Station: Main Hall

All three doors to this chamber are rudishva iris doors. Only the middle door (to SL9-49) requires a plaque to open: a sky blue or better rudishva identity plaque opens it. The other two are motion activated; anyone approaching within 5' causes them to freely dilate open.

This chamber is sheathed in black granite and contains four distinct areas of interest: a sunken leisure area to the north, a raised platform in the middle on which are heaped a dozen ancient kaliyani corpses, a long table with attached benches to the south, and an empty niche in the east wall.

To the north end is a sunken area 20' long, 10' wide, and 5' deep. A seating ledge runs around inside lip of the area; the ledge is made of a synthetic foam that adapts to the contours of anyone who sits on it. Three consoles sit at the bottom of the sunken area, one a table for games, and two with pyramidal smoked glass-steel entertainment panels (3'x3'x3'). The screens are cracked and useless, but the gaming board has a set of rudishva geometric gaming pieces made of plastic worth 75 gp.

Opposite the door leading to 7-111 is a 10'x10' platform rising 3' off the floor. The platform is made of particolored 18" squares of plasteel – red, yellow, green, mauve, blue, black, etc. The platform is slightly obscured by an 8' pile of mostly-skeletonized kaliyani. Mixed in with the bone are bits of fabric and broken equipment. Crouching inert in the center of the pile is a stone nataraja (a rudishva animated construct - see new monsters). Having been programmed by Cliv-Nol (SL9-44) to defend the chamber against all non-rudishva, the stone nataraja did its part and waits for further foes. It will leap from within the pile of bones as soon as any entity approaches within 5'.

The southern end of the science station's main hall is dominated by a 15'-long, 5'-wide white plasteel table. To one end of the table is bolted a Nutri-vore 2500 food-and-drink dispenser (see new technological items).

The west wall has an empty niche in which the stone nataraja formerly crouched.

Inhabitants:

1. **1 rudishva animated constructs - stone natarajas** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 8; HP 58; #AT 1; Dmg 4-11; MR 25%. Special attacks: sonic or fire attack. Special defenses: +1 or better weapons to hit; immune to cold, fire, electricity, poison, and mind-affecting spells.

Treasure:
Nutri-vore 2500 dispenser (see new technological items).

SL9-47: Rudishva Science Station: Laboratory

The heart of the science station, this laboratory was where the rudishva attempted to find a source for the elements and isotopes they hoped would allow them to repair and fly the remaining shuttle of the Beacon (SL13-37). The walls are lined with consoles and plasteel chairs, on which sit an impressive array of equipment, screens, hardened glassware, data crystals (see new technological items), and so forth. Most of it has been smashed, however. The center of the chamber holds several free standing pieces of equipment: a pair of centrifuges, a fusion chamber, and a storage 'refrigerator' with environmental controls. A being with sufficient understanding of advanced science could use these devices to prepare compounds, test reactions, and store results.

GM Note: Guidelines for operation of these devices are not included here. The GM should devise them as appropriate to his/her campaign. At the very least, the equipment should allow the distillation of the elements and compounds necessary to create more deuterium fuel for the rudishva shuttle (see 9-94 and SL9-48 for full information).

Treasure:
Scattered amid the rubble are the following: nine usable test-tubes, a digital scale (using strange units of measurement), a set of measuring 'spoons', four packages of generic gel for creating solutions, a digitally controlled heating element, three heavy gloves for handling materials; a spool of copper wire (45 gp); a spool of platinum wire (245 gp); a spool of gold wire (145 gp); and sixteen very small diamonds for industrial use (550 gp).

SL9-48: Rudishva Science Station: Head of Station

The former quarters of the chief science officer of the Beacon, Spiv-Kol, are austere and functional. A combination bunk-wardrobe made of yellow plasteel occupies the east wall. Spiv-Kol's workstation, also in yellow plasteel, is attached to the north wall. The skeleton of the science officer is slumped in the chair, his white jumpsuit charred with energy blasts. The desk top contains a GnuCoder 3000 data recorder, a lump of **arcanum** (see new magic items), and two 5" squares of crystal that display 3D scenes (one of a gigantic waterfall at night under a sky with three moons; the other an image of four rudishva in strange dress). Several data crystals (see new technological items) are scattered on top of and beneath the desk; most appear to have been smashed, but three are still functional. Against the south wall are three wall-mounted cabinets that used to contain data-crystals. Sadly, the cabinets and their contents are scorched with fire (the product of the kaliyani attack, as the kaliyani wished to destroy the scientific achievements of this station). The surviving data crystals are as follows: *Creating*

D-^{3}He Reactions from Native Minerals, *Laboratory Notes of Spiv-Kol, Chief Science Officer*, and *Native Fauna of the Local Mud Flats* (see Arden Vul books for all).

SL9-49: Stairs Down to Level 7 (7-111)

These stairs are narrow and rounded, in the rudishva tradition. They lead down to area 7-111.

SL9-50: Elevated Cave with Fiery Curtain

Sitting only a few feet above the floor of the mudflats, this cave is spattered with old and recent eruptions of mud from the nearby mud-pots. The floor is rough and natural near the flats, but becomes worked in front of the corridor leading north; there an 8'-diameter ouroboros made of red marble is inset into the flattened granite.

Beyond the ouroboros, a fiery force shield blocks access to the chamber to the north; the flame is broken only by an 8'-tall, 4'-wide oval in which a holographic figure stands on one leg. The figure has two legs, but six arms, each holding a different object (drum, pot of fire, lotus, and dagger; the other two hands hold nothing). It is possible to catch a glimpse of the stairs through the aperture (indeed, through the figure), but the curious are well advised not not tarry! If any living being approaches within 5', the figure starts to dance, beginning slowly but swiftly increasing its tempo. After 3 rounds, the whirling figure begins to call forth blobs of fire from the fiery force wall; these blobs hit unerringly for 1-6 HP damage each (with a chance to ignite combustibles).

The force wall can only be destroyed by casting **disintegration** on it. Unlike other fiery veils in Arden Vul (e.g. 5-90A and SL6-37), the presentation of a rudishva identity plaque (see new technological items) does NOT cause the dancer or veil to dematerialize, even temporarily.

GM Note: The kaliyani used areas SL9-52 to SL9-53 as a temporary residence after their betrayal of the rudishva in antiquity. From here they moved into the Underearth. As they left they sealed the small complex with the fiery veil. When the kaliyani returned, they found themselves unable to lower the veil.



SL9-51: Cave with New Tunnel

The mud covering the floor of this cave is only 3' deep, and no mud pots or other thermal activity are present. A dwarf will recognize signs of recent construction on the walls of the cave, and especially on the narrow (5'-wide) tunnel leading north).

When they realized they could not bypass the fiery veil at SL9-50, the modern kaliyani decided to dig a new tunnel towards area SL9-52. The digging was slow and laborious, and they only completed it several months ago.

SL9-52: Ancient Kaliyani Hall

This large chamber lacks any 90-degree angles. Every surface of the native granite is carved in medium relief, mostly depicting anonymous kaliyani battling against a wide variety of enemies, including heqeti. Floral and geometric patterns link the imagery. One exception to this effect is a large ouroboros symbol made of smooth black marble that is inset into the floor around the central pool in smooth black marble. The central pool is 10' deep, and lined with white marble; thanks to a serious crack in its floor, the pool is empty, with only a yellow-ish residue to show that it once held kaliyani refreshening liquid (see Arden Vul items). To the west is a shrine with an 8'-tall statue of a kaliyani science officer. To the east is a niche, in front of which are the shattered pieces of a destroyed stone nataraja (see new monsters). Three kaliyani soldiers are posted here to guard the approaches to the teleportal in SL9-53. They are careful to stay away from the fiery veil at SL9-50, but fight fiercely to defend this historic site.

Statue: The statue is 8' tall and made of red granite and white marble. It is ancient and unusual, as the rudishva did not favor monumental depictions of living individuals. The statue depicts a kaliyani, shown standing erect, wearing a modest tunic and holding a test-tube and a lump of **arcanum** (see new magic items). The test-tube contains a secret compartment, which may be detected as a secret door. Once detected, the compartment may be opened by prising off the cap of the test-tube, thus revealing a compartment holding two data crystals (see new technological items): *the Case for Action*, and *the Life and Deeds of Rekkarev* (see Arden Vul books for both).

GM Notes: This area was used by the kaliyani in antiquity as a staging area after their successful revolt against the rudishva and before they departed for the underearth. The statue depicts Rekkarev, the Second Science Officer of the Beacon. He is still held in high esteem by the modern kaliyani as a legendary hero of the kaliyani and as the discoverer of **arcanum**.

Inhabitants:

1. **3 4th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 42, 39, 37; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; a sheaf of 4 **javelins +1**; and an assortment of silver rings, glass baubles, and minor gemstones worth 125 gp each. One of the soldiers also has a **potion of heroism**, one a **potion of invulnerability**, and the third a **potion of stone giant strength**.

SL9-53: Ancient Transport Nexus

Two of the three lobes of this small area once held rudishva teleport niches. The western teleport circle has been literally ripped from the floor, and the silver disk broken into fragments; it is, of course unusable. The northern niche, however, is operative. The modern kaliyani have attempted a repair operation on the teleportation disk which has largely succeeded, allowing them access to area 6-32. The rudishva iris door to the east opens with an orange, silver, or yellow rudishva identity plaque, but the corridor that used to link to further kaliyani areas and to the science station was destroyed during the rebellion against the rudishva.

Teleport Node: The node is comprised of the usual 5'-diameter circle and 10" square of silvery metal affixed respectively to the floor and wall. To activate the node, one stands on the circle and touches one's hand to the square. The teleporter's connectivity is a bit dodgy (see above). Each use has a 15% chance to fail, rendering the teleporter unusable for 1-4 turns; when failure occurs, all within the silvered circle must save versus breath weapons or take 4-24 HP electric damage.

T23: access to area 6-32

SL9-54: Western Mud Flats

The mud flats extend to the west in a long cave that links the northern and southern flats. Here the ceiling is less tall, rising only about 30' above the mud in most places (except at SL9-59). The environment remains hot and humid, and the mud is just as thick (5' to 10' deep) as elsewhere. Mud-pots and mud volcanoes are common throughout the region (see SL9-3).

Movement across the flats is as described for SL9-3. The same risk of mudpots and mudsinks applies here.

SL9-55: Mud Cells

The kaliyani keep four prisoners standing up to their necks in mud in this location. The prisoners are shackled by chains to the walls of the narrow caves; the chains can be adjusted so that they permit an unfortunate victim to just barely keep his/her/its head above the level of the mud. To keep the mud worms away, the kaliyani have erected a barrier of resin-coated logs across the mouth of the area; the tips of the logs rise 4' above the level of the mud. The prisoners emit a string of piteous moans, and are quick to beg assistance from any visitor.

GM Note: None of the prisoners has any equipment. All were captured near area 6-43 by an early kaliyani expedition to Level 6. Vig was serving as guide to a party of explorers, most of whom were killed; the kaliyani transported the survivors from 6-32 to SL9-53 for interrogation. The party was funded by Lady Alexia Basileon in order to track down the **iron circlet of Ghanor** (see new magic items). The leader of the adventurers was Nixion the Bold, a member of the sept of Azure knights that has chosen to support Lady Alexia at the Azure Keep (see AK-1).

Inhabitants:

1. **Vig**, **lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 41 (max 50); #AT 3 or 1; Dmg 3-6/3-6/4-10 or by weapon. Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Vig is in good shape, thanks to his ability to regenerate.
2. **Nixion the Bold**, **knight of the Azure Shield** (see World of Archontos appendix), **4th-level male Archontean fighter**: SZ M; AL LN; AC 9; MV 120'; HD 4; HP 13 (max 31); #AT 1; Dmg by weapon. Abilities: STR 16, INT 14, WIS 12, DEX 15, CON 10, CHA 15.
3. **Cyra Red-Eyes**, **5th-level female Archontean thief**: SZ M; AL N; AC 7; MV 120'; HD 5; HP 9 (max 21); #AT 1; Dmg by weapon. Abilities: STR 12, INT 14, WIS 11, DEX 17, CON 9, CHA 14. Thief skills: PP 55%, OL 52%, F/RT 40%, MS 45%, HS 36%, HN 20%, CW 90%, RL 25%.
4. **Testareon**, **4th-level male Archontean magic user**: SZ M; AL NE; AC 10; MV 120'; HD 4; HP 3 (max 13); #AT 1; Dmg by weapon. Abilities: STR 9, INT 18, WIS 15, DEX 10, CON 15, CHA 8. His spell book has been destroyed.

SL9-56: Platform with Ancient Carvings

A 5' platform of ancient, cracked stone flagstones rises from the mud in this location. The north and east walls are covered in middle-relief carvings of kaliyani, rudishva, varumani, varuda, and a variety of bizarre and implausible life forms. All figures writhe together in a mass, making it difficult to follow a narrative arc. Still, observation by one with INT 15 or more, or by one with some knowledge of the demise of the rudishva hegemony might glean the following: 1) the kaliyani are larger, and hence more important than their fellows; 2) a sub-text seems to involve kaliyani stabbing rudishva with long knives. The truly observant (those rolling 4d8 under INT) might notice a coded message in Rudishva Glyphik within the swirl of imagery. The message is spread across 25 feet of wall, and asserts: "The Hegemony is Broken. The Beacon will never rise again. We depart."

SL9-57: Stepping Stones

A series of roughly-carved stone pillars rises from the mud. Placed here by the ancient kaliyani to facilitate movement through the mud, several of the pillars have collapsed. Still, as they rise 2-4' above the mud, they allow expedited movement across the flats.

SL9-58: Alcove

Beneath the mud of this alcove is a long forgotten troll chest (see new technological items) containing three laser rifles and six lesser power supplies (see new technological items).

SL9-58A: Arcanum Cave

This extension to the main cavern is hotter and more humid than the main mud flats. It also reeks of sulfur. More significantly, it is dominated by a huge node of **arcanum** (see new magic items). Resting atop the node are six picks, six heavy hammers, and six canvas-and-wooden buckets. The node is approximately 45' high and 30' in diameter, although only a section 10' tall and 20' in diameter protrudes above the mud. The normal effects of exposure to high concentrations of **arcanum** apply here.

GM Note: The kaliyani mine chunks of **arcanum** from this node to fuel their spell-casting. The size of the node was one reason that Tsilliv chose to build her consortium here. Still, the intensity of the **arcanum** effects makes it difficult for the kaliyani to spend extended periods of time here.

SL9-59: Imposing Rock Wall with Many Doors

A broad ledge rises 5' above the mudflats here and is illuminated by five torches thrust into the base of the western wall. Muddy footprints may are obvious all across the shelf. A ranger might be able to tell that the footprints belong to six-legged beings. The shelf is overshadowed, however, by the dramatic western rock wall. The wall is 45' tall and, aside from the ledges, is covered in elaborate mid-relief carvings of kaliyani. Every inch of the wall shows either a kaliyani writhing in combat, a kaliyani dancing in ecstasy, or intertwining vines and floral motifs.

Four ledges extend outwards 5' from the wall. They vary in height – the northern and southern ledges are 10' from the floor, while the central two ledges are 20' above the floor. Each ledge leads to a short corridor that ends in a door. The wall and ceilings of the corridors are also fully carved with similar imagery.

Hidden among the elaborate carvings of the wall (at a height of 35' from the floor) are three arrow slits, which allow kaliyani soldiers in area SL9-64 to attack those in the cavern or mudflats.

Secret Latch: Hidden among the stone tracery to the south of the ledge leading to area SL9-62 is a stone latch, which opens the door at SL9-62. Locating the latch is extremely difficult to do by hazard; only if PCs guess that a knob, button or latch is hidden among the stonework will they have a chance (1 in 8, after 2-5 turns searching) to locate the latch. Of course spying on kaliyani entering the Pits improves these odds: in this case, searchers have a 1 in 3 chance per turn to locate the knob.

Kaliyani Tactics: When non-kaliyani first approach the great wall, the kaliyani in SL9-64 choose silence and caution. They prefer to allow the traps in areas SL9-60, SL9-61, and SL9-63 to deter visitors. Only if the visitors 1) discover the true door (SL9-62), and 2) seem close to discovering the opening mechanism for that door do they start to take action. At that point they ring the gong at the northern part of SL9-64 to rally more troops to the defense of the Pits. Of course, visitors may already be aware that defenders are ready due to the murder holes above the false entrances; but the kaliyani do not reveal the arrow slits until it seems useful and appropriate. If a party of visitors retreats and returns, the kaliyani make full use of the arrow slits to soften up enemies on the approach to SL9-62.

SL9-60: Ledge and Trapped False Door

This ledge leads to a short corridor and a false stone door. The walls and ceiling of the corridor, as well as the door itself, are carved with the usual kaliyani images. The floor shows muddy footprints (as the kaliyani regularly make a false trail). The stone door is circular, with a cylindrical 1" in diameter that is meant to appear as a key hole. Inserting anything into the hole triggers a trap. In addition, if the kaliyani guards in area SL9-64 are aware of the intruders, they will have their **asp eggs** (see new magic items) ready.

Trapped door (poisoned javelins): The trap is triggered by inserting anything into the cylindrical 'keyhole' in the false door. Immediately 12 spring-loaded javelins fire from recessed holes in the carved door. Each javelin strikes as an 8th-level fighter and does 1-6 HP damage. In addition, the javelins are smeared with lethal poison, against which victims must save or die. Given a day, the kaliyani will replace the javelins and reset the trap. It should be clear that simple countermeasures (e.g., using shields to block the javelins) can bypass this trap.

Murder Hole: If alerted (see text at SL9-64), the kaliyani will have **asp eggs** (see new magic items) ready to drop on those within the corridor. The murder hole is in fact three small, 4"-diameter holes that blend into the carvings. A kaliyani can hurl one **asp egg** per round through the murder holes. Each kaliyani has two eggs of fire and two eggs of cold.

SL9-61: Ledge and Trapped False Door

This ledge, corridor and door is identical to area SL9-60 with the exception of the type of trap connected to the door. Note that the rules about the murder hole also apply here.

Trapped Door (**lightning bolt**): Inserting anything into the cylindrical 'key hole' causes a **lightning bolt** (8 dice) to fire into the corridor. Those who save vs spells take ½ damage. **Dispel magic** cast at 9th level or above will permanently disarm this trap.

SL9-62: Ledge and Trapped True Door

This ledge, corridor, and door are identical to area SL9-60 with two important exceptions. First, the door here is the true door that leads into the kaliyani pits. It may be opened by locating and releasing the latch set into the carvings on the great wall (SL9-59). Second, the door is still trapped, albeit in a different way.

Trapped Door (**glyphs of warding**): Should anyone manipulate the cylindrical 'key hole', a pair of powerful **glyphs of warding** (cast at 9th level) are triggered. One glyph affects the person who manipulated the 'key hole'. It is a level-drain glyph requiring the victim to save versus petrification (at -1 penalty) or lose an experience level. The other affects all within the corridor. It is a glyph of paralyis; all must save versus paralysis (at -1 penalty) or be paralyzed for 1-3 turns. Should a party be totally incapacitated by paralysis, the kaliyani will take them prisoner and prepare them for a dire fate in the Pit (SL9-66). If some or most are paralyzed, the kaliyani will use the murder holes first before opening the door to engage the remnants. If none are paralyzed, the kaliyani use the murder holes but do not open the door.

SL9-63: Ledge and Trapped False Door

The ledge, corridor and door are identical to those at SK9-60, with the exception of the trap.

Trapped Door (**delayed blast fireball**): Inserting anything into the cylindrical 'key hole' triggers the equivalent of a **delayed blast fireball** (9 dice) in the corridor. Successful saves versus spells halve the damage.

SL9-64: Kaliyani Fighting Tunnel

This long, undecorated corridor allows the kaliyani to inflict damage upon enemies assaulting the great wall (SL9-59). The corridor runs above all four entrance corridors, and murder holes above each of them allow the kaliyani to drop **asp eggs** (see new magic items) on intruders within areas SL9-60, SL9-61, SL9-62, and SL9-63. In addition, three arrow slits allow the kaliyani to fire missiles into SL9-59 and SL9-54. Access to the rest of the Pits is obtained via a 3'-diameter hole in the northern lobe of the corridor; the hole has foot- and hand-holds cut into its walls, and descends 35' to area SL9-65. A sturdy rope of twined, knotted, subterreanean vines is attached to a thick staple set into the floor of the fighting tunnel; the rope descends all the way to the floor of SL9-65.

Four kaliyani soldiers are always posted in this area. They are usually observant, and will detect any visitors approaching on the stepping stones (SL9-57) or wading through the flats (SL9-54). Invisible parties, however, will take them by surprise. The guards will also be alerted (for 6 turns) if the soldiers at SL9-42 flee ahead of enemies.

The four guards have a reed basket with sixteen **asp eggs** (see new magic items), eight each of eggs of fire and eggs of cold. Next to the basket is a bronze gong which the guards use to alert the compound as necessary.

Kaliyani Tactics: If the kaliyani are alerted, either by the fleeing soldiers at SL9-42 or by spotting approaching enemies, they wait cautiously to see what happens. They do not reveal themselves until enemies begin to manipulate the doors (SL9-60 to SL9-63). Then they use the murder holes as described at SL9-60. If an approaching party appears powerful, and/or if that party is able to circumvent or shrug off the effects of the trapped door(s) and **asp eggs**, then one of the kaliyani rings the gong to summon assistance. At that point the kaliyani will begin to use the arrow slits to shower missiles on retreating foes. Should a given party of intruders retreat and then return, the kaliyani will not hesitate to use the arrow slits as soon as the foes are within range.

Inhabitants:

1. **4 5th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 44, 42, 39, 37; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; a sheaf of 4 **javelins +1**; and an assortment of silver rings, glass baubles, and minor gemstones worth 125 gp each. One of the soldiers has a **potion of heroism**. Another has a **potion of stone giant strength**.

Treasure:

Bronze gong, 4' in diameter (100 gp); basket of **asp eggs** (see new magic items).

SL9-65: Kaliyani Guard Room

Four kaliyani soldiers and a kaliyani sorcerer are posted to this chamber as guards for the great wall (SL9-59). They respond immediately to the sounding of the gong in SL9-64 by rushing to the true door (SL9-62) and by sending for reinforcements from within the Pits.

The chamber is spartan. Simple stone benches line the east and west walls. Above the benches hang two folding, 20'-tall ladders that are used by the kaliyani to exit from SL9-62 to the mudflats below. To the north two practice dummies are suspended from the ceiling by ropes. To the east are two niches. The larger holds a basin of kaliyani refreshening liquid (see Arden Vul items). The smaller one leads to the hole leading up to SL9-64; a rope of knotted subterrean vines hangs from the ceiling of the smaller niche, allowing kaliyani to swarm up into the hole.

The team has a woven basket with 2 of each of the **asp eggs** (see new magic items).

Inhabitants:

1. **Pelipev**, **5th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 25; #AT 32; Dmg 3-8/3-8/6-24 (scimitar/scimitar/blasting rod) or 2-7/2-7/6-24 (javelin/javelin/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **comprehend languages**, **charm person**; **scare**. Possessions: twin scimitars; four javelins; a kaliyani blasting rod (see new technological items) with 4 charges; and a bracelet formed of tiny pearls on gold wire (75 gp).
2. **4 5th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 44, 42, 39, 37; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; a sheaf of 4 **javelins +1**; and an assortment of silver rings, glass baubles, and minor gemstones worth 125 gp each. One of the soldiers also has a **potion of heroism**, and another has a flask filled with **oil of fiery burning**.

Treasure:

Asp eggs (see new magic items), 2 of each type.

SL9-66: The Pit of Torment

The first of the eponymous pits that define the sub-level dominates this long chamber. The walls and ceiling are completely covered in a riot of mid-relief carvings that depict a swirl of kaliyani figures, large winged creatures, snakes, salamanders, crawling bugs, spiders, and giant mushrooms. The pit has a lip rising 3' above the floor. It is 20' deep and expands horizontally as it descends (the floor of the pit covers twice the area of its mouth). Within the pit dwells a horrific monster taken from the deep places of the Underearth, a crawling soul borer (see new monsters).

Leaning against the northeast wall is a ramp made of wood that can be placed into the pit so as to allow the soul borer to exit, or kaliyani to go into the pit. In the north wall is an undecorated



niche with a 3'-tall basin of kaliyani refreshening liquid (see arden vul items).

Should PCs be captured by the kaliyani, they will be tossed into the pit for 1-3 days to be tormented by the soul borer; at that point the kaliyani either allow the victims be killed by the soul borer (50%) or consign them to one of the mud cells (SL9-55).

Should combat break out in this chamber, possibly as as result of the PCs storming the true door (SL9-62), the crawling soul borer will not be able to participate. Instead, it emits high pitched keening wails as it senses the presence of victims around it. If the kaliyani have time to prepare for an assault, they will have already placed the ramp into the pit, and the soul borer will be loose in the chamber.

Unless they are observing a torment, or engaging in combat, the kaliyani do not otherwise congregate here.

Inhabitants:

1. **1 crawling soul borer** (see new monsters): SZ L; AL N; AC 3; MV 45'; HD 12; HP 83; #AT 3-5, and 2; Dmg 2-8/2-8/2-8/2-8/2-8, and special; MR 25%. Special attacks: engulf (4-24 HP); eye attacks (domination, or energy drain, or intellect drain). Special defenses: immune to cold, fire, and poison; +2 to saves.

SL9-67: Conclave of the Consortium

This chamber and the corridor that encircles it are heart of Tsilliv's new consortium.

The walls, floor and ceiling of the hallway are completely carved, in the kaliyani style. But instead of random or repetitive scenes of kaliyani and others, the mid-relief carvings here tell a clear narrative in 3'-tall panels running at eye height. The panels which start to the east of the entry to SL9-66, depict Tsilliv herself, from her early years as a sorceress-in-training, to her epic struggles against creatures in the Underearth, to her rise to the rank of magistra, to her appearance before the Enclave of the Eleven, and finally to her departure from Lissak-Tol at the head of a group of faithful followers.

The hexagonal chamber within the hallway is the Conclave chamber itself. Stairs descend 10' from the ambulatory hallway. The walls, floor, and ceiling are carved in mid-relief and depict generic images of kaliyani overcoming foes. Two rows of benches line the walls to the north and south. In the center is a raised oval dais. A wooden rostrum shaped like an asp's head rises from the dais, while a leather whip and a strange oliphant lie atop the rostrum. The whip is used to keep order in rowdy sessions of the conclave, while the oliphant (from the tooth of some demonic marine creature) is passed from speaker to speaker, allowing one the right to speak during conclaves. The horn is also a **horn of chaos** (see new magic items)

GM Notes: Since the kaliyani are inimical to humans, and since meetings of a consortium's conclave are private, it almost impossible for an adventuring party to be present during such a meeting. Rather, the chamber is likely to be empty during hostilities between the kaliyani and any such party. Should a party infiltrate by stealth or acquire magical means of scrying the Pits, however, there is a 10% chance that a meeting of the conclave is under way. At a conclave, all members of the consortium present within the Pits assemble in this area. The leader, magistra Tsilliv (SL9-77), presides from the rostrum. She introduces business and acknowledges those other kaliyani who wish to speak, using the whip to indicate the speaker's will and to silence opposition. Although conclaves are noisy and demonstrative, and frequently involve wrestling, biting, and snapping, they must end with unanimity (hence the whip). In the case of this consortium, Tsilliv has a relatively easy time in enforcing her will over the others.

Treasure:

Horn of chaos (see new magic items).

SL9-68: Kaliyani Lounge

Boasting a 20'-tall, domed ceiling but still undecorated walls, this area provides space for off-duty kaliyani to relax and train. Simple stone benches line the walls around the doors. A **tripod of heating** (see new magic items) stands in the northeast corner. In the other three corners, practice dummies are suspended from the ceiling and floor by ropes. These are composed of drying mud and bits of detritus all wrapped in leather and painted to resemble lizardmen and humans. Near each practice dummy is a wooden barrel containing a sheaf of ordinary javelins and spears.

Three kaliyani soldiers (see new monsters) are present here, practicing their javelin-hurling skills. They join any general alarm in SL9-66 or SL9-72 within 3 rounds. If surprised hear, they vocalize loudly, hoping to wake their comrades in the barracks (SL9-69 to SL9-71).

Inhabitants:

1. **3 4th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 42, 39, 37; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; a sheaf of 4 **javelins +1**; and an assortment of silver rings, glass baubles, and minor gemstones worth 125 gp each. One of the soldiers also has a **potion of speed**, one a **potion of invulnerability**, and the third a **potion of frost giant strength**.

SL9-69: Soldiers' Barracks

At the end of this 15'-tall hallway is a 3'-tall basin filled with kaliyani refreshening liquid (see Arden Vul items). All surfaces are undecorated. Radiating off of the central passage are six arms, which contain the bunks for the kaliyani soldiers (see new monsters) present in the complex. Each arm contains six bunks carved into the stone walls, three on each side. Each bunk extends 4' into the wall, and is only 4' tall. A curtain of woven reeds hangs across each bunk, thus affording some privacy to the occupant. Within each bunk is a set of furs, leather skins, and personal items. Thirty of the bunks are claimed, but at any given time there are six kaliyani soldiers present among the bunks, resting or sleeping. In addition to containing a small amount of valuables, each bunk has a chance to contain something more interesting. Roll once on on the following table for each bunk that is searched (it takes 1 turn to search a bunk). Each item may only be found once.

D12	Item	GM Note
1-6	Nothing	
7	**Dagger +1**	Curved and serrated; worth twice the normal price

8	A packet of red veil mushrooms	See new flora
9	Small sack with 133 ancient gold solidi (see Arden Vul items)	These coins are badly worn, and are worth only 4 gp each (not the usual 5 gp)
10	Three 100 gp pearls	
11	A 3" piece of amber carved in the shape of a mushroom	Worth 85 gp
12	A 3" lead rod with a short note in Kaliyani Semi-glyphik inscribed on it. The note reads: "Observe and report on the actions of the traitor Tsilliv. The Eleven are relying on you. Convey oral reports through the short ones. Retain this message as proof of your loyal status. [signed] Magistra Lisskiv"	**GM**: A hint that the kaliyani on SL9 are renegades from the main kaliyani settlement. The 'short ones' refer to derro; see SL9-76.

Should the kaliyani be alerted to an attack, all the soldiers rush to defend the complex, meeting either at SL9-66 or SL9-72 as appropriate to the circumstance.

Inhabitants:

1. **1 7th-level kaliyani soldier** (see new monsters): SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 7; HP 49; #AT 2; Dmg 3-9/3-8 (**bastard sword +1**/scimitar). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: **bastard sword +1** and a serrated scimitar; a **ring of protection +2**; a vial of kaliyani refreshening liquid (see Arden Vul items); small jewelry worth 179 gp; and **potions of superheroism** and **fire giant strength**.
2. **2 6th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 7; HP 53, 47; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: a pair of scimitars; six **javelins +1**; a **ring of protection +1**; a vial of kaliyani refreshening liquid (see Arden Vul items), and an assortment of silver rings, worked-glass and minor gemstones and repurposed coins worth 125 gp. One has a **potion of invulnerability**, while the other has a **potion of frost giant strength**.
3. **3 4th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 42, 39, 37; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; a sheaf of 4 **javelins +1**; and an assortment of silver rings, glass baubles, and minor gemstones worth 125 gp each. One of the soldiers also has a **potion of heroism**, one a **potion of invulnerability**, and the third a **potion of stone giant strength**.

Treasure:
Each claimed bunk has a combination of small precious stones, bits of silver, and other valuables worth 3-60 gp. See above for other possible valuables.

SL9-70: Scouts' Barracks

This area is identical to area SL9-69, complete with basin of kaliyani refreshening liquid (see arden vul items) and thirty six bunks. It is the residence for the consortium's scouts, the majority of whom are on expeditions into Arden Vul. Thirty of the bunks are claimed, but at any given time only two scouts are found here. Searching the bunks also has a chance to produce an unusual item: roll once per turn spent searching an individual bunk. Each item may only be found once.

D12	Item	GM Note
1-6	Nothing	
7	Three steel **darts +2**, wrapped in soft leather	
8	2 **potions of truthfulness** (see new magic items)	
9	2 vials of hallucinogenic poison	
10	2 vials of lethal poison	
11	An 'action figure' of a kaliyani, made of jade, ivory, and gold, and held together by cords	Worth 90 gp; 6" tall.
12	A careful map on parchment showing a route from SL9-79 to the kaliyani settlement of Lissak-Tol.	Annotations in Kaliyani Semi-glyphik indicate settlements of other denizens of the Underearth as well as rough estimates of distance, indicated in days travel (7 days to Lissak-Tol)

Should the kaliyani be alerted to an attack, all the scouts will rush to defend the complex, meeting either at SL9-66 or SL9-72 as appropriate.

Inhabitants:

1. **2 5th-level kaliyani scouts** (see new monsters), **as 5th-level thieves**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 41, 38; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp. One has a vial of poison, while the other has a pair of solid-gold earrings shaped like hearts (175 gp).

Treasure:
Each claimed bunk has small valuables worth 3-60 gp.

SL9-71: Sorcerers' Barracks

This area is identical to area SL9-69. It is the barracks area for the kaliyani sorcerers who have joined Tsilliv's consortium. Twelve of the bunks are claimed, but at any given time only three sorcerers are present here, resting. Searching any bunk for a turn has a chance to produce an interesting item: roll on the following table to determine what is found. Each item may only be found once.

D10	Item	GM Note
1-5	Nothing	
6	1-2 **asp's eggs**	See new magic items. Determine type randomly
7	Seven figurines of human warriors carved out of ivory	Worth 30 gp each
8	A jade ouroboros bracelet	The clasp is the mouth of the snake. Part of the bracelet has been hollowed out; within is a tiny dose of lethal poison. Worth 250 gp.
9	A rolled piece of parchment with a list of eighty names (in Glyphik), with either one mark or two next to each name. The first name is Tsilliv (see SL9-77)	The creator of this list is convinced (correctly, see SL9-69) that there are traitors within Tsilliv's ranks. Those seven names with two marks next to them are the kaliyani suspected of being traitors.
10	A parchment map showing the route from SL9-79 to Lissak-Tol.	The map has one annotation in Kaliyani Semi-glyphik, reading '7 days'. Unlike the map in SL9-70, this one does not reveal the locations and distances of the dwellings of other subterranean races.

Should the kaliyani be alerted to an attack, all the sorcerers rush to defend the complex, meeting either at SL9-66 or SL9-72 as appropriate.

Inhabitants:

1. **Grakep**, **5th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 25; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **light**, **charm person**; **strength**. Possessions: twin scimitars; four javelins; an **asp egg** (see new magic items) in the egg of fire format; and a large piece of amber shaped like a turtle (200 gp).
2. **Psillav**, **6th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 29; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 190. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person**, **dancing lights**, **unseen servant**; **invisibility**, **mirror image**; **blink**. Possessions: twin scimitars; four javelins; an **asp egg** (see new magic items) in the egg of cold format; and a copper tile etched with an image of an Archontean legionary (35 gp).
3. **Ykriv**, **a 7th-level kaliyani sorcerer** (see new monsters): SZ M; AL CE; AC 6; MV 150' on six legs, 60' upright; HD 7; HP 39; #AT 2; Dmg 2-5/5-10/6-24 (dagger/**scimitar +2**/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 240. Attack modes psionic blast, mind thrust, psychic crush. Defense modes: mind blank, thought shield, intellect fortress. Disciplines: cellular adjustment, domination, detect magic; mind barring. Spells: **comprehend languages**, **charm person**, **hypnotism**; **darkness 15' radius**, **invisibility**, **mirror image**; **dispel magic**. Possessions: kaliyani blasting rod with 3 charges (see new technological items); 2 serrated daggers; a serrated **scimitar +2**; 1.5 lb **arcanum** (see new magic items); a pot of royal jelly from a bee hive (35 gp).

Treasure:
Each claimed bunk holds small valuables worth 4-80 gp.

SL9-72: The Kaliyani Pits

This huge central chamber of the kaliyani complex is dominated by the large statue at the north end and by the three pits that give the entire area its name. The ceiling is 30' tall, and all right angles have been been carefully removed. All surfaces – ceiling, walls, and floor – are carved with elaborate, interwoven images of kaliyani, animals, and floral motifs. At any given moment, seven kaliyani are present here, conversing and enjoying the pits.

Statue: The north end of the chamber is dominated by a massive statue. At its core the statue is of a 20'-diameter ouroboros surrounding an 18'-tall nataraja dancer. Protruding from the ouroboros are four heads of snakes that stare, with open mouths straight into the chamber. The ouroboros is white marble, while the snake heads and dancer are black marble. The dancer is unusual, as rather than a human or rudishva, it appears as a kaliyani, albeit in the classic pose: perched on one leg, while the other five appendages are arrayed in a nimbus around it. Three of the arms holds objects: a serrated dagger, a small drum, and a fire pot. The head is that of a kaliyani with an exaggerated grin, although it wears a strange conical hat.

The snake-heads that protrude from the ouroboros are enchanted by kaliyani techno-sorcery. Each produces a different effect when the appropriate word is chanted in Kaliyani. One shoots a small **fireball** (3-18 HP damage) that explodes in a 10' radius; one produces a bolt of electricity (2-12 HP damage) that has an 80' range and the capacity to rebound; one produces three **magic missiles** (2-5 HP each); and the final one shoots a **dispel magic** beam (at 10th-level of ability). Any kaliyani sorcerer of 7th-level or above can activate these effects. Each sorcerer can activate one head per round and can direct them using his/her hands, much as a conductor directs an orchestra. Each effect strikes as if it were a 10th-level fighter. It is possible to destroy the snakes' heads by inflicting 25 HP damage on each of them.

The Pits: Three pits dominate the center of the room, each 20'x10' and 25' deep. Each is filled with fresh water, albeit water that is colored by harmless dyes rendering them bright orange, bright yellow, and pale blue. Despite their strange appearance, the pits are innocuous, and are used by the kaliyani for relaxation and leisure.

GM Note: One of the kaliyani soldiers here is a spy. He has been reporting back to the Eleven in Lissak-Tol concerning Tsilliv's plans and movements, using the derro trader, Gest Felstapper (SL9-76) as his go-between. Should open combat break out here, that soldier – whose name is Serriv – will wait his opportunity to betray Tsilliv; he might then be willing to negotiate with PCs who have opposed the magistra.

Inhabitants:

1. **Kvillor**, **5th-level kaliyani sorcerers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 25; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **comprehend languages**, **charm person**; **scare**. Possessions: twin scimitars; four javelins; an **asp egg** (see new magic items) in the egg of fire format; and a large piece of amber shaped like a turtle (200 gp).
2. **Gert**, **3rd-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 4; HP 23; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 180. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **detect invisibility**, **light**. Possessions: twin scimitars; four javelins; and a painted set of kaliyani nesting dolls made of gourds (100 gp).
3. **Qebbil**, **6th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 30; #AT 2; Dmg 3-8/3-8 (scimitars) or 3-8/2-7 (**javelin +1**/javelin). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 190. Attack modes: psionic blast, mind thrust. Defense modes: mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person**, **dancing lights**, **unseen servant**; **invisibility**, **mirror image**; **blink**. Possessions: twin scimitars; four **javelins +1**; a **wand of ice** with 4 charges; and a basilisk eye preserved in a glass jar (55 gp).
4. **Serriv**, **a 7th-level kaliyani soldier** (see new monsters) **and traitor**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 7; HP 49; #AT 2; Dmg 3-10/3-8 (**long sword +2**/scimitar). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: **long sword +2** and a serrated scimitar; a **ring of protection +2**; a vial of kaliyani refreshening liquid (see Arden Vul items); small jewelry worth 179 gp; and **potions of superheroism** and **cloud giant strength**.
5. **2 5th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 42, 37; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; a sheaf of 4 **javelins +1**; and an assortment of silver rings, glass baubles, and minor gemstones worth 125 gp each. One of the soldiers also has a **potion of invisibility**, and another has a **potion of invulnerability**.
6. **Jevvil**, **7th-level kaliyani scout** (see new monsters), **as a 7th-level thief**: SZ M; AL LE; AC 3; HD 7; HP 47; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 17. Thief skills: PP 65%, OL 52%, F/RT 50%, MS 60%, HS 48%, HN 25%, CW 94%, RL 35%. Possessions: the a pair of poisoned, serrated scimitars; 6 **javelins +1**; a combination of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp; a vial of poison; a **potion of invisibility**; and a thick silver torc inscribed 'to Fulvia' (175 gp).

Treasure:
At the bottom of the middle pit is a forgotten diamond of exceptional size (10,000 gp).

SL9-73: Locked Treasure Chamber

The movable wealth of Tsilliv and her consortium is held in this hallway, behind a locked door (Tsilliv holds the key). Four unlocked wooden chests hold most of the small valuables, while larger items are stacked and piled against the walls.

Treasure:
Chest #1: 275 lb of **arcanum** (see new magic items), in chunks weighing 1-5 lb each.
Chest #2: 16 pieces of amber (100 gp each); 10 3-lb sacks of copper flakes (1 gp each); 10 2-lb sacks of iron filings (4 gp each); 10 5-lb sacks of sulfur (250 gp each); and 7 5-lb sacks of glowing phosphorus (250 gp).
Chest #3: a leather sack with 1,129 ancient copper bits, 784 ancient silver pennies, and 543 ancient gold solidi (see Arden Vul items for the coins); 3 black opals carved with heqeti faces (980 gp each); 50 1-lb silver ingots (50 sp each); and 10 4-lb gold ingots (200 gp each).
Chest #4: **8 asp eggs** (see new magic items), 2 each of eggs of fire, eggs of cold, eggs of torment, and eggs of blinding; 3 kaliyani blasting rods (see new technological items); a **statuette of faithful service** (see new magic items) of the warrior Festus; a set of **predictive tokens** (see new magic items); a **pledge of Rimmaq-Isfet** (see new magic items); and an **olifant of command** displaying demonic entities (see new magic items).
Loose items: a worn, but still usable suit of **imperial field plate +2** (see Arden Vul items); a 9'-tall marble statue of Joviva, the archteypal ancient Archontean beauty, carved by the famous sculptor Hortensius (worth 10,000 gp if transported back to Archontos or Narsileon).

SL9-74: Trade Hall

This grand chamber is 20' tall and brightly lit with **continual light** spells. Statues stand in or near each corner. The native granite is sheathed in black marble, with no right angles remaining. Worked into the marble of the south wall is an enormous (15'-diameter) ouroboros symbol, within which is the Semi-glyphik symbol for the number 12. Two basins along the east wall contain fresh water. Three battered wooden trestle tables with matching benches sit near the west wall.

Statues: A statue occupies each of the four corners of the hall. Each statue is 10' tall and carved from local granite. They are all of recent construction, and of pedestrian artistic quality.

Northeast: A crouching kaliyani soldier, wielding a pair of scimitars.

Northwest: An erect kaliyani scout, shading its eyes as it gazes down the corridor towards SL9-78.

Southeast: A standing kaliyani sorcerer, wearing a blowsy tunic and consulting a scroll.

Southwest: A six-legged lizard, standing on its hind legs and displaying a ferocious fanged mouth. A 2"-diameter hole extends all the way through the statue; it is used to manipulate the secret door (see below).

Portcullis: In the corridor leading towards SL9-78 is an iron portcullis that is set into holes in the floor. The raising wheel is set into the stone just to the west of the portcullis. Two kaliyani soldiers are always posted on the west side of the portcullis. To the east side of the portcullis, a wooden ladder some 15' tall rests along the corridor wall (it is used for climbing up and down from SL9-78).

Secret Door (southwest): Tucked behind the statue of the six-legged lizard, this door is normal to find. It opens by inserting a piece of metal into the hole in the statue, and then using that metal as a lever to rotate the statue. Doing so causes the door to rise, allowing access to the stairs.

GM Note: In keeping with Tsilliv's desire for this area to appear as a 'normal' consortium, she ordered a formal entrance and trade hall be constructed at the point at which this complex merges with the Underearth. The hope was to attract trade from other subterranean races. But the renegade nature of her Consortium, and the general racial hostility of the kaliyani towards others, has ensured that the area remains nearly empty and under-utilized.

Inhabitants:

1. **2 4th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 42, 39, 37; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; a sheaf of 4 **javelins +1**; and an assortment of silver rings, glass baubles, and minor gemstones worth 125 gp each. One of the soldiers also has a **potion of growth**, one a **potion of invulnerability**, and the third a **potion of human control** (humans).
2. **Six derro** (66% chance) (for stats, see SL9-76)

SL9-75 (aka 4-51B): Stairs Up to Level 4 (4-51A)

The stairs are narrow, and lead upwards about 650' to the Shrine of the Snake and the cult of Set (4-51A).

GM Note: When they arrived at SL9, the kaliyani discovered a long fissure extending upwards in this location. It was one of the first places they explored, gradually expanding it and adding stairs. Eventually the fissure opened to a cave (now 4-51A). Sensing activity nearby, kaliyani miners broke down the wall at 4-39, surprising High Priestess Stephania. After some tense negotiations the two sides struck an alliance. In order to placate the Set cult, the kaliyani developed a snake shrine (4-51A) as a cover.

Secret Door (north): The door is obvious from the south (1 in 2 to detect). It can be opened only by succeeding at a lift gates roll or by breaking it down.

SL9-76: Traveler's Quarters

This chamber is identical to SL9-69, except that instead of refreshening liquid, the basin at the west end of the corridor contains fresh water. As Tsilliv has had trouble attracting visitors, only a small group of derro occupy the area. Most of the time (66%) the derro are found occupying the benches in SL9-74; the rest of the time they are present here.

Inhabitants:

1. **Gest Felstapper**, **derro leader** (33% chance): SZ S; AL CE; AC 3; MV 90'; HD 7; HP 47; #AT 1; Dmg 3-8 (**military pick +1**) or 3-5 (repeating light crossbow with poisoned **bolts +2**). Possessions: purple worm-hide **scale mail +2**; repeating light crossbow with 20 poisoned **bolts +2**; **military pick +1**; dagger; **necklace of harmony** (see new magic items).
2. **Klip Seamfinder**, **derro lieutenant** (33%): SZ S; AL CE; AC 4; MV 90'; HD 6; HP 38; #AT 1; Dmg 3-8 (**spear +2**) or 3-5 (repeating crossbow with poisoned **bolts +2**). Possessions: lizard-hide **scale mail +1**; repeating light crossbow with 20 poisoned **bolts +2**; **spear +2**; dagger; **pouch of capacity** (see new magic items); **cloak of the dwarves** (see new magic items).
3. **4 derro** (33%): SZ S; AL CE; AC 7; MV 90'; HD 4, 3(x3); HP 25, 20, 19, 15; #AT 1; Dmg 1-4 (hook fauchard) or 1-6 (hand axe). Possessions: studded leather armor, hook fauchard, hand axe.



Treasure:
In addition to the personal items found on each derro, Klip carries a trapped, locked iron box containing 750 gold pieces and 15 pieces of star rose quartz (50 gp each). The trap is of the poison needle variety. Gest carries a ledger book detailing trading ventures with half a dozen Underearth locations, plus a tightly wrapped piece of parchment hidden in the hollow heel of his left boot. The parchment reads, in Derro: "*To the esteemed Gest, of the clan Felstapper. This contract certifies that for each time that you convey to our ears the oral report of our agent dwelling within the so-called Twelfth Consortium of the heretic and traitor Tsilliv, you shall be receive five pieces of star crystal.* [Signed] *Besstil, chamberlain of the Eleven*." **GM Note**: this parchment is proof that there is a spy within Tsilliv's rogue consortium; that agent is one of the soldiers (see SL9-69 and SL9-72).

SL9-77: Consortium Leaders' Chamber

Magistra Tsilliv, leader of the kaliyani consortium established in Arden Vul, inhabits this chamber with her two lieutenants. All surfaces are densely carved with low-relief images of kaliyani, subterranean animals, and mushroom imagery. Three fingers extend northwards from the main chamber; each has a sleeping niche carved into the east wall and a wooden chest at the north end.

On the south wall of the main chamber is another ouroboros, 10' in diameter and made of melted silver (200 gp). It surrounds a 5'-tall image of the number 12, also filled with melted silver (150 gp). In the southeast corner is a 10'-diameter, 3'-tall basin filled with kaliyani refreshening liquid (see Arden Vul items). Along the east wall are three sloped standing writing desks, each with a drawer. In the center of the chamber are three curved stone benches in a circular pattern, all surrounding a **tripod of heating** (see new magic items).

Desk Drawers: Formal kaliyani communication is accomplished by inscribing soft metal rods with a message, so in addition to a sheaf of parchment and quill pens, each desk drawer also holds ten 3" lead rods and some sharp scribing tools.

Kaastir's drawer holds a folded lizard-hide map showing a sketch of a series of passages leading from an area labeled 'dead halls' (9-109) to large cave marked 'crevasse floor' (9-1) to some 'narrow passages' (9-57, 8-23, 8-24, and 7-34) and finally to 'ancient home' (5-125 and environs). Along side the descriptions are rough elevation notes, so area 8-23 has "200 up" by it, 7-34 has "200 up" by it, and 5-125 has "750 up".

Sveestik's drawer has an inscribed lead rod with the following message: "*To Magistra Lisskiv and the Eleven. You must accept us now, as we have located the ancestral home. Soon the ship will be prepared and we will set forth on the seas of the surface world.* [signed] *Sveestik, member of the Twelfth*." **GM**: this is a taunting message, to be sent back to the kaliyani city of Lissak-Tol. It is true that Tsilliv's people have located area 5-125 and the old rudishva areas, but she has hardly plumbed their secrets, and they are still ignorant about the nature of the Beacon.

Tsilliv's drawer has several interesting pieces of dried lizard-hide. One holds a detailed floor plan of areas SL9-59 to SL9-79. Another contains a fairly good survey of the floor of the chasm (area 9-1, including 9-2 to 9-11, 9-49 to 9-51, 9-65 to 9-67, 9-71 to 9-76, 9-83 to 9-87, 9-98, 9-99, and 9-108), with major features annotated and described (e.g., 'mushrooms', 'lake', 'tower', 'river', etc.) and the identity of a few species indicated ('fast small pests' near 9-4, 'heqeti' near 9-76, 'dead ones' near 9-98, and 'flying humans' near 9-70). A third contains a listing of the Eleven Consortia of Lissak-Tol, with names of the magistra in charge of each; of these, the name Lisskiv, of the 4th Consortium, is circled, and several epithets are scrawled next to it in Semi-glyphik.

Chests: The wooden chests are unlocked. Each contains the following: three sets of blowsy silk magistra tunics suitable for wearing by kaliyani (45 gp each); a fully-charged kaliyani blasting rod (see new technological items); an elaborate jade-and-ivory necklace of office (1,750 gp); and a heavy bag of silver dust (500 gp each). In addition, Tsilliv's chest contains some strange (to her) artifacts: a moldy and damp Archontean parchment quire containing a description of the chamber of the Beacon (areas SL14-2, SL14-9, and SL14-10), including instructions on how to access it by manipulating the obelisks (AV-5, AV-41, and AV-28) so as to open the doors at AV-34; a finely smithed golden bust of an anonymous Archontean archon (worth 3,500 gp); and orange and platinum rudishva identity plaques (see new technological items)

GM Notes: The three magistra are usually present in this chamber, unless summoned to defend the consortium (in SL9-66 or SL9-72). If there is time to complete a summoning ritual, she will do so with her two lieutenants before joining the fray (with elemental in tow). Tsilliv is completely inimical to humankind; it is hard to fathom the circumstances in which she might negotiate with human or humanoid adventurers. Her goals involve the discovery and restoration of the old kaliyani and rudishva complexes within Arden Vul (especially on Level 5). She has vague notions of the Beacon as the ancestral ship of her people, but is unaware of its real nature. She has contempt for the lizardmen, even as she recognizes the value of using them in the short term. She will eventually make an alliance with the heqeti, but has nothing but antipathy for the varumani, the goblins, and humankind.

Secret Door (north): The door in the middle sleeping 'finger' is normal to identify. It is locked, and Tsilliv holds the key. A one-way door leading to SL9-78 lies just beyond the secret door.

Inhabitants:
1. **Tsilliv**, **12th-level kaliyani sorcerer** (see new monsters), SZ M; AL LE; AC 3; MV 150' on six legs, 60' upright; HD 9; HP 57; #AT 3; Dmg 5-8/5-8/6-24 (**dagger +3**/**dagger+3**/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 240. Attack modes: psionic blast, mind thrust, psychic crush. Defense modes: mind blank, thought shield, intellect fortress. Disciplines: cellular adjustment, domination, detect magic; mind barring. Spells: **charm person**, **protection from good**, **light**, **detect invisibility**; **darkness 15' radius**, **scare**, **strength**, **mirror image**; **dispel magic**, **invisibility 10' radius**, **slow**, **suggestion**; **confusion**, **monster summoning II**; **feeblemind**, **telekinesis**. Possessions: **bracers of defense** (AC 3); kaliyani blasting rod with 7 charges (see new technological items); two serrated **daggers +3**; a serrated long sword; a **rudishva useful palm of temporal flux** (see new magic items); 2.5 lb of **arcanum** (see new magic items); 14 small chrysoprase gems (60 gp each); and keys to SL9-73 and to the one-way door leading from SL9-77 to SL9-78.
2. **Kaastir**, **9th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 9; HP 50; #AT

3; Dmg 3-6/3-6/6-24 (**dagger +1**/**dagger +1**/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection Spells: **comprehend languages**, **light**, **audible glamer**; **continual light**, **invisibility**, **hypnotic pattern**; **blink**, **dispel magic**; **improved invisibility**. Possessions: **bracers of defense** (AC 5); kaliyani blasting rod with 6 charges (see new technological items); two serrated **daggers +1**; a serrated long sword; 1.5 lb **arcanum** (see new magic items); 14 small sard gems (60 gp each).

3. **Sveestik**, **9th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 9; HP 49; #AT 3; Dmg 6-9/6-9/6-24 (**scimitar +1**/**scimitar +1**/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 190. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person**, **identify**, **hypnotism**; **darkness 15' radius**, **hypnotic pattern**, **mirror image**; **blink**, **invisibility 10' radius**, **slow**; **confusion**. Possessions: **bracers of defense** (AC 5); kaliyani blasting rod with 6 charges (see new technological items); two serrated daggers; two serrated **scimitars +1**; 1.5 lb **arcanum** (see new magic items); 14 small azurite gems (60 gp each).

Treasure:
See text above

SL9-78: Access Cave

This large cave serves as the transition point between the territory of the Twelfth Consortium and the Underearth. The area is lit with torches, and the smell and sounds of animals is strong.

The entrance to the cave from SL9-79 is blocked by a barricade of stone, rushes, and random bits of wood. One section can be removed to allow ingress to the rest of the cave. Otherwise it takes several rounds to clamber over the barricade.

To the south and east of the barricade is a **tripod of heating** (see new magic items) around which 3 kaliyani soldiers, 3 scouts, and a sorcerer gather. They are loosely attentive, doubting that serious threats could emerge from SL9-79. The sorcerer wears a spiral horn on a cord around its neck, and is tasked with blowing the horn three times in rapid succession should a threat materialize here. The soldiers at SL9-74 are supposed to react to three blasts of the horn by summoning the rest of the complex to defend area SL9-74. When the rotation of scouts is changed, the sorcerer blows a single blast on his horn; the soldiers at SL9-74 open the portcullis and deploy the ladder found there to let the scouts climb back into the kaliyani pits.

Salamander Pen: The southwestern lobe of the cave has a number of iron chains and collars attached to the wall. Three riding salamanders (see new monsters) are chained to the wall here. Nearby are some tack and saddle-bags, for these creatures are used by Gest Felstapper in trading across the Underearth. The saddle-bags hold dried mushrooms; dried meat; dried fruit imported from the surface; 5 50-lb chunks of **arcanum** (see new magic items); 10 2-lb gold ingots (100 gp each); and 10 20-lb gold ingots (1,000 gp each). Stealing the derro trade goods provokes eternal animosity on the part of Gest Felstapper (SL9-76) and his friends.

Fresh Water Basin: The northwestern ell of the cave is filled with fresh water. Two buckets sit nearby.

Meat Curing: The southeastern portion of the cave rises 15' above the floor of the main cave. It is palpably colder here, and Tsilliv uses the area to cure meat. The corpses of six lizardmen, two riding salamanders, and two ogres hang from hooks set into the ceiling. The floor is slippery with blood. The one-way door from SL9-77 exits into the rear of this portion of the cave.

Inhabitants:

1. **3 riding salamanders** (see new monsters): SZ L; AL N; AC 6; MV 60', 90' swimming; HD 6; HP 41, 39, 35; #AT 1; Dmg 2-12.
2. **Veeblik**, **5th-level kaliyani sorcerer** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 25; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairaudience, clairvoyance, invisibility, telepathic projection. Spells: **comprehend languages**, **charm person**; **scare**. Possessions: twin scimitars; four javelins; an **asp egg** (see new magic items) in the egg of fire format; and a large piece of amber shaped like a turtle (200 gp).
3. **3 5th-level kaliyani scouts** (see new monsters), **as 5th-level thieves**: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 43, 41, 38; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp. One has a vial of poison; another has a minor heqeti slime (see new monsters) in a breakable flask; another has a **potion of invisibility**; and one has a solid gold ouroboros bracelet (175 gp).
4. **3 5th-level kaliyani soldiers** (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 6; HP 44, 39, 37; #AT 2; Dmg 3-8/3-8 (scimitars), 3-8/3-8 (**javelins +1**). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Possessions: twin serrated scimitars; a sheaf of 4 **javelins +1**; and an assortment of silver rings, glass baubles, and minor gemstones worth 125 gp each. One of the soldiers also has a **potion of heroism**, and another has a **potion of hill giant strength**.

Treasure:
See trade goods above. The sounding horn is non-magical but worth 75 gp.

SL9-79: Tunnel to the Underearth

This broad tunnel leads to the network of tunnels, caves, and strange civilizations that dot the Underearth. The main kaliyani settlement (Lissak-Tol) is a week's journey away via many forks and chambers. The GM should detail these areas as desired.



SUB-LEVEL 10A: THE HOLD OF THE SUN-SCARRED KNIGHTS

This area comprises one half of the domain of the powerful sept of warriors known as the Sun-Scarred Knights (the other half - the Citadel - is found at Sub-Level 10B). This portion of their domain includes the huge cavern in which their citadel (SL10A-14) rests, along with surrounding caves and worked halls. Although the citadel is the most potent and defensible portion of the domain, the worked chambers north of the citadel, known as the Sanctum, are an essential component of the knights' domain. Among those worked areas may be found the cloister of the knights (SL10A-17), their smithy (SL10A-19), the Solar Chapel (SL10A-24), and the private chambers of Master Malachite, leader of the sept (SL10A-32, SL10A-33). Almost all of the infrequent visitors to the domain approach the Hold from the south, via the Entrance Hall (SL10A-2); from there, if they dare, they may approach the citadel across the treacherous sword bridges (SL10A-11). Of course, those with the capacity for flight may skip the bridges to arrive at the front door to the citadel (SL10A-13) or could even bypass the citadel and fly directly to SL10A-15.

Visitors who reach the entrance gate to the citadel (SL10A-13) and attempt negotiation are typically met with silence. If the knights have invited visitors (a rare occurrence), they will be met outside the citadel, in area SL10A-2. In no case are visitors invited within the Citadel. If visitors to the Citadel appear hostile, they are met by missile fire and magic from the defenders (see SL10B introduction for details). If visitors bypass the Citadel and attempt instead to penetrate the inner sanctum (e.g. SL10A-16), they must first deal with the iron doors there, and then the guardian, Ranke. Unless they are exceptionally stealthy and quiet, the noise of combat at SL10A-16 brings all inhabitants of the Sanctum at a run to area SL10A-17 to defend the area; the knights in the Citadel will mount a counter attack across the bridge (SL10A-15) and try to catch intruders in the rear flank. Even the Master is likely (66%) to join in defense of the Sanctum.

Not all of the fourteen knights and fifteen varlets who comprise the rder are present in the domain at any given time; indeed, half are usually absent, performing missions for the master or for themselves. As a result, assaults on any portion of the domain are usually met by a force that includes 7-8 knights, 7-8 varlets, Ricchar Wither-Hand, Jolene the apprentice, and possibly the Master himself (33%).

In the present, the order is composed of fourteen knights plus the Master. All matters of importance are debated in regular meetings known as Convocation, and decisions are made through a ritual vote. Despite the collective ethos of the order, it is also clear that Master Malachite (aka Melok-Ri) is the first among equals. His opinions are typically accorded greater weight, and his approval or disapproval of a course of action is enough to be decisive. Junior members of the order are known as varlets and are assigned to the service of a specific knight. Given his age and unusual combination of cultural and genetic impulses, Melok-Ri has become less engaged in the day-to-day operations of the order; he prefers to ruminate on the past and plan long-term strategy from the comfort of his sanctum. The senior knight, Sir Ennius, therefore exercises quite a bit of influence in Malachite's absence. The order has also traditionally recruited a young magic user to serve as the order's expert in magical affairs (and creator of magical items); this wizard is also allowed to take an apprentice. The only other living creatures allowed within the citadel are a pair of cooks, usually taken from the goblin clans.

Upon joining the order, each knight takes a new name and swears to abandon his/her previous identity. The name may honor some previous knight or impressive ancient hero (e.g., Sir Ennius, Sir Larel, etc.), it may represent an allegorical quality (e.g., Sir Sorrow, Sir Spes, Sir Discord), or it may be cryptic (e.g., Sir Sixth, Sir Vambrace, or Sir Calculor). The communities of Arden Vul assume that a knight keeps his/her name for his/her lifetime, but there is no way to be sure that knights do not change their names as it suits them. Although many attempts have been made to explain the choice of a knight's name by the character of his/her actions, this has always proven fruitless, for knights do not consistently practice heroism or asceticism, nor do they insist on particular behavior in others.

General Construction Notes

Rudishva areas: SL10A-30 to SL10A-33
Archontean-style areas: all other worked areas

Iconic Areas

The Citadel of the Knights (SL10A-14), although almost no one has visited it and little is known of it

Important NPCs

Sir Hazel, a Sun-Scarred Knight (SL10A-18)
Sir Ennius, a Sun-Scarred Knight (SL10A-21)
Sir Hegemon, a Sun-Scarred Knight (SL10A-21)
Sir Larel, a Sun-Scarred Knight (SL10A-22)
Sir Spes, a Sun-Scarred Knight (SL10A-24)
Master Malachite, leader of the Sun-Scarred Knights (SL10A-32)

Significant Regions of Sub-Level 10A

1. The Great Cavern and Entrance Halls (SL10A1 to SL10A-13, SL10A-15)

Most of the time this region is notably empty of sentient creatures. The entrance halls (SL10A-1 to SL10A-6) are typically empty, except for the rare occasions on which a postulant for the varletry

is undergoing the Tests. The great cavern (SL10A-7) is filled with mushrooms, and is home to insects, bats, and a band of achaierai. An unusual and clearly-evident feature of the region is the shaft of pure sunlight that streams from a hole in the roof to bathe area SL10A-12 in sunlight.

Factions: The region is dominated by the Sun-Scarred Knights.

Construction: The worked halls are the product of the early generations of Archontean Knights; as a result the architecture is basically Archontean.

Environment: The cavern is warm and humid. The entrance halls are cooler and drier.

2. The Sanctum of the Knights (SL10A-16 to SL10A-34)

The northern, worked chambers of the sub-level form the Sanctum of the knights, where several of their most important social and recreational facilities are located. The Sanctum is guarded by a pair of iron doors and an ancient rudishva military-grade security construct, Ranke (SL10A-16). Within is the cloister of the knights (SL10A-17), the smithy (SL10A-19), the library (SL10A-22), the solar chapel (SL10A-24), and more. Those knights who are not out on a mission can be found here, or in the citadel itself (SL10A-14).

Factions: The region is fully controlled by the Sun-Scarred Knights.

Construction: The worked areas are Archontean in origin, with the exception of areas SL10A-30 to SL10A-33, which are rudishva.

Environment: The Sanctum is cool and dry.

Access and Egress

To Level 8: stairs at SL10A-1, leading down to 8-56
To Level 8: tunnel at SL10A-9, leading down to 8-82
To Level 9: tunnel at SL10A-8, leading down to 9-99A

To Sub-Level 10B: door to the Citadel at SL10A-13, leading to SL10B-1
To Sub-Level 10B: portcullis at SL10A-15, leading to SL10B-24

Random Encounters

1. Areas with No Random Encounters

SL10A-12 to SL10A-15, SL10A-26 to SL10A-34

2. Entrance Halls and the Great Cavern (SL10A-1 to SL10A-7)

Checks should be made every 5 turns, with a 1 in 6 chance for an encounter.

D12	Encounter
1-4	1-2 achaierai: SZ L; AL CE; AC body 8, legs -1; HD 9 (beak) or 4 (claws); HP 40 (body), 15(x4) (legs); #AT 3; Dmg 1-8/1-8/1-10; MR 35%. Special defenses: toxic smoke; regenerate damage to legs in 2 days
3-5	4-6 lost giant bees (from 8-69). If 6 are determined, the sixth will be a soldier. Otherwise, all five are workers. 1. 4-5 giant worker bees: SZ M; AL N; AC 6; MV 90', 300' flying (Class D); HD 3+1; 23, 20, 17; #AT 1; Dmg 1-3. Special attacks: sting once; poison. 2. 1 giant soldier bee: SZ M; AL N; AC 5; MV 120', 300' flying (Class C); HD 4+2; HP 29; #AT 1; Dmg 1-4. Special attacks: sting once; poison (-1 to saves)
9-11	1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire.
12	NPC adventurers. There is a 75% it is one lost, frightened adventurer, and a 25% chance for a full, confident party. 1. Theophania, 6th-level female Archontean fighter (75%): SZ M; AL NG; AC 4; MV 90'; HD 6; HP 37 (max 52); #AT 1; Dmg 5-11 (**bastard sword +2**), 2-5 (sling bullet). Abilities: STR 16, INT 8, WIS 9, DEX 14, CON 15, CHA 13. Possessions: **chain mail +1** and a medium shield; **bastard sword +2**; sling with 20 bullets; a pouch with 113 sp and 21 gp; a **potion of healing**. 2. Party of NPC adventurers (select from NPC appendix) (25%)

3. The Sanctum (SL10A-16 to SL10A-24)

The Sanctum is a busy place, with knights and varlets moving about fairly frequently. Checks should be made every turn, with a 1 in 6 chance for an encounter. If an encounter is indicated, it will involve the inhabitants of the nearest chamber. If those inhabitants discover intruders, they will raise the alarm instantly, bringing all other inhabitants of the Sanctum within 1-3 rounds, and eventually the knights and varlets from the Citadel within 7-10 rounds.

Level Key

SL10A-1: Grand Stairs Down to 8-56

These 20'-wide stairs descend through several landings and changes of direction before debouching at area 8-56.

SL10A-2: Entrance Hall

This broad hall is 25' tall and supported by two rows of 5'-diameter pillars. To the north a ledge overlooks the great cavern (SL10A-7); it is 70' above the cavern floor. While the hall is unlit, the bright light from SL10A-12 is apparent everywhere in the hall. The east and west walls are covered with impressive mosaics depicting figures in the gothic-style armor of the sun-scarred knights. While each knight's equipment is broadly similar, each appears in a slightly different pose, as if demonstrating a form of weapon training. Fifteen knights appear on each wall.

SL10A-3: Empty Meeting Hall

A 15'-long, heavy stone table occupies the center of the room. Sixteen cylindrical stone 'stools' surround it. The chamber is undecorated save for a sunburst motif engraved in the center of the table.

The Sun-Scarred Knights use this chamber on the extremely rare occasions when they agree to meet with those not of their sept.

Three knights, with their varlets, form the negotiating party; they discuss matters here, but do not invite visitors within the Citadel.

SL10A-4: Postulants' Hall

A blazing sunrise image in orange paint covers the east wall of this chamber. Three bunkbeds stand near the sunburst image; they are battered pine, with rough horse-hair mattresses. On either side of the door is a set of heavy shackles for hands and feet, set firmly into the stone of the walls. There is a 25% chance that an unfortunate is languishing in the shackles. If so, it is Lellagalon Begelsson, an elven adventurer.

GM Note: The knights use this chamber to house postulants whom they hope might pass the tests and become varlets. Failed postulants are shackled, and eventually thrown into the great cavern. Lellagalon Begelsson was thought to be good material for a varlet, as the knights are fascinated by elves and would like to bring more of them into the sept. Lellagalon's morality proved incompatibility with that of the knights, however, and they have shackled him here to await Master Malachite's (SL10A-32) decision about what to do with him.

Inhabitants:

1. **Lellagalon Begelsson**, **5th-level male elf fighter**: SZ M; AL CG; AC 3; MV 60'; HD 5; HP 37; #AT 1; Dmg by weapon. Abilities: STR 14, INT 16, WIS 10, DEX 15, CON 11, CHA 16. Possessions: splint mail; purse with six large gold coins (10 gp each); a carved oak ring.

SL10A-5: Test of Justice

This hall is one of the pair of testing chambers in which postulants to the sept of Sun-Scarred Knights undergo basic personality tests. Most of the tests are oral and customary, but the hall also has a fixed, quasi-ceremonial test that postulants must pass.

The floor of this 15'-tall hall is one enormous mosaic, depicting scenes of judging, justice, and execution. A double row of columns surrounds a 10'-tall white marble statue, which faces the east wall. The statue depicts a sun-scarred knight, recognizable in his gothic armor and circlet of command. He sits in a chair holding a huge broadsword horizontally on his lap. At his feet is a marble bowl, 3' in diameter, containing three circular pieces of highly polished red porphyry, each 1' in diameter. The plinth reads: "A knight must dispense justice."

Against the north wall are three stations. Each station is comprised of a 10'x3'x4' stone block with a 6'-tall high relief sculpture. In addition to the sculptural scene, each station carries an inscription in Mithric and boasts a semi-circular indentation 1' in diameter. All three inscriptions are identical: "Is this Justice?"

First Station: the sculpture shows a knight averting his eyes as the starving girl and her child eat an obviously stolen loaf of bread. The gaol is empty, and the baker, who is clamoring in the background, is ignored.

Second Station: the sculpture shows a knight closing a gaol door upon the mother and child while handing a loaf of bread to the baker; the baker smiles in satisfaction.

Third Station: the sculpture shows a knight closing the gaol door upon the mother, while delivering a downcast child and the loaf of bread into the hands of the baker, who is rubbing his hands with pleasure.

The Test of Justice: The test is activated by removing one of the porphyry orbs from the bowl. This causes a permanent **magic mouth** on the statue's mouth to loudly intone the following in Archontean, Thorcin, Wiskin, Goblin, Elvish, and Dwarvish: "*A knight must dispense justice. Consider the following, and make your choice. The young mother had no other family, and she and her toddler were starving. Despite knowing the law, she stole bread from the local baker. What should be her fate?*"

Those undergoing the test must then take one of the red porphyry stones and place it in the receptacle of the high-relief sculpture that matches their answer. The correct answer for the Sun-Scarred Knights is the middle choice (jailing the mother and child for their crime). The first station does not represent justice, in the Lawful Neutral eyes of the Order, because the baker has been wronged. The third station, in which the baker is rewarded with the child as apprentice/slave, is also not justice as it reflects excessive punishment.

Passing the Test of Justice causes the eastern Sword Bridge (SL10A-11) to rotate 90-degrees for six turns, allowing easier passage to the Sun Rock (SL10A-12).

Choosing the wrong option causes the **magic mouth** to intone in the same tongues: "*You fail to understand justice. Depart!*" The test becomes unavailable for three days.

SL10A-6: Test of Fidelity

Along with SL10A-5, this hall is one of the pair of testing chambers in which postulants to the sept of Sun-Scarred Knights are inspected for their moral and personality suitability for the varletry.

The hall is 15' tall and boasts another impressive moasic, this time depicting scenes of loyalty. A double row of columns is interrupted by a 10'-tall white marble statue facing the west wall. The statue depicts a Sun-Scarred knight, recognizable in her gothic armor (see new technological items) and circlet of command (see new magic items) kneeling before a standing cloaked figure. The cloaked figure clasps his hands around the palms of the knight, who gazes up into the figure's face. Next to the two figures is a marble bowl, 3' in diameter, containing three circular pieces of highly polished black porphyry, each 1' in diameter. The plinth reads: "A knight must remain faithful."

Against the north wall are three stations. Each station is comprised of a 10'x3'x4' stone block with a 6'-tall high relief sculpture. In addition to the sculptural scene, each station carries an inscription in Mithric and boasts a semi-circular indentation 1' in diameter. All three inscriptions are identical: "Is this fidelity?"

First Station: the sculpture depicts two merchants of equal stature standing together before a circle of Factor leaders. The two present a large bag of coins to the circle as one.

Second Station: the sculpture shows one merchant delivering a large bag of coins to a circle of ceremonially clad factor leaders. The other merchant sits in the gutter outside the factor hall, tearing his hair out.

Third Station: the sculpture has two scenes. In the left scene, one merchant presents a small bag of coins to the second, who is begging for aid. In the right scene, the pair appear before the circle of factor leaders; one stands tall and presents a large bag of coins, while the other kneels and presents a small bag of coins.

The Test of Fidelity: The test is activated by removing one of the porphyry orbs from the marble bowl. This causes a permanent **magic mouth** placed on the cloaked figure to loudly intone

the following in Archontean, Thorcin, Wiskin, Goblin, Elvish, and Dwarvish: "*A knight must be faithful. Consider the following, and make your choice. Two merchants in the same factor journey together to a city. One is successful in trading, the other is not. How does the successful merchant act when they return home?*"

Those undergoing the test must then take one of the black porphyry stones and place it in the receptacle of the high-relief sculpture that matches their answer. The correct answer for the Sun-Scarred Knights is the first station, in which the solidarity of the group is affirmed when the successful merchant supports the unsuccessful one before their peers.

Passing the Test of Fidelity causes the western Sword Bridge (SL10A-11) to rotate 90-degrees for six turns, allowing easier passage to the Sun Rock (SL10A-12).

Choosing the wrong option causes the **magic mouth** to intone "*You fail to understand fidelity. Depart!*" The test becomes unavailable for three days.

SL10A-7: Great Cavern

This huge cavern is 150' tall, and partially lit from the sunbeam found at SL10A-12. A massive rock pillar in its center (SL10A-14) rises from floor to ceiling; it has been hollowed out in part to provide the citadel of the knights. A lesser rock formation rises only 40' from the floor (SL10A-12); it is bathed in sunlight from a hole in the ceiling of the cavern. The walls of the cavern are cloaked in creepers, vines, mosses and lichens. The floor is a mushroom forest, with specimens of aqua vitae, cloud cap, eye-opener, orange lamp, and white rib mushrooms (see new flora).

The mushroom forest is filled with insects and small rodents. A flock of achaierai inhabit the forest floor, hunting in packs of 2-4. The knights tolerate the presence of the foul birds because they keep out other large prey. Failed postulants (SL10A-4) that are thrown into the cavern are eagerly hunted by the flock. Due to their familiarity with the forest and their sharp sense of smell, the achaierai have an extra chance to surprise (3 in 6). They also like to drive victims into ambushes by others in the flock.

Tromping around in the mushroom forest is mostly unrewarding, although knocking down the fungi and poking into the muck might produce an item of interest. Searching for 6 turns produces one item from the following list, and each of the items may only be found once:

D10	Item	GM Note
1	A 6" gold plaque incised with an Archon's head. On the reverse is the legend: "Mercurion the Archon, AEP 1326"	Valued at 325 gp
2	A set of interlocking silver bangle bracelets	35 gp
3	A pair of ivory spheres shaped and painted as eyes, with lapis lazuli eyballs	275 gp
4	A lost **solar ring** from a sun-scarred knight (see new magic items)	If this potent item is displayed in the presence of a Sun-Scarred Knight, they demand its immediate return
5	An ivory scroll case, containing a formal letter from Archon Alcibiades the Hunter. It reads: "To the self-proclaimed master of knights, Malachite, from Alcibiades, archon of the great city. You are required to appear in the palace at the first of the month. Bring your knights for defense of the city. Failure to comply will be treated as treason. [dated] 1750 AEP."	Scroll case worth 75 gp; as artifact the letter is worth 500 gp
6	An unused rudishva lesser power supply (see new technological items)	
7	A fine silver mesh bag, with three marbles and a tightly folded parchment note, reading: "Dearest Drusion, Please abandon your folly, and return to your family! The knights are neither honorable nor right for you. I don't want to lose you! [signed] Babalwa."	While the bag is of negligible value (45 gp), the note suggests the familial trauma wrought by a decision to join the Knights
8	A **pearl necklace of invisibility** (see new magic items), albeit with only 3 pearls remaining	
9	A piece of basalt 2' tall and 18" in diameter, carved to depict two warriors embracing each other	Worth 100 gp
10	A piece of broken crockery, on the inside of which is scrawled a note: "Mother – it was a great mistake. The master has done things, things I do not like. I may never be the same. Your dearest Drusion"	A hint about the scarification ceremony by which knights are formed (SL10A-28)

Inhabitants:

1. **10 achaierai**: SZ L; AL CE; AC body 8, legs -1; HD 9 (beak) or 4 (claws); HP 40 (body), 15(x4) (legs); #AT 3; Dmg 1-8/1-8/1-10; MR 35%. Special defenses: toxic smoke; regenerate damage to legs in 2 days.

SL10A-8: Tunnel down to 9-99A

This 5'-wide passage winds downward until it reaches the edge of the great cavern (9-99A). It features occasional steps hewn out of the rock.

SL10A-9: Tunnel down to 8-82

This tunnel corkscrews downward before ending up at area 8-82.

SL10A-10: Side Cave

This side cave is easy to overlook amid the mushroom forest of the cavern floor. Within is the decomposing corpse of an adolescent male human dressed only in a tattered white shift. It is the body of Drusion, a postulant for admission to the Order of Sun-Scarred Knights. A gold ring with an intaglioed sardonyx stone hangs from a cord around his neck; the carving shows a dolphin, but the name "Drusion Krakteros" is etched on the inside of the band. The ring

is worth 75 gp an object, but might receive up to 2,500 gp from the Krakteros clan in Narsileon, Arcturos or Archontos as proof of the fate of one of its members (see World of Archontos appendix).

GM Note: Drusion was recruited to the Sun-Scarred Knights but couldn't tolerate the discipline; he fled after a beating and died here. For hints about his fate, see the table in SL10A-7

SL10A-11: Sword Bridges

The base state for the two bridges leading to SL10A-12 is a triangular solid made of plasteel, some 5" on a side, with the razor-sharp point of the triangle facing upward. Both bridges descend at a 30-degree slope, making the sharp point of each bridge difficult to traverse (hence the name 'sword bridges'). A PC may attempt to shinny himself/herself down a bridge on hands and knees; doing so requires two successful rolls of 5d6 under DEX, and still inflicts 2-8 HP damage. Falling from the bridge inflicts 3-18 HP damge and is liable to attract the achaierai (see SL10A-7).

Passing one of the moral tests (SL10A-5, SL10A-6), however, causes the relevant bridge to rotate with a low grinding noise, thus presenting one of the flat, 5"-wide faces towards the top. The bridge stays flat for 6 turns before reverting to its base position.

SL10A-12: Sun Rock and Pear Tree

This rock rises 40' above the floor of the great cavern. It is brightly lit with a shaft of sunlight. In the exact center of the rock is a 10' diameter stone ring rising 6' above the floor of the rock. A beautiful pear tree laden with fruit grows from the ring. The tree is carefully pruned by the knights such that it presents a perfect canopy over the rock. The pears are juicy and delicious.

GM Note: The sunlight shining on the tree and rock has been filtered through a series of light shafts and accentuated by polished plasglass panels. This area counts as true sunlight when dealing with undead. Of course there is no sunlight here at night-time. The stone ring is filled with rich loam fertilized by subterranean fungi and nutrients; the loam extends another 20' into the center of the rock, thus allowing the pear tree to take firm root in the dirt.

SL10A-13: Bridge, Ledge and Front Door

A slim (5'-wide) stone bridge connects the Sun Rock (SL10A-12) to an outcropping protruding 5' beyond the southern wall of the citadel (SL10A-14). The outcropping is only 2' thick. Four 6'-tall iron torch-holders are stuck into holes in it.

The door to the Citadel is a massive piece of oak, bound with iron and studded with large rivets. A large knocker occupies the center of the door, its boss appearing as a horned demonic head. The door is barred on the inside by two impressive beams.

A hollow horn from a narwhal-like creature protrudes from the wall next to the door; it presents a 2"-diameter hole that extends inward to SL10B-2. This allows easy communication with supplicants standing on the ledge; it also allows Master Malachite to travel through the wall in gaseous form.

For entrance into the Citadel, see SL10B-1.

SL10A-14: Massive Pillar Containing the Citadel of the Knights

A massive rock pillar, some 90' on a side, rises 150' from the floor of the cavern to its ceiling. Lights glow from holes in the pillar placed about 45' up from the floor (c.f. SL10B-2). The exterior wall has also been clearly flattened and shaped by stone masons. In addition to its fairly straight lines, the exterior is carved with scores of monstrous faces: these vary in size, depth, and monstrousness, but combine to present an intimidating view to those looking at the citadel.

The interior of the pillar has been hollowed out into seven floors of chambers. For these chambers, which constitute the citadel of the Sun-Scarred Knights, see the map and key for SL10B.

SL10A-15: Stone Bridge

This stone bridge soars 80' above the floor of the cavern. It connects the northern entrance to the citadel (SL10B-24) with the Sanctum of the sept (areas SL10A-16 to SL10A-34). The bridge is 8' wide and 2' thick; it completely lacks guard rails.

Access to the Citadel (Sl10A-14) is blocked by a heavy iron portcullis that slots into holes in the bridge. The lever to raise the portcullis is found within the Citadel, in the hallway leading from SL10B-24 to SL10B-3.

The door leading into SL10A-16 is made of solid iron and is locked. Each of the knights has a key. The door can be bypassed by those capable of gaseous form, as two 6"-diameter holes lead from SL10A-16 into the great cavern (SL10A-7). Master Malachite (SL10A-32) uses them to travel from the Sanctum to the Citadel.

SL10A-16: Entrance to the Sanctum

This dark hall is sheathed in rudishva-style octagonal slabs of black marble. Unlike true rudishva construction, however, this hall and the Sanctum within contain right angles. A double row of red porphyry columns leads towards the cloister (SL9-17)

Two niches are found part-way up the hall. Each has a silvered-metal floor and a square plate of silvered metal on the wall; a socket allows technological items to be 'plugged into' the wall.

While the eastern niche is empty, the western niche holds an active rudishva military-grade security construct named Ranke (see new monsters). Ranke maintains a resting state until anyone passes her post. She instantly attacks those who fail to clearly state the password ("Sunshine"). Although in a good state of preservation and still lethal, she has lost a few of her original functions. Were it possible to neutralize her and bring her to Kerbog Khan, the wizard might be able to restore her to full functionality (see SL12-28).

The sounds of combat in the entry hall brings those currently in SL10A-18 and SL10A-22 to investigate within 2 rounds.

Inhabitant:

1. **Ranke**, **rudishva military-grade security construct**: SZ M; AL N; AC 0, MV 120'; HD 10; HP 50; #AT 2; Dmg 2-12/2-12 (monofilament blades) or 3-8/3-8 (fists); MR 50%. Special Attacks: plasma ray. Special Defenses: +2 or better weapons to hit; leap unerringly 30'; regeneration 2 HP/round. Note: Ranke is no longer able to attack with fire gouts, nor can she project holographic images. Her armored-alloy torso is charged with electricity; any who touch her suffer 2-8 HP electric damage. Her armored torso and blades are only effective so long as they are powered; a full charge will keep them powered for 28 + d3 hours. Should she be unable to recharge, she loses her powered functions (monofilament blades, plasma, electric charge), her AC drops to 3, and she must attack by fists for 3-8/3-8 damage.

SL10A-17: Cloister

The 40'-tall cloister of the knights presents a stark contrast in light and dark. The center of the cloister is brightly lit with

natural sunlight, while the surrounding ambulatory is dark. The ambulatory is formed of octagonal pieces of black marble. The north wall is dominated by three enormous 15' doors made of ebony (see SL10A-26).

The center of the area, or the cloister proper, contains a burbling fountain as well as a riot of lush greenery. The plant life thrives due to the sunlight that streams down from three light shafts cut in the ceiling. A winding path of white stones winds among three cherry trees, four dogwoods, eight blueberry bushes, several planted herbs, and a dozen varieties of annual flowers.

SL10A-18: Training Hall

Carved out of the naked granite, this large hall features a sand floor and bright magical light from a half-dozen **continual light** rocks attached to the walls. Along the north wall are various racks holding equipment for martial training: four suits of man-sized leather armor, jo- and bo-sticks, a rack of spears, three two-handed swords and a half-dozen broad swords, and 1-6 other miscellaneous weapons.

A rather decrepit rudishva security construct (see new monsters) in the form of a varumani tactical advisor presides over the training hall. The tactical advisor is affectionately called Stink by the knights and varlets for the sharp odor emitted by his slightly rancid biological components. Stink knows three dozen training routines, both with and without weapons, and is one reason for the knights' formidable combat prowess. Stink instantly aids any knight or varlet who calls for his assistance in combat (say, in any general melée that breaks out at SL10A-16), but he is not inherently hostile to non-knights. Should he be encountered without knights or varlets, he offers to 'pump up' the skills of any likely looking warriors. In such circumstances Stink can serve as a trainer for fighters up to the 10th level of experience.

Currently one knight and two varlets are training with Stink.

Inhabitants:

1. **Sir Hazel**, **the Sun-Scarred Knight** (see new monsters), **9th-level male hill dwarf fighter**: SZ S; AL LE; AC -2; MV 90'; HD 9; HP 99; #AT 3/2; Dmg 8-13 (**war hammer +3**) or 4-7 (dagger) or 2-5 (light crossbow with **bolts +1**). Abilities: STR 18/43, INT 11, WIS 12, DEX 10, CON 17, CHA 13. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**; **circlet of command**; **backpack of capacity** (see new magic items for all three); **war hammer +3**; dagger; light crossbow with 12 **bolts +1**.
2. **Balthild**, **varlet to Sir Simonet** (3-131), **and a 5th-level female Archontean fighter**: SZ M; AL LN; AC 0; MV 120'; HD 5; HP 42; #AT 1; Dmg 4-11 (**long sword +2**) or 1-6 (short bow). Abilities: STR 17, INT 13, WIS 12, DEX 16, CON 15, CHA 9. Possessions: **chain mail +2** and medium shield; **long sword +2**; short bow with 20 arrows; 2 **potions of heroism**.
3. **Guillemin**, **varlet to Sir Hazel**, **and a 5th-level female Thorcin fighter**: SZ M; AL LN; AC 0; MV 120'; HD 5; HP 49; #AT 1; Dmg 4-9 (**spear +2**) or 2-7 (short bow with arrows +1). Abilities: STR 16, INT 11, WIS 15, DEX 16, CON 16, CHA 13. Possessions: **chain mail +2** and medium shield; **spear +2**; short bow with 5 **arrows +1** and 10 normal arrows; 2 potions of heroism.
4. **Stink**, **a varumani tactical advisor form of rudishva security construct** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 8; HP 51; #AT 2; Dmg by weapon or 2-12/2-12. Special defenses: immune to poison, cold, and mind-affecting spells; regenerate 2 HP/round.

Treasure:
Miscellaneous weaponry and armor (see text).

SL10A-19: Smithy

This side chamber is hot and smoky, as it contains the smithy for the knights. Like the training hall, the smithy is undecorated stone. Here the smith, Astrid the Strong, and her assistant, Georgios, produce the high-quality steel items used by the knights.

The hot forge occupies the ell to the west of the chamber, with a venting shaft that leads to an unmapped series of small caves above. It is an impressive affair, with three bellows and several layers of steel grill on which metal can be heated and shaped. A small fire elemental has been bound to the forge for centuries, and provides the main heat source.



The center of the chamber holds three anvils, two basins with water, three racks with high-quality smithing tools, and molds for all the usual knights' accoutrements (armor, swords, lances, etc.).

Stacked along the east wall are materials: 150 5-lb ingots of steel, 200 5-lb ingots of iron, 50 5-lb ingots of silver, 30 5-lb ingots of gold, 10 5-lb ingots of platinum, 20 5-lb lumps of **arcanum** (see new magic items), approximately 3 cords of charcoaled wood, etc.

Next to the door are several racks with newly finished equipment, including two complete sets of knights' gothic armor, four broad swords, and three lance heads for the knights' sun lances (see new technological items). None of these has been enchanted yet.

The southernmost section of the chamber is set off by a thick red velvet curtain. Behind the curtain are two beds, two chairs, a table with several packs of playing cards, and a hanging rack with three changes of tunics for each smith.

The Smiths: As with all the others who live within the knights' domain, Astrid was taken as a child and raised within the hold as the apprentice to the former smith. She is a 51-year old Wiskin, with rippling muscles, prematurely grey hair, and an endless store of bad jokes. Georgios was purchased from the Guild of Service (4-2) as a boy explicitly to become Astrid's apprentice. He is 17 years old, with dark black hair and a depressive demeanor. While both are subject to regular **suggestions** from Master Malachite, they are essentially content with their life.

Inhabitants:

1. **Astrid the Strong**, **female wiskin**: SZ M; AL LN; AC 10; MV 120'; HD 1-1; HP 5; #AT 1; Dmg 2-5 (**dagger +1**). Possessions: a beautiful silver and turquoise necklace (145 gp); a **dagger +1**.
2. **Georgios**, **male Archontean**: SZ M; AL CN; AC 10; MV 120'; HD 1-1; HP 3; #AT 1; Dmg 1-4 (dagger). Possessions: silver neck torc (25 gp); dagger.
3. **1 fire elemental**: SZ L; AL N; AC 2; MV 120'; HD 8; HP 52; #AT 1; Dmg 3-24. Special attacks: combustion. Special defenses: +2 weapons or better to hit.

Treasure:
The ingots (see text) are valuable. Each iron ingot is worth 5 cp; each steel ingot is worth 5 sp; each silver ingot is worth 250 sp; each gold ingot is worth 250 gp; each platinum ingot is worth 250 pp. The **arcanum** (see new magic items) is worth 50,000 gp.

SL10A-20: Tech Graveyard

This 15'-tall chamber is crammed with broken and useless pieces of rudishva technology. A narrow path threads through the stacked boxes and broken housings. Alongside generic consoles, view screens, power couplings and other items, those familiar with rudishva technology might recognize the following: a security encoder, a portable medical unit, a portable point defense controller, three point defense arrays, a Nutri-vore 2000 food dispenser, a jet-ski, a hover sled, two GnuCoder 3000 data recorders, a CompositScan 3000 mineral detector, a biohazard suit, and an aquafactor (see new technological items for all). All these items are non-functional. A GM might decide that one with significant experience with rudishva technology and a sufficiently high INT (INT>16) might be able to repair a given piece of equipment; to do so would require quite a bit of cannibalizing of other pieces of equipment and has only a 25% chance of success.

Hidden under the piles of junk is a functional troll chest keyed to Master Malachite; it contains a kaliyani blasting rod, two biometric protection cards, and a battle helmet (see new technological items for all). It takes 5-8 turns of searching to locate the chest.

Also scattered throughout the room are the disassembled pieces of a military-grade security construct, once known as Dronke. She ceased functioning over a millennium ago and many of her electronic systems were repurposed to repair other equipment. Master Malachite and the knights know of no way to rebuild her. Kerbog Khan, however, might be able to do so: see SL12-28 for details.

Finally, hidden in the southwest corner of the room, behind a set of dangling power cords, is a love nest used by varlets and the occasional knight. The 'nest' contains two thick candles, some blankets and pillows, and two bottles of rudishva aquavit (see Arden Vul items). Both the Master and Sir Ennius are aware of the love nest, but tolerate it for purposes of morale.

Treasure:
Troll chest, kaliyani blasting rod, two biometric protection cards, and a battle helmet (see new technological items for all).

SL10A-21: Solar

This well-appointed chamber allows the residents of the citadel to relax in comfort. All surfaces are sheathed in octagonal slabs of black marble, while the floor is covered with four large Archontean carpets (200 gp per carpet). Three leather sofas, six leather chairs, five side tables, three coffee tables, and three tripods of heating (see new magic items) complete the furnishings. A wine rack holds 20 bottles of rudishva aquavit (see Arden Vul items). The southeast corner holds one of the knights' few remaining pieces of operable rudishva machinery, a Nutri-vore 2500 food dispenser (see new technological items). As the knights have a working kitchen in the citadel proper (SL10B-5), they currently use the Nutri-vore solely to synthesize rudishva aquavit.

There is a chance that one or two knights are currently relaxing in the solar.

Secret Door (north): The door is hard to find (1 in 8), mostly because it is simply a regular 3' octagonal panel of black marble hinged on the reverse. Once located it opens easily enough, by pulling the panel into the room. **Note**: the aperture leading to SL10A-25 is only 3' square.

Inhabitants:

1. **Sir Ennius** (40%), **the Sun-Scarred Knight** (see new monsters), **7th/9th-level female high elf fighter/magic user**: SZ M; AL LN; AC -2; MV 120'; HD 9; HP 52; #AT 3/2; Dmg 10-17 (**long sword +3**), 7-10 (dagger) or 2-5 (light crossbow with **bolts +1**). Abilities: STR 18/00 (from **gauntlets**, 16 natural), INT 15, WIS 12, DEX 15, CON 15, CHA 16. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**; **circlet of command**; **backpack of capacity** (see new magic items for all three); **long sword +3**; dagger; light crossbow with 16 **bolts +1**; **gauntlets of ogre power**; **wand of conjuration** (31 charges), **wand of paralyzation** (43 charges); key to SL10A-23. Memorized spells: **charm person**, **identify**, **magic missile**, **shield**; **continual light**, **forget**, **web**; **dispel magic**, **fireball**, **suggestion**; **charm monster**, **ice storm**; **cone of cold**. Her spell-book is in her chamber (SL10B-22).

2. **Sir Hegemon** (50%), **the Sun-Scarred Knight** (see new monsters), **12th-level female Thorcin fighter**: SZ M; AL N; AC -2; MV 120'; HD 12; HP 98; #AT 3/2; Dmg 5-10 (**spear +3**), 2-5 (dagger), or 3-6 (light crossbow with **bolts +2**). Abilities: STR 17, INT 11, WIS 15, DEX 12, CON 16, CHA 13. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**; **circlet of command**; **backpack of capacity** (see new magic items for all three); **spear +3**; dagger, light crossbow with 18 **bolts +2**.

SL10A-22: Library

This long chamber is 20' tall and features octagonal black marble sheathing with rounded edges in the original rudishva style. Ten wooden bookshelves stand against the flat sections of the walls. The center of the library holds three large tables, each 15' long and 5' wide, and a dozen heavy oak chairs. A pair of floor-standing globes made of copper, with colored glass inserts to represent features, stand at either end of the column of tables. One of the globes depicts Magae (the world of Archontos); it would be of intense interest to Archontean officials in any of the big cities (10,000 gp) as it shows parts of the globe with which the empire is unfamiliar. The other globe depicts the rudishva homeworld.

The library stacks are filled with hundreds of volumes that the knights either appropriated, copied, or were gifted over the centuries. Among the riches are copies of every work listed in the Arden Vul books appendix (except those that are autograph originals, e.g. *Kel Bormol's Chess Diary*) and many others at the GM's discretion.

Inhabitants:

1. **Sir Larel**, **the Sun-Scarred Knight**, **13th-level male Thorcin fighter**: SZ M; AL LN; AC -2; MV 120'; HD 13; HP 103; #AT 2/1; Dmg 8-14 (**broadsword +3**), 6-9 (**dagger +2**), or 1-4 (light crossbow). Abilities: STR 18/23, INT 15, WIS 9, DEX 11, CON 16, CHA 14. Possessions: gothic armor and sun lance (see new technological items); **solar ring**; **circlet of command**; **backpack of capacity** (see new magic items for all three); **broad sword +3**; **dagger +2**, light crossbow, 16 **bolts +3**.
2. **Charity**, **varlet to Sir Spes** (SL10A-24), **4th-level male elf fighter**: SZ M; AL LN; AC 0; MV 120'; HD 4; HP 31; #AT 1; Dmg 3-10 (**long sword +1**) or 1-6 (short bow). Abilities: STR 17, INT 16, WIS 14, DEX 16, CON 11, CHA 14. Possessions: **chain mail +2** and medium shield; **long sword +1**; short bow with 20 arrows; 2 **potions of heroism**.

SL10A-23: Inner Reading Room

The door to this room is locked; keys are held only by Master Malachite (SL10A-32) and Sir Ennius (SL10A-21).

The chamber is undecorated granite. It contains a simple wooden work desk with a wooden chair, but also an incredible treasure: a fully operational rudishva GnuCoder 5000 full-immersion sensory experience and four greater rudishva power supplies (see new technological items). Next to the GnuCoder is a chest with a score of data crystals (see new technological items). These data crystals comprise a linear history of the Sun-Scarred Knights, from their formation during the last years of the rudishva hegemony, to their hidden existence for most of the Archontean period, to their return as arbiters of a certain kind of status quo in the past eight centuries. The most useful crystal is entitled *The Formation of the Harmonious Brotherhood* (see Arden Vul books).

SL10A-24: Solar Chapel

The chapel is perfectly proportioned, with a 30' ceiling, octagonal black-marble sheathing on the walls and ceiling, and checkerboard black-and-white octagonal marble sheathing on the floor.

A shaft of sunlight emerges from a set of light wells in the ceiling to illuminate a simple red porphyry altar at the north end of the chamber. On the altar is a bonzai garden, with a 3' shaped pine and an assortment of polished river stones in various colors. By the garden is a pair of shears and a small watering can.

In front of the altar are six 10'-long wooden benches in two columns. Behind them is a 20'x20' carpet featuring a blazing sun (450 gp).

The altar can be moved if a successful bend bars roll is made. It reveals a sloping natural passageway heading north. None of the knights are aware of this tunnel.

GM Note: Although called the solar 'chapel', no deity is associated with this chamber and it is not actually 'holy' in any sense. Master Malachite intended it to provide a non-denominational spiritual focus for his order. It is rarely used, however, except by those knights who require some space for meditation. Sir Spes, the beastman knight, frequently comes here to meditate and practice a series of poses that resemble tai-chi. A few other knights, both past and present, have secretly used the chapel to worship solar deities from 'real' pantheons (e.g. Horus and Seker in the old days, and Mitra and Atashak in the present). Of the current knights, only Sir Hegemon (SL10B-19) harbors any such religious beliefs.

Secret Doors (south): The door is hard to find (1 in 8), and only Master Malachite knows of its existence. It opens by inserting a 1" rod-shaped item into a hole 12' up the face of the south wall. The corridor leading south is 5' wide and rough carved. The secret door into SL10A-25 is obvious (1 in 3), and opens by releasing a catch on the wall.

Inhabitants:

1. **Sir Spes**, **the Sun-Scarred Knight** (see new monsters), **9th-level female beastman fighter**: SZ S; AL LN; AC -2; MV 90'; HD 9; HP 82; #AT 3/2; Dmg 5-10 (**short sword +3**), 2-5 (dagger), or 4-7 (light crossbow with **bolts +3**). Abilities: STR 17, INT 15, WIS 14, DEX 11, CON 15, CHA 8. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**; **circlet of command**; **backpack of capacity** (see new magic items for all three); **short sword +3**; dagger; light crossbow with 12 **bolts +3**.

SL10A-25: Secret Chamber

This chamber is undecorated, with unfinished surfaces. A battered wooden bench and three 3'x4'x3' chests comprise its contents. The chests contain coins: 17,931 cp, 11,459 sp, and 4,182 gp respectively.

Originally conceived as a hidden treasury, the knights have ceased to use it for this function since the citadel seems impregnable and this chamber is difficult to access from the solar. Although known to most knights, few visit it. Malachite (SL10A-32) might use it is a refuge if hard-pressed.

Secret Door (north): The door is difficult to find (1 in 8), and can only be opened from this side by exerting force to pull it open (open doors check).

Secret Door (south): The door is normal to find from this side. It opens by pulling open the hidden panel; doing so reveals a 3'-square tunnel leading to the solar (SL10A-21).

Treasure:
17,931 cp, 11,459 sp, and 4,182 gp.

SL10A-26: Triple Doors

Three 15' doors made of carved ebony lead from the cloister to the inner sanctum. The doors are not locked, but are heavy (open doors check with a bonus of 1). They are also carved in floral patterns, aside from a leering, horned, devilish face in the center of each one. The carved faces having gaping mouths, which serve as (harmless) door handles.

The short hallway within is sheathed in octagonal slabs of white marble.

SL10A-27: Burial Cavern of the Knights

This cavern is tall and shows signs of being worked on most sides. It rises 100' from floor to ceiling. The entrance corridor (SL10A-26) and the master's ledge (SL10A-30) are located 20' below the ceiling. The scarification platform (SL10A-28) is 50' below the ceiling. The north wall has been flattened, and the east and west walls have been shaped and flattened. The home of the master lies to the north, while the simple tombs of previous knights line the side walls.

The cavern is deathly quiet and bereft of almost all life. The floor of the cavern is covered in 15' of cold, clear water. Growing amid the water are three-score weird columnar formations of multicolored matter; the formations sway in the water, while their tops just protrude from the water (by about 6"). The formulations are chemoautotrophs, and thrive on the carbon dioxide that slowly bubbles up from the floor of this chamber. The formations are a mixture of yellow, green, and pale blue, and are spongy to the touch. Fortunately they are harmless, although spelunkers may worry that they are some form of slime. Amid the columns are scores of broken rudishva weapons, some discarded when they ceased functioning but others purposefully smashed. None of the debris is usable.

Set into the walls are the simple tombs of those knights who have served the sept over the centuries. There are 250 tombs, of which 219 are occupied (there have actually been 257 knights, but the corpses of 38 were never recovered). In keeping with the collective ethos of the sept, tombs are unmarked, and nearly bereft of grave goods. Each tomb holds a well-preserved (but not mummified) body wrapped in white linen. A copper amulet in the form of a sunburst lies on each corpse (10 sp each).

SL10A-28: Scarification Platform

Atop a slender (10'-diameter) column of rock rising 50' from the floor of the cavern sits the central ritual site for the knights. Atop the platform is a stone table about 4.5' tall, a copper knife, and a copper basin. At one end of the table's top is a slot 3" long, ½" wide, and 6" deep. At the other end of the table is a semi-circular indentation about 1" in diameter; the interior is carved to resemble a beetle.

Inserting a metal object of appropriate size (e.g., a dagger or rapier blade, or the nearby copper knife) into the slot activates a mechanism that causes a triangular, telescoping, plasteel bridge (similar to those at SL10A-11) to extend from the platform towards area SL10A-30. Given the differences in height between the two ledges, the plasteel bridge is quite steep. Fortunately the flat side of the triangle (and not a sharp side) is upward. So long as the object is in the slot, the bridge remains in place; when it is removed, the bridge retracts.

The indentation is designed for the **solar rings** (see new magic items) worn by all of the knights (with their scarab beetle stones). Pressing such a ring into the indentation for 10 seconds causes a metal door to open in the roof of the cavern, allowing a 20'-diameter shaft of sunlight to bathe the center of the platform.

Known as the scarification platform, it is where varlets are ritually transformed into Sun-Scarred Knights. The ritual involves several steps.

1. All existing knights join Master Malachite on the platform, surrounding the candidate, who lies on the stone table. They greet him and ask him/her if he is ready to join the brotherhood. He or she agrees, and utters an oath of fidelity to the Master and the other brothers.
2. Master Malachite opens a vein on his arm with the copper knife, and collects his blood in the copper basin
3. Two of the senior knights carves ritual marks into the face and forehead of the new knight, while the rest of the sept chants the knights' credo
4. The most senior knight presses his/her solar ring into the indentation, causing the platform to be bathed in sunlight.
5. Master Malachite steps into the sunlight, his flesh smoking, and pours his blood onto the ritual marks
6. Thanks to the sunlight, the blood sears into the flesh of the new knight, permanently scarring him/her.

SL10A-29: Cave, with Tunnel to 6-39H

Within the last few months a strange and unique heqeti slime (see new monsters) has eaten its way through a vein of granite boasting a specific and very narrow range of hardness on the moh scale. It followed that vein from Level 6 to this location, where it discovered that the corpses of long-dead knights are also digestible. It may currently be found here, devouring the remains of three knights. If unchecked, it will proceed to devour more remains at the rate of one per week; within 6 months it will have eaten its way into the Master's sanctum, but will then be destroyed by the Master. Until then it is quite dangerous.

Inhabitant:

1. **1 unique plum-colored heqeti slime** (see new monsters): SZ M; AL N; AC 6; MV 10'; HD 6; HP 33; #AT 1; Dmg special; MR 15%. Special attacks: stone-eating; flesh-eating for 4-7 rounds; corrosive to metal. Special defenses: healed by electricity or lasers; slowed by cold.

SL10A-30: Master's Sanctum: Entrance

The entrance to the sanctum, or lair, of Master Malachite is an unassuming ledge on the north wall of the cavern (SL10A-27). The ledge is positioned 20' from the ceiling and 80' above the floor of the cavern. It leads to an iron door on which is painted a sunburst in yellow paint. The door has a dozen 1"-holes drilled through it; it is unlocked. **Note**: the ledge is accessible from the scarification platform if the bridge has been activated; see SL10A-28 for details.

SL10A-31: Master's Sanctum: Antechamber

This chamber is sheathed in octagonal slabs of black marble on all surfaces save the north wall; its corners are all rounded. The

east and west walls have been whitewashed, however, and frescoes are painted atop the white paint. In the center of the chamber is a wooden tripod supporting a bronze bell; a copper striker is attached to the frame by a cord. Next to the tripod is an open chest filled with rudishva jumpsuits of various colors.

The fresco on the east wall is in an ancient Archontean style and shows seven rudishva in black tactical suits standing in a chamber; they all gesture with their right hands towards a tunnel that leads to the outside, where a bright sun is shining. Each rudishva was originally named, in Mithric, but the names of six have been erased: the only remaining name is that of Melok-Ri.

The fresco on the west wall shows a rudishva in his tactical suit surrounded by hundreds of humans and demi-humans, all of whom are clad in the gothic armor of the knights. In fact the fresco is an enormous 'group portrait' of all the generations of the knights, with 257 separate companions. Some of the figures are faded, as they were first painted (and retouched) centuries ago; the current knights are smaller (in the background) and in more vibrant colors.

The north wall is native granite that has been polished to a reflective sheen. Three 3"-diameter holes lead from the wall to area SL10A-32; these allow Master Malachite to pass through the intervening rock in gaseous form. Sixteen copper pins have been inserted into the granite; from each dangles a black silk ribbon. Four of the ribbons are tied around pieces of rolled parchment.

The slips of parchment are petitions submitted by four of the knights to the Master, following ancient ritual. A knight can offer a petition at any time. Once per week the Master collects them all, reads them, and renders a decision. If the decision requires immediate action, the Master emerges and rings the bell five times; the knights know that this means that all available knights and varlets are expected to report to area SL10B-30 for convocation. If the decision does not require immediate action, the Master rings the bell once and leaves a hand-written answer by the bell.

Should the PCs somehow access area SL10A-31 without first neutralizing the denizens of the citadel proper (SL10B), and should they ring the bell multiple times, the knights will assume it means a convocation, and will gather in SL10B; the failure of the Master to appear serves to alert to the presence of intruders in the Sanctum. Should the bell be rung only once, one of the knights (at random) will appear within 3-6 turns to collect the master's reply; when it is not to be found, he/she will immediately raise the alarm.

The current petitions attached to the wall are these:

1. "Master, allow me to search for Sixth. His return is badly overdue. [signed] Spes." **GM**: Sir Sixth is currently senseless and lost in area 6-39; Sir Spes requests permission to locate and aid him.
2. "Master, I am concerned at the paucity of postulants. Allow me to take several goblins, humans or halflings from the upper levels and subject them to the trials. [signed] Calculor." **GM**: Sir Calculor is currently away on a short mission; he hopes his request will be addressed before his return.
3. "Master, [the GM should write a short note describing a recent adventure/action taken by the PCs within Arden Vul.] This group is dangerous and needs watching ... or elimination. Give me the honor of seeing to it. [signed] Discord." **GM**: the point is to convey to PCs that their actions have been observed by the knights, and that one – Discord – would like to take proscriptive action against them. Discord is currently located at 8-116.
4. "Master, the new group of human mages has mustered a large expedition into the old heqeti areas at the foot of the chasm. They are well-organized and extremely dangerous. I fear that, if left unchecked, they will disturb the balance of power we have so carefully worked to achieve. Their strength is such that a combined assault may be necessary to eliminate them. Your wisdom in this matter is desired. [signed] Ennius." **GM**: Sir Ennius (SL10B-29) is referring to the Priscian encampment at 9-31.

SL10A-32: Master's Sanctum: Master's Chamber

This richly appointed chamber is the private residence of Master Malachite, leader of the Sun-Scarred Knights. Malachite was originally known as Melok-Ri, a rudishva member of the crew of the Beacon. An incredibly ancient being, Malachite is content these days to spend most of his time here, in contemplation. The chamber is sheathed entirely in octagonal slabs of black marble, complete with rounded corners. Eight rudishva light globes (see new technological items) protrude from steel rods inserted horizontally into the walls; they provide bright light to the chamber. The room is subdivided into three areas.

To the east is Malachite's private relaxation area. A 20'x20' plush Archontean carpet featuring dragons lines the floor (1,500 gp). Malachite also has an uncomfortable-looking, orange plasteel, rudishva-style bed salvaged from elswhere in the halls, plus two armchairs, one an orange rudishva seat and the other a plush leather club chair. The area also holds a small bookshelf and a wine rack. The bookshelf is close to empty, as Malachite has given up reading over the past few centuries. It contains the following items: *Prosperity in the Eternal Now*, by Redip-Beq; *On the Terrible Old Gods*, by Sarquin of Archontos; *The Politics*, by Teracleon; *On Friends and Enemies*, by Teracleon; *Properties of Arcanum*; *True Tales of Larel One-Eyed*; *Harmony through Brotherhood*, by Isok-Crix; *Words and Symbols*: *an attempt to understand the symbols of the Old Ones*, by Hanon the Scribe; and *Poetic Interludes*, by Nerix-Vaj. The wine rack has a dozen bottles of good recent Archontean wine (40-120 gp per bottle), three bottles of truly excellent vintage wine (250 gp per bottle), and three plasteel 'bottles' containing incredibly ancient rudishva aquavit (see Arden Vul items – 300 gp per bottle).

To the west is Malachite's working area. The floor here is also covered in a plush, 20'x20' carpet showing scenes from the tales of Larel One-Eye (350 gp). Atop the carpet is a blue leather settee, a desk made entirely of ivory, and a troll chest keyed to Malchite (see new technological items). The wall above the desk has a corkboard to which is pinned a parchment map of the floor of the Great Chasm (Level 9), with most geographic features indicated and some temporary additions in pencil. These additions include 'strange hunters' at area 9-50; 'mushrooms' at 9-6; and next to the feature marked 'ancient bridge', an arrow and text reading 'powerful magicians' (i.e., 9-31). The desk is valuable (4,250 gp) but must be disassembled for travel (successful roll of 4d6 under INT to dissassemble). It contains various notes about Malachite's current goals (see below). The troll chest contains a full set of glass activation squares (see **Thothian teleportation rings** in new magic items); a parchment quire with addresses to all Thothian teleportation rings; and maps of all of the Archontean areas of Arden Vul (Levels 1, 2, 3, 4, and parts of 5, 6, 7, 8, and 9). On the maps secret doors/rooms have only a 20% of being indicated, and natural tunnels and cave systems have a 25-75% chance of being

indicated (depending on the logical prominence of the tunnel/cave to the neighboring worked areas).

In the northern niche hangs a 6'-tall, egg-shaped object formed of bright yellow plasteel. It is one of only two rudishva portable medical units (see new technological items) that remains operative (the other is located at 6-85). This device has helped to ensure Malachite's longevity and continued health in the long millennia since the collapse of the rudishva hegemony. His vampirism, however, rendered use of the medical unit less imperative (and, strangely, the unit was unable to 'cure' Malachite of this condition). For this reason his memories are sharper than those of the Lord of Arena (6-85), whose use of a similar device has slowly eroded his memories over the years.

Beneath the medical unit is a 3'x6'x4' block of yellow plasteel pierced with holes of various size and direction (it was a piece of rudishva art, but may look to humans like Swiss cheese). The block serves as a display table for some of Malachite's treasured items. Beneath the block (which can be moved by succeeding at an open doors check) is a hole in the floor, which drops 15' to a tunnel leading to SL10A-33. On the table are the following: a crew-tag from the Beacon, in yellow plasteel, that reads 'Melok-Ri' in Glyphik; rust, brown, sky blue, silver, and platinum rudishva identity plaques (see new technological items); two 6"-cubes of plastic containing 'moving pictures' (holographs), one of two rudishva in flowing robes (his parents) and one of seven rudishva in official military gear (Melok-Ri and his friends); a slim piece of orange plasteel on which are numerous Rudishva glyphs (**GM**: the initial compact forming the Harmonious Brotherhood, the predecessors of the Knights); and a porcelain tea service of exquisite quality (225 gp).

Malachite's Actions

Malchite rarely leaves his sanctum these days. Indeed, there is only a 33% chance that he responds to a general alarm in the Citadel (see SL10B-2). Still, he is a formidable opponent. Should he be surprised in his sanctum, where he has few weapons or defenses, he immediately reverts to gaseous form, and flees down the tunnel to SL10A-33. There he equips himself and proceeds to SL10A-34, where he takes stock of the situation. If he is being pursued, he retreats to SL10A-24 and then attempts to retreat to the Citadel (SL10B) to rally any remaining allies. If he is not being pursued, he may wait in SL10A-34 until foes depart (66%) or he may attempt to surprise and confront those who have invaded his sanctum (33%). Although as a vampire he is capable of using energy drain, Malachite has sworn a vow not to create any new vampires; he uses his energy drain only in extremis.

Inhabitants:

1. **Master Malachite**, **aka Melok-Ri**, **rudishva vampire**: SZ L; AL LN; AC 1; MV 120' or 180' flying (Class B); HD 15; HP 88; #AT 1; Dmg 5-10 (claw). He uses combat and saving throw tables as a 15th-level fighter. Special attacks: energy drain; charm gaze (-2 to saves). Special defenses: shape change (bat); assume gaseous form; summon 10-100 rats or bats; immune to charm, hold, sleep; +1 or better weapons to hit. Abilities: STR 18/76, INT 18, WIS 18, DEX 12, CON 14, CHA 17. Possessions: key to SL10A-16, rudishva jumpsuit; **solar ring** (see new magic items); **circlet of command** (see new magic items); command bracelet (see new technological items); and keys to SL10A-23, SL10A-30. For Malachite's stats when ready for battle, see SL10A-33.

SL10A-33: Master's Retreat

This chamber is similar to the master's sanctum in its broad features: octagonal slabs of marble sheathing, no right angles, and four rudishva light globes (see new technological items). It is empty save for several racks holding a veritable arsenal of weapons and armor, most of which are rudishva in origin and thus incredibly deadly: a rudishva tactical suit, a personal defense array, a rudishva dart thrower with two clips of each type of dart, a battle helmet, a web sling with 3 of each type of rudishva grenade, a laser pistol, a laser rifle, five unused lesser power supplies, and a sun lance (see new technological items for all). In addition to the technology, the chamber holds a suit of beautiful gilded **chain mail +5**, a **vorpal long sword**, ten torches, and a **continual light** rock held in a velvet pouch.

Secret Door (south): The door is normal to find from the chamber side, and opens merely by pushing it inward. From the tunnel side it is easy to find.

Inhabitants:

Battle-ready Master Malachite, **aka Melok-Ri**, **rudishva vampire, equipped with armor and weapons**: SZ L; AL LN; AC 0; MV 120' or 180' flying (Class B); HD 15; HP 88; #AT 1 or 2/1; Dmg 5-10 (claw) or 8-15/8-15 (**vorpal long sword**). He uses combat and saving throw tables as a 15th-level fighter. Special attacks: energy drain; charm gaze (-2 to saves). Special defenses: shape change (bat); assume gaseous form; summon 10-100 rats or bats; immune to charm, hold, sleep; +1 or better weapons to hit. Abilities: STR 18/76, INT 18, WIS 18, DEX 12, CON 14, CHA 17. Possessions: rudishva tactical suit; rudishva battle helmet; 9 rudishva grenades (3 of each kinds); laser pistol; personal defense array (see new technological items for all these); a **solar ring** and a **circlet of command** (see new magic items for both); a sun lance (see new technological items); the **vorpal long sword**; and keys to SL10A-23, SL10A-30.

Treasure:
See text.

SL10A-34: Master's Second Retreat

This rough-hewn chamber is dark and only 8' tall. A 5'x2' mirror leans against the north wall, and a simple wooden stool sits before it. The mirror is a treasure of incalculable value, a **mirror of mental prowess** that Master Malachite uses to observe the goings-on within the knights' hold (and beyond). If driven here from his sanctum (SL10A-32), he uses the mirror to determine where his enemies and allies are before deciding how to act.

Secret Door (east): The door is difficult to spot from within SL10A -34 (1 in 8), and opens by depressing a knob of rock on the floor. From the tunnel leading from SL10A-33 it is easy to spot (1 in 4), and opens by releasing a fairly obvious spring-catch.

Treasure:
Mirror of mental prowess.



SUB-LEVEL 10B: THE CITADEL OF THE SUN-SCARRED KNIGHTS

This area defines one half of the domain of the powerful sept of warriors known as the Sun-Scarred Knights (the other half - the Hold - is found at Sub-Level 10A). The Citadel is comprised of seven floors of chambers hollowed out of the 150'-tall pillar (SL10A-14) that stands in the great cavern (SL10A-7). The Citadel was the original home of the Sun-Scarred Knights, before they delved the extra chambers known as the Sanctum (SL10A-16 to SL10A-34). It remains the residence for the knights and varlets, even if many of the knights prefer the greater comfort of the Sanctum for their leisure time. The Citadel is also home to the Chapter House (SL10B-30), where the entire Order meets to consider its collective business. The exterior walls of the citadel are 10' thick, and are punctured only in a few places:

1) The southern entrance (SL10B-1; see also SL10A-13), which is 40' from the cavern floor and obtained by the bridge from SL10A-12;
2) A series of arrow slits cut into the outer wall, also at a height of 40-50' from the cavern floor;
3) The northern entrance (SL10B-24), at a height 80' above the floor and connected to the bridge at SL10A-15;
4) A pair of arrow slits on the north wall, also at a height of 80' from the cavern floor.
5) A pair of 1"-diameter holes in the north wall, leading to SL10B-30. These are used by Master Malachite when he travels by gaseous form from SL10A-32 to lead the infrequent sessions of the Chapter of the Knights.

If visitors to the Citadel appear hostile, they are met by missile fire and magic from the defenders (see SL10B introduction for details). All knights currently in the Citadel rally either to the 3rd floor (SL10B-2), 5th floor (SL10B-23 and SL10B-25), or 6th floor (SL10B-28) of the citadel to repel invaders. They are joined by Ricchar Wither-Hand and his apprentice, Jolene (see SL10B-26), who use their magic in defense of the citadel. If possible, the knights and varlets currently found in the inner sanctum (SL10A-16 to SL10A-26) will rush across the bridge (SL10A-15) to join the defense. Master Malachite (SL10A-32) is unlikely (33%) to join the defense of the citadel.

For information about the Order of Sun-Scarred Knights, including their number, organization, and leadership, see the introduction to Sub-level 10A.

General Construction Notes

Archontean areas: SL10B-1 to SL10B-30

Important NPCs

Sir Philautia (SL10B-2)
Sir Vambrace (SL10B-2)
Ricchar Wither-Hand (SL10B-26)

Factions

The entire sub-level is under the full control of the Sun-Scarred Knights

Access and Egress

To Sub-Level 10A: door at SL10B-1, leading to SL10A-13
To Sub-Level 10A: portcullis and bridge at SL10B-24, leading to SL10A-15

Random Encounters

The inhabitants move throughout the Citadel regularly. For every 3 turns the PCs are undetected in the Citadel (if that is even possible), there is a 1 in 4 chance for an encounter. The encounter will be the residents of the nearest occupied chamber (50%), or one of the knights or varlets currently found in the Sanctum (50%). For the latter, the GM should choose the current occupants of SL10A-16 to SL10A-24. With any encounter, those discovering the PCs will attempt to raise the alarm before engaging in combat.

Level Key

SL10B-1: Entrance Hall

The front door (see SL10A-13) leads to an undecorated chamber and a second door, identical in all respects to the outer door except that it lacks the knocker. The second door is barred on the inside with two heavy beams. A 3'-tall urn in the entrance hall contains water and a sponge; a sign in Archontean on the wall above it reads "Please rinse all bloodstains from walls before exiting."

Observant visitors or attackers may notice murder holes in the ceiling (SL10B-12).

SL10B-2: Knights' Hall

The third floor of the citadel is one big open chamber supported by five massive columns. The outer walls are pierced by regular arrow slits. Each slit is normally closed off by a wooden shutter latched on the inside of the wall. The southeast corner lacks an arrow slit, but has a fireplace that connects to the flue running up this part of the wall. A speaking tube in the arrow slit to the left of the door leads to area SL10A-13.

The hall is lit by a five **continual light** stones hung on the walls. A bronze bell hangs from a nook attached to the outside of the stairwell. Eight settees, a dozen leather chairs, two gaming tables, ten side tables, a cloak rack, two weapon racks, and three barrels of arrows comprise the furnishings; all are made of sturdy wood carved with the occasional gargoyle and gremlin. Two impressive, life-sized bronze statues – one of a pouncing panther, the other of a springing antelope – stand in the northern half of the chamber (worth 18,000 gp each).

Two heavy, wool, ankle-length black cloaks hang on the rack, while the weapons racks hold eight short bows (two of which are **short bows +2**) and a score of javelins (six of which are **javelins +2**). The gaming tables store two sets of draughts made of ivory (150 gp per set); a score of ivory dice (50 gp for all); a fine set of Archontean chess pieces made of ebony and ivory (250 gp); a simple set of chess pieces made of wood (25 sp); and a set of silver knucklebones (75 sp). In addition to these items, two kegs of weak beer (15 sp each) provide sustenance for the inhabitants.

Unless the knights are anticipating trouble, only two knights and two varlets will be found here. Presently, Sir Philautia, Sir Vambrace, and their varlets, Hogier and Boniface, are present, conversing idly and playing games of chance. The varlets take a circuit of the arrow slits every 3 turns, looking for lights and listening for noise in the chasm. If they are alarmed by something, or if visitors knock on the outer door (SL10B-1), they immediately ring the bell vigorously, bringing assistance from other floors of the Citadel and Sanctum within 3-6 rounds (but Master Malachite has only a 33% chance of responding – see SL10A-32). Sir Philautia then uses the speaking tube to warn off visitors. Visitors typically have only a few moments to either retreat or convince the knights that their mission/question is worth discussion before the inhabitants of the hall resort to defensive missile fire.

Inhabitants:

1. **Sir Philautia, the Sun-Scarred Knight** (see new monsters), **13th-level female Archontean fighter**: SZ M; AL CN; AC -2; MV 120'; HD 13; HP 93; #AT 2/1; Dmg 7-14/7-14 (**long sword +3**), or 4-7/4-7 (dagger). Abilities: STR 18/73, INT 11, WIS 12, DEX 14, CON 15, CHA 18. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**; **circlet of command**; **backpack of capacity** (see new magic items for all three); **long sword +3**; dagger.
2. **Sir Vambrace, the Sun-Scarred Knight** (see new monsters), **11th-level male Wiskin fighter**: SZ M; AL LN; AC -2; MV 120'; HD 11; HP 100; #AT 3/2; Dmg 5-12 (**battle axe +3**), or 2-5 (dagger). Abilities: STR 17, INT 9, WIS 10, DEX 11, CON 16, CHA 14. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); **solar ring**; **circlet of command**; **backpack of capacity** (see new magic items for all three); **battle axe +3**; dagger.
3. **Hogier, varlet to Sir Philautia, 6th-level male Wiskin fighter**: SZ M; AL LN; AC 2; MV 120'; HD 6; HP 65; #AT 1; Dmg 5-11 (**hand axe +2**), or 2-7 (short bow with arrows +1). Abilities: STR 18/33, INT 10, WIS 12, DEX 12, CON 17, CHA 12. Possessions: **chain mail +2** and medium shield; two **hand axes +2**; short bow and 20 **arrows +1**; 2 **potions of heroism**.
4. **Boniface, varlet to Sir Vambrace, 5th-level male Archontean fighter**: SZ M; AL LN; AC 0; MV 120'; HD 5; HP 43; #AT 1; Dmg 4-11 (**long sword +2**) or 2-7 (short bow with **arrows +1**). Abilities: STR 17, INT 13, WIS 12, DEX 16, CON 15, CHA 9. Possessions: **chain mail +2** and medium shield; **long sword +2**; short bow and 20 **arrows +1**; 2 **potions of heroism**.

Treasure:
Large bronze statues; magic weapons; gaming items (see above).

SL10B-3: Grand Staircase

This 10'-wide circular staircase winds through all seven levels of the citadel. Steps are steep and narrow. **Continual light** stones are posted at each floor.

Two features of the staircase are unusual. First, the height of the risers and width of the treads is variable, making it difficult for those unfamiliar with the stairs to move quickly up and down it or to fight on it. Movement on the stairs is halved, and those fighting on the stairs suffer a -1 penalty to 'to hit' rolls and find their effective AC worsened by 1. The second feature is a trap.

Trap (partly illusory stairs): The 4' of the staircase closest to the outer wall is actually a permanent illusion meant to look like stairs. In fact, there is nothing there, and those who hug the outside wall of the stair will fall all the way to the cellar, taking appropriate damage: each level is 20' apart, making the floor of level 7 (SL10B-30) 120' above the floor of the cellar (SL10B-7). The landings at each level of the citadel are, however, fully intact.

SL10B-4: Lower Solar

This lounge contains six heavy wooden chairs with leather seats, three side tables, and, along the north wall, a storage cabinet containing linens. There's a 50% chance that the cooks are relaxing here (see SL10B-5).

Inhabitants:

1. **Fogduster** (50%): see stats at SL10B-5
2. **Hemptwister** (50%): see stats at SL10B-5

SL10B-5: Kitchen

The kitchen contains two heavy wooden prep tables, scores of pots and pans hanging from the ceiling, an impressive array of knives, and a walk-in pantry to the northeast. A large fireplace, with attached oven, sits in the southeast corner; the flue extends up to the knight's hall (SL10B-2).

Fogduster, the goblin cook, rules the kitchen with an iron hand. He is accompanied by his assistant, Hemptwister. While



Fogduster runs the show, Hemptwister is the genius at devising new recipes with limited supplies. The pair are to be found either at work in the kitchen (50%) or relaxing in the nearby solar (50%). They are loyal to the knights, and enjoy what they consider to be exalted positions.

The knives are serviceable but not valuable. The pantry contains lots of dried mushrooms, dried meat, dried fruit, and preserves; smaller amounts of flour, sugar, oil, and fresh fruit are also present.

Inhabitants:
1. **Fogduster**, **goblin** (50%): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 4; #AT 1; Dmg 1-6.
2. **Hemptwister**, **goblin** (50%): SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 3; #AT 1; Dmg 1-6.

SL10B-6: Dining Room

A 30'-long trestle table dominates the dining room. Built-in cupboards along the west wall hold simple plates, bowls, cups and utensils in a wide variety of styles. A huge sunburst motif has been painted on the southwest wall in yellow paint.

Lump, the varlet of Sir Calculor, is present here, gnawing on some old bones and picking at some pickled beets. He moves quickly to the knights' hall (SL10B-2) if the alarm bell is sounded.

Inhabitants:
1. **Lump**, **varlet of Sir Calculor** (see Level 5, Random Encounters), **5th-level male Thorcin fighter**: SZ M; AL LN; AC 0; MV 120'; HD 5; HP 43; #AT 1; Dmg 4-11 (**battle axe +2**) or 2-7 (short bow with **arrows +1**); STR 17, INT 8, WIS 12, DEX 16, CON 15, CHA 9. Possessions: **chain mail +2** and medium shield; **battle axe +2**; short bow and 15 **arrows +1**; 2 **potions of heroism**.

SL10B-7: Cellar

The bottom floor of the citadel is 20' tall and supported by four large pillars.

A deep well is set between the two southern pillars; it extends downwards to the aquifer. Next to the well is a bathtub and privy hole. The bathtub is carved from a single block of marble, and features impressive relief carvings of Archontean legionaries marching in triumph (250 gp). The tub has a cork stopper which opens to a runnel leading to the privy. The privy shaft leads down 50' to an unmapped and very smelly cavern with no other exits. Attached to the southernmost pillar is a mirror and a basin.

The rest of the cellar is packed with stored goods. Closest to the spiral stairs are food items: more dried mushrooms, meat, and fruit. To the north are racks and cases of wines and brandies, some quite old (perhaps 250 bottles, with most worth 5-50 gp, but with 25 worth 25xd100 gp). To the southwest are raw materials used throughout the citadel: iron and steel ingots; coils of rope; bolts of linen; unfletched arrows; torches; cookware; a barrel of lamp oil; and other mundane items.

To the east, behind the staircase, are the less frequently used items, and some curiosities: a **head of Thoth** under a blanket (Vipsania Torquil – see new magic items); a large bronze spear and shield taken from a colossus (100 gp each); a drapery depicting the third mystery of Set (see 4-111; 350 gp); a bocce set cast in solid bronze (125 gp); several fine examples of the taxidermist's art, in the form of a badger, a greyhound, and a porcupine (75 gp each); a travel trunk with five silk capes of different sizes and colors (80 gp for the lot); a ventriloquist's dummy in the form of a halfling (275 gp); and a set of five painted marble portrait busts in the old Archontean style (worth 250 gp each or 2,500 gp for the set).

Secret Door (north): The door is built into the wine racks and is normal to find. It opens by pushing a wine bottle against a concealed button.

SL10B-8: Secret Treasury

The knights keep their stocks of coin in this cramped, 5'-tall chamber. Four large stone bins hold the loot. One has 23,894 ancient silver pennies (see Arden Vul items) and 5,711 sp; another holds 47,153 cp (mixed ancient and modern); a third holds 9,879 ancient gold solidi (see Arden Vul items) and 3,973 gp; the last holds 572 ancient octagonal platinum coins (see Arden Vul items).

SL10B-9: Chamber of Sir Simonet

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: Simonet has two salvaged Archontean frescoes mounted on the wall, one showing a procession of priests of Set and the other showing a formal audience of an archon. In his chest is a beautiful ivory necklace carved to resemble cowrie shells (1,500 gp). He also possesses four books: the *Litany of Light*, a secretly-made copy of Alexandros's *On the Location of Priscus Pulcher*, the *Dogmatics of Father Set*, and a *Lexicon of Mithric* (see Arden Vul books for all).

Inhabitants:
Sir Simonet is currently absent from the citadel. He may be found at 3-131.

SL10B-10: Chamber of Sir Calculor

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: The desk holds a portfolio of watercolors made with a yellow wash, including images of a chasm cephalopod, a giant four-armed baboon, a flensing demon, a fungal forester, and Gimon (see new monsters for all). Notes on the back of the watercolors indicate where they were spotted and 1-2 actual abilities of the creature in question. An unbound quire also holds Calculor's notes about Rimmaq-Isfet, including speculation about the ichor of Rimmaq-Isfet (see new monsters). The chest holds a pouch with three black sapphires (5,000 gp each).

Inhabitants: Sir Calculor is away on a mission; he may be encountered in various random encounter tables on Levels 4, 5 and 6 and Sub-Level 6.

SL10B-11: Chamber of Sir Sixth

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: The desk holds a parchment chart showing a language tree from Mithric to Archontean, Thorcin, Beastman, etc.; a quire showing 25 Rudishva glyphs with Archontean equivalents; two large (3') gypsum rods (250 gp each); another quire entitled 'On vampirism', with a list of true and reputed abilities of vampires. On the final folio is written "Master Malachite????" [**GM**: a hint as to Master Malachite's nature; see SL10A-32]

GM Note: The Rudishva glyphs should provide assistance to PCs attempting to use rudishva devices or interpret rudishva writing elsewhere in the Halls. With possession of this quire, PCs are automatically able to decipher the next 5-10 pieces of rudishva writing that they encounter.

Inhabitants: Sir Sixth is currently at 6-39, where he has been rendered insane by a heqeti slime. He had been tasked with locating the weapons module of the Beacon (6-27).

SL10B-12: Murder Holes

A series of funneled murder holes are set into the floor here. To the south of the holes is a stone basin filled with caustic acid, as well as three stone ewers that may be used to scoop up the acid. Acid poured through the holes automatically showers anyone in the entrance hall (SL10B-1) with acid, doing 3-12 HP damage the first round and an additional 1-4 for two more rounds.

SL10B-13: Chamber of Sir Prudence

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: Prudence has a taxidermied head of a varumani, plus two exaggerated (and incorrect) exploded views of varumani bodies, with the parts labeled. He also has a 4'x4' frame into which sixteen 1'-square pieces of tanned 'hide' have been set (hides include human, varumani, beastman, goblin, demon, etc.). The desk drawer contains six sets of dice, two sets of which are loaded. Finally, he has a platinum crossbow bolt mounted to his bed frame (200 gp), a trophy given to a long-forgotten legionary in ages past.

Inhabitants: Sir Prudence is currently at the court of the troll thegn (7-75, 7-76A), where he is tasked with undermining Varboka's moves against the goblins.

SL10B-14: Chamber of Sir Mendacity

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: In her room Mendacity has several obscure treatises: *Why All So-Called Gods are Merely Avatars of the One Deity* by Loricar the Unread; *Divine Power is a Manifestation of Collective Will*, by the Unknown Areopagite; *How Divine Gifts of Power Differ from Demonic or Diabolic Influence*, by Geradreon; and *The Genealogy of the Deities of Archontos* by Velok the Scholar. She also has a keg of Hak's mushroom ale (see 7-94). On her bed are three 'stuffed animals' made of leather, fur, and horsehair.

Inhabitants: Mendacity is currently out of the citadel, on a mission to locate the heqeti stronghold on Level 7. She succeeded, but was taken captive in the process. She currently languishes at 7-81.

SL10B-15: Chamber of Sir Sorrow

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: Hanging on the walls are four oil portraits of Sorrow herself, each one depicting a different stage of grief (250 gp each). On the desk is an 'org-chart' for Deino and the Beastmen, showing each of the konturbia with leaders' names, as well as the names of the various counts; Sorrow has written "Where are the women?" on the side of the chart. Tucked into her chest are two cones of **incense of attraction** (see new magic items).

Inhabitants: Sir Sorrow is currently on a mission to the court of the goblin king (SL4-19), where she is attempting to prop up King Weskenim through sublety and manipulation. See stats at SL4-19.

SL10B-16: Chamber of Sir Discord

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: Discord has five sharpened and poisoned daggers hidden around his room ('because you're most vulnerable in your bedroom'): one in the desk, one attached to the underside of the mattress, one under the pillow, one in the wardrobe, and one underneath the gothic chair's seat (35 gp each). Mounted to the wall are some exotic weapons: a heqeti stone spear; a broken rudishva laser rifle; a usable man-catcher; two Wiskin two-handed swords; and a wiskin short bow, which, unbeknownst to him, is **Freki's bow** (see new magic items). On the desk is a quire of 24 folios, each with a separate Wiskinga battle chant glossed and translated in Archontean. Next to the quire are two single sheets

of parchment with Discord's servicable attempts to write his own Wiskinga chants.

Inhabitants: Discord is currently on a mission to locate the scepter of the goblins (8-69). He and his varlet, Rorgo, have tracked it to Level 8, and are currently stymied; they are holed up in the knights' rest (8-116), planning their next move.

SL10B-17: Chamber of Sir Spes

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: Spes has an original phlamoulon (triangular battle standard) from the 4th cohort of the II Legion (Sheepshead Rangers), who were slain to a man in Adrienic's ill-fated expedition versus the troll thegn (7-76); the phlamoulon is worth 10,000 gp to a current officer in the Imperial infantry. She also has a collection of helmets mounted on the wall, including a ratty beastman helmet, several archontean legionary helmets, a fine varumani helmet, and an ornate helmet from the Knights of the Azure Shield (see AK-1). All her bedclothes are in a particular shade of sky blue, and a worn, sky blue carpet sits on the floor. Atop her desk are three glass flasks sealed with corks. Each has a different heqeti slime (see new monsters) in it. These are: 1) purple, oily, fast-creeping spore-thrower; 2) electric blue, gelatin-like, pseudopod-traveling, blocker; 3) blue-black, gluey, motile-in-liquid, mild mind-altering.

Inhabitants:

1. Spes is currently in the solar chapel (SL10A-24). See her stats at SL10A-24.
2. **1 purple**, **oily and thick heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: spores kill in 3-18 days. Special defenses: healed by electricity or lasers; slowed by cold.
3. **1 electric blue**, **gelatin-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 20' pseudopod; HD 2; HP 11; #AT 1; Dmg special; MR 15%. Special attacks: forms impenetrable seal over a 2' area (possibly nose and mouth). Special defenses: healed by electricity or lasers; slowed by cold.
4. **1 blue-black**, **gluey heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 20' on liquids; HD 2; HP 12; #AT 1; Dmg special; MR 15%. Special attacks: hallucinations for 7-12 hours. Special defenses: healed by electricity or lasers; slowed by cold.

SL10B-18: Chamber of Sir Larel

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: Larel has a collection of simple, but effective joke toys: a glass eyball whose pupil pops out; a fart bag made of animal bladders; a 'giant' black widow spider (8" across) made of metal, fabric, and glass; and a pair of mummified human fingers. He has deluxe personal copies of *the Tales of Larel One-Eye* and *the Song of Jacinth the Rose* (see Arden Vul books). Larel also has a wooden specimen box with 24 compartments, each carefully labelled and holding a dried specimen of exotic mushroom (including each of those in the new flora appendix). Finally, Larel has also begun a sketchbook featuring chasm cephalopods, including several exploded views of their anatomy, complete with annotations showing features and abilities. Anyone spending an hour with his notes will have a good understanding of them and will gain a permanent +1 to hit versus chasm cephalopods. The sketchbook also offers a theory on the origin of chasm cephalopods, suggesting they were released by 'the travelers from the Beacon.'

Inhabitants: Sir Larel is currently in the library (SL10A-22). See his stats at that location.

SL10B-19: Chamber of Sir Hegemon

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: Hegemon is interested in domination and oppression, both in an academic and in a practical way. She is the only current knights who harbors some (secret) religious belief, primarily in solar deities. She has two rare artifacts of the insane emperor Arthuinus the Mighty, who is remembered for oppression of the Archontean nobility: a gold fibula with the head of Arthuinus (750 gp), and a baculus in ivory with silver tips (500 gp). She has also penned a short treatise entitled, *The Manipulation of Lesser Peoples*, *or My Time Among the Beastmen*, which describes ways of using fear, love, and intimidation to produce desired outcomes. Nailed to the wall is a glass-fronted wooden cabinet containing an early copy of the Compact of Ennius (2,500 gp; see World of Archontos appendix). On her desk are a variety of artifacts from the cult of Horus, including a silver holy symbol (10 gp), a golden ankh clutched in the talons of a hawk (150 gp, and a cryptic note inscribed on a bronze plaque suggesting that the priesthood of Horus will return once their lord has woken from his slumber.

Inhabitants:
Sir Hegemon is either in her chamber (50%) or in the solar (50% - see SL10A-21). For her stats, see SL10A-21.

SL10B-20: Chamber of Sir Hazel

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: The reverse of the door to Hazel's chamber has a dartboard on which has been pinned a crude painting of the face of Sir

Ennius. Hazel has a beautiful matched pair of dueling rapiers with camel-skin grips and blades incised with Khumus picture-runes (1,500 gp for the pair). He has hung a silk banner over his bed on which is an insipid motivational phrase ("Fight Some of the Bad Days to Earn Some of the Good Days"), albeit in a beautiful formal Archontean calligraphic style. He has the tips of four stalactites on his desk, ranging in size from 6" to 2' and in hue from pure white to creamy yellow in color. A drawer of his desk contains a set of wooden racks containing a fine example of a silver penny from each of the last 117 imperial reigns (worth 50 gp as a collection). Tossed on his bed is the scurrilous ancient tract, *Elves are the Enemy*, by Holger of Archontos.

Inhabitants:
Sir Hazel is currently in the yraining pit (SL10A-19). For his stats, see that location.

SL10B-21: Chamber of Sir Philautia

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot. There are six large mirrors on the walls of her chamber.

Specific: A speaker's rostrum adds clutter to the furnishings. Under her bed are sixteen pairs of shoes in a variety of unusual styles, ranging from platform shoes to thigh boots to jester-style pointed shoes that tie to the knee (eleven valued at 5-30 gp each, five valued at 20-200 gp each). The rostrum holds notes about proper speaking habits. Atop the desk are several Sortian artifacts, including a **Sortian baculus** and a complete set of **Sortian eyes**, as well as two cones of **incense of attraction** (see new magic items for all). Inside the chest, along with her clothing, are three valuable tomes: *the Canticle of Arcane Knowledge*, *the Codex Priscii*, and the *Gesta Isadorae* (see Arden Vul books).

Inhabitants:
Sir Philautia is currently on duty in the knights' hall (SL10B-2). For her stats, see that location.

SL10B-22: Chamber of Sir Ennius

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: As the oldest, most feared, and most respected of the knights, Ennius has acquired a fair amount of stuff: a werewolf pelt (75 gp); a white panther pelt (50 gp); a taxidermied elephant head (40 gp); a set of six pieces of ironwood smoothed into abstract shapes (10 gp for the set); a human skull marked up with phrenological symbols and sectors (25 gp); a varumani skull marked similarly with phrenological symbols (30 gp); a bronze starbust medal with the name "Sir Second" inscribed on the reverse; a laquered recurved bow in the Khumus style (see World of Archontos appendix) (75 gp); a chipped orange plastic chalice with twelve glyphs inscribed on it (the original oath-chalice of the Harmonious Brotherhood – see SL10A-32) (25 gp); a set of six stoppered glass vials, each with a different sample of blood (labeled human, varumani, elf, goblin, beastman, vampire); a beautiful ceremonial belt in leather, gold and silver, with the name "Ennius" picked out in small topazes (3,300 gp); and a **mace +3** that she has nicknamed "Ender of Arguments".

She posseses three codices, namely *My Ancestors*, by Pellador Half-Elven; the rare tome, *A True Account of the Embassy of Gillethorn Ellagelsson to Archontos*; and the treatise *Great Vampire Lords and their Demise*, by Usuon of Agoreon (see Arden Vul books). Her spell book is also found among her possessions.

Although a potent magic user, Ennius does not offer her services as a caster to her fellow knights very often, as she (correctly) considers this to be the preserve of Ricchar Wither-Hand (SL10B-26).

Inhabitants:
Sir Ennius is present within the complex, either here (60%) or in the solar (SL10A-21) (40%). For her stats, see SL10A-21.

Sir Ennius's Spell Book: **Burning hands**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **friends**, **hold portal**, **identify**, **magic missile**, **message**, **protection** from **evil**, **read magic**, **shield**, **sleep**, **spider climb**, **floating disk**; **continual light**, **darkness 15' radius**, **detect invisibility**, **forget**, **invisibility**, **knock**, **levitate**, **pyrotechnics**, **scare**, **strength**, **web**, **wizard lock**; **dispel magic**, **fireball**, **hold person**, **phantasmal force**, **slow**, **suggestion**, **tongues**; **charm monster**, **dimension door**, **fire shield**, **ice storm**, **polymorph other**, **remove curse**, **wall of ice**; **conjure elemental**, **cone of cold**, **hold monster**, **stone shape**, **transmute rock to mud**.

SL10B-23: Chamber of Sir Vambrace

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot.

Specific: As Vambrace is obsessed with unusual armor, the walls of his chamber have some interesting pieces mounted on it: a Norman-style helm sized for a giant (60 gp); a shield with the markings of the Knights of the Azure Shield (10 gp - see AK-1); a pair of red greaves from a set of Set armor (10 gp each - see Arden Vul items); a breastplate designed for a female warrior, but made of copper (45 gp); and two gauntlets from a suit of imperial field plate (see Arden Vul items). Atop his desk are three glass vials with rock dust of different colors (yellow-ish, dark grey, and rust) and a copy of *Planar Dwellers and their Powers*, by Nominus Obscurus (see Arden Vul books).

Inhabitants:
Sir Vambrace is currently on duty in the knights' hall (SL10B-2). For his stats, see that location.



SL10B-24: Rear Door and Portcullis

An iron portcullis separates the citadel from the bridge to the Sanctum (see SL10A-15). The portcullis is heavy and slides into holes in the floor. Its weight makes attempting a lift gates more difficult (-5% to such rolls). The inner door is solid oak bound with iron; it is barred from the inside (the citadel side). The winch for the portcullis is found in the hallway to the south of the inner door.

SL10B-25: Spare Chamber

General: The fourth and fifth floors of the citadel hold the chambers of the individual knights. Each chamber has the same furnishings in heavy oak: a bed, a wardrobe, an armor and weapons rack, a tall 'gothic' chair, a one-drawer desk, and a locked chest. The basic contents are also similar: each has linen sheets, a pair of towels, linen underclothes, wool hose, two linen and one silk tunic, leather slippers, a stock of parchment and ink, and a ceramic chamber pot. This chamber is currently unoccupied.

SL10B-26: Ricchar Wither-Hand

The resident magic user of the citadel, Ricchar Wither-Hand, dwells in this large chamber with his apprentice, Jolene. The room is divided into thirds by two heavy floor-to-ceiling drapes. The western third is Ricchar's private area, while the eastern third is for storage and Jolene's cot. The center is where the pair work on magical experiments.

Ricchar's Private Area Ricchar has a heavy wooden bed piled high with comfortable silk sheets and pillows, plus a wardrobe, his 'thinking chair', and a chess table. Within the wardrobe is a fine selection of high quality fashionable clothing, only 20 years out of date (275 gp the lot). The chess pieces are solid copper and worth 55 gp. His spell book is always by the table.

Storage and Jolene's Cot The eastern end of the chamber holds a variety of magical supplies in floor-to-ceiling shelving. There's a 75% chance that any material component for standard spells may be found here within 1-3 turns of searching. The entire lot of components is worth 15,000 gp. In addition, the shelves hold 400 sp worth of silver thread; twenty bloodstones (50 gp each); thirteen vials of oil; and two flasks of holy water. The GM may wish to further specify individual items. At the far side, against the outer wall of the keep, is a built-in cupboard that serves as Jolene's bed. In the drawers beneath the bed proper she has collected some personal items, including a pair of platinum earrings (325 gp), a greater **salt lamp of protection**, a **potion of truthfulness** and a **potion of singing birds** (see new magic items for all).

Central Area: Against the back wall are numerous bulls-eye targets, all scorched with energy blasts. Two manikins made of cloth also show signs of charring. A third figure is a flesh golem, nicknamed Speedy, who is tasked with protecting this area. Work tables flank the entrance, one with an alchemical apparatus and the other with general magic user gear. The laboratory materials are worth 10,000 gp. On the general bench is a **wand of conjuration** that Ricchar has recently recharged (100 charges). Hanging from the ceiling are the cleaned skeletons of a human, a heqeti hopper, and a rudishva.

GM Notes: The knights always have a resident wizard to help protect the keep and assist them with magical needs. The process of selecting a suitable apprentice to the current magician is a rigorous one, as temperament is as important as magical talent – for the wizards rarely leave the keep and must then be content with a relatively circumscribed life. The current wizard, Ricchar, is a spry Wiskin in his late 60s; he has lived in the Keep since he was 15 and is entirely content with his life. He is not an innovator, being content to perfect his techniques and live a good life rather than develop new spells. His nickname, "Wither-Hand", is the product of an accident that renders one hand charred and blackened (although still capable of grasping wands). The current apprentice, Jolene, is a 32-year old female who is chafing a bit at her subordinate role. While loyal to the knights, she would like to see Ricchar retire (or even die) so that she could implement some greater magic innovation, including new spells and new items.

Ricchar knows of Sir Ennius's training, and the two are close allies. Despite Ennius's skill at magic, Ricchar is the designated 'court wizard', and he is the one to whom the rest of the knights turn when in need of magical consultation.

Inhabitants:

1. **Ricchar Wither-Hand**, **14th-level male Wiskin magic user**: SZ M; AL LN; AC 5; MV 120'; HD 14; HP 34; #AT 1; Dmg 3-6 (**dagger +2**) or 3-8 (**staff of power**); MR 5%. Abilities: STR 9, INT 18, WIS 15, DEX 12, CON 11, CHA 8. Possessions: **dagger +2**; **robe of the archmagi** (grey); **wand of lightning** (75 charges); **staff of power** (22 charges). Spells memorized: **burning hands**, **charm person**, **jump**, **magic missile**,

shocking grasp; **audible glamer**, **ESP**, **mirror image**, **stinking cloud**, **web**; **blink**, **dispel magic**, **fireball**, **haste**, **monster summoning I**; **confusion**, **fear**, **polymorph other**, **wall of fire**; **cloudkill**, **conjure elemental**, **feeblemind**, **teleport**; **death spell**, **monster summoning IV**; **monster summoning V**.

2. **Jolene the apprentice**, **7th-level female Archontean magic user**: SZ M; AL LE; AC 6; MV 120'; HD 7; HP 20; #AT 1; Dmg 4-7 (**sling +1** with **bullets +1**). Abilities: STR 11, INT 17, WIS 16, DEX 16, CON 8, CHA 9. Possessions: **sling +1** and 20 **bullets +1**. **wand of cold** (80 charges); **ring of protection +2**; Memorized spells: **dancing lights**, **friends**, **magic missile**, **shield**; **continual light**, **levitate**, **web**; **fireball**, **fly**; **ice storm**.
3. **Speedy**, **flesh golem**: SZ L; AL N; AC 9; MV 80'; HD 9, HP 40; #AT 2; Dmg 2-16/2-16. Special defenses: +1 or better weapons to hit; immune to most spells, although fire and cold spells slow them.

Treasure:
See text.

Ricchar's Spell Book: **Armor**, **burning hands**, **charm person**, **comprehend languages**, **dancing lights**, **detect magic**, **enlarge**, **erase**, **feather fall**, **friends**, **hold portal**, **identify**, **jump**, **light**, **magic missile**, **message**, **protection from evil**, **push**, **read magic**, **shield**, **shocking grasp**, **sleep**, **spider climb**, **unseen servant**, **write**; **audible glamer**, **continual light**, **darkness 15' radius**, **detect evil**, **detect invisibility**, **ESP**, **forget**, **invisibility**, **knock**, **locate object**, **mirror image**, **ray of enfeeblement**, **scare**, **stinking cloud**, **strength**, **web**; **blink**, **clairaudience**, **clairvoyance**, **dispel magic**, **fireball**, **fly**, **haste**, **hold person**, **lightning bolt**, **monster summoning I**, **slow**, **suggestion**, **tongues**; **charm monster**, **confusion**, **extension I**, **fear**, **fumble**, **polymorph other**, **polymorph self**, **remove curse**, **wall of fire**, **wizard eye**; **cloudkill**, **conjure elemental**, **contact other plane**, **distance distortion**, **feeblemind**, **monster summoning III**, **stone shape**, **teleport**, **wall of force**; **anti-magic shell**, **death spell**, **enchant an item**, **extension III**, **forceful hand**, **legend lore**, **monster summoning IV**, **reincarnation**; **Kentillian's abyssal ice** (see new spells), **mass invisibility**, **monster summoning V**, **power word**, **stun**.

Jolene's Spell Book: **Alarm**, **charm person**, **dancing lights**, **detect magic**, **feather fall**, **friends**, **hold portal**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**, **spider climb**; **continual light**, **detect evil**, **detect invisibility**, **invisibility**, **levitate**, **magic mouth**, **rope trick**, **scare**, **strength**, **web**; **blink**, **dispel magic**, **fireball**, **fly**, **hold person**, **invisibility 10' radius**, **lightning bolt**; **dig**, **dimension door**, **ice storm**, **magic mirror**, **plant growth**.

SL10B-27: Varlets' Chamber

General Information: Eight of the knights' varlets call this chamber home. Each varlet possesses a comfortable bed and locked chest. The beds are separated from each other by hanging drapes, such that the chamber has a narrow central 'corridor' flanked on all sides by drapery-enclosed closets. The varlets typically have little in the way of valuables beyond what they carry on their persons. Each chest thus contains mostly clothing, plus 5-100 gp and 10-200 sp. For each chest there is a 5% chance of a piece of jewelry worth 400-2,400 gp.

The varlets are chosen from postulants who voluntarily seek admission to the order or who are identified by the knights as likely subjects. The knights prefer to take varlets as adolescents, although this has proven harder to accomplish since the Archontean withdrawal from Arden Vul. For a long time only humans and demi-humans were taken as varlets, but recently the first beastman has passed the tests. Some of the knights predict that a goblin varlet will be next. Varlets train alongside a specific knight, both serving that knight but also learning from him/her. They are assigned a name by their knight. When their knight dies or 'joins the master' (see SL10A-32), the varlet takes his/her place as a knight, adopting a new name and, quickly, searching for his/her own varlet. It is customary for a knight to be served by a single varlet, although for complex reasons Sir Sixth has recently had two.

Specifics: The current residents of this chamber are listed in the following table, along with the current location of each varlet. Only one of the varlets is currently present in this chamber at the moment, asleep in his cubicle.

Varlet	Master	Location
Lump (M)	Sir Calculor	SL10B-6
Beuvon (M)	Sir Prudence	7-75/7-76A
Jaxen (M)	Sir Sixth	Dead; body at 6-39
Georgios (M)	Sir Sixth	Dead; body at 6-39
Rorgo (M)	Sir Discord	8-116
Jacinth (M)	Sir Larel	SL10B-27
Hogier (M)	Sir Philautia	SL10B-2
Boniface (M)	Sir Vambrace	SL10B-2

Inhabitants:

1. **Jacinth**, **varlet to Sir Larel** (SL10A-22), **6th-level male Archontean fighter**: SZ M; AL LN; AC 2; MV 120'; HD 6; HP 62; #AT 1; Dmg 4-11 (**long sword +2**) or 2-7 (short bow with **arrows +1**). Abilities: STR 17, INT 15, WIS 10, DEX 11, CON 17, CHA 13. Possessions: **chain mail +2** and medium shield; **long sword +2**; short bow with 20 **arrows +1**; 2 **potions of heroism**.

SL10B-28: Varlets' Solar

The varlets have been granted this open area north of the staircase for their own. It contains nine leather chairs in varying states of disrepair, three game tables, two kegs of Hak's ale (see 7-94), and a sideboard with heavy, leaded glassware.

To the north are a set of murder holes that overlook SL10B-24; these are identical to those at SL10B-12.

Inhabitants:

1. **Veracity**, **varlet to Sir Mendacity** (7-81), **6th-level female Wiskin fighter**: SZ M; AL LN; AC 0; MV 120'; HD 6; HP 55; #AT 1; Dmg 5-8 (**war hammer +2**) or 2-7 (short bow with **arrows +1**). Abilities: STR 16, INT 11, WIS 15, DEX 16, CON 15, CHA 11. Possessions: **chain mail +2**; medium shield; **war hammer +2**; short bow with 20 **arrows +1**; 2 **potions of heroism**.
2. **Mollop**, **varlet to Sir Hegemon** (SL10B-19), **6th-level female Thorcin fighter**: SZ M; AL LN; AC 1; MV 120'; HD 6; HP 43;

#AT 1; Dmg 3-9 (**spear +2**) or 2-7 (short bow with **arrows +1**). Abilities: STR 16, INT 10, WIS 10, DEX 15, CON 15, CHA 15. Possessions: **chain mail +2** and medium shield; **spear +2**; short bow with 20 **arrows +1**; 2 **potions of heroism**.

Treasure:
One set of draughts on a game table is made of silver (10 gp).

SL10B-29: Varlets' Chamber

General Information: Eight of the knights' varlets call this chamber home. Each varlet possesses a comfortable bed and locked chest. The beds are separated from each other by hanging drapes, such that the chamber has a narrow central 'corridor' flanked on all sides by drapery-enclosed closets. The varlets typically have little in the way of valuables beyond what they carry on their persons. Each chest thus contains mostly clothing, plus 5-100 gp and 10-200 sp. For each chest there is a 5% chance of a piece of jewelry worth 400-2,400 gp.

The varlets are chosen from postulants who voluntarily seek admission to the order or who are identified by the knights as likely subjects. The knights prefer to take varlets as adolescents, although this has proven harder to accomplish since the Archontean withdrawal from Arden Vul. For a long time only humans and demi-humans were taken as varlets, but recently the first beastman has passed the tests. Some of the knights predict that a goblin varlet will be next. Varlets train alongside a specific knight, both serving that knight but also learning from him/her. They are assigned a name by their knight. When their knight dies or 'joins the master' (see SL10A-32), the varlet takes his/her place as a knight, adopting a new name and, quickly, searching for his/her own varlet. It is customary for a knight to be served by a single varlet, although for complex reasons Sir Sixth has recently had two.

Specific: Only seven of the cubicles are currently occupied. Their owners are listed in the following table, along with the current location of each varlet who resides here. Of the seven, only one is resting at the moment.

Varlet	Master	Location
Balthild (F)	Sir Simonet	SL10A-18
Veracity (F)	Sir Mendacity	SL10B-28
Huguette (F)	Sir Sorrow	SL4-19
Charity (M)	Sir Spes	SL10A-22
Sycadora (F)	Sir Ennius	SL10B-29
Mollop (F)	Sir Hegemon	SL10B-28
Guillemin (F)	Sir Hazel	SL10A-18

Inhabitants:

1. **Sycadora**, **varlet to Sir Ennius**, **6th-level female half-elf fighter**: SZ M; AL LN; AC 2; MV 120'; HD 6; HP 59; #AT 1; Dmg 6-13 (**long sword +2**) or 2-7 (short bow with arrows +1). Abilities: STR 18/21, INT 10, WIS 15, DEX 11, CON 16, CHA 11. Possessions: **chain mail +2** and medium shield; **long sword +2**; short bow and 20 arrows +1; 2 **potions of heroism**.

SL10B-30: Chapter House

This chamber, which occupies the entire seventh floor of the keep, is the formal center of the order of the Sun-Scarred Knights, for it is where the entire order meets on a semi-regular basis to conduct business, approve new postulants, and annoint new knights. The focal points of the chamber are the Knights' font, the Master's seat, and a large silver mirror, all of which proceed in a line from the staircase to the south wall. The Master's seat is set on a semi-circular dais of wood that rises 3' above the floor; two similar daises abut the east and west walls. The seats of the knights are in four rows flanking the fonts; two rows are on the daises, allowing their occupants to see over the first row of seats. The varlets' simple benches are diagonally placed in the northwest and northeast corners of the chambers. The room is lit by four solid gold floor-standing candelabra (250 gp each) on each of which has been cast **continual light**.

Two 3"-diameter holes are drilled through the north wall. On occasions of extreme danger for the sept, Master Malachite (SL10A-32) uses the holes to enter the Chapter House in gaseous form. He then dons the spare suit of gothic armor and takes up a set of knights' weapons, all of which hang on racks standing against the north wall.

The Knights' Font: A giant oyster shell (4' in diameter) is mounted atop a marble pedestal. The font is filled with a pink, viscous liquid. A copper ladle is attached to the shell by a silver chain. The pinkish liquid is Master Malachite's special formulation, known to the knights as the **draught of fidelity** (see new magic items). The draught is, in fact, a magical potion that conveys longevity on the drinker while making him/her more susceptible to suggestion and charm person (-4 to saves versus each). The entire chapter drinks from the basin whenever it convenes.

The Master's Seat and Mirror: The seat of Malachite, master of the order, is an impressive gothic affair carved out of a single block of oak. The back is 7' tall, and the sides are 5' tall. Carved on each side is the same scene: seven tall bipeds with small horns dressed in elaborate armor, standing together around a basin. GM: these are the original seven rudishva members of the Sun-Scarred Knights.

Mounted on the wall above the master's chair is a sheet of polished silver that serves as a mirror of sorts. As the mirror is mounted in an oak frame, it is quite heavy (60 lb) and fairly valuable (175 gp).

The Knights' Seats: Four rows of cell-like seats flank the Master's seat. Two rows are set on 3'-tall daises that abut the east and west walls. Each row of seats is made of oak and stands about 5' tall. Individual seats in a row have back rests, arm rests, and cubbies underneath the seat proper. Most of the cubbies are empty. Two, however, have objects: one holds a small sack with three apples; a second holds a purse with 479 sp; and a third has a leather pouch with a collection of polished teeth from a wide variety of races (79 teeth, worth 45 gp)

Treasure:
4 golden candelabra (250 gp each); 20 doses of the **draught of fidelity** (see new magic items); a polished silver mirror (175 gp); a purse with 479 sp; a set of polished teeth (45 gp). On racks against the north wall: a **broadsword +3**; a suit of gothic armor and a sun lance (see new technological items for both); and **circlet of command** (see new magic items).



SUB-LEVEL 11: THE TOMB OF ISADORA

This small sub-level hides the deepest secrets concerning the Sortians, including those concerning Priscus Pulcher, Priscus's relationship with the mysterious Isadora, and the very nature of Isadora. "Isadora" was actually Yasidoranicil, an ancient, huge gold dragon who spent most of her time in human form. Isadora passed for decades as an Archontean noblewoman (or her daughter, or grand-daughter) of exceptional beauty, with gold eyes, waist-length raven hair, and surpassing taste. Her villa outside the walls of Arden Vul was a hub of social and intellectual activity during the final years of the city's greatness. Of course, Isadora's true nature was known only to a tiny circle of Priscus's closest Sortian friends and allies .

The core of the sub-level is a 150'-tall octagonal chamber (SL11-12) located deep beneath the cellars of Isadora's extramural villa. This sanctum was designed by Isadora as a private retreat for herself and a handful of her friends (increasingly this meant only Priscus Pulcher). It also came to be the site where she chose to conceal her substantial hoard of treasure. Eventually, as she foresaw the inevitable destruction wrought by the War of the Sortians and Theosophs (see World of Archontos appendix) and the demise of her lover Priscus, she also chose this site as the place where she, too, would end her days. After Priscus surrendered himself to the imperial authorities in Narsileon for trial, torture, and execution, she recovered his battered remains and brought them here (SL11-24). When the vengeance of the Sortians and their magical allies fell upon Arden Vul, she retreated in sorrow to her sanctum and 'took to the stone' (i.e., she slowly died, and reverted to the mineral state closest to her nature – gold).

Isadora's sanctum and eventual tomb was extremely well-hidden. She naturally chose to hide herself and her lover's relics directly under the nose of their fiercest enemies, that is, close beside the subterranean complexes built by the great temples that had so opposed the work of Priscus and the other Sortians. She accomplished this task with the complicity of several Sortian sympathizers highly-placed in the hierarchies of the temples of Thoth, Set and Horus, and through the expenditure of considerable magical energy. To protect the site, Isadora and her architects limited the number of routes by which the complex could be accessed to two and ensured that one of the two access routes was protected with numerous traps (areas SL11-2 to SL11-11). The result is a complex that has been almost completely hidden for more than 1,200 years, a complex that contains substantial treasures but deadly dangers.

General Construction Notes

Archontean areas: all areas are Archontean

Magical Restrictions

The crystal cavern (SL11-12) and its neighboring chambers (SL11-13 to SL11-24) are protected by a permanent zone of anti-scrying and anti-summoning magic. Isadora called in favors from her Sortian friends to accomplish this impressive feat, hoping thereby to add a layer of protection to her chosen sanctum. The effect means that **clairaudience**, **clairvoyance**, **divination**, **commune**, all **monster summoning** spells, **gate**, and any other similar spells or magical effects (including from magical items and innate abilities) are ineffective in these areas.

Access and Egress

To Surface: stairs at SL11-18, leading up to AV-20
To Level 2: corridor at SL11-1, leading to 2-50

Random Encounters

There are no random encounters in this sub-level.

Level Key

SL11-1: Corridor to Level 2 (2-50)

This corridor runs some 150' to the west before climbing 50' of stairs to connect to the door at area 2-50. The corridor is coated with a thin layer of dust; no footprints disturb it.

SL11-2: Hall of Foreboding

This octagonal hall is a good 20' tall and covered in a thin layer of dust. It is dominated by a 13'-tall, basalt statue standing on a 2' plinth. The statue faces west and depicts a helmeted archon with both arms outstretched and palms raised (indicating 'stop'). The statue's clothing and equipment is brightly polychromed in blues, greens, and yellows. A **garrulous mouth** spell (see new spells) has been cast on the statue (12 remaining iterations): those approaching from the west hear the statue say, in Mithric, "Woe! Dread! Retreat! You are not welcome!" The spell repeats this three times per iteration.

The wrists of the statue rotate on a pin, allowing the fingers of the palm to face south, face upwards (the default position), or face north. In addition, the eyes of the statue may be depressed (as buttons). These features are only apparent to those who closely search the statue.

The chamber has three secret doors, each of which may be detected normally. When the statue is manipulated properly, a mechanism retracts three iron bars that slide from the wall into the stone of each side of each secret door. These mechanical precautions mean that **knock** and other magical means of opening (**chimes of opening**) do not function here. While the doors can be broken down, they are quite sturdy (defensive point value of 12).

Secret Door (north): The stone door is normal to find. It resists every effort (short of destruction) to open it until both of the statues' wrists are twisted so that the fingers are pointing to the north.

Secret Door (south): The stone door is normal to find. It resists every effort (short of destruction) to open it until both of the statues' wrists are twisted so that the fingers are pointing to the south.

Secret Door (east): The stone door is normal to discover. It can only be opened by depressing both of the eyeballs on the statue; doing so causes the door to click open.

SL11-3: Secret Passage

This 5'-wide corridor twists around three corners before ending at a one-way door leading into SL11-4.

Thirteen letters, each 2' tall, are inset into the floor in blue lapis (20 gp per letter). The letters are sequential, starting with 'D' closest to SL11-2 and ending with 'Y' near SL11-4: D-E-N-R-A-W-E-R-E-W-O-U-Y. Of course, if one reverses the letters (or reads them from south to north) they say "You were warned" in Mithric.

One-Way Door: The stone door to SL11-4 appears normal from this side: a handle is turned, releasing an inner bar and opening the door. The door shuts automatically one turn after being opened (unless it is spiked open, of course) and the inner bar slides back into place. Once shut, it is **invisible** from SL11-4. It cannot be opened by a **knock** spell due the inner bar.

SL11-4: Trap: Endless Corridors

This area is nothing more than a nasty trap designed to prevent tomb robbers from locating the sanctum of Isadora (areas SL11-19 to SL11-24). **Reminder**: the door from SL11-3 is a one-way door, and is invisible from this side once it closes.

The area is defined by four 50'-long corridors, each ending in a normal-appearing wooden door. The doors are magical teleportation devices, however. Opening any door instantly teleports all within 20' to the analogous section of corridor in front of the diametrically opposite door. So, those facing door A are teleported to a point just inside door B; those facing door C are teleported to a point just inside door D; and so forth. At least initially, those teleported may well believe that they have merely entered a new section of similar corridors and doors. It may take some experimentation to realize that the party is being teleported within the same limited complex.

Unfortunately there is no easy escape from this deadly trap. Unless parties possess powerful transportation magic (**teleport**, **passwall**, **wish**, etc.) those trapped here are likely to die of thirst.

SL11-5: Long Natural Tunnel

After 20' of worked stairs, this corridor transforms into a long, 6'-tall, unworked tunnel that twists and turns, climbing up and down over small lumps of harder rock, for 150'. Eventually it connects to a short section of worked stone stairs that descend 20' to the Hall of Guardians (SL11-6).

SL11-6: Hall of Guardians

This 20'-tall hall has two balconies on either end that lead down short (5') staircases to the main floor. Two imposing rows of 8'-tall stone statues flank the central path through the hall. A heavy iron portcullis blocks egress or ingress on the eastern side of the hall.

The statues are inert until the exact center of the hall is reached, at which point they animate and seek to destroy intruders. The animated statues can be avoided in two ways: by flying through the chamber (thus never touching the center of the hall) or by displaying a sapphire **Sortian eye** (see new magic items). Each person crossing the hall must display an eye, however; possessing a single eye among multiple PCs will not prevent the animation of the statues.

Statues: All ten statues look identical. They depict a man of late middle age dressed in the formal toga of an archaic Archontean aristocrat. The man's face is lined and wrinkled, with crow's feet and thinly pursed lips. The left arm rests by his side, clutching a long scroll case, while the right is raised above his head with a clenched fist. The clenched fist is the standard gesture of anger in formal Archontean rhetoric. **GM Note**: Those familiar with Sortian iconography will realize instantly that the statues, like **Sortian faces** (see new magic items), are meant to depict the generic image of the Philosopher.

Despite appearing identical, the statues are slightly different once animated. Six are standard animated orators, while two are hasted, and two are 'shell' orators whose 'bodies' contain poison dust. The hasted orators move to attack 'those wearing robes', while the poison-filled orators attack 'those with armor' and the regular orators attack at will.

If combat lasts for five rounds in this hall, the portcullis separating the hall from area SL11-7 slides open, releasing the denizens of SL11-7, who join the combat immediately.

Inhabitants:

1. **6 Archontean animated constructs** - **animated orators** (see new monsters): SZ L; AL N; AC 2; MV 60'; HD 7; HP 52, 50, 49, 47, 43, 39; #AT 1; Dmg 3-12. Special defenses: +1 or better weapons to hit; immune to elemental magic, poison, and mind-affecting spells.
2. **2 hasted Archontean animated constructs** - **animated orators** (see new monsters): SZ L; AL N; AC 2; MV 120'; HD 7; HP 46, 42; #AT 2; Dmg 3-12/3-12. Special defenses: +1 or better weapons to hit; immune to elemental magic, poison, and mind-affecting spells.
3. **2 'shell' versions of Archontean animated constructs** - **animated orators** (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 2; HP 12, 9; #AT 1; Dmg 3-12. Special attacks: poison cloud. Special defenses: +1 or better weapons to hit; immune to elemental magic, poison, and mind-affecting spells.

SL11-7: Imperial Stone Guardians

A heavy iron portcullis blocks access from this chamber to area SL11-6.

Two imperial stone guardians (see new monsters) stand on either side of the door in the east wall. The stone guardians activate if combat endures for five rounds or longer in area SL11-6 or if the portcullis is raised or broken. The stone guardians pursue intruders into all areas of the sub-level that are accessible to them (they cannot easily fit into 5'-wide corridors, so SL11-3 is safe).

Secret Door (north): The door is normal to find. It can be opened merely by pushing the door panel inward.

Inhabitants:
1. **2 imperial stone guardians** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 60, 60; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

SL11-8: Pit Trap and Chest

The corridor is empty save for a locked wooden chest at the far end. The corridor is, however, trapped. The chest contains a great pile of ancient silver pennies – 10,149, to be exact (see Arden Vul items). Mixed into the pennies are five **cursed pennies** (see new magic items).

Trap (pit): The pit is triggered by a pressure plate on the solid floor of the eastern part of the corridor (just before the chest). This means that it is safe to cross the pit from west to east until one steps off the pit lid on the eastern side; at that point the pit cover slams open, dropping those who fail to roll 4d6 under DEX into the pit. The pit is 40' deep (4-24 HP damage). The lid automatically closes after a turn.

Treasure:
See text.

SL11-9: Octagonal Chamber of Sorrow

The wooden door to this chamber from SL11-2 is locked and its key is long gone; it must be picked or destroyed.

The 15'-tall chamber has normal doors on three more of its eight walls. The four walls without doors are decorated with still-vibrant frescoes depicting Priscus Pulcher in various of his endeavors. In the center of the chamber is a 4'-tall circular basin filled with murky water.

Frescoes: The frescoes are a cycle designed to celebrate the main aspects of Priscus Pulcher's public life. In one he is lecturing to students; in a second he is presenting a petition to the emperor; in the third he is disputing with a group of figures wearing the distinctive orange robes and cylindrical hats of the priesthood of Thoth; and in the fourth and final he is standing next to an enormous gold dragon.

Doors: The three doors on the north, east and west walls are false doors. Each opens normally, but reveals only a shallow indentation on which hangs a **mirror of life trapping**. The person to open the door is thus confronted by the mirror and must save or be sucked into it; the GM should adjudicate whether others nearby also see their reflection in the mirror and must therefore also make a save.

Each **mirror of life trapping** is unoccupied. The east mirror has thirteen cells, the west mirror has eighteen cells, and the north mirror has fourteen cells. Isadora was the owner of the mirrors. The command word for them is the same: *Pulcher*.

Basin: Murky, still water fills the basin. It has no special properties, but is stale and unappetizing. The water, however, conceals a 4'-diameter secret panel on the floor of the basin. If opened, the panel reveals a 20'-deep hole that drops down to area SL11-10.

Secret Panel (basin): Only those carefully searching the water of the basin are likely to find the secret panel. Casual detection is thus difficult (1 in 8 chance). The panel is sealed with gum to prevent water from leaking through it. The panel must be prised from the floor of the basin to allow access to area SL11-10. Doing so is the equivalent of a lift bars roll so long as the basin is filled with water; should the water be drained, the panel can be pried loose by making an open doors check.

SL11-10: Long Natural Tunnel

This 5'-tall natural tunnel extends 150' from the hole under SL11-9 over numerous humps, bumps, and dips until it turns into a standard Archontean-worked corridor and climbs 20' of stairs towards SL11-11.

SL11-11: Hall of Confusion and Illusion

This large hall is 20' tall with a barrel-vaulted ceiling. The walls are covered with frescoes of dragons flying amid clouds. Three large statues stand in a row in the center of the chamber, each mounted on a 2' plinth. Two substantial sections of the floor are illusory, and cover pits that are 60' deep. Those approaching the statues who fail to notice the illusion will plunge into the pits, taking 6-36 HP damage. Five rounds after the first living being sets foot on the solid ground in the center of the hall, all three statues animate. The statues act as modified stone golems (see below); they attempt to use their special **confusion** attacks to disorient attackers and then push them into the pits that flank the central area. In addition to their usual vulnerabilities, the golems can be halted if their eyes are removed or destroyed. The golems are unable to leave the central portion of this chamber.

Statue (center): This 15'-tall statue carved of black basalt depicts Priscus Pulcher in the robes of a traditional Archontean wizard. He appears as an extremely handsome young man with close-cropped hair, a trim beard, a gentle smile, and laughing eyes. Unlike most depictions of Pulcher, this statue has eyes formed of huge sapphires (2,500 gp each)

Statue (north): This 12'-tall statue is white marble and depicts a human female with waist-length hair and a staff gripped in both hands. It depicts Isadora in human form (for more on Isadora, see SL11-19A). Her eyes are huge black opals with golden flecks (2,000 gp each).

Statue (south): This 12'-tall statue is carved of gold-flecked marble and depicts a sinuous dragon with lower body coiled and upper torso rising up to face the chamber. Its eyes are also huge black opals with golden flecks (2,000 gp each).

Inhabitants:
1. **3 modified stone golems**: SZ L; AL N; AC 5; MV 60'; HD 14; HP 60(x3); #AT 1; Dmg 3-24. Special attacks: confusion (instead of slow) once every other round. Special defenses: +2 or better weapons to hit; immune to most magic.

SL11-12: Crystal Cavern

This entry provides a general overview and description of the cavern; it is used for first impressions of the space, for those inspecting the walls, and/or for those traveling up or down between the various components of the cavern (e.g., the floor at area SL11-

19, the mid-level balconies at areas SL11-13 to SL11-16, and the secret chamber in the ceiling at area SL11-17).

An enormous cave rises some 110' above its sandy floor. Its walls and ceiling are studded with impressive columnar quartz formations. Although the cavern is dark, light introduced from any external source (torches, spells, etc.) causes an array of multicolored beams and projections to bounce crazily across the call. The cavern is silent.

The cavern can be accessed either from the western passages (via SL11-7 or SL11-11), or from above (via SL11-17). As a result, there are effectively three 'levels' to the chamber: the upper (area SL11-17), the middle (areas SL11-13 to SL11-16), and the floor (SL11-19). The upper area is 110' above the floor, while the balconies of the middle level are 70' above the floor.

Those entering from the western passages might notice an octagonal area of worked stone some 20' across in the center of the ceiling. Parties with light sources have a 2 in 6 chance of noticing this patch of stone, since it lacks the reflecting crystal columns that cover the rest of the walls; those relying on infravision have a 1 in 6 chance (of course, those flying around the cavern have a better chance to detect the worked stone). The patch of worked stone is, however, a **permanent illusion** that masks an aperture leading from the crystal cavern into the upper level (SL11-17).

Areas SL11-13 to SL11-16: Balconies with Statues

These four niches are located at a middle level of the crystal cavern (SL11-12), namely 70' above the floor. Each niche features worked stone and is connected to the other three via a 5'-wide ledge that hugs the walls of the cavern. Each niche also contains an exquisitely-carved, 8'-tall statue formed of marble (clothing) and ebony (flesh); each statue is worth 10,000 gp. Those who minutely examine the statues find that the head of each statue rests on a 1"-diameter iron pin set into the statue's body; a head may easily be rotated on its pin or even removed from its current pin. Each head weighs about 15 lbs.. All four statues detect of magic.

Puzzle: The clever may notice that when these areas are first accessed, the heads and bodies of the four statues have been mixed up, such that the wrong head sits atop the wrong body. Only close observation will make this fact apparent; the expression of the heads, the posture of the bodies, and the Mithric inscriptions on the plinths are the clues necessary to determine, firstly, that a given body hosts an incorrect head, and, secondly, which head ought to be restored to which body. Correctly restoring the proper head to its proper body is the only way to unlock the mechanism at SL11-19A allowing access to the hidden sanctum of Isadora (SL11-24).

The following chart identifies each statue and the current location of its proper head:

Name	Body	Head
Livia Cuspianus the Lictor (F)	SL11-13	SL11-16
Hortensius Greywand (M)	SL11-14	SL11-15
Macrinus Furiosus (M)	SL11-15	SL11-13
Placida Gorgitrex, the Judge (F)	SL11-16	SL11-14

When any single head is returned to its proper body, an audible 'click' may be heard throughout the crystal cavern; at that point only **dispel magic** allows the head to be removed from its rightful body. After all four heads are correctly installed, a loud sigh is audible, as if gas under pressure has been released, and the mechanism at SL11-19A that leads to SL11-24 becomes operable.

SL11-13: North Balcony with Statue

See the general description of the four middle-level niches for details about the statue and its role in the puzzle at SL11-19A.

Statue's Body: The statue depicts a female human in the toga appropriate to members of the imperial bureaucracy. A set of sticks wrapped in cloth with a javelin protruding lies at her feet (the bundle comprises the fasces carried by lictors). Her pose reflects the classical Archontean rhetorical gesture for supplication: both hands raised neck-high and held slightly apart, with palms cupped towards each other. Only those characters with substantial education and/or knowledge of ancient history (or rhetoric) will instantly recognize this pose, although a roll of 5d6 under WIS might intuit that information.

Head: The face shows a rather severe looking man of advanced age with a roman nose and a scar running along his left cheek. His mouth is twisted in an expression of anger. GM Note: the head is that of Macrinus Furiosus (see SL11-15 for his body).

Inscription: The plinth reads in Mithric "Livia the Lictor, whose efforts to placate the implacable tyrants served as an inspiration to Priscus."

Clues to the Puzzle: The clues here are as follows: 1) Livia is a female name, and the head is clearly male; 2) the inscription and the torso's pose suggest that the proper face should reflect 'placation' or 'supplication', and not 'anger'. Livia's head may be found at SL11-16.

GM Note: Livia Cuspianus was one of the great Sortian heroes from the from the War between the Sortians and Theosophs (see World of Archontos appendix). She had been trained in the Order of Thoth (the sole school for magic users at the time), but was sympathetic to Priscus Pulcher's call for democratization of magical training. As an imperial official (lictor) she worked hard as a mediator between the discontented Sortians and the powerful, entrenched temples (the Theosophs).

Secret Door (west): The door is normal to find, but no mechanism exists to open it from this side. It must be broken down.

SL11-14: East Balcony with Statue

See the general description of the four middle-level niches for details about the statue and its role in the puzzle at SL11-19A.

Statue's Body: The statue depicts a male magic user in the archaic formal attire of the ancient Order of Thoth (see World of Archontos appendix): starched, heavy robes, wooden clogs, with a staff leaning against his chest. His pose reflects the classical rhetorical gesture for approval or applause: hands held before him in 'clapping' mode. Only those with substantial education and/or knowledge of ancient history (or rhetoric) will instantly recognize this pose, although a roll of 5d6 under WIS might intuit that information.

Head: The head depicts a middle-aged woman wearing a striped hood to cover her hair [GM: the back of her toga pulled up over

her head]. Her eyes show laugh-lines, but her mouth is set in a neutral line. **GM**: the head is that of Placida Gorgitrex, the Judge (for whose body see SL11-16).

Inscription: The inscription reads: in Mithric "Hortensius Greywand, third proctor of the Order of Thoth, who approved Pulcher's ideas publicly and privately."

Clues to the Puzzle: It should be clear that 1) the gender of the head and body do not match; 2) the inscription and posture of the body require a face that is marked by approval (e.g., smiling). Hortensius's head may be found at SL11-15.

GM Note: Hortensius Greywand was one of the ruling council of the Order of Thoth at the time when Priscus Pulcher and the other radicals pressed for opening the study of magic to all those who showed the talent. Alone among the seven proctors, Hortensius signaled his approval of the Sortians' plans; his support ensured that the Order would not unanimously move against the Sortians.

SL11-15: South Balcony with Statue

See the general description of the four middle-level niches for details about the statue and its role in the puzzle at SL11-19A.

Statue's Body: The statue depicts a male magic user in the traveling attire appropriate to antiquity: puttees, breeches, a loose tunic, and a haversack slung diagonally across his chest. His left hand holds a wand close to his body, ready for action. His pose reflects the classical rhetorical gesture for threat or anger: right hand held up with clenched fist. Only those with substantial education and/or knowledge of ancient history (or rhetoric) will instantly recognize this pose, although a roll of 3d6 under WIS might intuit that information.

Head: The head depicts an older man wearing the starched, five-cornered hat of the proctors of the Order of Thoth. His eyes are crinkled with laughter, and his mouth is smiling and wide. **GM**: this is the head of Hortensius Greywand (for whose body see SL11-14).

Inscription: The plinth reads in Mithric "Macrinus Furiosus, whose ferocity brought low the Theosophs and forced them to negotiate."

Clues to the Puzzle: 1) the distinctive starched headgear of the provosts of the Order of Thoth might still be recognizable to modern magic users (roll 4d6 under INT); at the very least its formality contrasts with the loose clothing of the body; 2) the inscription and posture of the body require a face that depicts equally strong, angry emotions. The head of Macrinus Furiosus may be found at SL11-13.

GM Note: Macrinus was a young companion of Priscus Pulcher who ended up as a leader of the hotheads among the Sortians. Eschewing Priscus's attempts to obtain their ends through peaceful means, Macrinus and his friends engaged in hit-and-run attacks on prominent Theosophs. Eventually, thanks to their victory at the Battle of the Burning Sands, the temples and emperor finally agreed to a truce.

SL11-16: West Balcony with Statue

See the general description of the four middle-level niches for details about the statue and its role in the puzzle at SL11-19A.

Statue's Body: The statue depicts a female figure dressed in the vertically striped toga of a krites [judge]. The sculptor has clearly indicated the stripes in the marble. Her pose reflects the classical Archontean rhetorical gesture for protection: both hands are extended, palms facing outward. Only those with substantial education and/or knowledge of ancient history (or rhetoric) will instantly recognize this pose, although a roll of 5d6 under WIS might intuit that information. Modern Archonteans will have a much easier time recognizing the striped toga, as current kritai continue to wear it; such individuals who succeed at a roll of 4d6 under INT will also recall that kritai wear their toga as a hood when rendering decisions.

Head: The head depicts a young woman with a page-boy haircut. She possesses lively eyes, and her mouth is open, as if she is speaking. GM: this is the head of Livia the lictor (for whose body, see SL11-13).

Inscription: The plinth reads in Mithric: "Placida Gorgitrex, the wise and neutral judge, whose proper interpretation of the Ennian Code offered legal protection from proscription to the Sortians."

Clues to the Puzzle: 1) the clothing of modern Archontean kritai (judges) is distinctive: judges wear a vertically-striped toga with its back pulled over the head in a hood. So clever viewers might recognize the stripes on this statue and recognize that a hooded head is necessary; 2) the inscription names Placida Gorgitrex as a judge and cites her neutrality, while the pose mentions protection; clever PCs might look for a head whose head implies legal calm, reason, and neutrality. The head of Placida Gorgitrex may be found at SL11-14.

GM Note: Placida Gorgitrex was a krites at the time when the conflict between the Theosophs and Sortians reached a head. When pressed to rule that the Sortians had broken the ancient Archontean legal code (The Ennian Code), she refused, noting that they were protected by their status as citizens. Privately she held Priscus and his friends in contempt, but as a judge she proved an important ally.

Secret Door (west): The door is normal to find, but lacks a mechanism for opening it from this side. It must be destroyed to open it.

SL11-17: Cellar with Illusory Floor

Those accessing this area from SL11-18 see an octagonal chamber that resembles a storage cellar, as boxes and barrels line the walls. In what might be thought an anomaly for a cellar, however, the center of the chamber contains no clutter but instead features an impressive and detailed mosaic (20' from side to side). The mosaic shows a man and a woman standing next to each other, surrounded by an inscription. The inscription reads in Mithric: "Priscus and Isadora stood together against adversity. Their eyes revealed more than would have been thought possible." The mosaic is a trap.

Those entering the chamber from below, through the opening from SL11-12, obviously do not see the mosaic.


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The boxes and barrels contain long-spoiled foodstuffs and beverages: grain, dried fruits, nuts, dried vegetables, wine, brandy, and so forth. It is possible to find a bag of silver dust (5 gp) and two moonstones (50 gp each) by rooting around in the smelly remains for 2-8 turns.

Trap (illusory floor): The mosaic is a permanent illusion that covers an open hole in the floor. The hole connects to the crystal cavern (SL11-12). Those standing on the 'mosaic' fall 110' to the floor of the cavern (SL11-19), taking 11-66 HP damage along the way. The GM should try to determine (without asking) whether those inspecting the mosaic are standing on it or beside it; this might be accomplished by a random roll. The inscription on the 'mosaic' is purposefully designed to entrap greedy tomb robbers by suggesting that manipulation of the eyes of the figures in the mosaic might produce some beneficial result; in fact it is meant to lure viewers onto the mosaic proper.

Secret Door (west): The door is normal to find from this side. It opens by inserting an appropriate object into a 1"-diameter hole set in the floor to the left of the door.

SL11-18: Spiral Staircase to the Ruined City (AV-20)

A set of rough, circular, granite stairs, with a rise to run ratio too large for human feet, climbs 150' to the basement of area AV-20.

Secret Door (east): The door is easy to find (1 in 4 chance) from this side, and opens by pulling the door inwards.

SL11-19: Floor of the Crystal Cavern

The floor level of the cavern takes the form of an octagonal chamber of worked stone. The smooth stonework extends 15' up the walls before transitioning into crystals. The floor is rough, and covered with a 3' layer of sand. Worked stone plinths rising 5' above the sand line the north and south walls, while the center of cavern is dominated by a 5'-tall plinth holding a glimmering, gilded life-sized statue of a huge, ancient gold dragon (see SL11-19A). The statue is 20' tall and is protected by a delicate semi-circular canopy of stone supported by four 25'-tall basalt columns (those falling from SL11-17 will bounce off the canopy and then onto the sandy floor to one side).

Four of the plinths are semi-circular, and contain statues. The other two plinths are trapezoidal and contain regular doors. The four statues on the plinths are Archontean animated constucts (orators – see new monsters). **GM Note**: the corridors that lead to SL11-22 and SL11-23 are covered by the same 3' of sand as the floor of the chamber.

A 15'-long, 8'-wide, and 7'-deep pit exists between the dragon statue (SL11-19A) and the doors to SL11-22. The pit has a wooden lid, but is covered by the sand floor of the chamber. Within the pit is a formidable iron golem that is tasked with defending the chambers of Isadora.

Touching the gilded statue of the dragon or attempting to open any of the four doors without the proper key causes all four constructs to animate, and causes the iron golem to wake from its rest. While the constructs move immediately into combat, the golem takes 2 rounds to batter and climb its way out of the pit.

Four corpses of tomb robbers lie in unnatural positions around the central statue. Their injuries and the state of their equipment indicate that they fell from a great height.

GM Note: The tomb robbers were tricked by the illusionary floor at SL11-17 and fell to their deaths.

Inhabitants:

1. **1 iron golem**: SZ L; AL N; AC 3; MV 60'; HD 18; HP 80; #AT 1; Dmg 4-40. Special attacks: poison gas. Special defenses: +3 or better weapons to hit; immune to all magic except electricity, which slows it; healed by fire.
2. **4 hasted Archontean animated constructs** - **animated orators** (see new monsters): SZ L; AL N; AC 2; MV 120'; HD 7; HP 48, 46, 42, 40; #AT 2; Dmg 3-12/3-12. Special defenses: +1 or better weapons to hit; immune to elemental magic, poison, and mind-affecting spells.

Treasure:
In several purses, a total of 27 sp, 41 gp, 19 ancient silver pennies (see Arden Vul items), and 33 ancient gold solidi (see Arden Vul items); seven carnelians (50 gp each); a suit of **chain mail +2**, a **wand of magic detection** (29 charges), a scarlet & blue **ioun stone**, a **dagger of throwing +3**, two coils of **elven rope** (see new magic items); two crowbars; a block and tackle; a copper statuette of a turtle (35 gp); and a treasure map of the GM's choice.

SL11-19A: Isadora the Gold Dragon

This gilded statue towers over the center of the crystal cavern. It depicts an ancient, huge, gold dragon, with its rear section coiled on the plinth and its fore parts rising up as if it is gazing across the cavern. If stretched out, the dragon would be 53' long with an 8'-diameter head. It sits on a plinth that rises 5' from the sandy floor; the plinth bears a lengthy inscription in Mithric. On the east side of the plinth is a flattened section of stone some 8' wide; it covers a hole leading to SL11-24.

What is unusual about the statue is that it appears to be coated with glittering, untarnished gold. In fact, it is solid gold, and weighs something like 100,000 lb. In terms of sheer value by weight, this is a treasure of immense value, worth in the neighborhood of 5 million gp. As an art object, moreover, the value would probably increase by 25%. Unfortunately, the gold is **cursed**. While breaking apart the statue does not trigger the curse, pocketing (or placing in a purse, backpack, etc.) even the smallest piece of gold puts the curse into effect. Reminder: touching the golden statue causes the golem and constructs at SL11-19 to animate.

Inscription: "Yasidoranicil, wiser counsellor to the wise mages, whose generosity supported the Sortians in their darkest hour. She loved Priscus with all her great heart, and bore away his earthly remains after his body had hung for three days above the Cemetery Gate in Narsileon."

Curse: The curse on Isadora's gold is twofold. First, the curse marks the victim as an enemy of dragonkind (regardless of alignment); no dragon will negotiate with the victim or treat the victim with mercy. Second, the victim ceases to be able to recognize gold. Instead of gold, the victim may see pyrite, brass, copper or yellow rocks. This includes pieces of Isadora herself, such that as soon as a piece is 'possessed', the possessor 'recognizes' that it is not, in fact, gold at all. These curses are so powerful that they may only be reversed by **remove curse** cast by a 15th-level caster or by the use of **wish**.

Puzzle and Secret Door (covering the hole to SL11-24): the plinth on which Isadora's 'body' sits covers a 4'-diameter hole leading down 30' to area SL11-24. The hole has hand- and foot-holds carved into the side to allow climbing up or down. The slab covering the hole detects as a secret door on only a 1 in 12 chance. Even if detected, the slab can only be slid aside when the puzzle involving the statues at areas SL11-13 to SL11-16 is solved. When the heads of those statues are returned to their proper bodies, an audible 'hiss' is heard, and part of the slab slides back an inch into the plinth. At this point, detection of the hole becomes easier (1 in 4 chance), although it may not be immediately apparent to those exchanging statue heads in the upper portions of the cavern. Once detected, the hole becomes accessible by pushing the recessed slab inward.

GM Note: The statue is literally Isadora, or Yasidoranicil, the gold dragon who became the lover of Priscus Pulcher and secret supporter of the Sortians during the War of the Sortians and Theosophs. In the world of Archontos (see World of Archontos appendix), ancient dragons that approach the end of their lives without suffering violent death may elect to transform themselves into a semblance of the material described by their sub-species. So, metallic dragons turn into the metal of their name (copper, gold, bronze, etc.), while chromatic dragons turn into stone of the appropriate color (red porphyry, white marble, black granite, etc.). In the world of Archontos it is also possible, albeit extremely difficult (requiring sages, wishes, and substantial questing), to 'wake' a dragon that has 'taken to the stone'. It is up to the GM to decide if this is appropriate to his/her own campaign.

After Priscus sacrificed himself to the imperial authorities in an effort to end the war, Yasidoranicil gathered up his broken and tortured body and bore it here, to her sanctum. Tired of life, she chose to 'take the stone' and became one with the metal that defined her dragon-type.

Treasure:
The body of Isadora is worth at least 5 million gp (but carries a strong **curse**).

SL11-20: North Storage Chamber

The door to this chamber is locked; the key is found in SL11-22. Attempting to open the door causes the constructs and golem at SL11-19 to animate to repel intruders.

The chamber is crammed with forty 4'-tall amphorae, each sealed with wax and containing approximately 6 gallons of contents. The amphorae contain the following: oil (x10), good wine (x5), table wine (x5), flour (x5), chickpeas (x5), (spoiled) fish paste (x5), and water (x5). The fish paste is spoiled and causes diarrhea for 2-5 days if ingested.

SL11-21: South Storage Chamber

The door to this chamber is locked; the key is found in SL11-22. Attempting to open the doors causes the constructs and golem at SL11-19 to animate to repel intruders.

The chamber contains: four rolled carpets, each measuring about 5'x8' and depicting scenes from the life of Priscus Pulcher (750 gp each); an ebony escritoire and matching stool (450 gp); six bronze braziers (3 gp each); two **tripods of heating** (see new magic items); a portable fire pit made of wrought iron (10 gp); a cithara made of ivory and ebony (functions as a **cittern intrument of the bards**; and three wooden settees covered in red leather (75 gp each).

SL11-22: Chamber of Isadora

The double doors leading to this chamber are stone and locked (the key may be found in SL11-24). Attempting to open the doors without the key causes the constructs and golem at SL11-19 to animate to repel intruders.

Two 8'-tall statues occupy triangular-shaped niches along the corridor. Unlike other statues in this sub-level they do not animate. One depicts Isadora as a beautiful woman of middle age with waist-length hair, black eyes, a wry smile, and holding a staff. The statue is a composite of materials: her face and hands are solid gold (3,500 gp), her eyes are jet (150 gp each), her hair is ebony, her robe is white marble, and her staff is oak. It could be sold for 10,000 gp. The other depicts Priscus Pulcher as a beautiful young man with close-cropped hair and trim beard; his arms are folded across his chest and he is smiling impishly. This statue is simpler, with flesh areas made of ebony and the rest made of white marble (7,000 gp for the statue).

The chamber is initially dark, but four hooded sconces on the walls contain pieces of amber enchanted with **continuous light**; when the hoods are lifted, they bring light to the chamber.

The chamber is sumptuously decorated. Seven large (8'x10') oriental carpets depicting gold dragons line the floor (300 gp each). A low, circular coffee table made of teak inset with chips of jet, azurite, and citrine (275 gp) sits at its center, surrounded by four red-silk covered settees (50 gp each), four small ebony tables (90 gp each), and four **tripods of heating** (see new magic items).

The north section of the chamber holds an armoire, a king-sized bed, and a dresser, all made of teak (175 gp for each piece of furniture). The bed is a four-poster, and still boasts yellow silk curtains that could be closed for privacy. The armoire holds four yellow silk kimonos embroidered with coiled dragons (45 gp each) and four pairs of yellow-silk slippers (10 gp each). Atop the dresser are four pieces of silver grooming utensils (40 gp for all four), plus three cameo rings showing a striking woman with long hair (125 gp each), and nine pieces of matched, exquisite gold and pearl jewelry (earrings, a choker, a necklace, three bracelets, two anklets, and a tiara – together worth 14,500 gp); within the dresser are various silk, linen, and cotton items of clothing (15 gp for the lot). The teak furniture might be disassembled by a clever person (roll 4d6 under DEX and another 4d6 under INT) for easier transport.

The west wall hosts a stand-up writing desk made of ivory (500 gp), plus an oak bookcase and an oak scroll case. The desk contains writing materials, plus the keys to SL11-20 and SL11-21. The scroll case holds a **scroll of protection from magic**, a **scroll of protection from petrification**, a scroll with **blink** and **haste**, a scroll with **teleport** and **dimension door**, a scroll with **hold person** and **hold monster**, and a scroll with **monster summoning II** and **monster summoning III**. The bookshelf contains only a few items: Isadora's spell book; *A History of Dragonkind*, by Yasidoranicil; *The Intelligent User's Guide to the Mystical Properties of Gems*, by Keladon the Strong; *Irene Bellatrix: on the Wars of this Great Archon*, by Egidius of Archontos; *Green Are My Lover's Eyes*, by Aelia of Perros; *On the Wars of the Old Ones with the Trolls*, by Clarius; *Principles of Comedy*, by Teracleon; *The Thirty-Seven Quips of Balak the Sage*.

To the south are four large stone bins filled with treasure, each about 4'x4'x4'. One contains 24,711 ancient copper bits (see Arden Vul items). A second holds 43,627 ancient silver pennies (see Arden Vul items). The third holds 12,829 ancient gold solidi (see Arden Vul items). The fourth holds forty-three gems, six potions and eighteen pieces of jewelry. The gems are worth a total of 21,500 gp, while the jewelry is worth 9,750 gp. The potions are: **philter of love**, **elixir of life**, and **potions of longevity**, **diminution**, and **human control** (x2).

Treasure:
See text.

Isadora's Spell Book: **Charm person**, **light**; **invisibility**, **mirror image**; **fireball**, **haste**; **charm monster**, **polymorph other**; **feeblemind**, **hold monster**; **invisible stalker**, **stone to flesh**.

SL11-23: Chamber of Priscus Pulcher

The double doors leading to this chamber are stone and locked (the key may be found in SL11-24). Attempting to open the doors without the key causes the constructs and golem at SL11-19 to animate to repel intruders.

The statues flanking the entrance hallway are made of carved basalt and depict a male and female Archontean aristocrat dressed in togas. Each figure has its arms held in front of its chests, with wrists bent and hands tucked into the opposite sleeve. The posture is that of 'indulging in leisure' as employed by classical Archontean orators. Each statue is worth 2,000 gp.

This chamber is set up as a mirror image of area SL11-22, although two features are immediately apparent. First, the furniture is of markedly lesser quality (oak, not teak). Second, the chamber feels more like a guest room than a proper dwelling place; the furniture is not marked by use and many containers are empty

The central portion of the chamber contains a low table, four settees, four small tables, and two tripods of heating (see new magic). The oak furniture is difficult to disassemble, and worth only 150 gp in total.

To the north may be found a single bed, an armoire, and a dresser (75 gp in total for the furniture). The armoire holds three tunics, a toga, a pair of leather boots, and a pristine set of starched, formal robes marking the wearer as a magister in the Order of Thoth (100 gp). The dresser contains a handful of underclothes and dirty tunics. Atop it, however, are a pair of beautiful rings: one is platinum with an engraved amethyst in the form of a clean-shaven Archontean nobleman with droopy eyes and a roman nose, with the initials CP (Crispus Pulcher, Priscus's father); the other is a signet ring in gold, with the familiar visage of Priscus Pulcher himself (see SL11-11). The first ring is worth 650 gp as an artifact of the Pulcher family; the latter is potentially worth 1,500 gp to a collector of notorious Archontean miscellany.

The east side has a writing desk, a bookcase and a scroll case. All of these pieces of furniture are empty, however. To the south are four stone bins, each measuring 4'x4'x4' All four bins are also empty.

Treasure:
Two rings of Priscus Pulcher (650 and 1,500 gp).

SL11-24: Treasure Chamber with the Remains of Priscus Pulcher

This chamber is accessed via a 5'-diameter hole that descends 30' from area SL11-19A. The hole has hand- and foot-holds carved into the north side.

The octagonal chamber is 12'-tall and boasts well-worked stonework. The floor sparkles, as it is completely covered with coins. Four semi-circular plinths hold 8'-tall statues. Between the statues are stone tables holding a variety of treasures.

Touching any of the treasures summons four invisible stalkers to defend Isadora's dearest possessions. Due to the carpet of loose coins, combat here is quite difficult: -2 to 'to hit' rolls and movement halved.

Statues: The statues are bronze, and depict Isadora in human form. In each she wears a long kimono and sports her famous waist-length hair. The four depict her as 1) a magic user, wielding a staff; 2) an orator, declaiming with outstretched right hand; 3) Aan rchontean bride, with half-veil and a bouquet of lilies; and 4) an empress, complete with olive wreath and a scepter of authority. Each statue is worth 5,000 gp.

Stone Table #1 (northeast): This table contains a remarkable find: the disaggregated skeleton of Priscus Pulcher himself, along with a rosewood box containing his hair. While not inherently valuable, these remains are of incalculable historical value, especially to the history of the empire and to the history of the collegia. It might also be possible to use them to contact the spirit of Priscus. The modern cult of the Priscians (see 9-60) would offer 50,000 gp for these remains.

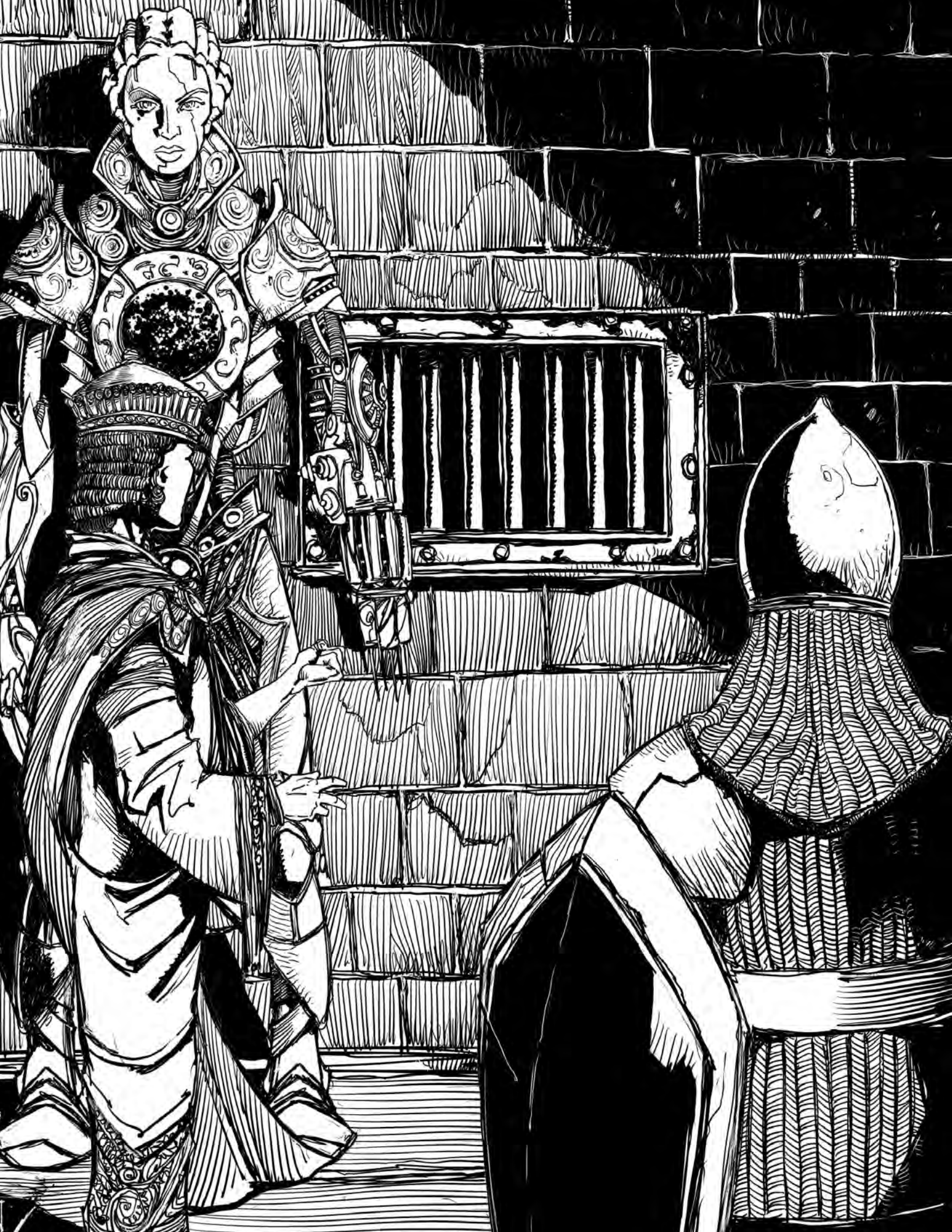
Stone Table #2 (southeast): This table holds five items: a **ring of three wishes** (one wish remaining); a **rod of beguiling**; a **brooch of shielding**; **slippers of spider climbing**; a **robe of eyes**; and a **staff of power** (17 charges). These were Priscus Pulcher's favorite items, and were preserved by Isadora in his memory.

Stone Table #3 (southwest): Atop this table are six potions, two scrolls, two dozen pieces of jewelry, and the keys to areas SL11-22 and SL11-23. The jewelry is worth 27,000 gp. One scroll contains **forcecage**, **limited wish**, and **astral spell**; the other contains **clone** and **symbol**. The potions are **explosive acid**, **deafening light**, **frost cage**, **greek fire**, **hostile levitation**, and **singing birds** (see new magic items for all six).

Stone Table #4 (northwest): Eight large gems, two porcelain blackware vases (75 gp each), a 10"-tall mirror set in a silver frame (45 gp), and six cones of **incense of attraction** (see new magic items). The gems are two star rubies (1,000 gp each), two black opals (1,000 gp), and four black sapphires (5,000 gp each).

Inhabitants:
1. **4 invisible stalkers**: SZ L; AL N; AC 3; MV 120'; HD 8; HP 64, 60, 55, 50; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility.

Treasure:
In addition to the substantial wealth listed above, the floor is covered with 9,384 large octagonal platinum coins, 7,843 ancient silver pennies, and 6,931 ancient gold solidi (see Arden Vul items for all).



SUB-LEVEL 12: THE WORKSHOPS OF KERBOG KHAN

This small sub-level is home to one of the most powerful and enigmatic of the denizens of Arden Vul, the reclusive techno-sorcerer who calls himself Kerbog Khan. Originally an archmage and member of the Imperial Academy (see 'collegia' in the World of Archontos appendix), Kerbog Khan decamped to Arden Vul, where he discovered by chance an incalculable treasure: the unplundered medical pod of the Beacon (SL12-4). He established a small fortress-like compound next to the wreck, and spent decades plumbing its secrets.

Eventually he found himself able to combine his magical skills with technological knowledge gleaned from the wreckage; these resulted in his creation of a series of automatons, ranging in size and shape from small dragonflies to medium-sized bipeds. The Khan's true innovation came with his discovery of a process by which he can project his own consciousness into the automatons that he has created (provided the automatons carry a bit of his own blood). With the help of these automatons, the Khan has been exploring the Halls, plundering them selectively so as to further his interests in blood magic and automaton-creation. This process has also resulted in the Khan's gradual self-transformation as he has grafted plasteel, metal, microphones, and other devices to his own body, all in an effort to make the 'perfect combination of man and machine'.

The sub-level is based around a small lake, in which the lost medical pod of the Beacon rests. Kerbog Khan's sanctum lies just to the north of the lake. Within that sanctum the Khan practices blood magic and is continually tinkering with his automatons. The rare visitors who locate this area typically end up bargaining with Kerbog Khan through the infamous 'talking grill' (SL12-16). The Khan is fond of bargaining, as it provides him with another means of exploring and acquiring the objects he craves; of course, as he is fond of reminding petitioners, all bargains must be 'sealed in blood'. Due to his strange appearance, however, the Khan typically does not reveal himself to visitors; instead they hear only his strange, amplified voice, complete with its hisses, cracks, and metallic pops. Despite his strangeness and particular interests, the Khan remains an extremely powerful archmage; angering him is inadvisable, as he is a dangerous and intelligent opponent.

General Construction Notes

Rudishva areas: SL12-4 to SL12-12

Other areas: Kerbog Khan first delved areas SL12-16, SL12-17, SL12-19, SL12-20 to SL12-28 by magic; later he improved them with the aid of his automatons. These halls are plainly worked and finished stone, with 10' ceilings and stone doors.

Important NPCs

Kerbog Khan, archmage and eccentric techno-sorcerer (SL12-25)

Access and Egress

To Level 3: stairs at SL12-20, leading up to 3-22A
To Level 4: tunnel at SL12-13, leading up to 4-175A
To Level 5: watery tunnel at SL12-1, leading to 5-103
To Level 6: tunnel at SL12-13, leading down to 6-161A
To Level 8: corridor at SL12-21, leading down to 8-54

Random Encounters

Only the following areas are subject to random encounters: SL12-1 to SL12-3, SL12-13, SL12-18 to SL12-21. Checks should be made every hour, with a 1 in 6 chance of an encounter. If an encounter is indicated, it will be with one of the Khan's automatons (see new monsters); roll on the following table to determine the type of automaton encountered.

D100	Type
1-40	1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire.
41-55	1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire.
56-80	1 basic exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 150'; HD 4; HP 29; #AT 2; Dmg 1-4/1-4; MR 40%. Special defenses: immune to cold and fire.
81-90	1 bipedal exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire.
91-96	1 battle automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 0; MV 150'; HD 8; HP 60; #AT 4; Dmg special; MR 50%. Special attacks: laser (3-12 damage); blade (3-12 damage); poison injector (death, or 3-12 damage on save); flamethrower (3-18 damage in arc). Special defenses: immune to cold and fire.
97-98	One of the children automatons of Kerbog Khan (see new monsters), fleeing the Khan: SZ S; AL NG; AC 6; MV 60'; HD 2; HP 13; #AT 1; Dmg 1-2; MR 20%. Special defenses: immune to cold.
99-100	GM's choice, or a unique automaton of the GM's devising.

Level Key

SL12-1: Watery Tunnel to 5-103

This tunnel is about 15' in diameter and mostly filled with water (only 3' of clearance exists above the water line). It stretches 40' before joining the pool at 5-103.

SL12-2: Kerbog Khan's Pool

Much of this cave is filled with cold, clear water. The cave was formed by the impact of one of the Beacon's pods smashing into the mountainside; that pod is still present here, now almost entirely submerged (see SL12-4). The pool is 50' deep in most places, with another 25' of air between the surface and the cave ceiling (except in the ell labeled SL12-18, where the cave ceiling is 45' above the water). A variety of blind cave fish and crustaceans call the pool home, while the southern and eastern walls are covered with a softly-glowing, green phosphorescent fungus (edible, if unappetizing).

The floor of the pool is littered with dozens of skeletal remains, mostly of humans, but including some goblins, varumani, and others. Remarkably, the remains contain no metal (as Kerbog Khan has carefully salvaged anything he might be able to use).

SL12-3: Beach with Doorkeeper

A rocky beach rises a few feet above the waterline of the adjacent pool. Set in the north wall of the cave is a strange orange wall and door; they are formed of rudishva plasteel. The door is locked (-15% to pick locks chances). Next to the door stands the Doorkeeper, a unique automaton of Kerbog Khan (see new monsters).

The Doorkeeper: When anything 3' or taller comes within 10' of the Doorkeeper, it begins swaying on its column, and its weird 'head' flashes with light. At that point a **garrulous mouth** spell (see new spells – twelve iterations remain) activates. The **garrulous mouth** wheezes in the manner familiar to those who have heard Kerbog Khan speak: stuttering, a series of clicks, repeated vowels and consonants, and a generally metallic-sounding tone. The message is as follows: "Greettttingzzz and welcom-m-m-ezzz to [click] the abo-o-o-de of Kerrrrbog Khan, greaaaaatesssst of wizzzardzz [click]. Vizzzitorrrrs mussst offerrr suitablllle someteengggggs of valu-u-u-ue [click] and mussst prepaaare to barrrrgain. Know that barrrggainzz musst be sssealed in bloooood. Deppozzittt your offerrrringzzz with the Door-oor-oor-keeeeperr." [Text in 'normal' speech: 'Greetings and welcome to the abode of Kerbog Khan, greatest of wizards! Visitors must offer suitable somethings of value and must prepare to bargain. Know that bargains must be sealed in blood. Deposit your offerings with the Doorkeeper.']

This is an invitation for visitors to place objects of value into the box attached to the cylinder. Kerbog Khan prefers metals of any sort, whether precious (gold, silver, platinum) or mundane (steel scraps, wires), but is also eager to acquire gems, potions, and scrolls. The type and value of the offering affects any future negotiation with Kerbog Khan according to the following chart. Should no offering be made, or should the offering be primarily biological (food, leather items, wood, etc.), the Doorkeeper relapses into silence (and the offerings can be retrieved).

If the offering is suitable, a **second garrulous** mouth activates and the Doorkeeper extends itself on its flexible columnar base and uses a hand (the star-shaped rod) to unlock the door' leading to SL12-16. The second garrulous mouth is more succinct: "It izzz accept-ept-ept-abbble" [It is acceptable]. Once the door is unlocked, the offerings in the box tumble into the cylinder and cannot be retrieved without destroying the Doorkeeper.

Offering Type	Offering Value	Modification to Reaction Roll in SL12-16
Rudishva technology	Varies	+30%
Gems	1-100 gp total	+5%
Gems	More than 100 gp total	+10%
Precious metal (gold, silver, platinum)	1-100 gp	+10%
Precious metal (gold, silver, platinum)	100-500 gp	+15%
Precious metal (gold, silver, platinum)	More than 500 gp	+20%
Mundane metal (steel, iron, brass, bronze)	Up to 2 lb	0%
Mundane metal (steel, iron, brass, bronze)	More than 2 lb	+5%
Potions	Variable	+5% per potion up to a max of +25%
Scrolls	Variable	+3% per spell level of spells inscribed on scrolls, up to a max of +20%
Scrolls, protection	Variable	+5% per scroll up to a max of +15%
Other magic items	Variable	+5% per item

Inhabitant:

1. **The doorkeeper**, **a unique automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 6; MV 0'; HD 5; HP 31; #AT 2; Dmg 1-4/1-4; MR 25%. Special defenses: immune to cold, fire, and electricity.

Treasure:

There is a 15% chance that items offered by previous visitors have not yet been transferred to Kerbog Khan and thus remain inside the torso of the doorkeeper. If so indicated, these items should be determined randomly.

SL12-4: Medical Pod of the Beacon: Exterior

Resting on a rock projection within the surrounding pool is one of the lost sections of the Beacon, the medical pod. The pod used to comprise a cylinder 120'x80'x30' in size, with an exterior of dull, gray, triple-strength plasteel. The exterior is presently festooned with ribbons of freshwater weeds. The eastern end of the pod was crushed in the crash, a trauma that killed all the crew present in the pod.

The nuclear reactor that powered most of the pod was also destroyed in the crash. The interior is thus dark (no LED lighting), and most powered objects (doors, null-grav shafts, etc.) no longer function. The one exception may be found in area SL12-11. The interior is sheathed in white plasteel (except where noted), and is

comprised of an upper level (areas SL12-5 to SL12-9) and a lower level (areas SL12-10 to SL12-15).

GM Note: Because the transponder beacons of the medical pod were destroyed in the crash, the rudishva assumed it to have been utterly destroyed. Kerbog Khan (SL12-25) was the first sentient being in several millennia to locate it.

SL12-4A: Jagged Hole in the Medical Pod

Access to the medical pod was originally through a door on its east end, but that section of the pod was destroyed in the crash. Fortunately for explorers, the crash also tore a hole in the exterior. That jagged hole is about 3'x7' in size and is conveniently located atop the pod, one foot above the waterline of the pool. The hole leads into SL12-5.

SL12-5: Medical Pod, Upper Level: Assistant Medical Officer's Quarters

The rudishva iris door of this chamber has been forced, and stuck in a partly-open position. The chamber within has been stripped of almost all its furnishings. Only some jagged, orange, plasteel stumps protruding from the wall and floors suggest the locations where a bed, desk, closet, chair, and hanging light fixture once stood.

GM Note: Kerbog Khan long ago scavenged every bit of plasteel and technology from this chamber.

SL12-6: Medical Pod, Upper Level: Chief Medical Officer's Quarters

This chamber is identical to SL12-5, down to the partially-opened door and the stripped furnishings. A few exceptions remain. One is the black, wall-mounted monitor (4'x3') that is embedded in the wall opposite the space where the desk once stood. Affixed to the (blank) monitor is a piece of parchment on which the following is scrawled (in Archontean): "*Property of Kerbog Khan. Do not touch! This means you!*"

The other exceptions are a handful of personal items belonging to the former occupant of this chamber, Haddi Yon, the chief medical officer. The Khan ignored these items because they have no technological use. The items include a tattered, yellow, silk scarf; a plastic name plate reading "Haddi-Yon, Chief Medical Officer, the Shining Beacon of Glorious Heaven" [**GM**: a memento from a conference]; and a laminated note from Haddi-Yon's life-partner, Nean-Ri. The note (in Glyphik) praises Haddi-Yon's service to the rudishva people, applauds his dedication to xenobiology, assures him that he will locate a new species, and warns him not to let his fascination with exotic predators lead him into danger.

SL12-7: Medical Pod, Upper Level: Inoperable Null-Grav Shafts

Two eye-shaped holes (10'x5') in the floor drop down 15' to the lower level of the medical pod (SL12-10). These holes are rimmed with 2" of grey-plasteel so as to prevent accidental entry into the null-grav shafts. Since the medical pod lacks power, the null-grav shafts no longer function.

The eastern exit is blocked by the rock into which the medical pod crashed. By the rock face are the headless, desiccated remains of a rudishva in an emerald green jumpsuit; these are the remains of Haddi-Yon, the chief medical officer of the Beacon.

SL12-8: Medical Pod, Upper Level: Examination Room

The rudishva iris door to this chamber is stuck in a partly open position, with a 6"-diameter aperture; it requires a successful open doors roll to force open.

Two 8'-long, 4'-tall solid plasteel tables stand in the center of the chamber. The walls are lined with built-in cabinets. The floor is scattered with debris, mostly of an organic nature: rotted linen, plastic envelopes that have been torn open, etc. Among the debris are two skeletons, one of a rudishva and the other of a varuda; both are without clothing.

Kerbog Khan visited this chamber in gaseous form and stripped the cabinets of their contents. He missed one drawer set into base of one of the examination tables: it contains six packages of saline solution, three hypodermic needles, two rolls of bandages, two pair of scissors, and a bottle of twenty 'pep' pills (see new technological items).

SL12-9: Medical Pod, Upper Level: Examination Room

The rudishva iris door to this chamber has been broken into bits; access is free and easy.

The chamber is cut almost completely in half by a rock wall, the product of the crash of the Beacon. Aside from this fact, the chamber is identical to SL12-8, complete with debris. No medical supplies are present, however.

SL12-10: Medical Pod, Lower Level: Inoperable Null-Grav Shafts

Two eye-shaped holes (10'x5') are set into the ceiling some 15' above the floor. The holes lead to the upper level of the medical pod (SL12-7). The shafts of the null-grav units are outlined on the floor by eye-shaped, 2"-tall rims of grey plasteel. Since the medical pod lacks power, the null-grav shafts no longer function.

The chamber is almost cut in half by the rock wall, thus preventing access to the east.

SL12-11: Medical Pod, Lower Level: Operating Theater

The rudishva iris door to this chamber is stuck in a partly open position, with a 3'-diameter aperture. The glowing runes of a **symbol of fear** appear on the door.

The chamber is divided into three areas. Just opposite the doorway is the actual operating theater. To the north and south are sterile recovery suites. Standing at the console by the operating theater is the Giatros, a unique automaton (see new monsters).

To defend his interests in the Medical Pod, the Khan has summoned two invisible stalkers and tasked them with slaying anyone (except him or the medical automaton) who enters the theater.

Operating Theater: The core of the theater is a 10'x4' table of plasteel mounted atop a ball joint connected to a hydraulic pillar. Four articulated surgical arms with various tools on their tips (scalpel, tweezers, clamps, injector) stand around the table. Strapped to

the table is a true varumani named Gevorda; she was captured by the Khan, who is using her to explore his interest in anatomy and blood magic. Gevorda is a half-sister of the troll thegn, Varboka (7-30), and her release would win great favor from the thegn.

The surgical table and arms are surrounded by a strange hemisphere of semi-rigid, mutable gel known to the rudishva as medicaderm (see new technological items). The medicaderm shield is pellucid but spongy; one can stand outside it and push it inwards toward the table, allowing one to interact with a patient without compromising the sterile environment within the medicaderm shield. Medicaderm was a major scientific invention, as it could transmit vital signs from patients that it touched to the medical consoles, and could also be used to transfer drugs and treatments directly through the patient's dermis.

To the north of the table and medicaderm shield is a bank of consoles rising 4' from the floor. An operator uses the consoles to manipulate the surgical arms, to adjust the density and activity level of the medicaderm (e.g., to make it permeable so as to allow patients to be placed within the theater), and to administer treatments through the medicaderm. The console also permits the manipulation of the surgical table: it can be raised, lowered (3' into the floor), and tilted.

The operating theater is still operational, thanks to a backup micro-reactor designed to ensure that those in surgery or recovery would not perish in the case of a temporary loss of main power.

Recovery Suites: The northern and southern portions of the room were designated as sterile recovery suites. Each suite is separated from the rest of the area by an opaque plasglass wall, with access provided by a rudishva iris door that opens to a sky blue or better rudishva identity plaque (see new technological items). Inside is an antechamber, with console and other equipment for monitoring patients. The antechamber was separated from the actual recovery suite by a second wall formed of medicaderm. Sadly, the medicaderm wall of the northern suite failed in the crash of the Beacon, as its auxiliary power source was destroyed. Kerbog Khan stripped all the equipment and interior furnishings from it years ago. The southern suite, however, is still functional, and still contains a 'patient'. The console that controls the suite is also operative, as Kerbog Khan did not dare to release the patient held within. The patient is actually a huge space squid that had been captured by the Beacon and placed here for study; it has been kept comatose for millennia, but can be released through ill-advised manipulation of the console here, in the southern recovery suite, or of the console by the surgical theater.

Using the Surgical Theater Console: Provided the Khan's defenses are overcome, it is possible for PCs to make use of the surgical theater. Those ignorant of the rudishva written language (Glyphik) will find it almost impossible (1% chance) to decipher the console; such persons should roll randomly on the following table to determine what their manipulations accomplish. Those who do know Glyphik have a 50% chance of successfully using the console to achieve a particular goal; such persons can select what they wish to do from the following table.

GM Note: The theater automatically detects and comprehends the physiology of rudishva, varumani, varuda, kaliyani, and other star-faring races. It takes 1-3 manipulations, each with a 33% chance of provoking a fatal mishap, before the machine is able to recognize a new species (e.g., humans)."

D100	Function	Effect
01-10	Permeability, surgical theater	Allows something or someone to be popped through the medicaderm shield
11-13	Permeability, sterile recovery suite	Allows access or egress through the medicaderm of the southern recovery suite (thus releasing the space squid - see below)
14-19	Sterilizing gas	Sterilizes the interior of the medicaderm shield, but also kills all living beings within
19-25	Anesthetic gas	Puts all living beings within the shield into an indefinite coma
26-30	Surgical 'arm' - scalpel	Operator-controlled cutting of patient
31-35	Surgical 'arm' - tweezers	Operator-controlled use of tweezers on patient
36-40	Surgical 'arm' - clamp	Operator-controlled use of clamp(s) on patient
41-45	Surgical 'arm' - injector	Operator-controlled use of injector on patient. Choice of injectables: 1. Saline 2. Antibiotic liquid 3. Suturing gel 4. Anesthesia
46-55	Surgical table – adjustments	Raises, lowers, and/or tilts the surgical table.
56-60	Automatic surgical procedure - removal	Removes an organ. Organ must be specified (or else should be randomly determined).
61-65	Automatic surgery – grafting	Adds an organ or body part to a patient. Patient species must be known (see above), and organ/part must be present within the medicaderm. If no organ/part is present, the system will modify the existing body (e.g., by taking an organ such as an eye, an ear, a hand, etc. and grafting it to a different location on the same body).
66-70	Automatic surgery – repair	Fixes problems: clogged arteries, cancers, broken limbs, collapsed lungs, etc. Species must be known to the console.
71-75	Medicaderm – pain relief	Causes the medicaderm to touch the patient and deliver a strong narcotic. The narcotic masks pain for 4 hours; a side effect permits characters reduced to 0 or fewer HP to continue fighting until they reach -10 HP. The narcotic is also potentially addictive (20%)
76-85	Medicaderm – diagnostic	Causes the medicaderm to touch the patient and diagnose any diseases or physical ailments

86-90	Medicaderm – healing	Causes the medicaderm to touch the patient and remove all diseases and cure all damage (but not internal organ or bone damage)
91-100	Medicaderm – drug delivery	Medicaderm touches patient and delivers desired drug. Roll d8: 1. Anesthesia (coma for 4 hours) 2. Radioactive tracers used to locate cancers (humans and demi-humans glow with green light for 2-6 days) 3. Localized antibodies (acts as poison on humans and demi-humans; save or die) 4. Blood thinning (provides humans and demi-humans with +2 CON for 1-3 hours) 5. Muscle strengthener (provides humans and demi-humans with +2 STR for 1-3 hours) 6. Neural cleaner (provides humans and demi-humans with temporary psionic ability for 2-4 days; strength and abilities determined randomly) 7. Optical tuning (provides humans with infravision for 1-3 days) 8. Blood coagulant (reduces damage taken by 10% for 1-8 hours, but halves movement)

Using the Southern Recovery Suite Console: This console is like the console governing the surgical theater, with similar restrictions on its use. The following functions can be selected by a trained operator (or randomly initiated by the untrained).

D100	Function	Effect
1-45	Permeability, sterile recovery suite	As above; releases the space squid - see below
46-50	Sterilizing gas	See above
51-60	Anesthetic gas	See above
61-70	Sedative gas	Acts as a slow spell on inhabitant of suite; also reduces DEX by 4.
71-75	Medicaderm – pain relief	See above
76-80	Medicaderm – diagnostic	See above
81-85	Medicaderm – healing	See above
86-100	Medicaderm – drug delivery	See above

Interaction with Inhabitants in this Chamber: When entered, the invisible stalkers move to attack. Initially, the Giatros remains at its post. Each round of combat after the first adds a 20% chance that the Giatros joins the fray. Once the Giatros enters combat, there is an additional 10% chance per round that Kerbog Khan inhabits the Giatros; this has no effect other than the fact that the Khan will begin shouting imprecations at the interlopers.

Impact of Exploration Here: If the Khan inhabits the Giatros during a battle here, he will clearly know that the PCs are responsible for disturbing his special research area; he will intractably refuse to aid the PCs thereafter, and may (25%) choose to send a battle automaton after them at some point in the future. If Kerbog Khan does not inhabit the Giatros, then there is a chance that he will not know of the PCs' culpability; that chance is a base 66%, but should be modified by the GM as appropriate. If the PCs boast of their discoveries in this chamber, of course, the Khan will know the PCs' 'guilt' and will refuse all further interaction.

Inhabitants:

1. **2 invisible stalkers**: SZ L; AL N; AC 3; MV 120'; HD 8; HP 60, 50; #AT 1; Dmg 4-16; MR 30%. Special attacks: surprise on 1-5. Special defenses: invisibility.
2. **The Giatros**, **a unique automaton of Kerbog Khan** (see new monsters): SZ M; AL N; AC 2; MV 90'; HD 8+8; HP 61; #AT 4; Dmg 1-2/2-5/2-5/3-12; MR 35%. Special defenses: immune to fire, cold and electricity.
3. **Gevorda**, **true varumani** (see new monsters): true varumani (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 37 (max 57); #AT 3 or 1; Dmg 3-6/3-6/4-10 or by weapon. Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Gevorda attempted to bargain with the Khan. Fascinated with her special biological functions, he decided to abduct her instead. She will aid any attempts to destroy the Khan and end his 'tyranny'.
4. **1 space squid** (see new monsters): SZ L; AL N; AC 3; MV 20', 120' flying (Class D); HD 16; HP 109; #AT 7; Dmg 1-8(x6)/6-36; MR 35%. Special attacks: stunning attack; consumption of prey (4-24 HP damage). Special defenses: immune to cold and fire.

Treasure:
Two aquamarines (500 gp each) on the Giatros.

SL12-12: Medical Pod, Lower Level: Sick Ward

The north and east walls of this chamber are lined with built-in plasteel bunks, where sick crewmen recovered from minor ailments. There are a total of fifteen bunks in stacks of three. The south wall has built-in cabinets, but Kerbog Khan stripped them of all usable items.

SL12-13: Tunnels leading to 4-175A and to 6-161A

At a point 4' above the floor of the sick ward the external wall of the medical pod has been eaten away by some caustic substance. The hole is 5' in diameter and leads to a perfectly round tunnel that descends in wide spirals to Level 6 (6-161A). The hole was bored by Kerbog Khan's borer automaton (see SL12-19). The slope of the passage is just gentle enough to allow bipeds to traverse it without slipping, although speed is reduced by 30'.

About 20' down beyond the wall of the pod is a 2.5'-wide crack in the tunnel wall. The crack opens into a natural, rough tunnel that is roughly 4' in diameter; this tunnel descends gently over a very long distance before reaching level 4 (4-175A).

SL12-14: Medical Pod, Lower Level: Sick Ward

This room is identical to area SL12-12, except for the fact that skeletal remains of two varuda (see new monsters) are heaped in the center of the chamber.

SL12-15: Medical Pod, Lower Level: Sick Ward

This chamber is currently inaccessible from the rest of the medical pod. Only if holes are knocked through the plasteel walls of either area SL12-14 or area SL12-8 can it be entered. Kerbog Khan does not know it exists; informing him of its existence would win his favor, provided the contents were not looted first. Thanks to its isolation, the chamber is dry.

In terms of general layout, the chamber is identical to areas SL12-12 and SL12-14. The jump-suit clad remains of two rudishva crewmen are dashed against the east wall, their limbs broken in multiple places. Numerous rudishva items may be found here, including rust and brown plastic rudishva identity plaques; three anti-venom kits; a biohazard suit; a communication bracelet; a fire extinguisher; a GnuCoder 1000 image screen; five instant heat sources; six full lesser power supplies; two containers of 'pep' pills, each with 20 pills (see new technology for all); ten Arden Vul cakes; and three bottles of rudishva aquavit (see Arden Vul items for the last two).

SL12-16: Hall of Bargains

Access to this chamber is difficult. From the south the way is barred by the plasteel wall and door. The door can be unlocked by the Doorkeeper (SL12-3), picked by a thief (-15% chance), or beaten down (given the strength of plasteel, the door can be beaten down only by making a lift gates roll at -35%). From the east, a portcullis located near the bridge (SL12-18) bars the way. The lever used to raise the portcullis is found on the south wall of this hall. A lever for raising the portcullis by the entrance to SL12-19 is also located on the south wall.

The chamber is undecorated stone. The focal point of the hall is a steel grill set into the north wall. The grill is 2' wide by 1' tall, and is placed 5' above the floor; it is made of 1" bars of steel that have been welded together. The grill is securely latched on the opposite side (SL12-23), but can be opened to allow objects to be passed through.

Four of Kerbog Khan's automatons stand in the corners of the chamber: two battle automatons (with a 50% chance for a third), an exploration automaton, and a unique automaton, the Nosokoma. All four are quiescent until attacked, or until ordered to take action by Kerbog Khan.

Bargaining With Kerbog Khan: Petitioners whose donations have been accepted by the Doorkeeper (SL12-3) proceed to the grate for conversation and bargaining with Kerbog Khan. Barring any unusual circumstances (i.e., the PCs attack his automatons, or the PCs are known to have intruded into his research lair at SL12-11), the Khan begins any negotiation in a neutral state. That is, he is basically willing to make bargains, provided he gets what he wants and is able to offer something in return. The broad shape of negotiations should be determined by a standard reaction roll, with the following modifiers:

Category	Factor	Modifier to Reaction Roll
Donations	Nature and value of donation	See SL12-3
Information on offer from PCs	High interest to Kerbog Khan	+10%
	Moderate interest to Kerbog Khan	0%
	Low interest to Kerbog Khan	-5%
Additional Items on offer from PCs	Working rudishva technology	+5 to +15%
	Broken rudishva technology	+1 to +8%, depending on size and rarity
	Rudishva plasteel, wiring, springs, etc.	+1%/square foot
	Lesser magic items (potions, scrolls)	+2% each
	Major magic items	+5 to +10% each
Demeanor of PCs	PCs are deferential	+10%
	PCs are respectful but distant	0%
	PCs are mocking or hostile	-20%

Possible Information or Services Offered by Kerbog Khan

The Khan is happy to bargain for information, objects, or services. Two caveats remain. First, the Khan almost never offers objects to petitioners; his side of any bargain is information or services. Second, the Khan always requires that bargains be 'sealed with blood'; this means that the PCs must provide a sample of their own blood, to be collected by his unique automaton (the Nosokoma).

Map Knowledge: The Khan has good knowledge of most of the generally accessible areas of Arden Vul; exceptions include the Midnight Road areas of Level 5, the areas of Level 8 afflicted with bliss pollen, all areas concealed behind secret doors, all of Sub-Level 11, etc. He also is aware of many exits from Arden Vul, especially those on levels 1-6.

Faction Knowledge: The Khan knows the power structures of all the major factions of Arden Vul (goblins, beastmen, varumani, heqeti), and can describe rulers and their general proclivities. He does not know secrets (e.g., he is ignorant of the true nature of the Master of the Sun-Scarred Knights).

Historical Knowledge: The Khan is one of the most knowledgeable beings currently living in Arden Vul. He knows a lot about the rudishva, about the history of the varumani, about the Archonteans and their demise, and about many of the inhabitants of the Halls. He also has a chance to know the location of other adventuring parties.

Healing Services: Kerbog Khan has mastered rudishva drugs that will cure most diseases and wounds. Effectively he can offer the technological equivalent of a **cure light wounds**, **cure serious wounds**, or a **heal** spell, as administered by the Nosokoma.

Spell Services: As an archmage, the Khan can (if properly induced) cast most magic user spells.

Teleportation Services: The Khan regularly offers this service, especially to lost or badly wounded parties. The Khan accomplishes teleportation through his automatons; those being teleported must touch the automaton that the Khan is inhabiting before the Khan, through the automaton, casts the spell. Of course the automaton is transported with the party, a fact which may limit the Khan's willingness to teleport parties to certain locations.

General: the Khan is deeply interested in rudishva technology and history, and is eager to acquire information about the rudishva and/or objects produced by them. He is also interested in ancient Archontean constructs, in unusual spells or magic items, and in hitherto-secret information about the denizens of the Halls. The GM must play Kerbog Khan intelligently! Given his network of dragonflies and exploration automatons, he will be unwilling to trade for mundane stuff or information. The GM should consider carefully the quality of what a given group of PCs offers to the Khan; only if it is secret or unusual is he likely to want to acquire it.

Possible Information or Services Desired by Kerbog Khan

The below are only examples, but are indicative of the Khan's various interests.

Information: A route into the Midnight Road (level 5); how to open the Obsidian Gates (5-6D); the location of the archons' regalia (i.e., the **bone ring of Jagri-Naz** at 5-74, the tablet of the beacon at 9-107, the **ebon spear** at SL5-13B, and the **iron circlet of Ghanor** at 3-127A); the nature of Deino (3-158); the nature of Master Malachite of the Sun-Scarred Knights (SL10A-32); the location of any of the pods of the Beacon (SL2-2, 6-27, 6-113, 7-143, SL13-37, and SL14-10); the location of the Tomb of Isadora (SL11) or of the Tombs of Light (SL2); the location of the resting place of the legendary construct, Sulla the Myrmex (SL6-22); how to access the chamber of the Beacon (SL14-10); etc.

Objects: Any rudishva technology; pieces of rudishva construction materials (plasteel, plasglass etc.); loose wiring; gems; jewelry; potions; scrolls; magic items; statues, especially bronze.

Services: Clearing powerful monsters from locations of interest to the Khan; carrying messages to specific sentient inhabitants.

Inhabitants:

1. **2 (or 3) battle automatons of Kerbog Khan** (see new monsters): SZ S; AL N; AC 0; MV 150'; HD 8; HP 60; #AT 4; Dmg special; MR 50%. Special attacks: laser (3-12 damage); blade (3-12 damage); poison injector (death, or 3-12 damage on save); flamethrower (3-18 damage in arc). Special defenses: immune to cold and fire. There is a 50% chance that a third battle automaton is idling by its companions. If not encountered here, it is elsewhere in the halls on a mission for the Khan.
2. **Nosokoma**, **a unique automaton of Kerbog Khan** (see new monsters): SZ M; AL N; AC 2; MV 90'; HD 7+7; HP 43; #AT 2; Dmg 1-6/1-8; MR 25%. Special defenses: immune to fire and cold.
3. **1 bipedal exploration automaton of Kerbog Khan** (see new monsters): SZ S; AL N; AC 2; MV 90'; HD 6; HP 43; #AT 2; Dmg 1-6/1-6; MR 40%. Special defenses: immune to cold and fire.

SL12-17: Service and Storage Chamber

The one-way door from the corridor near SL12-23 opens in the north wall of this chamber. It can be detected as a secret door from this side, but cannot be opened. The Khan only uses it to collect objects procured by his automatons, and then only rarely (once every other day or so). Those hoping to ambush him as he emerges will have to be exceptionally clever and lucky.

The chamber holds two large wooden worktables that are covered with clutter: chunks of plasteel, snarls of wiring, springs of various size, crowbars, hammers, mallets, wrenches, nails, carving knives, random pieces of wood, a grindstone, and so forth. Two fine (if tarnished) bronze Archontean statues also are present, awaiting pickup by Kerbog Khan. One is of a young boy holding a ball (750 gp), and the other is of a naked youth stretching for athletics (1,250 gp).

SL12-18: Bridge with Portcullises

A narrow, rickety, 5'-wide bridge formed of wooden planks crosses Kerbog Khan's pool (SL12-2) at this point. It should be noted that the cave ceiling is 45' above the surface of the pool in this ell. The wooden planks are supported by ropes which tie into bolts set in the stone on either end of the bridge. Heavy steel portcullises block the passages on either end of the bridge. These are almost always (90%) in the 'down' position.

The lever for the west portcullis is in SL12-16; levers for the east portcullis may be found at SL12-16 and SL12-19.

SL12-19: Storage and/or Preparations

This chamber exists only as a storage depot for items collected from the Halls by Kerbog Khan. Those items he finds useful are eventually transferred into the workshop area (SL12-28); other plunder may languish here for quite some time.

The chamber is unadorned stone. There is an 80% chance that the borer, one of Kerbog Khan's unique automatons, is present here. The borer activates in order to defend the chamber if the Khan happens to inhabit it while the PCs are exploring it (10% chance).

Low value items present here: six marble column drums; two wooden desktops (minus legs); a 20-lb chunk of steel; a keg of Hak's mushroom ale; six badly-worn marble heads from Archontean-era statues; 20 lb of leather scraps; a 5' section of orange plasteel; a plasteel spool holding 100' of electrical wire.

Higher value items: an onyx statuette of a leaping tiger (150 gp); a 6'-tall bronze statue of an archon, intact save for one leg (650 gp); a 5' marble statue of a calf (250 gp); a wooden coffer filled with 37 plain gold rings (25 gp each), one of which is a good-aligned **ring of faerie**; a 3'-tall marble sculpture of a brownie (350 gp); 3 fine Archontean carpets, each 8'x12' in size (450 gp each); a **harp of charming** (see new magic items); a stone chest filled with 32,175 cp and 17,911 sp; a **porter's carpet** (see new magic items); a **rug of instant access** (see new magic items), whose partner is stored in a closet of the Azure Keep (see World of Archontos appendix); five 5-lb lumps of **arcanum** (see new magic items); and a pair of **boots of attraction** (see new magic items).

Inhabitant:

1. **1 borer automaton of Kerbog Khan** (see new monsters) (80%): SZ M; AL N; AC -1; MV 30'; HD 6; HP 43; #AT 1; Dmg 4-24; MR 25%. Special attacks: attacks as 10 HD creature. Special defenses: immune to cold and fire.

SL12-20: Stairs Up to Level 3 (3-22A)

These stairs are uneven and rough; they climb about 200' up through several changes of direction and landings before ending at the secret door located in the catacombs of Thoth (3-22A).

Halfway up the stairs is the corpse of Asrotelion, a mage sent by the Collegium of Cinders (see World of Archontos appendix) to locate Kerbog Khan. Asrotelion was clever enough to use blood magic (Kerbog Khan's specialty) to try to track the Khan, but ran afoul of one of the poison dragonflies on this staircase. He has returned as a wraith, which still haunts the corpse (the wraith does not interfere with the automatons as it does not perceive them as living beings). The wraith hugs the ceiling of the stairwell, granting it a +2 to surprise rolls.

Inhabitant:

1. **1 wraith**: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 36; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:

On the corpse: a platinum signet ring (175 gp); a silver scroll case (10 gp) with scrolls of **locate object**, **invisibility**, and **locate living being** (see new spells); 6 darts; a staff; 3 of **Melchior's beads of escape** (see new magic items), cued to the collegium of Cinders in Narsileon (see World of Archontos appendix); and Asrotelian's spell book. Tucked into Asrotelian's left boot is a writ with 2 seals: it authorizes Asrotelian to bring "the rogue wizard, Cerbactos, also known as Kerbog Khan" alive or dead to Narsileon to face charges of theft and treason. The seals are those of the Collegium of Cinder and of Keko, thesmothete of the House of Sight (and leader of the Drome).

Asrotelion's Spell Book: **Alarm**, **enlarge**, **feather fall**, **grease**, **identify**, **magic missile**, **message**, **spider climb**; **audible glamer**, **ESP**, **invisibility**, **knock**, **locate living being** (see new spells), **locate object**, **scare**; **dispel magic**, **feign death**, **hold person**, **secret page**, **suggestion**, **tongues**; **charm monster**.

SL12-21: Tunnel Down to Level 8 (8-54)

This circular tunnel is 5' in diameter and boasts perfectly smooth walls. It takes the form of a spiral, with a slope just gentle enough to allow bipeds to climb without slipping. It descends about 1,050' before exiting on Level 8 (8-54).

The tunnel was bored by one of Kerbog Khan's specialized automatons, the borer (see SL12-19). There is a 20% chance at any given time that the automaton is performing routine scraping maintenance in the tunnel. If encountered in this way, the borer could pose a significant threat to those in the tunnel. Regardless of location from which the explorers have entered the tunnel, there is an even chance for the borer to moving towards or away from the party. If it is moving towards the party, its cutting blades will do an automatic 2-16 HP damage/rd to whomever is directly in front of it. Combat is difficult in the tunnel (-4 to hit), and if the characters are 'below' the borer (i.e., if they are climbing from 8-54 while the borer is descending from SL12-21), then PCs need to roll 3d6 under DEX or risk losing their footing. If they lose their footing, they rocket down the tunnel and take 4-24 HP damage when they emerge at 8-54. If the borer is moving away from the party, then it poses no hazard.

Inhabitant:

Borer automaton of Kerbog Khan (20%): see SL12-19 for stats.

SL12-22: Dragonfly Tunnels

These 1'-diameter tunnels have utterly smooth walls. They lead from the hallway near SL12-25 to both the pool of Kerbog Khan (SL12-2) and to the access tunnels to the upper halls (SL12-20) and nether reaches (SL12-21). The tunnels are designed to provide an egress from the workshops for Kerbog Khan's dragonflies (see SL12-28). For shrunken or gaseous PCs, they also offer a back route into the Khan's sanctum.

SL12-23: Hall of Heads

A marble half-column rises 5' from the floor in the center of this small chamber. Atop it is an **ever-alert head** (see new magic items) created from the remains of a true varumani. It faces the grill separating the chamber from the Hall of Bargains, and is imbued with the abilities to **detect invisibility** and **detect alignment**. The head sounds an alarm whenever visitors appear in the Hall of Bargains; the alarm brings Kerbog Khan within five rounds, ready to bargain

The walls of the chamber are filled with a hodgepodge of different shelves, all of which are filled with heads. Most (some 30) are taken from ancient Archontean statues made of various materials (granite, marble, bronze), and could be sold for 6-600 gp each. The Khan has also looted five heads of heqeti statues (40-400 gp each). Among the statuary are several magical heads: a **head of Thoth**, an **infernal effigy**, an **obsidian skull of comprehension**, and a **shrunken head** inside a burlap sack (see new magic items for all).

In a wooden chest under the shelving are thirteen control rods for the eggs found at area 4-85.

GM Note: The **head of Thoth** contains the personality of Paratus Vitriunius, a logothete; Kerbog Khan has found his information to be of little practical value. The **infernal effigy** is keyed to the devil Naboremask, a powerful pit-fiend in the service of Asmodeus; the Khan knows its name, but out of caution has only contacted the devil once. The **shrunken head** talks constantly either about a score of nasty ways to kill people or about the glories of the summer garden of Trendax the Grey, a wizard with a tower near Arcturos (see World of Archontos appendix).

SL12-24: Blood Bank

The door to this chamber is cool to the touch. The chamber within is cold (about 45-degrees) and low-ceilinged (6' tall).

To the south, a wooden table and chair stand atop a bearskin rug, with two sheepskin dusters draped over the chair. Sitting on the table is a crystal ball and a 2'-diameter lump of **arcanum** (see new magic items). A vial-sized slot has been carved in the **arcanum**, allowing Kerbog Khan to insert one of his vials of blood into the lump. Possession of a sample of blood from an individual thus allows the Khan perfect scrying (100% chance of locating) with all additional features (**clairaudience**, **ESP**, and **telepathy**).

To the north is Kerbog Khan's blood bank. Here he maintains samples of blood taken from those who bargain with him. Samples are preserved in vials, with the name of the giver recorded on the vial. The vials are stored in wooden boxes stuffed with sawdust. While the GM should determine what blood samples the Khan currently maintains, the following are likely possibilities:

Name on Vial	GM Description
Aelin	6th-level female half-elf ranger; adventurer
Balthazar (blue)	7th-level male Archontean magic user; adventurer
Wicktrimmer	9th-level imperial goblin (see World of Archontos) thief; adventurer
Killik	Goblin sub-chief (5-46)
Gog	Lesser varumani (5-2)
Ashoka	True varumani court sorcerer (7-22)
Trisko (ratman)	Beastman and count of the Long-Range Cavern Patrol (3-154)
Sir Hegemon	Sun-Scarred Knight (SL10B-19). The fact that she gave a sample to the Khan is an embarrassment; she would not want that fact known to the other knights
Brenna Three-Braids	Lesser vampire (7-127). Kerbog Khan is aware of her vampirism, as well as that of Cinna Minux (7-122) and Joshuel the Binder (7-127).
All nine classed members of the Bad Neighbors	An adventuring party; see 6-113 and 6-129.
Kerbog Khan himself	The Khan keeps three samples of his own blood ready at all times so as to be able to effect repairs to his automatons
Others	Undoubtedly the Khan has samples of rank and file beastmen, goblins, true and lesser varumani, etc.

Two volleyball-sized boulders of shaped granite rest on the floor before the blood bank; they are **cold rocks** (see new magic items), and serve to keep the blood samples fresh and the chamber cold. Although the Khan has expended considerable time and energy in attempting to preserve the blood samples, he has not been able to keep them viable for longer than a decade.

SL12-25: Kerbog Khan's Sanctum

This comfortably appointed bedroom and study serves as Kerbog Khan's sanctum. He has covered every surface (even the ceiling) with beautiful Archontean carpets, most illustrated with scenes of magic and sorcery (seventeen carpets, seven worth 200 gp, five worth 400 gp, four worth 500 gp, and one – showing Thoth's gift of magic to humans – worth 1,000 gp).

To the north are the Khan's sleeping quarters, with a spartan wooden bedframe, an armoire carved with Wiskin scenes (100 gp), and a stand holding four staves and six wands. The armoire contains a dozen sets of robes and other clothing; one of the robes is that of a provost of the Imperial Academy (**GM**: a hint of Kerbog Khan's past). Of the staves and wands, most are mundane, with the exception of a **staff of the magi** (15 charges), and **wands of conjuration** (23 charges) and **illumination** (55 charges).

To the south is his study. It contains two bookcases, two worktables, a **tripod of heating** (see new magic items), and a writing desk. The bookcases are crammed with rare tomes, including his spell books and six rare codices stolen from the Imperial Academy in Archontos.

Atop the eastern worktable sits a rudishva Nutri-vore 2500 food dispenser (see new technological items) and seven Arden Vul cakes (see Arden Vul items). Below the table is a chest holding ten full and nineteen empty rudishva lesser power supplies (see new technological items).

The western worktable holds a number of curios that have caught the Khan's eye: a **kaliyani asp egg** (torment); a **collar of servitude**; two inert **dwarven life-stones** bearing the names Beryl Adamantine and Garnet Hornfels (in Dwarven Runic); two **stones of passage**; an ivory hand carved to resemble a **rudishva useful palm** (imbued with **magic aura**, but without actual properties); a silver cup with a **tooth of Pol**; and a **statuette of faithful service** (depicting Nestor Plumbatorix) (see new magic items for all).

The writing desk has a drawer full of writing supplies (parchment, quills, inks, etc.), a second drawer with maps of all of the Archontean areas of Arden Vul (generally Levels 1-4 plus portions of Levels 5-7); and a third drawer with two acurate treasure maps (GM's choice).

The bookcases contain the following tomes: Kerbog Khan's spell books, in fifteen large volumes; the six codices stolen from the Imperial Academy, namely *Blood is the Key to All*, by the Sanguinator, *Principles of Magical Attraction*, by Herluinus, *Animating the Inanimate*, by Vaslotus Light-Fingers, *Locomotion in Animals and Humanoids*, by Spindledor, *A Hierarchy of Essential Fluids*, by Licinia the Vampire, and *Successful Reanimation*, by Herbertus Occidentalis; a **scroll of protection from demons**, a **scroll of protection from devils**, a **scroll of protection from magic**, a **scroll of stone to flesh**, a scroll with **limited wish** and **permanency**; a scroll with **monster summoning V** and **monster summoning VI**; a scroll with **extension I**, **extension II**, and **extension III**, a scroll with **meteor swarm**; a scroll with **banishment**, **forcecage**, and **demand**, a scroll with **legend lore** (x2), a scroll with **chain lightning** and **contingency**, a scroll with **power word**, **blind** and **power word**, **kill**; a scroll with **teleport without error** (x3); and a number of other codices, including *A Complete Decoding of the Old Ones' Glyphs*, by Herodian Tiro, *The Deeds of Marius Tricotor*, by Lucius Cornelius Scriptor, *the Fragment*, *Great Vampire Lords and their Demise*, by Usuon of Agoreon, *Laelius's Linguistic Primer*, *or How to Speak the Old Ones' Tongue*, compiled by Laelius the Praetor, *Pol's Book of Laughs*, by the Grinning Mage, *On the Wars of the Old Ones with the Trolls*, by Clarius, *Principles of Comedy*, by Teracleon, *The Seventeen Uses of a Dead Troll*, by Jacobus One-Arm, *Summoning from the Beyond*, *the Value of Mud*, by Herodian the Blessed, and twenty other mundane volumes of the GM's choice.

Encountering Kerbog Khan: Kerbog Khan will be encountered most of the time at the bargaining grill separating SL12-16 from SL12-23. See guidelines for making bargains in the text for SL12-16. If PCs attack the Khan in that location, he will retreat to marshal his resources. Unless the PCs seem capable of breaching the grill, he will cautiously wait for them to tire themselves out and leave. If he deems the PCs capable of breaching his inner defenses, he returns with all his resources: i.e., with his **staff of the magi**, **statuette of faithful service**, and spell buffs. Although unlikely, it might be possible for PCs to surprise Kerbog Khan here, in his actual sanctum (by sneaking through the dragonfly tunnels); in this case, the Khan will be visibly upset but will still attempt negotiation. If assaulted or if negotiation fails, he will teleport away to area 3-174 to regroup.

Kerbog Khan's Story: Kerbog Khan was born Cerbactos Kalthetos, son of a wealthy spice merchant in Archontos. Once his arcane gift was identified, his father secured a place for him in the Imperial Academy, the most socially prominent of the collegia (see World of Archontos appendix). Cerbactos rose swiftly through the ranks, proving himself an extremely talented wizard. By his early 50s he was an archmage, and one whose advice was occasionally sought by the imperial court itself. One day 57 years ago (in 2936 AEP), however, Cerbactos disappeared, apparently taking with him six rare codices stolen from the library of the Imperial Academy.

Cerbactos ventured into Arden Vul, taking the name Kerbog Khan in the process. He spent over a decade exploring, usually invisibly and secretly. Finally he made an extraordinary discovery: the un-looted medical pod of the Beacon. This pod had remained untouched for millennia, as the rudishva considered it lost and never bothered to look for it. As a result it held significant scientific and technological treasures. The resources of the medical pod dovetailed precisely with Kerbog Khan's own interest in blood-magic, constructs, and techno-sorcery. He delved a small workshop next to the medical pod, and began experimenting. He was successful in part thanks to his own intelligence, interests, and magical talents, but in part also due to the six codices that he had stolen from Archontos. He was able to pioneer new and unsettling fusions of mechanical and biological entities. While other magi may have created constructs, the Khan's great achievement was his ability to 'inhabit' them from afar, so long as a blood connection was maintained (hence the fact that all of his constructs hold a small vial of his blood).

Obsessed with his automatons, with the rudishva technology that partly enabled them, with his own genius, and with a desire to live forever, Kerbog Khan also began experimenting on his own body. He decided that true immortality could be achieved by adding mechanical parts to his own body. His body is now more than 75% mechanical, a pastiche of rudishva plasteel, tempered Archontean steel, wiring, and exotic precious metals. As his transformation proceeded, his empathy, morality and general sense of his own humanity withered; he withdrew increasingly into his workshop, preferring to let his automatons interact with the rest of Arden Vul. He now prefers to interact through the grill at SL12-23, thus shielding petitioners from the sight of his strange body. His voice, as filtered through a rudishva microphone, sounds mechanical, and his speech is punctuated by cracks, pops, whirrs, and stuttered consonants. Despite his strangeness, however, Kerbog Khan is still a formidable magic user.

Inhabitant:

1. **Kerbog Khan**, **20th-level male Archontean magic user**: SZ M; AL NE; AC 1; MV 120'; HD 20; HP 44; #AT 1; Dmg 5-8 (**dagger +4**); Abilities: STR 9; INT 18; WIS 17; DEX 15; CON 12; CHA 9. Possessions: **bracers of defense** (AC 2); **ring of mind shielding**; **ring of wizardry** (third level spells); **dagger +4**; **staff of the magi** (15 charges); **wand of conjuration** (23 charges); **wand of illumination** (55 charges); **statuette of faithful service** (see new magic items); key to SL12-26. Spells memorized: **charm person**, **identify**, **magic missile**, **shocking grasp**, **unseen servant**; **continual light**, **ESP**, **mirror image**, **stinking cloud**, **wizard lock**; **blink**, **detect illusion**, **dispel magic** (x2), **fireball**, **haste**, **hold person**, **protection from normal missiles**, **slow**, **suggestion**; **confusion**, **curse**, **ice storm**, **polymorph other**, **wall of ice**; **cloudkill**, **cone of cold**, **faithful hound**, **feeblemind**, **teleport**; **anti-magic shell**, **chain lightning**, **death spell**, **geas**; **grasping hand**, **power word stun**, **teleport without error**; **clenched fist**, **mind blank**, **monster summoning VI**; **prismatic sphere**, **time stop**.

Treasure:
See text for magic items; also see possessions of Kerbog Khan.

Kerbog Khan's Spell Book (in fifteen large volumes): **All first through sixth level spells**, plus **banishment**, **grasping hand**, **delayed blast fireball**, **instant summons**, **forcecage**, **monster summoning V**, **phase door**, **power word stun**, **teleport without error**, **torment**, **vanish**; **clenched fist**, **binding**, **demand**, **mass charm**, **mind blank**, **monster summoning VI**, **permanency**, **spell immunity**, **symbol**, **trap the soul**; **astral spell**, **crushing hand**, **gate**, **monster summoning VII**, **power word kill**, **prismatic sphere**, **time stop**.

SL12-26: The Khan's Treasury

The door to this chamber is locked and wizard locked. Within may be found the wealth that Kerbog Khan has looted from Arden Vul over many decades. Five stone bins line the north wall.

Bin #1: 33,512 ancient copper bits (see Arden Vul items), and 2,791 cp

Bin #2: 22,963 ancient silver pennies (see Arden Vul items), and 4,725 sp

Bin #3: 11,502 ancient gold solidi and 247 ancient octagonal platinum pieces (see Arden Vul items), as well as 2,921 gp and 1,391 pp

Bin #4: 244 10-gp gems; 139 50-gp gems; 113 100-gp gems; 17 500-gp gems; and 3 1,500-gp gems.

SL12-27: Privy

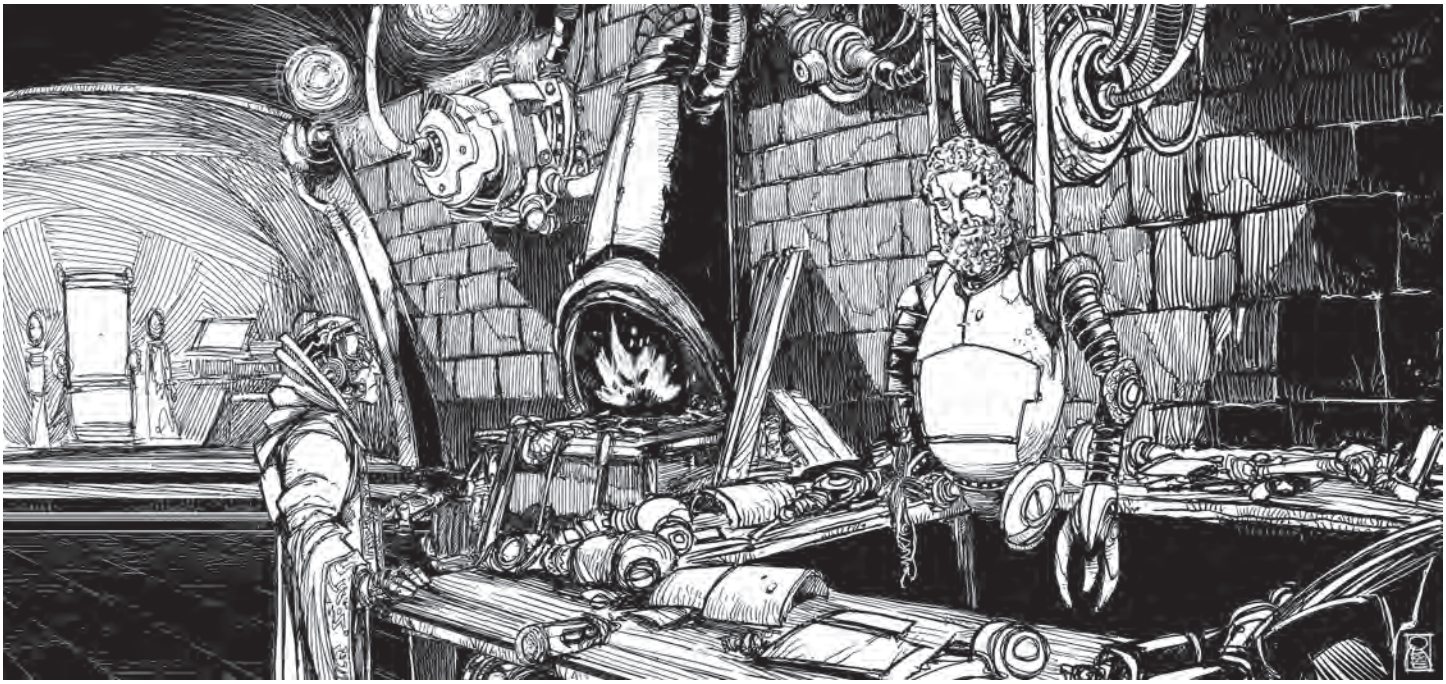
This chamber smells of excrement. A hole in the floor leads down 30' to an unmapped cave. Every spring, water seeps into that cave, filling it several feet deep. It leeches out over the next month, taking much of the filth with it.

SL12-28: The Workshops of Kerbog Khan

This 15'-tall, rough-hewn chamber is the site of Kerbog Khan's magical and mechanical experimentation. It is brightly lit with **continual light** spells. Three distinct areas define the chamber.

East (Protective Diagrams): Two 12'-diameter diagrams have been incised into the floor and filled with silver and glass chips; they are a magic circle (for devils) and a pentagram (for other evil creatures). Between the circles is a chest filled with rare unguents, dusts, and other materials used in summoning (total value 325 gp).

Center-East (Automaton Construction): Four large work-benches are set in a square around an open work area. In the work area is a 10'-square, upright scaffold of plasteel from which hangs the incomplete torso of a bipedal exploration automaton (see new monsters). Scattered about the workbenches are piles of plasteel plating, plasteel tubing, lengths of wiring, and a wide array of tools. The tools include ordinary carving knives, screwdrivers, hammers,



mallets, chisels, and clamps, as well as several more unusual items: a rudishva soldering iron with a spool of solder, a rudishva industrial stapler, a rudishva portable cutting tool, and a rudishva lesser welding tool (for all, see the 'industrial tools' entry in new technological items appendix).

Center-West (Forge and Materials Storage): Kerbog Khan built a small forge and installed a small summoned fire elemental in it. The Khan is not a talented smith, but he uses the forge for melting metals and forming small parts from steel and iron. Stacked near the forge are 200 board-feet of lumber pillaged from the Halls. Two battered wooden chests hold chunks of steel and iron. Leaning against the south wall are several large (5'x10') sections of plasteel in various colors (orange, grey, etc.). About a dozen kegs and barrels holding wine, water, and ale sit in this location as well.

West (Reading Area and 'Children'): Atop a thick plush carpet depicting a flying dragon (250 gp) sits a comfortable leather chair and a table with a rudishva GnuCoder 1000 image screen and a scattering of rudishva data crystals (see new technological items). Standing quietly by the chair are two of the Khan's most prized automatons, that is, "Children" named Milo and Phoebe (see new monsters). The pair are sentient, and devoted to their 'father' (Kerbog Khan). They are curious to meet new 'friends' of their father, and grow distressed if he is criticized. If convinced that their father is gone for good, they will imprint onto the highest charisma PC and follow that person until they are physically restrained. They importune this lucky PC constantly for attention, love, and favors.

Under the table is a great treasure, the sole surviving rudishva power supply charger from the Beacon (see new technological items); next to it is a greater power supply with 245 hours remaining as well as sixteen freshly-charged lesser power supplies (see new technological items).

The following data crystals (see new technological items) are present here: *The Shining Beacon of Glorious Heaven*: *Technical Specifications of this Yort-Class Exploration Vessel*, *Crew Roster (Medical)*, *Service Manual for Optical Devices produced by GnuCoder S.A.*, *Voyages of the Shining Beacon of Glorious Heaven*, *Biological Systems: an Owner's Manual*, *Injury and Disease: Practical Solutions*, and *Specimen XRF-6013*: *Notes by Haddi-Yon, Chief Medical Officer* (see Arden Vul books for all).

GM Note: Thanks to his facility with automatons and his expansive knowledge of rudishva technology, Kerbog Khan has a chance to repair and reprogram malfunctioning rudisha military-grade security constructs. These include the partially-functioning constructs Gethe (6-16), Haine (6-84), and Ranke (SL10A-16) and the currently inoperative constructs Stiller (6-36) and Dronke (SL10A-20). Repairs require 4-6 months of labor and a significant outlay of supplies, to the tune of 15,000 gp worth of precious metals and gems and 3 cubic feet of rudishva technological detritus (wires, circuit boards, etc.). At the end of such a period, the Khan's base chance to have restored the construct to full operationality is 75% for Gethe, Haine and Ranke, and 40% for Stiller and Dronke. The base chance rises by 5% for each construct that the Khan has previously studied (whether or not the repairs were successful) and by 15% for each construct he has successfully restored. For perhaps obvious reasons, Kerbog Khan will be most unwilling to allow restored constructs to leave his own service, regardless of what bargains have been struck with those who bring the malfunctioning constructs to him. The GM should carefully consider the quantity and quality of the Khan's previous interactions with PCs before determining whether the Khan will allow such a valuable (and dangerous) resource to escape his clutches. Some factors that might mitigate in the PCs' favor include: provision of a second (or third) construct to be 'owned' by the Khan; providing directions and access to either the bridge or the shuttle bay of the Beacon (e.g., SL14-10 to SL14-14 and SL13-37); and so forth.

Inhabitants:

1. **Milo**, **one of the children automatons of Kerbog Khan** (see new monsters): SZ S; AL NG; AC 6; MV 60'; HD 2; HP 13; #AT 1; Dmg 1-2; MR 20%. Special defenses: immune to cold.
2. **Phoebe**, **one of the children automatons of Kerbog Khan** (see new monsters): SZ S; AL NG; AC 6; MV 60'; HD 2; HP 11; #AT 1; Dmg 1-2; MR 20%. Special defenses: immune to cold.



SUB-LEVEL 13: THE LOST CHAMBERS OF ARDEN

This level comprises two relatively distinct parts, connected only by a small huldugritti-haunted network of tunnels. The first area contains a set of chambers built during the peak of the Archontean rule in Arden Vul by a small but powerful circle of officials obsessed with the deeds and legends of the imperial heroine, Arden. So intense was their devotion that they created these chambers as a sort of shrine to her, thereby helping elevate her to the status of demigod. Their cult, known to members as the Defenders of Arden (a pun, as Arden's nickname was 'the Defender'), was highly restricted in membership, and its chambers were protected by elaborate entry rituals and safeguards (SL13-8). These chambers encompassed several important cultic centers, including the Hall of the Labors (SL13-10), where members of the cult could attempt to emulate the famous Twelve Labors of Arden; the Hall of the Twenty (SL13-20), where statues of the Twenty Worthies are to be found; and the Reliquary of Arden (SL13-22), which contains items thought to be relics of the great Defender. Note might also be made of the grotto of Arden (SL13-2) and its colossal head of the Defender; the grotto is connected to the waterfall's plunge pool (EX-17).

The Defenders of Arden maintained a special pentarch of soldiers, the Guardians of Arden, to watch over the cultic areas. When the archon made the fateful decision to withdraw all imperial forces from Arden Vul, the cult ordered the Guardians to stay put. About half the force mutinied, turning on and killing their officers and engaging in fierce battles with their fellows. The few Guardians who survived the fighting were killed by the special imperial stone guardians (see new monsters) who guarded the reliquary.

Those who discover and navigate this part of the sub-level have the opportunity to follow the Path of Arden. Doing so means undergoing twelve potentially lethal tests meant to emulate the Labors of Arden. In addition to the rewards offered by each Labor, successful completion of the first eleven allows one to proceed to the twelfth, wherein it becomes possible to meet the demi-god Arden herself. In this meeting it is possible to acquire the potent artifact known as the **spear of Arden** (see new magic items), an item which will provide potent aid to those dedicated to stopping Rimmaq-Isfet or Kauket (10-37).

The second region on this sub-level is smaller, consisting of the shuttle bay pod from the Beacon (SL13-37). Within the pod are two shuttles, one of which (SL13-37B) may be used for interstellar travel (for those GMs who wish to allow this). Readying the shuttle for such travel, however, requires that enterprising starfarers first acquire other items (see SL13-37B for details). The shuttle, plus the airlock and runway leading to the exterior (SL13-39), were always the last hope of the rudishva for escape from this planet. It took the engineering and science staff a very long time to devise a way to convert the shuttle from atmospheric to interstellar travel. Eventually the team, led by Chemical Engineer Fek-Prail (9-96) and Science Officer Spiv-Kol (SL9-48), reached an innovative solution involving rare minerals from SL9 and the relatively ubiquitous **arcanum** (see new magic items) rocks. But by the time the solution was announced, the kaliyani had already decided to remain on this planet and had begun to plan betrayal. The triumphant news of the solution was thus the trigger for the revolt of the kaliyani and the swift destruction of the rudishva. Therefore, despite their impressive scientific breakthrough, the rudishva never got a chance to use the shuttle.

General Construction Notes

Rudishva areas: SL13-37 to SL13-39
Archontean areas: SL13-4 to SL13-27

Access and Egress

To Exterior: underwater tunnels at SL13-1, leading to the cliff face and plunge pool at EX-17
To Exterior: runway at SL13-39, leading to cliff face (currently impassable)
To Level 4: stairs at SL13-9, leading up to 4-168
To Level 6: stairs at SL13-27, leading up to 6-144
To Level 7: tunnel at SL13-33, leading up to 7-59
To Level 9: tunnel at SL13-32, leading down to 9-44
To Level 9: rudishva teleporter (T20) at SL13-38, leading to 9-97
To Sub-Level 8: staircase at SL13-29, leading up to SL8-24

To Mithruin in a mine on Mount Juventus (see World of Archontos appendix): tunnel at SL10-10A
To Borealios (see World of Archontos appendix): forest path at SL13-10D
To the Realm of Lady Ellagel and Lord Gallador (see World of Archontos appendix): tunnel and enchanted door at SL13-10F
To the skies above Agoreon, on the coast of Ostralios (see World of Archontos appendix): portal at SL13-10K
To the snowy mountains north of Arden Vul: a forest cave at SL13-10E
To the Astral Plane: portal at SL13-10C
To the Elemental Plane of Water: portal at SL13-10G
To the Elemental Plane of Fire: lava tubes at SL13-10K

Random Encounters

Only the following areas have some form of random encounter. All other areas have none.

1. Areas SL13-6, SL13-7, SL13-9 to SL13-12

Checks should be made every three turns, with a 1 in 4 chance for encounter. The only encounter will be Lytta, the insane former woman-at-arms (see SL13-6). She furtively tracks visitors, but never attacks; if cornered and/or apprehended, she has some information to impart.

2. Areas SL13-28 to SL13-36

Checks should be made every three turns, with a 1 in 4 chance for an encounter.

D20	Encounter
1-18	1-2 huldugritti (see new monsters): SZ M; AL N; AC 0 or 2; MV 120' or 60'; HD 8+8; HP 56, 48; #AT 2 (in stone form); Dmg 2-16/2-16; MR 25%. Special attacks: hurl boulders (2-8 HP each). Special defenses: meld with stone (cure 3-24 HP); assume spirit form; +1 or better weapons to hit; immune to fire, electricity, and mind-affecting spells. If slain, these creatures should be subtracted from the roster at SL13-34.
19-20	Crinux the Wrinkled and a 5th-level thief conversus, sent from the Priscian encampment at 9-31 to locate their missing colleagues (see SL13-31). For stats, see 9-31.

Level Key

SL13-1: Entry Tunnels (leading to EX-17)

Two holes in the plunge pool of the Long Falls (EX-17) lead to the forgotten shrine to Arden the Defender. The western entrance is 35' below the pool's waterline, while the eastern entrance is 40' below the waterline. Each tunnel is completely water-filled and climbs slowly as it extends inward (climbing 5' each). A strong current, produced by the impact of the water dropping from the falls, propels those who find the tunnels down their length. Given this current, as well as the current running through SL13-2, it is extremely difficult to swim back into the plunge pool once a visitor has entered this sub-level.

SL13-2: Watery Grotto

This large cavern is half-filled with water from the plunge pool (EX-17). The tunnels from SL13-1 exit on the floor of the grotto, roughly 30-35' below the surface of the pool. The ceiling of the cavern, covered by a dimly luminescent moss, rises another 50' above the surface of the water. A noticeable current in the pool draws those in the water towards the entrance to SL13-3. Only highly accomplished swimmers (or untrained swimmers who succeed at a bend bars roll) are able to resist the current, let alone swim back up the tunnels (SL13-1) to the plunge pool.

Those entering the grotto from the tunnels are confronted by a colossal bust of Arden the Defender (SL13-5), partly covered by the water of the grotto. The water line reaches Arden's lower lip, rendering her visage stern and foreboding.

To the west is another worked area, a landing that rises 10' above the waterline (SL13-4).

To the south is a ledge rising 5' above the waterline. The corpse of a caveman, mauled by the snapping turtle, rests on the ledge, near the remains of a fire ring.

The pool in the grotto teems with fish and small crayfish. It is also the hunting ground of an ancient and very nasty giant snapping turtle. There is a 33% chance that the turtle is hibernating in area SL13-3 when the grotto is first entered, but movement and especially noise in the grotto are likely (75% chance) to rouse it to investigate. If it is already present in the grotto, then it is able to use its surprise attack on any who emerge from the tunnels (SL13-1). If badly wounded (i.e., if it takes more than ⅔ of its HP in damage), the turtle retreats to area SL13-3.

The worked passages leading north are currently 20' below the surface of the water; as a result the water covers the first 20' of stairs in each corridor. The corridors and stairs are difficult to climb due to the amount of debris – flotsam and jetsam in part, but also bloated, rotted, and decomposed animal and human remains – that have washed up inside them. Those climbing out of the debris into the north-leading corridors have a chance (2 in 6) to hear the sounds of bare feet running near SL13-6.

A fair amount of treasure has been swept onto the floor of the grotto over the years. The treasure items are scattered across the floor of the grotto and are thus difficult to locate. For each turn of conscious searching the grotto floor, there is a 1 in 6 chance to locate one of the items from the treasure list.

Inhabitants:

1. **1 giant snapping turtle**: SZ L; AL N; AC 5 (0); MV 30', 20' swimming; HD 10; HP 73; #AT 1; Dmg 6-24. Special attacks: surprise on 1-4.

Treasure:

Brooch of confident action (see new magic items); a water-tight silver scroll case containing a **scroll of Kentillian's airy command** (see new spells); a red glass activation square (see **Thothian teleportation rings** in new magic items); a platinum statuette of a discus-thrower (375 gp); a steel cooking pot filled with 438 ancient silver pennies (see Arden Vul items), wrapped tight in a bear skin and bound with rope; a battered but still usable Archontean legionary's short sword; a **shield -1**, **missile attractor**; a **helm of comprehending languages and reading magic**; an ivory coffer carved with scenes of the Fourth Labor of Arden (see World of Archontos appendix; 225 gp) containing two **candles of invocation**; two tokens of Arden (see Arden Vul items); a pair of rare bottles of Archontean apple brandy protected in a leather carrying case (90 gp each); and a scattering of 329 cp, 75 sp, and 51 gp.

SL13-3: Lair of the Snapping Turtle

The tunnel to this side cave is located 20' below the surface of the pool in SL13-2. Some of the rock at the bottom of this cave is fractured, allowing water to drain regularly from it and the neighboring pool. The drain pulls enough water that careless or weak swimmers in SL13-2 will be pulled into SL13-3 and towards the drain. For this reason, the snapping turtle likes to lie in wait here, near the drain; there is a 33% chance that turtle is lurking in the muck near the drain when visitors first arrive in SL13-2. The turtle may also retreat to this cave if badly wounded.

SL13-4: Landing

A set of stairs rises 10' from the water of the grotto to this worked landing. Empty torch sconces are visible along the walls. The west wall bears an inscription carved in 2'-tall letters in Mithric. It reads: "Let all persons honor the sacrifice of Arden, founder of this site and defender of her people." In smaller (6") letters, below the main inscription, is carved: "Lucullus Axia had this made as thanks to Lady Arden for rescuing him." Beneath the inscriptions are two clay lamps (unlit) and three tarnished ancient silver pennies (see Arden Vul items).

SL13-5: Colossal Bust of Arden the Defender

Looming over the grotto (SL13-2) is a colossal sculpture of the head and shoulders of Arden the Defender. Rising 45' from the base of the grotto almost to its ceiling, the sculpture depicts a solemn Arden in neo-realist Archontean style, wearing a legionary helm and with long warrior braids.

The water level in the grotto has risen over time such that the waterline is just at Arden's lower lip, making it look as if she is peering across the surface of the water or just emerging from it. Adding to the eerie effect are darkened streaks of stone under her eyes from dripping water.

A hidden tunnel exists within the nostrils of the colossal head, allowing one to clamber upwards through a 3'-wide passageway to area SL13-10. The nostrils are 10' above the water line, and the passageway climbs 30' upward at a steep pitch before ending at a secret door.

Secret Door (north): The door is normal to find from the south, and opens by locating a 1" hole in the roof of the tunnel and pushing an appropriate implement into that hole.

SL13-6: Lytta the Survivor

This former gathering hall and cloakroom is now the home of a madwoman named Lytta. A strong reek emanates from the door of the chamber, alerting visitors to the presence of feces and rot long before they reach its broken door.

Within is a disgusting sight. The frescoes on the walls, which once depicted upper-class Archonteans dressed in traditional tunics, have been defaced: the heads of all fifty persons have been scratched out. Furthermore, the walls are smeared with filth and covered with scribbled names. Two seem to be repeated: "Vesania" in a stable hand, and "Lytta" in a more uneven, shaky Archontean script. A large wooden table occupies the center part of the chamber, but no chairs are in sight (Lytta burned them all years ago). Piles of broken equipment, skeletonized corpses of humans and animals, and mounds of excrement litter the sides and rear of the chamber.

If not encountered previously, Lytta will be found here, crouching atop the table and muttering to herself. Her hair is long and matted, she wears a tattered tunic, and she smells rank. She is clearly insane. She resists contact with explorers, shrieking, kicking, and scratching until physically held down. At that point she can be questioned, although her answers are difficult to decipher. She gives her name as Lytta, although if pressed will agree that once she was Versania. She is desperately afraid of 'it', the demon of the waters (i.e., the giant snapping turtle). She cannot remember how long she has existed here (12 years). Once upon a time she carried a spear (she was a man-at-arms). She has encountered nobody in a long time, except the 'nice corpses'. She is afraid of the Hall of the Labors (SL13-10), since 'spirits occupy it' (the only other living occupant of this portion of the sub-level died there attempting to overcome one of the labors). The areas to the north (e.g., SL13-13 and beyond) are 'filled with the dead' and 'lack all food'. It seems clear that she has existed on raw fish and the flesh of dead creatures swept into the grotto by the falls. If allowed to run free, Lytta will flee towards SL13-2; there she will risk the snapping turtle and attempt to hide out on one of the ledges. Thereafter, so long as the party is present in this sub-level she will shadow the party, muttering softly and acting bizarrely.

Although creepy, Lytta is harmless. She cannot be cured short of a **heal** spell. She has a makeshift fishing line, a dagger, and a **belt of dwarvenkind** that she calls her "seeing belt" that was taken years ago from one of the corpses.

GM Note: A dozen years ago Versania accompanied an expedition to the ruined city. While horsing around with her fellow men-at-arms, she fell into the plunge pool and was swept into area SL13-2. She barely escaped the snapping turtle and has existed here ever since, long bereft of her senses.

Inhabitants:

1. **Lytta**, **insane Archontean woman**: SZ M; AL N; AC 9; MV 120'; HD 1-1; HP 3; #AT 1; Dmg 1-4 (dagger). Possessions: dagger, fishing line, **belt of dwarvenkind**.

SL13-7: Antechamber

The northern door is broken and swings crazily on its hinges; the southern door is intact and locked. The walls are bare. Above the archway leading to SL13-10 is the Mithric inscription "She was immovable and steadfast."

Within are the corpses of five long dead Archonteans; they show signs of having slain each other with swords and spears. It is possible to locate 2 usable short-swords and 2 spears among the detritus.

SL13-8: Faces of Arden

This 15'-tall room was built to prevent those not initiated into the cult of Arden from entering the chambers to the south. A dozen battered and broken corpses lie on the floor. The corpses are a mix of ancient and modern, and include eight ancient Archontean legionaries, two lizardmen, a basic exploration automaton of Kerbog Khan (see new monsters), and a human adventurer. Returning the automaton's remains to the Khan might fetch 500-1,000 gp and/or several pieces of valuable information.

The east and west walls of the chamber feature 10'-tall carvings of the stylized face of Arden familiar from the colossi (EX-6) and from the watery grotto (SL13-5). That is, huge faces in a socialist-realist style: Arden wears a legionary helm and warrior braids, and looks into the middle of the chamber. An inscription in 2'-tall, silver-filled, Mithric letters occupies the north wall next to the door: "Only those worthy of the loyalty of Arden may proceed further. Be warned!"

In the center of the chamber is a 10'-tall, specially designed imperial stone guardian (see new monsters) carved to look like Arden herself. The guardian wears legionary gear, but instead of Arden's spears, it carries hammers. The guardian is programmed to activate when the southern door is manipulated incorrectly.

The door to the south is not a normal door. It is stone, and carved like another face of Arden, similar to the others in the chamber. A permanent **magic mouth** exists on the face; those coming within 3' of the mouth hear the following in Mithric: "*Present signs of your fidelity, and you shall pass.*" At close range it is apparent that there are slots in the eyes of the door's face. To open the door, one must do one of two things: 1) insert the stone of a ring of Arden (see Arden Vul items) into either of the two holes, or 2) insert a token of Arden (see Arden Vul items) into either hole. Any other manipulation of the door, physical or magical, causes the **magic mouth** to intone in Mithric: "*You are found wanting.*"

At that point, the stone guardian activates and attempts to destroy any who remain in the chamber. The guardian does not pursue up the stairs.

Inhabitants:

1. **Enhanced imperial stone guardian** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 9+3; HP 71; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: hit only by +2 weapons; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

Treasure:

Among the battered corpses are two ancient Archontean shields, three Archontean short swords, a **scroll of protection from magic**, a scattering of 37 ancient silver pennies (see Arden Vul items), 29 ancient gold solidi (see Arden Vul items), 55 sp, and 39 gp, a platinum band (200 gp), and a **cap of serenity** (see new magic items).

SL13-9: Stairs Up to 4-168

These stairs wend upwards for at least 700' before exiting at area 4-168.

SL13-10: Hall of the Labors

This long hall is 20' tall, brightly lit with **continual light**, and supported by twelve pillars, six on the east side of a central sunken area and six on the west side. The chamber is perhaps the most important site in the sub-level, and one which might provide canny PCs with important, even crucial, assistance if they choose to fight Kauket (see 10-37).

The north and south walls features elaborate and surprisingly well-preserved frescoes illustrating iconic moments from each of the twelve labors of Arden. An inscription in giant 2'-tall, silver-filled, Mithric letters (75 gp for the silver) occupies the central portion of the north wall, above the sunken area. It reads: "*Only the worthy should seek to emulate the deeds of the Great Defender. Choose wisely*."

Pillars: Eleven of the twelve pillars are carved in a spiral manner so as to tell the story of one of the twelve labors. At eye height on the outer face of each pillar is carved an Archontean numeral, from I to XI, around which the narrative scenes flow. The twelfth pillar has the numeral XII, but no additional carved images, since the Archonteans believe that Arden's twelfth labor is still to come. A kind GM might rule that a thief or dwarf who inspects the pillars might notice that the numerals seem to be unusual and/or magical, and that pressing them causes something to happen.

In fact, touching any of the numeral plaques triggers a series of powerful permanent magical effects. First, a deep voice speaks in Mithric: "*You have chosen to attempt the* [First, e.g.] *Labor of Arden! Pass through the portal if you dare. Return with proof of your success*." Next, a shimmering, colored, portal some 15' in diameter opens in the sunken area in the center of the hall. The color of the portal varies by the Labor to be attempted. Each portal allows access to a demi-plane upon which the labor may be attempted. Portals remain open for two turns before closing. A given portal can only be opened once per week. This means that once within a demi-plane, an individual or party must succeed in the pertinent Labor or else be stranded (or die).

Each pillar, along with its portal and associated labor, is given its own separate description (see areas SL13-10A to SL13-10L).

Central Sunken Area: In the center of the chamber is a 20'-diameter circular 'arena' set 5' below the surface of the floor. The relatively recent corpse of a Knight of the Azure Shield lies in the sunken area. It shows signs that the knight was mauled by claws. Portals to the demi-planes wherein the Labors of Arden may be replicated open here.

The Labors of Arden: The Cult of Arden that created this area wished to test its members by allowing them, when ready, to replicate any or all of the famous Labors of Arden. Through works of great sorcery (in which Kentillian the archmage was involved), expenditure of much treasure, and many years of plane-walking, the cult located eleven demi-planes that either already duplicated features of one of the labors or that could be 'seeded' to the cult's instructions. The cult imagined that members would proceed through the labors, from easier (1st and 2nd) to more difficult (10th and 11th). As will be made clear below, replication of the 'labors' is possible in most cases. While each labor offers the chance (or occasionally the requirement) of difficult combat, many of the Labors provide alternatives to simple hack and slash. A clever party can, in most cases, secure the appropriate symbol of victory without necessarily slaughtering every being within sight. Indeed, in some cases it is entirely advisable to use stealth and guile rather than brute force.

Completing the first eleven labors, moreover, allows successful parties to meet Arden the Defender herself (see SL13-10L). Arden, now a demi-god, bestows a powerful artifact, the **spear of Arden Ascended** (see new magic items) on good-aligned parties who survive the labors. Her spear is invaluable to those seeking to battle Kauket (see area 10-37).

GM Note: Knowledge of the Labors of Arden was ubiquitous during the peak of the Archontean empire, as they were used as educational and patriotic tales by schoolmasters for centuries. Any modern Archontean should know something about the Labors, even if the details may be obscure. A party composed entirely of non-Archonteans, however, will be at a loss. While the carvings on the pillars reveal something of the narrative of each Labor, only an illustrated copy of the Labors of Arden such as that found on the corpse in SL13-11 provides the full narrative (see *the Twelve Labors of Arden* in Arden Vul books).

Secret Door (south): The door is difficult to locate (1 in 8 chance) and has no easy mechanism for opening from this side. It must be pried and broken open (inflicting 50 HP damage, plus a successful open doors roll).

Treasure:

The corpse of the knight has a usable suit of **banded mail +1**, a **two-handed sword +2** (INT 13; empathy, Neutral Good, detect evil in a 10' radius, detect invisible objects in a 10'radius; ego 4), and a purse with twenty-five rhodochrosites (10 gp each).

SL13-10A: The First Labor: the Owlbears of Mount Juventus

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden spears an owlbear.

Pillar: Arden receives a commission from the Emperor, travels through villages, talks to goblin elders dressed in the flamboyant goblin style, climbs the mountain, enters a cave, and slays four owlbears with her spear.

Portal: A pale yellow portal, leading to a stone column painted pale yellow on the demi-plane.

Demi-plane: The plane consists of a narrow valley surrounded by steep mountain slopes. A small village of 30 goblin miners is found in the valley floor, with their sheep and vegetable gardens. The mountainsides are riddled with mines and caves. The goblins, who speak a debased form of Archontean, mine the mountain for iron. The owl-bear cave is near the top of the mountain, and consists of a large (40'-diameter) cave with five protruding tunnels that connect to varying layers of the mines. The goblins happily point visitors towards the source of the problem, and will reward their saviors with as many iron ingots as they can carry. The goblins refuse to depart, citing their obligation to mine ore for their masters.

Labor: Kill all four owlbears.

Exiting the Demi-plane: Bringing an owl-bear feather and an owl-bear fang to the pale yellow stone column causes the portal to re-open. PCs can step through back to Arden Vul. One of the distant mine tunnels leads to a forgotten mine on the actual Mount Juventus, on Mithruin (see World of Archontos Appendix).

Repeating the Labor: Owlbear eggs are hidden all over the mountain. By the time that a week has passed on the Prime Material Plane another group of owlbears will have been born on the demi-plane. If only a week has passed, the new owlbears will have only 2HD and do 1-2/1-2/1-6 damage; they will be fully mature after a month.

Inhabitants:

1. **4 owlbears**: SZ L; AL N; AC 5; MV 120'; HD 5+2; HP 39, 33, 32, 29; #AT 3; Dmg 1-6/1-6/2-12. Special attacks: hug.

Treasure: A token of Arden (see Arden Vul items), plus a set of ebony and silver ninepins (575 gp), and a heavy silver soup tureen carved with images of heroic halfling warriors (225 gp).

SL13-10B: The Second Labor: the Troll of Pelousia

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden stands over a dismembered troll, brandishing her spear and gladius

Pillar: Trolls pillage, murder, and rape human villagers; the villagers beseech an archon for aid; a logothete hands Arden orders; Arden speaks to a troll of unusual size, while surrounded by other menacing trolls; Arden fights a duel with the large troll; she dismembers it with her gladius; the trolls depart carrying the pieces of their leader.

Portal: A lemon yellow portal leading to a stone circle painted lemon yellow within the demi-plane.

Demi-plane: The plane consists of a 3-mile long canyon with steep, cave-lined walls. The top of the canyon is forested, and home to woodland creatures. A deep but narrow lake occupies the center of the canyon; it is filled with fish. Thirty bands of trolls make their homes along the canyon walls; they fight each other constantly, and subsist on fish, rabbits and other small game. They are ruled by one larger troll named Edda, who wears a silver collar of office.

Labor: Defeat Edda and take his silver collar. The crude approach would be to attempt to slay all 150 trolls that inhabit the plane. The smarter approach is to emulate Arden, and negotiate with Edda. Demanding to speak to the troll chief will prevent an immediate assault, and Edda is too proud to ignore a challenge. One PC will need to duel Edda to the death, or to dismemberment. If Edda is brought to negative hit points, he can be decapitated and the collar obtained. The trolls consider this to be fair and will let the victor and his/her friends depart in peace. Should the victor attempt to burn Edda after he has been defeated and decapitated, the other trolls will shout insults and grow menacing; within a turn they will attack. In this case, the visitors had better make swift tracks (with the collar) to the exit point before being overwhelmed. If the visitors' champion is defeated by Edda, the trolls will enslave the rest of the party for a decade (50%) or kill and eat them (50%).

Exiting the Demi-plane: Bringing the silver collar to the yellow stone circle causes the portal to open; the holder of the collar and any in a 10' radius (including trolls) may pass the portal. No other exits are known.

Repeating the Labor: If Edda has not been harmed with fire, he regenerates quickly and retains his office. If he has been permanently killed, the trolls elect a new chieftain within a few days. It takes them a week to construct a new silver collar of office.

Inhabitants:

1. **Edda the troll**: SZ L; AL CE; AC 4; MV 120'; HD 6+6; HP 40; #AT 3; Dmg 5-8/5-8/2-12. Special defenses: regenerate.
2. **149 trolls**: SZ L; AL CE; AC 4; MV 120'; HD 6+6; HP as needed; #AT 3; Dmg 5-8/5-8/2-12. Special defenses: regenerate.

Treasure:

A token of Arden (see Arden Vul items); silver collar (50 gp).

SL13-10C: The Third Labor: the Laughing Lord of the Grain Isles

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden tosses a medium-sized metal box, within which is a twisted and contorted bipedal figure with tusks, into the waters.

Pillar: Three figures in baggy pants and tunics fly above many halflings; the figures stand in the door of a pagoda-like tower, while halflings pile tribute at their feet; halfling leaders consult with Arden; Arden has dinner with the figures, who are seen to have tusks; the tusked figures drink much wine, while Arden pours hers into a potted plant; Arden shows one of the figures an open box; Arden pushes him into it; Arden seals it with candle wax; the other two figures flee; Arden drops the box into water.

Portal: An orange portal leads to an orange calcite rock, next to which is a locked stone chest. Within the chest is a lead **box of trapping** (see new magic items).

Demi-plane: A 6-square mile plain, in the center of which is a pagoda of five stories. The plain is planted with grapes, which are tended by 25 charmed halflings. If the grapes are molested, the halflings attack. **Dispel magic** ends a halfling's ensorcelment. A band of ogre magi inhabits the pagoda; every hour one of them flies forth from the upper level to inspect the halflings' work. If offered a gift, the ogre magi invite the visitors to dine. The wine is enchanted, and causes the imbiber to be susceptible to the ogre magi's **charm** spells (-3 to save). The bottom two floors of the pagoda are given over to a wine press and wine storage. The next two provide luxurious living quarters for the ogre magi. The top floor provides egress to the open air, and also a portal to the Astral Plane.

Labor: The party must get an ogre magi body into the lead **box of trapping** and return it to the stone chest next to the orange calcite rock. The task may be accomplished either by force or by guile. In the case of force, the ogre magic and their servants must be defeated in combat. In the case of a guile, an ogre mage might be tricked to look into the **box of trapping**. The base chance of doing so is 25%, provided the PC provides a reasonably clever rationale to the ogre mage. The chance can be increased by 10% for every flagon of wine beyond two that the ogre mage drinks while the PC does not (that is, only if the ogre mage becomes drunker does the modifier accrue), by a flat 10% if the PC doing the tricking has at least CHA 15, and by a flat 5-15% at the GM's judgment if the GM feels the PCs have been exceptionally clever. Encouraging the ogre magi to get drunk is a role-playing maneuver to be adjudicated by the GM. If the PCs entrap an ogre mage, the others will flee in dismay, and the halflings will be free of their charm.

Exiting the Demi-plane: The lead **box of trapping** must have an ogre mage (alive or dead) within it, and must be replaced in the stone chest. The portal to Arden Vul reopens. There is also a portal to the Astral Plane in the ogre magi's pagoda.

Repeating the Labor: A new band of ogre magi occupy the pagoda and the demi plane within 1-6 weeks. It takes them an additional 3-6 months to acquire suitable halfling slaves.

Inhabitants:

1. **25 charmed halfling vinicultivators**: SZ S; AL NG; AC 7; MV 90'; HD 1-6 HP; HP 6(x4), 5(x4), 4(x6), 3(x6), 2(x2), 1(x2); #AT 1; Dmg by weapon (sling, spear, dagger).
2. **3-6 ogre magi** (depending on party size and strength): SZ L; AL CE; AC 4; MV 90', 150' flying (Class B); HD 5+2; HP 39, 37, 36, 35, 34, 30; #AT 1; Dmg 1-12 or by weapon. Special attacks: charm person 1/day; sleep 1/day; ray of cold 1/day. Special defenses: fly (12 turns); become invisible; darkness 10' radius; polymorph to human form; regenerate 1 HP/rd; assume gaseous form.

Treasure:

A token of Arden (see Arden Vul items); 3,412 gp in newly minted imperial coins; a set of six masks for a masked ball made of platinum and depicting birds (1,500 pp each); a set of silver and jet jewelry in six pieces (490 gp the set); **potions of diminution**, **human control** (x4), **polymorph self**, **speed**; a **scroll of protection from magic**; and a **pouch of capacity**, a **returning javelin**, and a **rod of turning** (see new magic items for all three).

SL13-10D: The Fourth Labor: the Three Berserkers of Westholm

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden holds a necklace of bear-claws on the tip of her spear; she stands over the corpses of three barefoot, mail-clad Wiskin warriors

Pillar: An imperial emissary arrives at a Wiskin hall, carrying the fasces of authority; the jarl, who wears a necklace of bear-claws, refuses the emissary entrance to his hall; three barefoot Wiskinga, dressed in mail and furs, bite their shields and roll their eyes; they impale the emissary on their spears; Arden arrives; she dines in the jarl's hall; she drinks horns of ale with a Wiskin; she arm-wrestles another Wiskin; she beats a third Wiskin in a foot race; the three barefoot Wiskinga appear again, biting their shields; the jarl folds his arms; Arden fights and slays the berserkers; the jarl bows his head and presents his bear-claw necklace.

Portal: A cherry red portal conveys the PCs to a wintry forest, where a red-painted standing stone marks the spot.

Demi-plane: The plane is one of constant winter, with snow and wind. A faint track leads from the standing stone through the forest; after two miles it leads to a clearing, where two Wiskin structures sit. Several packs of winter wolves roam the forests; for every hour spent in the forest, there is a 2 in 6 chance to attract a pack. Once in the Wiskin clearing, though, visitors are safe from wolves. Of the structures, one is a sunken long hall, some 75' long and 20' wide. The other is a stable of sorts, 30' long by 15' wide. The stable holds reindeer. The long hall is brightly lit, with wood smoke coming from its central fire hole. Those seeking hospitality are greeted in a surly manner, but eventually allowed to enter the hall. Within Jarl Bjorn Bear-brother holds court among his thirty-six Wiskin warriors. The jarl is a huge man, some 6'6" tall, and built like a bear. His supporters are lean and tough, and seem more like foresters than farmers or servants. The jarl offers hospitality for four nights.

Labor: The visitors can either fight all of the Wiskinga, or attempt to complete four contests, one during each of the four nights allotted by the jarl. Days are spent drinking, jesting, and playing games. At night, the contests occur.

The first night, a huge Wiskin named Thorir challenges the party to a drinking contest. Any or all of the PCs may join in the contest, drinking horns of ale. Anyone engaged in the contest can drink CON/3 horns without problems; any horn beyond this requires a successful roll against CON to see if the player can stomach the strong ale, or else vomit it up and pass out. The checks start at 4d6 under CON, and increase by 1d6 for every two horns (thus, no checks for CON/3 horns; checks at 4d6 under CON for the next two, checks at 5d6 under CON for the next two, checks at 6d6 under CON for the next two, etc.). Thorir has CON 18.

The second night, another large Wiskin named Croul challenges the PCs to an arm-wrestling match. The match is best of 3 contests, with contests decided by each contestant rolling 3d6 and adding twice his/her to hit bonus from STR. High roll wins. Croul has an 18/93 STR (+4 to rolls).

The third night sees a slim Wiskin warrior maiden named Helga challenge the PCs to a footrace. The race requires contestants to race four times around the long house. A contestant's time in minutes is measured by the following formula: a roll of d6+6 minus the sum of a contestant's DEX adjustment to AC and CON adjustment to HP. So a contestant with DEX 16 and Con 16 would roll (D6+6)-(2+2), or (D6+6) - 4. A contestant with DEX 6 and CON 15 would roll (D6+6) – (-1+1), or (D6+6)-0. If results are tied, the race is re-run. Helga has DEX 17 and CON 16 (D6+1).

On the fourth night, several crazed berserkers arrive and attempt to kill the PCs. The number of berserkers starts at seven, with one fewer berserker for each contest won by one of the PCs. So, if the PCs won all three of the previous contests, only four berserkers arrive. Jarl Bjorn refuses all requests for aid against the berserkers. The visitors must prevail or be killed. If the visitors defeat the berserkers, the jarl voluntarily gives up his necklace to the victors.

Exiting the Demi-plane: To reactivate the portal to Arden Vul, one must bring the jarl's bear-claw necklace to the red-painted standing stone. One of the forest paths leads to the most remote mountain forests of Borealios (see World of Archontos appendix). The jarl's stables include eight reindeer and two sledges.

Repeating the Labor: The jarl creates a new bear-claw necklace within 1-3 weeks. If he has been slain, a new jarl occupies the hall in 2-4 months.

Inhabitants:

1. **4-7 bear-brother berserkers**, **as 7th-level Wiskin fighters** (5 male, 2 female): SZ M; AL CN; AC 4; MV 120'; HD 7; HP 55, 50, 47, 44, 42, 39, 33; #AT 3/2; Dmg 6-13 (**battle axe +2**). Possessions: **chain mail +1**; **battle axe +2**. Due to their berserk state, the berserker fight until they reach -5 HP and are immune to mind-affecting spells. They have +1 to hit and +3 to damage from STR.
2. **Jarl Bjorn Bear-brother**, **as 10th-level male Wiskin fighter**, SZ M; AL CN; AC 0; MV 120'; HD 9+3; HP 90; #AT 3/2; Dmg 7-16 (**two-handed sword +2**). Abilities: STR 18/76, INT 10, WIS 9, DEX 16, CON 16, CHA 12. Possessions: **two handed sword +2**; **chain mail +3**.
3. **36 bear-brothers**, **as 3rd-level Wiskin fighters** (18 male, 18 female); SZ M; AL CN; AC 6; MV 60'; HD 3; HP 30, 30, 28(x4), 27, 26(x4), 25, 25, 24(x4), 23(x4), 22, 21(x3), 20(x5); #AT 1; Dmg 2-9 (battle axe), or 2-7 (spear) or 2-9 (long sword). Possessions: scale mail; battle axe (x12); spear (x12): long sword (x12). They have +1 to hit and damage from STR.
4. **4-6 winter wolves**: SZ L; AL N(E); AC 5; MV 180'; HD 6; HP 44, 41, 40, 38, 37, 35; #AT 1; Dmg 2-8. Special attacks: frost blast. Special defenses: immune to cold.

Treasure:
A token of Arden (see Arden Vul items); the bear claw necklace, which functions as an **amulet of proof against detection and location**. If all the Wiskinga are slain, a chest with 23,924 cp, 11,299 sp, sixteen heavy gold arm rings (100 gp each), and three **potions of invulnerability** may also be looted.

SL13-10E: The Fifth Labor: the Greedy Jarl

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: A yellow-haired, white-skinned giant prostrates itself before Arden, who carries her spear and torch. The corpses of two white wolves are nearby.

Pillar: A trio of giants, accompanied by huge wolves, stride towards a village; villagers empty coins and food into their sacks; the giants visit another village; Arden and Vul appear at the giants' hall; Arden slays both wolves; Arden kills two giants with spear and flame, while Vul blasts another with magic; they present the giants' heads to the emperor on a round platter.

Portal: A burgundy portal leads to a snow-swept forest and a horizontally-mounted, wooden, wagon-wheel painted burgundy.

Demi-plane: The plane consists of a wide broken countryside of pine forests, ravines, and gullies, all covered with a foot of snow. A simple log-and-daub fort, some 100'x75'x20' in size, is found on the spine of a ridge two miles from the portal. The fort contains a main hall, with fire pit, kitchen and long benches, plus three chambers and a pair of storerooms. Three frost giants and their six winter wolf pets call the hall home.

Labor: The visitors must slay at least one of the frost giants. If the PCs are lucky, they may catch one of the giants visiting the latrine outside the fort. Otherwise (and even in this case, if the target is able to alert the others), a battle royale will ensue. The winter wolves attempt to flank the PCs, while the giants wade in with massive swords.

Exiting the Demi-plane: Placing a giant's head on the painted wheel reopens the portal to Arden Vul. A cave located deep within the forest leads to an alternate exit, namely a hidden cave in the snowy mountains many miles north of Arden Vul.

Repeating the Labor: The giants' hall will be reoccupied within 1-3 months.

Inhabitants:

1. 3 frost giants: SZ L; AL CE; AC 4; MV 120'; HD 10+1-4; HP 72, 70, 68; #AT 1; Dmg 4-24. Special attacks: hurl rocks (2-20 dmg). Special defenses: immune to cold.
2. 6 winter wolves: SZ L; AL N(E); AC 5; MV 180'; HD 6; HP 44, 41, 40, 38, 37, 35; #AT 1; Dmg 2-8. Special attacks: frost blast. Special defenses: immune to cold.

Treasure:
A token of Arden (see Arden Vul items). The giants have a total of 5,907 gp, 769 pp, three huge silver candlesticks (25 gp each), a golden crown that one giant wears as a ring (75 gp), and a **dagger +3**. The pelts of the winter wolves are worth 5,000 gp each.

SL13-10F: The Sixth Labor: the Lost Legion

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: The kneeling heroes, Arden, Vul, and Lucius Minux (see SL4-24), present two items to the emperor, a triangular phlamoulon (standard) and a grapefruit-sized acorn.

Pillar: A unit of heavy cavalry (kataphracts) rides forth carrying a phlamoulon bearing the numeral V; they ride through a canyon; a tunic-clad man greets the polemarch at the head of the column; the man stabs the polemarch; and barbarians ambush the troopers with arrows from the canyon heights; the tunic-clad man takes the phlamoulon; Arden, Vul, and a companion view the dead legionaries; the trio visit a Thorcin longhouse; they question several Thorcinga; they travel into the forest; they enter a clearing with several huts and a decrepit stone building; the heroes fight the man in the tunic, as well as several priests; they find the phlamoulon and two enormous acorns within the stone building; they present the phlamoulon and an acorn to the emperor.

Portal: A sky blue portal leading to a massive beech tree. Nailed to the tree is a board with the words "Danger" painted in blue paint.

Demi-plane: A vast, old-growth forest of huge beeches, oaks, and maples, studded with clear brooks and streams. It extends for scores of miles in every direction. The demi-plane is holy to Fenth, the harsh Thorcin lord of tree and forest, and a shrine to this deity lies at the center of the forest. The shrine to Fenth consists of a crumbling, vine-encased, roofless stone building about 20'x40'. Nearby are two sturdy huts made of fallen tree limbs. A necromantic 'priest' of Fenth lives in one hut, while his two assistants live in the other. Within the shrine is a blood-soaked stone altar surrounded by rose bushes. Hanging on the wall behind the altar is an Archontean phlamoulon (of the XV velites); atop the altar are two grape-fruit sized **acorns of Fenth** (see new magic items).

Labor: The visitors must locate the shrine of Fenth and recover either the phlamoulon or one of the acorns. Doing so requires defeating the priest, his assistants, and some summoned monsters. Without a tracker, it takes 2-12 days to stumble upon the shrine

to Fenth; a ranger can manage this feat in 3-24 hours. Random encounters in the forest, with all manner of predator and prey, are possible if the GM wishes. There is a 75% chance that the priest is making a sacrifice when the PCs arrive; if not, he is in his hut. The assistants attack immediately. The priest first raises eight Fenth zombies (see new monsters) from the turf around the shrine, and then summons two harvest lords (see new monsters). Only then does he enter combat in support of his minions.

Exiting the Demi-plane: Bringing either the phlamoulon or the acorn of Fenth (or both) to the entry beech tree reopens the portal and causes a token of Arden to appear (see Arden Vul items). In addition, a trap door in the floor of the priest's hut drops down 10' to a 3'-diameter tunnel that, after many thousands of feet, ends in an elaboratedly carved wooden door detecting strongly of magic. Those exiting the door find themselves tumbling 5' from a doorway carved into a living mallorn tree located in the heart of the elven realm of Lady Ellagel and Lord Gallador (see World of Archontos appendix).

Repeating the Labor: A new priest of Fenth will be called to serve the god within 1-4 weeks. The priest will be a magic user (33%), druid (33%), or cleric (33%).

Inhabitants:

1. **High priest of Fenth** (formerly Bastolf of Narsileon), **8th-level male Thorcin magic user**: SZ M; AL LE; AC 2; MV 120'; HD 8; HP 26; #AT 1; Dmg 2-7 (**staff of Fenth**). Abilities: STR 12, INT 17, WIS 11, DEX 16, CON 9, CHA 14. Possessions: **bracers of defense** (AC 4); **staff of Fenth** (see new magic items); **amulet of spell turning** (18 spells levels left); two **potions of invisibility**; **eyes of Fenth** (see new magic items). Spells: **magic missile** (x2), **jump**, **shield**; **darkness 15'**, **invisibility**, **levitate**; **gust of wind**, **suggestion**; **ice storm**.
2. **Assistants, as 6th-level male Thorcin fighters**: SZ M; AL LE; AC 4; MV 120'; HD 5; HP 52, 48; #AT 1; Dmg 5-12 (long sword +1). Possessions: long sword +1; chain mail and shield +1. They have +1 to hit and +3 to damage from STR.
3. **8 Fenth zombies** (see new monsters): SZ M; AL NE; AC 8; MV 90'; HD 4; HP 25(x8); #AT 2; Dmg 2-8/2-8; MR 25%. They cannot be turned while near the shrine.
4. **2 harvest lords** (see new monsters): SZ M; AL NE; AC 4; MV 120'; HD 6+6; HP 43, 39; #AT 2; Dmg 2-12/2-12; MR 25%. Special attacks: ignite flammables (10%).

Treasure:
Buried under the stone floor of the fane are eight copper pots: 4 pots have 6,000 cp each; 2 have 4,000 sp each, and 2 have 2,000 gp. A token of Arden (see Arden Vul items) is a reward for completion.

SL13-10G: The Seventh Labor: the River God

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden and Vul are standing in a river; Vul holds a giant triton shell triumphantly in one hand, while Arden spears the water.

Pillar: Arden and Vul climb a massive cliff, down which pours a waterfall; they attempt to cross the river to an island in its midst, but their pack horse is swept away by the river; Vul waves his arms in a spell; the water forms into a shape and attacks the pair; Arden uses her spear to attack the water creature; the pair rest; a second creature attacks them; Vul spies a giant triton shell lodged in a rock near the island and beneath the waves; Arden swims into the river to recover the shell; she is attacked by the water creature; while she fends it off, Vul smashes the shell on a rock.



Portal: A navy blue portal leads to a 10'-diameter cave with a ledge that overlooks a massive saltwater grotto. On the floor of the entrance cave is incised a crude image of a triton shell.

Demi-plane: The demi-plane consists solely of the grotto, which is linked to the Elemental Plane of Water. The grotto is a used by elemental lords of water to farm giant tritons, whose shells are used as symbols of authority. The grotto is ringed on all sides by stone; the drop from the cave to the water surface is 30'. The grotto is 75' deep and five miles in diameter, and strong currents run through the seawater. The floor of the lake is covered with coral and coral-dwelling creatures, including large sea stars, sea cucumbers, and ten giant tritons (see new monsters).

Labor: The visitors must procure one of the giant triton shells and smash it on the floor of the cave. In addition to fighting one of the giant tritons beneath the surface of the water, the party must repel the large water elemental that defends the grotto. While it is relatively easy to target a single triton from the surface of the water, extended combat in one location has a 33% chance of drawing 1-2 more giant tritons within 3-6 rounds.

Exiting the Demi-plane: Smashing a giant triton shell on the floor of the entry cave reopens the portal, and causes a token of Arden to appear. If tracked, the current in the grotto leads to a second portal opening directly on to the Elemental Plane of Water.

Repeating the Labor: There are 10 giant tritons in the grotto. If all are slain, it takes the lords of elemental water 3-6 months to replace the stock. Slain water elementals are replaced in 2 days.

Inhabitants:

1. **10 giant sea tritons** (see new monsters): SZ L; AL N; AC 0 (shell) or 4 (body); MV 30'; HD 12; HP 88, 86, 84, 83, 80, 79, 78, 76, 75, 73; #AT 1; Dmg 6-24. Special attacks: paralysis; swallow prey.
2. **1 water elemental**: SZ L; AL N; AC 2; MV 60', 180' in water; HD 16; HP 103; #AT 1; Dmg 5-30. Special attacks: affect boats. Special defenses: +2 or better weapons to hit.

Treasure:

A token of Arden (see Arden Vul items); up to nine giant triton shells (the tenth must be destroyed to exit the demi-plane), each worth 1,500 gp.

SL13-10H: The Eighth Labor: the Hidden Priest

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden and Vul stand over a dead priest, holding up a torc from which depends a quarter-moon.

Pillar: A village headman and his daughter consult a chartoularios seated behind his desk; the chartoularios sends them away with a beating; priests of each of the Twelve gather in conclave; the chartoularios consults with the priests; the headman is found dead; the daughter bows before Arden and Vul; Vul stands in the temple of Osiris, while the Osiris priests surreptitiously steal from the faithful; Arden stands in the temple of Isis; Arden knocks the headdress from the priestess of Isis, revealing a torc with a pendant quarter-moon; Arden and Vul find a hidden shrine, with a quarter-moon-shaped altar; they destroy it; they deliver the torc to the chartoularios.

Portal: A turquoise portal leads to a set of stone flagstones set in a 20'-diameter circle; a 2'-wide hole in the center of the circle is pitch black, and is in fact a fixed **sphere of annihilation**.

Demi-plane: The demi-plane is a barren rock plateau one mile in diameter with a 100'-tall, 100'-wide mesa in its center. The view from the portal is thus a towering rock face about ⅔ mile away. Set into the rock face are eleven shrines, one to each of the 'the Twelve' except Jael (see World of Archontos appendix). The deities represented are: Anubis, Besa, Horus, Isis, Osiris, Ptah, Seker, Set, Thoth, Tiamat, and Wadjet. Each shrine consists of a 5'-deep hollow in the rock face; within each niche is a marble statue of the relevant deity, facing forward in the traditional pose. While each statue is carved so as to reflect the traditional iconography of its deity, each statue also bears a less traditional silver-and-jade torc. The torcs are made of high quality silver, and two pendants dangle from each: one of the pendants represents the main symbol of the deity, while the other pendant is the same for each torc and depicts a quarter-moon.

The top of the plateau is littered with broken skeletons and broken equipment. A deadly iron golem constructed to resemble a priestess of Isis guards the top, attacking those who ascend from either direction.

The rock face on the far side of the plateau appears at first glance to be void of interest. A secret door, however, leads to a twelfth shrine, that of Jael. There may be found a statue of the goddess, in the form of a cloaked night traveler; the statue is draped with sixty-three silver torcs with quarter-moon pendants.

Labor: The visitors must locate the shrine of Jael and recover one of the true torcs, ignoring the tempting but incorrect torcs hanging from the statues of the visible eleven shrines. Those climbing the plateau are confronted by the iron golem and must avoid it or defeat it. The golem is likely (66%) to hear those climbing either rock face, and will attempt to dislodge climbers as they near the top. The golem is slow, so it might be possible to avoid it once the plateau has been reached.

Only those with good historical knowledge are likely to know details about the ancient Archontean pantheon, although a cleric of Banion, Ellion, Lyncion, or Tychias has a better chance of recognizing the signs of the progenitor of his/her own deity (successful roll of 4d6 under INT to know some things about Jael).

Exiting the Demi-plane: Throwing a true torc of Jael (any of those found in the secret shrine on the far side of the plateau) into the **sphere of annihilation** found amid the entrance flagstones reopens the portal and causes a token of Arden to appear (see Arden Vul items). Destroying any of the false torcs triggers a blast of divine fire that inflicts 6-36 HP damage on those standing on the stone circle.

Repeating the Labor: There are a fixed number of true torcs, so if visitors remove or destroy all of them, all subsequent visitors will be stranded.

Inhabitants:

1. **1 iron golem**: SZ L; AL N; AC 3; MV 60'; HD 18; HP 80; #AT 1; Dmg 4-40. Special attacks: poison gas. Special defenses: +3 or better weapons to hit; immune to all magic except electricity, which slows it; healed by fire.

Treasure:

A token of Arden (see Arden Vul items); 11 silver torcs with pendants (50 gp each); 63 silver torcs of Jael, with platinum pendants (250 gp each).

SL13-10I: The Ninth Labor: Singing the Dead to Sleep

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden and Vul stand inside a cemetery, with dead legionaries sleeping quietly within their stone sarcophagi. Arden holds her spear in two hands, but has a legionary's trumpet hanging from a cord around her neck. Vul appears in his classic pose, arms crossed with each holding a wand; a lute is strapped to his back.

Pillar: Dead legionaries clamber from their crypts and tombs; the dead wander among a village; villagers flee and shutter their windows; Arden and Vul appear; Arden skewers many of the dead with her spear, Vul uses his wands, and a priest of Thoth (Ristus, aka Ptoh-Ristus – see 3-66) presents a holy symbol; the dead return; the trio fight again; an aulos-playing dead man appears; Arden blows a ram's horn and Vul strums a lute; the aulos player drops his instrument; the other dead legionaries return to their graves.

Portal: a pale green portal leads to a marble pedestal 15' in diameter that stands 15' above the floor of a vast crypt.

Demi-plane: The demi-plane consists entirely of a 300'x300' x50' space carved out of rock. A breeze blows from vents in all four sides. The entry pedestal is in the center of the chamber. Surrounding it and occupying the rest of the crypt are endless rows of sarcophagi. The sarcophagi are about 6'x3'x5' and lack lids; there are 1,238 sarcophagi in total. Each sarcophagus contains a partially embalmed but quite decrepit human form (once a legionary). Four of the sarcophagi are different: these four are placed in the four corners of the chamber (some 210' diagonally from the center), and are made of well-carved white marble. When the plane is entered, the haunting sound of a lone aulos playing a military march fills the crypt, and the legionaries begin to rise as ghasts. Forty ghasts are active at all times, so as ghasts are slain or turned, more rise from their crypts.

Labor: One must quiet the dead, either through prodigious feats of arms (1,234 ghasts!) or by cleverness. The ghasts can be turned, but those not turned attempt to overwhelm visitors and tear them apart. The ghasts even clamber atop each other so as to reach top of the central pedestal.

The most sensible solution is to quiet the dead by defeating the aulos-playing legionary. The aulos player rises from the marble crypt in the northeast corner, and remains by his crypt, playing his haunting melodies. PCs can attempt to slay him, but he is revealed to be a type of groaning spirit, and resists with keening voice and claws. PCs can also locate other musical instruments in the marble sarcophagi in the other three corners (northwest, southeast, southwest); each contains a lute, a trumpet, a cithara, and a pair of hand drums. Should two PCs play any two of the instruments within 40' of the aulos player, he will be defeated: he retreats to his sarcophagus, and the ghasts return to their sarcophagi.

Exiting the Demi-plane: Bringing one of the enchanted musical instruments back to the raised pedestal causes the portal to reopen.

Repeating the Labor: Four sets of musical instruments exist, one set in each of the marble sarcophagi. When all the instruments have been taken away, the magic of the demi-plane ceases to work; the portal will never open again.

Inhabitants:

1. **1,234 ghasts**: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 25, 23, 21, and as needed; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm.
2. **Groaning spirit** (modified): SZ M; AL CE; AC 0; MV 150'; HD 7; HP 47; #AT 1; Dmg 1-8; MR 50%. Special attacks: wail. Special defenses: +1 or better weapons to hit; immune to charm, sleep, hold, cold, and electricity.

Treasure:

Four lutes, four trumpets, four cithara, and four pairs of hand drums. The instruments are all finely made, and could be sold for 100 gp each. The aulos is an **aulos of undead command** (see new magic items).

SL13-10J: The Tenth Labor: the Fallen Mage

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden and Vul stand outside a crypt (identifiable by the skulls within it); Arden holds a round emblem embossed with an image of a heron eating a fish.

Pillar: A mage advises the emperor; the mage is wearing a large brooch featuring a heron eating a fish; the same mage lies down in a crypt; the mage rises from the crypt, his flesh drawn and gaunt as if long embalmed; the undead mage points his finger at a courtier, who drops; the undead mage collects books from the dead courtier's library; Arden and Vul enter a house with the heron-and-fish symbol; they defeat skeletons and ghouls; they enter a crypt, and defeat constructs made of clay or flesh; they face off against the undead mage; the undead mage presents the pair with a talisman with the heron eating a fish and returns to his crypt; Arden offers the talisman to the emperor.

Portal: An emerald green portal leads to a dusty corridor, where a faded emerald green image of Arden has been painted on the stone wall.

Demi-plane: The demi-plane is actually the deadly crypt of the ancient archmage-turned-lich, Apollonius of Archontos. Apollonius is more than 2,300 years old. He prepared this demi-plane as the site for his lichdom, a place whence he could travel the planes and acquire further magical power. Apollonius is incredibly powerful and nigh invulnerable in his crypt, since he has stored pieces of his phylactery in three other small demi-planes. Most of the time Apollonius spends his time in semi-slumber, while his mind pursues important magical threads through the Astral and other planes. His consciousness can return to his crypt, however, at which point his might and anger are formidable.

The crypt involves a long central chamber surrounded by an ambulatory corridor, from which radiate storerooms, libraries, a laboratory, and the crypts of his apprentices and minions.

Labor: One must acquire one of Apollonius's talismans and escape before Apollonius turns the full might of his attention towards the intruders.

Apollonius resides in the central chamber of the crypt, in one of six identical thrones; the other five are occupied by his close advisors, who include a skeleton warrior, several ghoul lords, and three bound rending demons (see new monsters). Other powerful undead flit about the chamber. More minions guard and occupy the radiating storerooms and lesser crypts. Six flesh golems, each wearing a talisman bearing Apollonius's symbol (a heron with a fish in its mouth), patrol the ambulatory corridor. It is possible –

and recommended – for those completing the labor to fight the flesh golems, take one of the talismans, and thus avoid the more deadly denizens of Apollonius's lair.

PCs should encounter a flesh golem within 2 rounds of exiting the portal, before much of the complex can be explored. At this time there is a 50% chance that Apollonius's consciousness is present in his crypt; if so, his thin, reedy, menacing voice booms from the mouths of golems, inviting thieves to enter his sanctum and there meet their doom. Doing so is foolhardy, and recommended only for very high level parties. A kind GM should drop further hints about the dangers of the crypt via Apollonius's taunts. If Apollonius's consciousness is not present (50%), then the complex will be under **guards and wards**, the doors to the central chamber will be barred and **wizard locked** (at 25th level), and Apollonius's voice will not be present. Only if intruders spend more than 2 turns in his complex will Apollonius return to deal with the intruders. Defeating one of the flesh golems and taking its talisman is thus sufficient to accomplish the labor.

Exiting the Demi-plane: Unlike most other portals connected to the labors of Arden, this portal may be reopened simply by touching the emerald-green sketch of Arden on the corridor wall, even if one has not acquired one of the astral talismans.

Repeating the Labor: Each of the six flesh golems wears one of Apollonius's talismans. If somehow all six flesh golems are killed and all six talismans taken, Apollonius will replace the golems and talismans at a rate of one per month. If Apollonius himself is killed, then no new talismans may be created.

Inhabitants:

1. **Apollonius of Archontos**, **lich**, **as a 25th-level magic user**: SZ M; AL N(E); AC 0; MV 60'; HD 11+14; HP 91; #AT 1; Dmg 1-10. Special attacks: fear; paralysis; magic use. Special defenses: +1 or better weapon to hit; immunity to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity and death spells/symbols. Possessions: **ring of spell turning**; **ring of protection +3**; **wand of enemy detection** (54 charges); **wand of conjuration** (23 charges); **amulet of the planes**; **brooch of shielding** (67 HP left); platinum circlet set with carnelians (containing the soul of Ancharius the skeleton warrior). Spells prepared: **charm person**, **magic missile** (x3), **shocking grasp**; **continual light**, **invisibility** (x2), **mirror image**, **web**; **dispel magic**, **fireball**, **fly**, **lightning bolt**, **suggestion**; **confusion**, **ice storm**, **polymorph other** (x2), **bestow curse**; **cloudkill**, **cone of cold**, **hold monster**, **teleport** (x2); **forceful hand**, **death spell**, **disintegrate**, **project image**, **flesh to stone**; **grasping hand**, **phase door**, **power word**, **stun** (x2), **vanish**; **clenched fist**, **mass charm**, **irresistible dance**, **power word**, **blind**, **trap the soul**; **crushing hand**, **gate**, **power word**, **kill**, **prismatic sphere**, **time stop**.
2. **6 flesh golems**: SZ L; AL N; AC 9; MV 80'; HD 9, HP 40(x6); #AT 2; Dmg 2-16/2-16. Special defenses: +1 or better weapons to hit; immune to most spells, although fire and cold spells slow them.
3. **Ancharius**, **skeleton warrior** (formerly 15th-level fighter): SZ M; AL N(E); AC 2; MV 60'; HD 9+2; HP 66; #AT 1; Dmg 4-13 (**two-handed sword +3**, **flame tongue**); MR 90%. Special attacks: +3 to hit; cause fear. Special defenses: cannot be turned. Possession: **two-handed sword +3**, **flame tongue**.
4. **3 ghoul lords** (as enhanced ghouls): SZ M; AL CE; AC 4; MV 120'; HD 6+6; HP 48, 44, 37; #AT 3; Dmg 1-6/1-6/1-10; MR 40%. Special attacks: paralysis. Special defenses: immune to sleep and charm; turned as spectres, but unturnable when near Apollonius.
5. **3 rending demons** (see new monsters): SZ L; AL CE; AC 0; MV 120', 60' climbing; HD 7+7; HP 50, 44, 42; #AT 4; Dmg 2-7/2-7/2-7/2-7; MR 40%. Constant abilities: infravision. Special attacks: surprise on 4 in 6; rend if three claws hit; cone of cold (1/day); darkness 10' radius. Special defenses: 90% undetectable; +2 or better weapons to hit. Special: levitation; dispel magic; detect illusion; detect invisible; teleport without error; gate (33% chance).
6. **5 spectres**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 55, 51, 47, 45, 40; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis. They cannot be turned when Apollonius is within 50'.
7. **3 vampires**: SZ M; AL CE; AC 1; MV 120', 180' flying (Class B); HD 8+3; HP 61, 55, 52; #AT 1; Dmg 5-10. Special attacks: energy drain; charm gaze (-2 to saves). Special defenses: shape change (bat); assume gaseous form; summon 10-100 rats or bats; immune to charm, hold, sleep; +1 or better weapons to hit. They cannot be turned when Apollonius is within 50'.
8. **18 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 14(x4), 12(x4), 11x 4, 10(x4), 8x2; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm; turned as ghasts while in the domain of Apollonius.

Treasure:
Up to six talismans with the symbol of Apollonius on them (a heron with a fish on them), taken from one of the six flesh golems. Each talisman is worth 500 gp. Apollonius's lair is crammed with tens of thousands of gold pieces worth of art, antiquities, and other treasure, as well as scores of important magic items. Should the PCs be foolish enough to go exploring, it is up to the GM to map Apollonius's lair and detail these treasures.

SL13-10K: The Eleventh Labor: the Dragon's Egg

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: Arden and Vul stand in front of an enormous, glowering red dragon; each of the heroes is holding a dragon's egg.

Pillar: A dragon breathes fire on Archonteans in a settlement by a river; Arden and Vul arrive; they follow the dragon to its lair atop a mountain peak; they fight the dragon with spear and spell; Arden slips past the dragon and inspects three eggs; Arden and Vul speak and gesture to the dragon; the dragon departs; the heroes take one egg and present it to the emperor.

Portal: A forest green portal opens atop a stone circle set in the turf of a vast plain.

Demi-plane: The demi-plane consists of a classic plain of undulating native grasses, through which runs a wide river. The only break in the plain is a cinder cone that rises thousands of feet into the sky; the cinder cone is 12 miles from the entry point. The plain is home to large herds of buffalo and is theoretically endless. A pair of huge ancient red dragons have their lair in a ruined building's basement at the top of the cinder cone. The reds hunt buffalo and occasionally use a second portal to visit the Prime Material Plane (see "exiting the demi-plane", below).

Labor: The visitors must secure a dragon egg from the lair of the red dragons. Currently there are three eggs. The eggs can be

obtained by force, that is, by killing the adults and taking the eggs and treasure. They can also be obtained by stealth, if the PCs are very clever. The dragons nest in in a caldera atop the cinder cone; the caldera has a lake and, of course, the dragons' vast mound of treasure. Since dragons are adept at detecting even the invisible, the stealth route require locating some lava tubes within the cinder cone, and using them to traverse the cone until one emerges at the caldera. The dragons aren't aware of the tunnels. In the tunnels there is a 50% chance that PCs will encounter a troop of salamanders.

Once even one egg is in the hands of the PCs, the adults (if still alive) will negotiate, fearing to harm their progeny. Their response depends on the number of eggs taken (or claimed) by the PCs. If one egg is taken, Malliastorin bows her head and intones the following in Mithric: "So, the Compact is maintained even in these young days? Depart in peace." If two eggs are taken, Malliastorin responds: "You dare breach the compact? So be it. We have marked your scent, humans [or whatever], and will hunt you if we can." If three eggs are taken, Malliastorin snarls "Beware, thieves. Our wrath will follow you across the planes." **GM Note**: the dragons are referring to the ancient Compact of Ennius, by which the Archontean Empire struck an alliance with dragonkind and surrendered some eggs to the service of the Emperor (see World of Archontos appendix). Malliastorin is aware that the Compact was breached prior to the war of Sortians and Theosophs, but assumes the PCs wish to re-invoke it.

Exiting the Demi-plane: Bringing a dragon egg to the stone circle reopens the portal. Two other exits exist: the lowest lava tubes lead to the Elemental Plane of Fire, while a silver portal in the sky leads to a similar portal 100' above the ruins of Agoreon on the coast of Ostralios (see World of Archontos appendix).

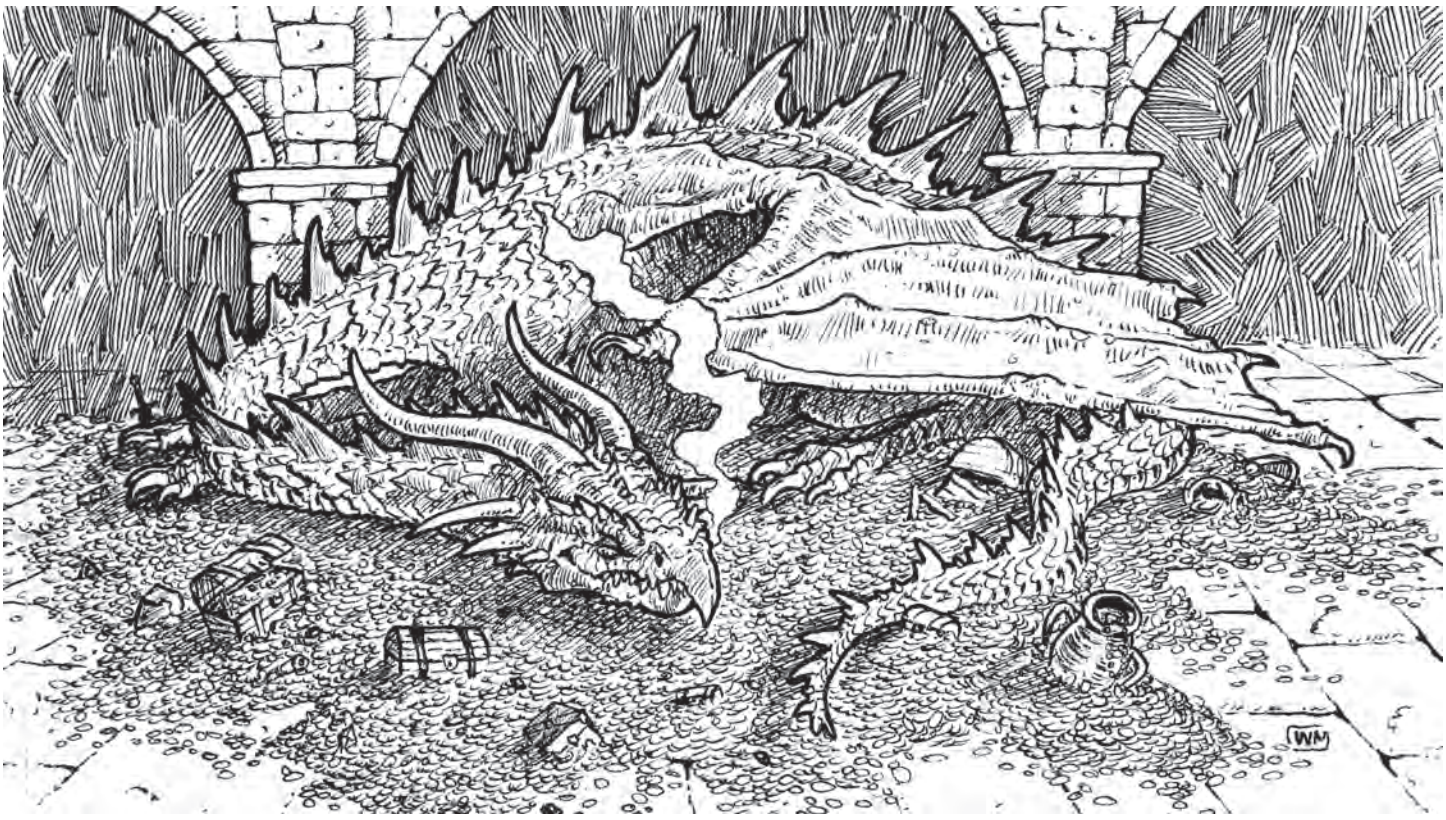
Repeating the Labor: If only one egg is taken, the other two are still available for 6-18 months, at which point they hatch into baby red dragons. If all three are taken, it takes 18 months for the adults to produce a new egg.

Inhabitants:

1. **Malliastorin**, **female huge ancient red dragon**: SZ L; AL CE; AC -1; MV 90', 240' flying (Class E); HD 11; HP 88; #AT 3; Dmg 1-8/1-8/3-30. Continual abilities: infravision; detect hidden or invisible (80'); talking (Mithric, Archontean, Elvish, Thorcin). Special attacks: breath weapon (fire); fear aura. Special defenses: saves as a 22 HD monster. Spells: **shield**, **comprehend languages**; **darkness 15' radius**, **ESP**; **dispel magic**, **gust of wind**; **polymorph other**, **wall of fire**.
2. **Kerrakistorac**, **male huge very old red dragon**: SZ L; AL CE; AC -1; MV 90', 240' flying (Class E); HD 11; HP 77; #AT 3; Dmg 1-8/1-8/3-30. Continual abilities: infravision; detect hidden or invisible (70'); talking (Mithric, Elvish). Special attacks: breath weapon (fire); fear aura (+1 to saves). Special defenses: saves as a 19 HD monster.
3. **5-7 salamanders**: SZ M; AL CE; AC 5/3; MV 90'; HD 7+7; HP 60, 55, 53, 50, 49, 48, 45; #AT 2; Dmg 2-12/2-12 (spear/tail). Special attacks: heat damage. Special defenses: +1 or better weapons to hit; immune to fire, sleep, charm, hold.

Treasure:

Up to three red dragon eggs, each worth 15,000 gp. The hoard of the two dragons is substantial: 23,192 cp; 6,873 sp; 88,135 gp; 85 gems; 10 pieces of jewelry; **potions of climbing**, **diminution**, **fire resistance**, **growth**, and **levitation**; a **scroll of anti-magic shell** and **geas**; a **scroll of phase door** and **reverse gravity**; a **scroll of trap the soul**; a **scroll of monster summoning I** and **monster summoning II**; a **scroll of comprehend languages** and **tongues**; a **scroll of feeblemind**, **hold monster** and **stone shape**; a **scroll of reincarnate**; and a **scroll of resurrection**; a **long sword +2**, **giant slayer**; a sui**t of splint mail +3**; a **chime of opening**, and a **bag of holding** (of largest capacity).



SL13-10L: The Twelfth Labor: the Unknown Labor

See SL13-10 for general principles underlying the pillars, portals, and labors.

Fresco: There is no fresco; the wall is blank.

Pillar: The pillar is uncarved; only the numeral plaque is evident.

Portal: A white portal opens in an eerie landscape in which white fog rises three feet above a barren plain.

Demi-plane: The plane is apparently endless and featureless, except for a 50'-diameter circle of marble pillars a mile away. In the center of the circle is a mosaic depicting an ancient legionary, next to which is a single word in Mithric: "Arden". The demi-plane is empty, unless the other eleven labors have been completed. If the labors have been completed, Arden the Defender awaits the heroes within the circle of pillars; she is dressed in ancient legionary equipment, and stands, resting wearily on her famous spear.

Labor: One must complete all of the previous eleven labors (SL13-10A through SL13-10J). If one has done so, then an avatar of the demi-god, Arden the Defender, awaits the triumphant heroes.

Arden speaks slowly in Mithric. She congratulates good-aligned PCs on being true heroes, upon whose steadfastness and courage the empire's foundations rest. She thanks them for defending the 'sacred location' that she and her partner, Vul, discovered and developed.

She tasks them with defeating 'the ancient, amphibian evil that is rising in the depths' (GM: she refers to the heqeti, to Kauket, and to Rimmaq-Isfet; see Level 10 in general and 10-37 in particular). To aid them in that righteous task, and to reward them for their obvious sacrifices, she bestows upon them the **spear of Arden Ascended** (see new magic items). While the actual spear wielded by Arden in life (**the ebon spear** - see new magic items) is located at area SL5-13A, the spear that the demi-god provides to heroes is a divine weapon, with significantly greater powers. Its use is also contingent on the mortal wielder's morality and intentions; the spear will return to Arden if passed to an evil character, or even if a good wielder does not pursue the path set by Arden. Arden will not permanently alienate her spear, and will thus appear on the prime material plane at some point to repossess it.

PCs to whom she has gifted the spear have six months before she materializes and demands to know their progress. If the PCs can convince her that they are still actively working to defeat Kauket, then she allows them to retain the spear for an additional 2-4 months (or more). If she is unconvinced, the spear flies back to her hand and she teleports away.

Should the PCs defeat Kauket with the help of her spear, Arden appears within 4-7 days to thank the victors and reclaim her spear. It might be possible to convince her at that point that the spear is needed for another grave task; doing so would take tremendous diplomacy and tact on the part of PCs, and should require some serious role playing. Only if specific and conclusive evidence of a great evil threat can be produced will Arden be willing to grant the PCs another six-month term as wielders of her spear.

Arden is fairly tolerant regarding the alignment of parties who have completed her labors. Only if a party is obviously evil, governed by selfishness and greed, does she withhold her favors. In such cases she slowly sizes up the PCs and then contemptuously notes "You are not heroes." She then teleports away.

Casual conversation with Arden is possible once the bona fides of the visitors have been established. Although the mortal Arden died long before the glory days of Archontean rule in Arden Vul, Arden the demi-god possesses complete knowledge of the current layout of the complex, along with accurate information about inhabitants and their capabilities. She is willing to spend 3-6 hours conversing with good-aligned heroes, and can, at the GM's will, impart information about the Halls, about the Empire, and/or about any other subject of interest to the PCs.

Exiting the Demi-plane: The portal remains open so long as parties are visiting the demi-plane, regardless of whether Arden is present or not.

Repeating the Labor: The spear is unique.

Treasure:
The **spear of Arden Ascended** (see new magic items).

SL13-11: Damaged Antechamber

The northern wall caved in centuries ago, blocking all passage. The corpse of an Archontean dekarch lies slumped against the west wall holding a short sword and shield, his torso filled with crossbow bolts and broken spear shafts. Near him lie the corpses of three legionaries, killed by short-sword thrusts. The dekarch's purse is gone, but a leather book satchel remains, in which is his deluxe, illustrated copy of *the Twelve Labors of Arden* (see Arden Vul books).

Over the arch leading to the stairs to SL13-10 is the inscription, in Mithric: "Fidelity was her guiding light." The walls are otherwise bare of ornamentation.

Treasure:
The dekarch's blade is a **short sword +1**, **luckblade** (but without any **wishes**); a deluxe copy of *the Twelve Labors of Arden* (see Arden Vul books); 15 ancient gold solidi (see Arden Vul items) concealed in a boot.

SL13-12: Shrine and Preparation Chamber

The door to this chamber has been broken down; it hangs in tatters on its hinges.

A long stone bench parallels each of the diagonal walls. In the center is a 10'-diameter pool of clear liquid. To the east of the pool is a shrine to Arden. The east wall is taken up with two 15'-tall frescoes of Arden surrounding an inscription in Mithric. The left image shows her as a spatharios, or simple legionary, while the right shows her in the toga of a decurion. The inscription reads, in Mithric: "Those who would take up the labors of the Great Defender must purify themselves."

The pool is magical. Anyone who strips and bathes in the pool receives the benefit of **cure disease** and **remove curse**. An individual may only receive the benefits once per year.

The shrine is a piece of red granite 8' tall, with eleven niches carved into the side facing west. Within the niches are two 18" ivory statuettes of Arden as spearwoman (100 gp each), a cracked leather packet containing human hair, a decrepit leather thong strung through seventeen ancient copper bits (see Arden Vul items), and a small vial of evaporated perfume.

GM Note: In antiquity those seeking to perform one of the labors (SL13-10) spent a day and a night here in meditation.

SL13-13: Barricade and Corpses

A crude barricade of barrels, spears, and links of ancient chain bisects this former guard point. The time-rotted corpses of seven ancient legionaries lie east of the barricade; four more equally-decrepit corpses are found slumped atop the barricade, as if they were trying to climb it. The south wall has a peeling fresco of Arden the Defender striding among legionaries.

GM Note: The pentarch of the Guardians of Arden (see SL13-23) ordered his men to stay at their posts when the order came to evacuate the city and subterranean halls. Half the legionaries revolted, and a desperate internecine struggle ensued; the corpses here are a sign of that fratricide.

Treasure:
Among the corpses are 57 ancient silver pennies (see Arden Vul items) and 19 ancient gold solidi (see Arden Vul items). The equipment is rusted and unusable.

SL13-14: Chapter House

The chamber is 20' tall with a fine ribbed vault. Set into the walls are twenty stone stalls, one for each member of the Defenders of Arden. Each stall is set 2' into the wall, and has a hinged wooden seat such that, when not sitting on it, one can pull up the seat to reveal a cupboard beneath it. All of the cupboards are empty. Above each stall is carved a unique image of an Archontean hero (one of the Twenty Worthies – see SL13-20). Each seat can thus be identified by the Worthy above it. The seats named for Arden and Vul are directly opposite the entrance doors.

The center of the chamber contains a fire pit, with long-cold ashes, and a rostrum facing west, towards the seats.

The chamber is empty of life, although a toga-clad, desiccated, corpse is sprawled across the seat of Vul. It has been stabbed with spears, one of which is still present in its throat. A huge codex bound in red leather, *the Red Book of the Defenders of Arden* (see Arden Vul Books) has fallen from the corpse's hand.

A ghostly spirit lingers near the corpse, whispering imprecations and blandishments in Mithric. These are difficult to make out, but include phrases such as "Protect the relics," "Do not let them take the relics," "Duty is honor," "Honor is duty," "We must remain until summoned," and so forth.

The spirit is benign unless one of several circumstances transpire, at which point it activates as an enhanced vengeful spirit (see new monsters). The potential triggers are 1) taking either ring of Arden from the hidden compartments (see below); 2) removing anything from the treasury (SL13-15); and 3) disturbing any of the relics of Arden (see SL13-22). In the latter case, the spirit (of Justus – see below) comes flying up the corridor to confront the desecrators, arriving in 2-5 rounds. Note that the spirit is not troubled by examination of The Red Book.

GM Note: The leadership of the cult of Arden met here. The corpse is that of the last pentarch of the Guardians, one Justus Faselton, who was killed by his mutinous men after he refused to let them abandon their posts. The Red Book is a hint about the Labors of Arden (see SL13-10).

Secret Compartments: The stalls of Arden and Vul contain secret compartments. The compartment in Arden's stall is opened by depressing the left eye of her image; it causes the compartment to pop open. The compartment in Vul's stall is opened by twisting the entire face of Vul 90-degrees to the left. Each compartment is only 4" square, and each contains a ring of Arden (see Arden Vul items). Vul's also contains a scroll with the *Liturgy of the Strong* (see Arden Vu books). Removing either ring causes the spirit of Justus to activate and attack.

Secret Door (north): The stall of Phocion the Builder contains a secret door. It is normal to locate, but difficult to open. Opening it requires locating a catch under Phocion's seat and and pressing it. This causes the door to spring inward, revealing a short corridor to the treasury.

Inhabitants:
1. **Justus**, **an enhanced vengeful spirit** (see new monsters): SZ M; AL LE; AC 1; MV 120'; HD 9; HP 60; #AT 1; Dmg 1-12; MR 25%. Special attacks: STR drain. Special defenses: +2 or better weapons to hit; immune to fire; reform in 1-6 hours so long as his bones remain unburied. Justus cannot be turned while he remains on SL13.

Treasure:
The Red Book of the Defenders of Arden (see Arden Vul Books).
Two rings of Arden (see Arden Vul items); a copy of *the Liturgy of the Strong* (see Arden Vul books).

SL13-15: Treasury of the Defenders of Arden

This small chamber housed the treasures accumulated by the cult of Arden. Removing any of the valuables from the treasury causes Justus to transform into a vengeful spirit (see SL13-14).

Treasure:
A 6'-tall blackware porcelain vase featuring scenes from the 4th Labor of Arden; the vase is filled with 15,000 ancient silver pennies (see Arden Vul items).
A 5'-tall vase of ebony and ivory (worth 5,000 gp).
A pair of painted steel novelty andirons depicting Arden and Vul (250 gp).
A battered bronze cauldron holding 35,000 ancient copper bits (see Arden Vul items).
Sixteen 30-lb bars of smelted imperial gold piled into a pyramid (1,500 gp each).
Two valuable 'oriental'-style carpets, one depicting Arden's 7th Labor and the other depicting the Emperor bestowing arms on Arden and Vul. Each is worth 750 gp.
A large-sized Archontean chess set, containing 32 solid ivory pieces that are 2' tall; the pieces represent Arden, Vul, other figures from the Twenty, and legionaries. Each piece is worth 750 gp, but is heavy and bulky.
A silk pouch containing four tokens of Arden and two rings of Arden (see Arden Vul items).
A basket of woven reeds containing 150 small gemstones worth 10-20 gp each; the basket, however, is worth 1,500 gp to a collector of early imperial housewares.
A wooden box holding six lb of incense (50 gp/lb)
Ten doses of Gethite lotus powder (see new flora).

SL13-16: Barracks

The furnishings of this 15'-tall barracks are in relatively good shape. Eight triple bunks made of iron-reinforced wood line the south wall. Twenty chests are scattered among the bunks, their lids open and contents gone; only a few bits of decrepit linen and wool clothing remain, along with some personal items, including a razor, a mortar and pestle, a set of draughts made of wood, and a pack of playing cards made out of parchment.

To either side of the door are weapon and armor racks: two suits of ancient legionary armor (AC 4), six spears, three gladii, three war-hammers, and fifteen tower shields are still present and usable (one is a **shield +1**).

The corpses of three ancient legionaries lie in moldering lumps near the door. Their bodies display sword and spear wounds.

Treasure:
Weapons and personal items (see above).

SL13-17: Vandalized Guest Chamber

A rather spartan guest chamber, with bed, wardrobe and writing table, has been utterly vandalized, with all furniture smashed to bits. The corpse of an orange-robed priest (of Thoth) lies in the northwest corner, the victim of multiple gladius thrusts.

Treasure:
Two sets of robes of a priest of Thoth (20 gp, or 75 if mended); a gold holy symbol of Thoth (45 gp).

SL13-18: Guest Chamber

This guest chamber is intact, with dust-covered bed, wardrobe, and stand-up writing desk. There is nothing of value here.

SL13-19: Vandalized Guest Chamber

The furnishings of this third guest chamber have also been destroyed. Signs that it was occupied prior to its destruction are evident, however, with silk undergarments and several fine tunics strewn about the debris. The surface of the smashed writing table has two objects pinned to it with daggers: one is a desiccated human finger; the other is a scrap of parchment that reads in Mithric: "the key is the Builder."

GM Note: The note refers to the secret door to the treasury, found in area SL13-14 in the stall under the carving of Phocion the Builder. The mutinous legionaries, however, thought that the note referred to the statue of Phocion in the Hall of the Twenty. They tortured the occupant of this chamber for more information before dragging her to area SL13-20.

SL13-20: Hall of the Twenty

This grand hall is 25' tall and features beautiful rib vaulting and exquisite teak wainscoting (extending 10' up the walls).

Twenty painted statues of the famous Archontean Worthies (see World of Archontos appendix) once stood in the chamber. Nineteen remain, with one smashed. The desiccated corpse of a woman lies near the smashed statue.

The corpse is dressed in a fine, but blood-stained, silken tunic; she is missing one of the fingers of her left hand and has had her throat cut.

Statues of the Twenty Worthies: Each statue is 8' tall and is a composite of well-chosen stone; typically the flesh of the subjects is white marble or black obsidian, while their clothing is in granite. While faded, the vibrant colors in which the statues were painted is still evident. Truly, these are examples of a master sculptor's work.

The nineteen remaining statues of the Twenty found here include: Vul the Sorcerer; Arden the Swordswoman; Licinia the Seer; Thrygga the Mighty; Plotinus Quartus Claudino; Yeth, He-Who-Sought-to-Bring-Law-to-Chaos; Horatius Interfector, sorcerer; Marius Tricotor, also called Marius Invictus; Crinius the Rector; Amalasuntha of Narsileon; Felix Minucius; Jixon of Archontos; Kalea the Theosoph; Pol, the Grinning Mage; Taticus and Thekla, the Twins; Ennius, the First Lord; Halduin the Citharist; and Terentius Borsa.

The savage destruction of the twentieth statue makes it difficult to identify. Still, those familiar with the Twenty might recognize a set of dividers in the rubble and thus conclude that the rubble represents Phocion the Builder (see also 8-143). A successful roll of 4d6 under INT for one with legitimate knowledge of ancient history allows this identification.

GM Note: The corpse is that of an important visitor to the cult of Arden who had the misfortune to visit during the mutiny of the area's legionary guards. She was tortured in her chamber (see SL13-19) by the guards, who believed she knew where the cult's treasury was kept; then she was dragged here, as the legionaries misinterpreted her comments about "the Key is the Builder" as referring to the statue here (instead of the stall in the chapter house).

Tunnel on the South Wall: 20' up the south wall is a small hole in the wall, only 3' in diameter. The hole widens a bit into a 5' tunnel leading south. It is easy for PCs to miss this feature unless they are explicitly looking at the ceiling and upper walls.

Treasure:
The statues are valuable works of art, and could bring a minimum of 10,000 gp each on the market in Archontos (and might go for up to 25,000 gp each). They are, of course, very heavy and difficult to move. The teak wainscoting is also valuable: 2,000 gp for the lot.

SL13-21: Antechamber

This antechamber is 15' tall. The pillar between the two entrances to SL13-22 is carved to resemble a 12'-tall Arden, in legionary attire and carrying her spear pressed against her body. The corpses of eight legionaries lie scattered in various pieces across the flagstones of the antechamber. While their weapons and armor have been destroyed by powerful blows, a few smaller items have escaped the carnage. The corpses are those of the mutinous Guardians, who met their fate at the hands of the stone guardians.

Two 9'-tall statues depicting Arden and Vul stand in the southwest and southeast corners. The 'statues' are actually enhanced imperial stone guardians (larger and slightly more powerful version of the regular variety) who rumble to life whenever anyone disturbs the artifacts of the reliquary (SL13-22). N.B.: disturbing items from the reliquary also summons the vengeful spirit (see new monsters) of Justus the pentarch (SL13-14).

Inhabitants:
1. **2 enhanced imperial stone guardians** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 9+3; HP 69, 64; #AT 2; Dmg

3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

Treasure:
Among the legionaries' corpses are 73 ancient silver pennies and 31 ancient gold solidi (see Arden Vul items); two simple gold rings (15 gp each); three copper pectorals showing Arden the defender (5 gp each); and a **dagger +1**.

SL13-22: Reliquary of Arden the Defender

This large hall houses the objects believed by the cult of Arden to be the true relics of the great heroine.

The hall is completely sheathed with oak; this includes striking barrel vaulting, floor-to-ceiling carved paneling, and interlocking flooring. Three stations in the hall contain the 'relics' of Arden.

Paneling: The paneling tells the story of the life of Arden, including scenes of her youth as a small girl living among the legionaries in the cantonments, her oath before the magistrates making her 'sola' (a woman legally free of male authority), her military career as spatharios, dekarch, kentarch and polemarch, each of the twelve labors (for which see SL13-10), and her triumphal procession through Archontos to meet the emperor. The paneling is valuable, but difficult to disassemble and transport: all told it would bring 30,000 gp to appropriate buyers.

Arden the Swordswoman: The station to the left of the entrance holds artifacts from Arden's career in the legion of the XIV Scutarii. A 20'-long, 4'-tall stone block holds the following: a battered legionary's tower **shield +2**; a **short sword of sharpness**; a badly-worn phlamoulon of the XIVth, bearing the broken slave-collar insignia of that legion; an actual broken slave collar; and a gold ceremonial polemarch's helmet (500 gp, but now useless in combat). The only one of these items actually connected to Arden is the slave collar, which Arden struck from her mother's neck when she earned enough solidi to make her mother a freedwoman.

Arden and the Labors: The station to the right holds relics of the Twelve Labors (for which see SL13-10). A 20'-long, 4'-tall stone block holds the following: a necklace of bear claws strung on a silver chain (the 4th labor); a shell of a giant triton (250 gp; the 7th labor); a circle of sardonyx, intaglioed with the image of a heron eating a fish (125 gp; the 10th labor); a 3'-long tarnished brass trumpet (30 gp; the 9th labor); two vials of dried troll blood (the 2nd labor); and a pair of ogre mage tusks (the 3rd labor). Of these, only the bear-claw necklace is original to Arden; it is also a unique magic item, the **necklace of the berserker** (see new magic items).

Arden the Defender: The third station is directly opposite the entrance at the far end of the hall. It consists of a 10'-tall statue of Arden draped with important personal objects. The statue is mostly onyx, with ivory for face, hands, and other skin, and would fetch 30,000 gp in a large city. It shows Arden as a weary soldier leaning on her spear. Her helmet, armor, and spear, however, are real (not part of the statue). The armor is **imperial field plate +3** (see Arden Vul items); the spear, although believed in antiquity to be the **spear of Arden** (see new magic items), is in fact 'only' a **spear +4 of life stealing**. The statue also bears a legionary helmet that functions as a **guard cap** (see new magic items); a **girdle of frost giant strength**; and a gold signet ring, featuring a stylized female legionary over the letter 'A' (375 gp). None of these items was ever possessed by the real Arden. It is possible to remove the armor without damaging the statue.

Secret Compartment: A hidden compartment in the left station holds three tokens of Arden and a ring of Arden (see Arden Vul items for both). The compartment is difficult to locate (1 in 8), and must be pried open by force.

GM Note: Removing any of the relics from the reliquary causes the enhanced imperial stone guardians (SL13-21) to attack, and brings the spirit of Justus (SL13-14), now transformed into a vengeful spirit (see new monsters), flying to confront the desecrators within 2-5 rounds.

SL13-23: Dekarchs' Quarters

Two dekarchs, or junior officers, dwelled here. Two beds, two wardrobes, two wooden chests and two racks for armor and weapons comprise the furnishings. The corpse of one of the dekarchs still lies in his bed; he was killed there while he slept. Both wardrobes and chests have been ransacked, and their contents strewn across the chamber. It is possible to find the following among the debris (1 per turn of searching): a silver locket with a cameo of an Archontean woman (200 gp); a pair of jade earrings (100 gp); a high-quality box of writing styluses (50 gp); a dose of **incense of attraction** (see new magic items); a diptych of wax writing tablets with ivory covers carved with fantastic beasts (185 gp); and three 8" jesters carved of maple (35 gp).

Equipment racks by the door contain a set of legionary armor (AC 4); a **short sword +1**; and several pairs of boots.

SL13-24: Lounge

This chamber is intact, and suffered no damage during the mutiny. It is 10' tall with frescoes showing legionaries fighting, drinking, marching, and relaxing.

Ten simple wooden stools are scattered about, as are four 4'-diameter wooden tables. A bar in the southwest corner still holds wooden cups and a few bottles of liquor. Three dart boards are mounted on the west wall.

Treasure:
Three bottles of ancient Archontean brandy (85 gp each).

SL13-25: Barracks

This chamber is 15' tall, and painted with flaking yellow paint. Eight triple bunks made of iron-reinforced wood line the south wall. Twenty chests are scattered among the bunks, their lids open and contents gone. Only a few personal items, including a bottle of hair dye (dried out), a stone canister with fiery hot seeds in it, a crude set of Archontean chessmen carved of wood (30 sp), a whetstone, a flint, and a small teakwood box filled with narcotic powder (75 gp).

To either side of the door are weapon and armor racks: three suits of ancient legionary armor (AC 4), six spears, a gladius, two javelins, and fourteen tower shields are still present and usable.

Treasure:
Weapons and personal items (see above).

SL13-26: Pentarch's Quarters

The door to this chamber has been broken down, and its contents thoroughly vandalized. There are even a few holes in the granite walls, as if someone were swinging heavy objects at the wall.

A pastoral mural occupies the east wall, it shows an allegorical representation of good government: figures in the tunics of kritai, chartoularii and other imperial offices collect taxes, direct public works and issue judgments; the prosperity of their government is seen in verdant landscapes, with abundant harvests and ripe orchards. Across this faded image is written, in huge Mithric letters: "*May the pentarch suffer in the pits of the Abyss for his stubbornness! His honor has gotten us all killed!*"

Most of the furnishings (a bed, a wardrobe, a desk, some easy chairs, a low table, and several display racks) have been smashed to bits, as if the vandals were looking for valuables. The only actual item of value left among the debris of wood, linen, and silk is a fragment of a painted teak folding screen that once separated the room in halves: one panel – depicting a severe-looking, bald Archontean aristocrat – is in salvageable state and is worth 200 gp to a modern art collector.

A careful search also reveals an imperial rescript from Archon Pellas of Arden Vul to "Justus Faselton, pentarch of the Cohort of Arden" and dated AEP 1803. It reads: "*Guard the sacred relics of Arden the Defender until your last breath. We are sending assistance and supplies. Good luck.*" Scrawled across this is the word "Lies!"

GM Note: Justus, whose body lies at SL13-14, was the pentarch or commander of a special cohort of legionaries tasked with guarding the shrine of Arden. He tried to enforce the terms of the rescript sent him by Archon Pellas the Last during the final weeks of Archontean habitation in Arden Vul. Half his men mutinied, and he and his dekarchs were slain. The mutineers could not get out through SL9-08, however, nor could they locate the secret door whose existence they suspected. Eventually they were killed by the imperial stone guardians.

Secret Door (north): The door is difficult to find (1 in 8). It opens by inserting the face of a ring of Arden (see Arden Vul items) into a depression located on the west wall.

SL13-27: Narrow Stairs Leading Up to 6-144

The 4'-wide staircase climbs steeply for 350' before ending at a secret door (see 6-144 and 6-142). It should be noted that unless area 6-142 has previously been thawed, it will be impossible to open the secret door leading to 6-142. Those descending from Level 6 find that the secret door leading to SL13-27 is obvious (1 in 3) and opens by releasing a latch near the ceiling.

SL13-28: Unfinished Set Chamber

Only the western portion of this chamber is worked, and there only roughly. Hammered into the west wall is a sconce, from which hangs a silver holy symbol of Set (10 gp).

The tunnel leading north (towards SL13-20) is hidden behind a rockfall; it should be considered a concealed passage. The other tunnels are narrow tubes, some 5' in diameter.

SL13-29: Stairs Leading Up to SL8-24

The stairs are narrow and choked with cobwebs. They lead up to SL8-24.

SL13-30: Stalagmite Cave

This cave is filled with stalagmites and stalactites, making movement slow and ponderous. The gleam of ore among the rock formations suggests the possibility of iron or silver mining here.

There is a 15% chance per turn spent in this cave that one of the huldugritti (see new monsters) from SL13-34 visits this cave. If it does so, it either attacks (33%) or retreats to tell its comrades and to plan an ambush (66%).

Inhabitants:
1. **1 huldugritti** (15%/turn): for stats, see SL13-34

SL13-31: Damaged Cave

Once filled with stalactites and stalagmites like SL-13-30, most of the rock formations seem to have been recently shattered. Among the rock debris are the corpses of two Priscian conversi (see new monsters), who scouted this area from 9-44 (via SL13-32) but were slain by the huldugritti (see new monsters) that inhabit these caves (see SL13-34). The Priscians were killed by massive blows to the torso and head; most of their equipment is destroyed.

Spending more than two turns in this cave has a 50% chance of attracting two of the huldugritti to defend their territory. If combat breaks out, the remainder of the huldugritti arrive in 1-3 rounds.

Inhabitants:
1. **2 huldugritti** (50%): for stats, see SL13-34

Treasure:
On the corpses: **dagger +1**, short sword, sling; a pouch with 15 sardonyx gems (50 gp each) and 73 gp; a **potion of invisibility**.

SL13-32: Tunnel Leading Down to 9-44

This tunnel corkscrews downward before reaching 9-44.

SL13-33: Tunnel Leading Up to 7-59

Snaking upward at a steep pitch for 150', this tunnel emerges at 7-59.

SL13-34: Huldugritti

Six huldugritti have been feeding on the rich ores left here by the explosion that damaged SL13-36 and its environs in antiquity. The cave is 25' tall and filled with spectacular stalagmites and stalactites. The huldugritti are protective of the surrounding areas (SL13-28, SL13-30, SL13-31) and are unusually aggressive in seeking to expel intruders. If alerted (see SL13-31) they may prepare an ambush here: they lurk within the rock walls, only to emerge with fists swinging when the intruders present themselves.

Inhabitants:
1. **6 huldugritti** (see new monsters): SZ M; AL N; AC 0 or 2; MV 120' or 60'; HD 8+8; HP 63, 61, 53, 51, 48, 44; #AT 2 (in stone form); Dmg 2-16/2-16; MR 25%. Special attacks: hurl boulders (2-8 HP each). Special defenses: meld with stone (cure 3-24 HP); assume spirit form; +1 or better weapons to hit; immune to fire, electricity, and mind-affecting spells.

SL13-35: Water-Filled Cave

Although the walls and ceiling of this area make it seem comparable to the neighboring caves, this area is actually a 60'-deep sinkhole filled with water. Unwary explorers have a chance of turning the corner and stepping into the water. Those with heavy equipment may sink like a stone.

At the bottom of the sinkhole is the rotted corpse of a rudishva still in his orange jumpsuit. This technician was killed in the blast that damaged area SL13-36, and her body was dragged by animals here, where it was gradually covered by the water of the hole. The corpse carries a rust rudishva identity plaque (see new technological items).

SL13-36: Damaged Plasteel Corridor and Door

A section of the white plasteel corridor that led to the shuttle bay in antiquity is still extant. The northern edge of the corridor has clearly seen a catastrophic event, as the plasteel is blackened, twisted, and scorched. At the south end of the corridor is a rudishva iris door. The door is of the usual kind, whereby presentation of a silver or yellow rudishva identity plaque (see new technological items) causes the iris to dilate open.

Trap (explosion): Two rudishva anti-personnel mines have been attached to the corridor walls 10' from the door. They are triggered by proximity: those approaching within 5' cause them to explode, filling the corridor with shrapnel and inflicting 5-40 HP damage (save for half damage) for each mine. The mines appear as grey plasteel hexagons. If explorers have previously discovered and examined such mines (cf. 5-118), they will know instantly what the hexagons are; in such cases someone experienced with rudishva technology has a chance to disarm the mines. It is also possible to trigger them from the small tunnel to the north, by sending summoned creatures towards the mines, for instance. Since the mines have biometric scanners, simply rolling inert objects towards them will not trigger them.

SL13-37: Rudishva Shuttle Bay

The shuttle bay pod from the Beacon lies in this cave. The rudishva expended substantial effort in moving it from its initial crash site to this location, all in the hopes that they could someday activate one or both of the shuttles and return to the stars.

The shuttle bay is a dome 25' tall at its center point, and built of white plasteel; all corners are rounded in the usual rudishva style. Bright LED lights turn on as soon as a life-form is detected within the bay. The corpse of Lieutenant Svar-Loj, riddled with projectile holes, lies just inside the door from SL13-36. The bay contains two shuttles (SL13-37A and SL13-37B) plus a maze of high-technology equipment. It is also guarded by a rudishva battle robot (see new monsters). Unfortunately for those hoping that possession of a plastic (microchipped) rudishva identity plaque (see new technological items) will render them immune to the robot's gauss gun, this robot's programming has failed slightly; it attacks instantly and without hesitation all those who enter the shuttle bay.

Machinery and Equipment: The east side of the bay is loaded with impressive and complicated machinery, most connected via thick cables to outlets in the floor of the bay. Among the technological items are a rudishva jet ski; a rudishva hover sled; eight greater rudishva power supplies; a GnuCoder 3000 data recorder; and a GnuCoder 5000 Full-Immersion Sensory Experience (see new technological items). Other items include three centrifuges, a high-heat centrifuge, four massive cylinders of rocket fuel, several console computers, a refrigerated storage unit, an impressive amount of glass-steel chemical equipment, a dozen oval chemical storage 'eggs', 150 lb of crushed **arcanum** (see new magic items), 10 lb of rare minerals distilled from the mud flats of SL9, and a variety of other chemicals.

The machinery is difficult to operate without thorough comprehension of the concepts of advanced science. Even the most intelligent 'ordinary' fantasy humans or humanoids are unlikely to be able to use the equipment with facility.

The reason why PCs might wish to experiment with the equipment is to create sufficient fuel to allow the operative shuttle (SL13-37B) to leave the solar system. Still, enough pre-made fuel to make a single FTL jump to an inhabited interstellar location may be found in area 9-96. It is up to the GM to decide whether she believes the PCs to be capable of creating more fuel. If this is desired, the data crystals (see new technological items) found in areas 9-94 (*Solutions to the Propulsion Problem*) and SL9-48 (*Creating D-^{3}He Reactions from Native Minerals*) might permit highly intelligent characters to use the centrifuges and other equipment to create sufficient fuel for another 3-6 jumps. Of course, the PCs must also procure the drive rod (7-143) and astrogation crystals (SL14-10) to permit the shuttle to fly. Operation of the shuttle may also be eased by reading the appropriate sections of the technical manual found at 9-90 or SL12-28 (*The Shining Beacon of Glorious Heaven: Technical Specifications of this Yort-Class Exploration Vessel*).

Airlock Doors: Huge plasteel airlock doors lie directly to the south of the operative shuttle. These can be opened from the consoles amid the machinery of the shuttle bay, or from the pilot's chair in the shuttle (SL13-37B). It takes 1-2 hours of study and a successful roll of 4d6 under INT to figure out how to open the airlock doors.

Inhabitants:

1. **1 rudishva battle robot** (see new monsters): SZ M; AL N; AC -2; MV 90' flying (Class A); HD 8; HP 55; #AT 4; Dmg 3-9/3-9/3-12/3-18 (laser/laser/explosive pellet/gauss gun). Special attacks: attacks and saves as a 10th-level fighter; gauss gun strikes all targets within range each round. Special defenses: immune to fire, cold, electricity, and poison; immune to mind-affecting spells. Special: 56 explosive pellets remain.

   This battle robot's programming has failed slightly. Possession of a plastic rudishva identity plaque or a rudishva command bracelet (see new technological items) does not render the bearer immune from the robot; it cannot be controlled or quieted. This robot has extra ammunition, allowing its gauss gun to fire for ten rounds instead of the usual five.

SL13-37A: Dismantled Shuttle

This shuttle (designated LOAV-290) has been cannibalized for parts to enable the other shuttle to be ready to fly (for a description, see SL13-37B). The airlock has been removed, and access to the interior is untrammeled. The piloting and navigational stations are intact, but all of the propulsion systems (including fuel tanks)

have been ripped out, as well as a lot of wiring and microchips. It is pretty obvious to even non-technological explorers that this vehicle is not usable. The central crew area is fairly comfortable, though, and could be used as a campsite.

SL13-37B: Intact Shuttle

The second shuttle faces the airlock doors and is fully intact. Its formal designation in the RISEA (Rudishva Interstellar Exploration Agency) is LOAV-291, for Low-Occupancy Atmospheric Vehicle (or shuttle). The LOAV series was designed to resemble a creature from rudishva mythology, the Chamundi, which is superficially similar to an oriental dragon. It is 20' wide, 50' long and 20' tall, with plasteel decorations along the roof that resemble the Chamundi's horns and flowing whiskers, and with the viewscreen in the place of the creature's gritted teeth. It is painted in vibrant colors. It has wings for use in atmospheric flying; these can be retracted for deep space flight as well as for maneuvering in tight spaces (such as the shuttle bay).

Shuttle Description: Access is via the square-ish rear of the shuttle. One must present a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items) to open the airlock. Beyond the airlock a narrow 10'-long and 5'-wide corridor leads to the two crew areas.

The first is the engineering and science station, with four crew seats. This section has been clearly modified, with most of the consoles ripped out and new equipment jury-rigged into the area. One of the new components is a set of two large fuel tanks; they proudly bear the Rudishva glyphs for 'star' and 'fuel.' A second new component is a pair of cylindrical holes, into which canisters can be inserted: the runes beneath them read 'orange,' 'rock,' and 'compound'. The third new component is a 5' cylinder with a cylindrical slot at one end.

The second area is the astrogation and command section, with six stations for crewmembers. One station is the pilot's chair, while the other five are for communications, astrogation (2 stations), and tactical systems (2 stations). Each station has a console, with slides, knobs, buttons, and viewscreens. The pilot's seat also has slots into which astrogation crystals can be inserted. Using the stations is difficult, but some trial by error is likely to produce results; it takes 6-8 hours of experimentation to learn the systems, with 1% chance (cumulative) per hour of causing some fatal systems overload that destroys the shuttle in a burst of energy (inflicting 60-360 HP damage on all within the bay).

Assistance in operating the shuttle can be gained by reading and mastering the following data crystal (see new technological items), which may be found in areas 9-90 and SL12-28: *The Shining Beacon of Glorious Heaven*: *Technical Specifications of this Yort-Class Exploration Vessel*. Alternatively, the AI known as AKL-600 (or, Akla-Chah) can explain what is needed to bring the shuttle into readiness for interstellar travel (see SL14-13); in return for this information, Akla-Chah requests that PCs download her personality and memory into a large crystal and bring her with them on the shuttle.

Activating the Shuttle

It is possible to fly the shuttle out of the cliff face and into the stars, provided that the following checklist is completed.

1. A drive rod from the main engine room must be inserted into the cylindrical slot in the equipment in the engineering station of the shuttle. A drive rod can be procured from area 7-143.

2. Appropriate fuel must be added to the fuel tanks in the shuttle; this fuel can be found in the tanks in the shuttle bay.

3. Canisters of the special formula of arcanum-enriched deuterium must be added to the appropriate spot in the shuttle's engineering area. Enough of this formula to allow for one FTL jump is found in area 9-96. To make more than one jump, it will be necessary to synthesize more of the formula. See instructions at SL13-37.

4. One or more astrogation crystals (from SL14-10) must be inserted into the receptacles in the astrogation station.

5. The inner door to the airlock must be opened (SL13-39), either from the cockpit of the shuttle or from the machinery. The shuttle's wings must be retracted so it can proceed down the runway.

Locations to Which the LOAV May Fly: This product does not detail the mechanics of interstellar travel or the specifics of interstellar locations. The GM should select appropriate rules for space travel and design his/her own worlds and/or space stations.

SL13-38: Rudishva Teleporter

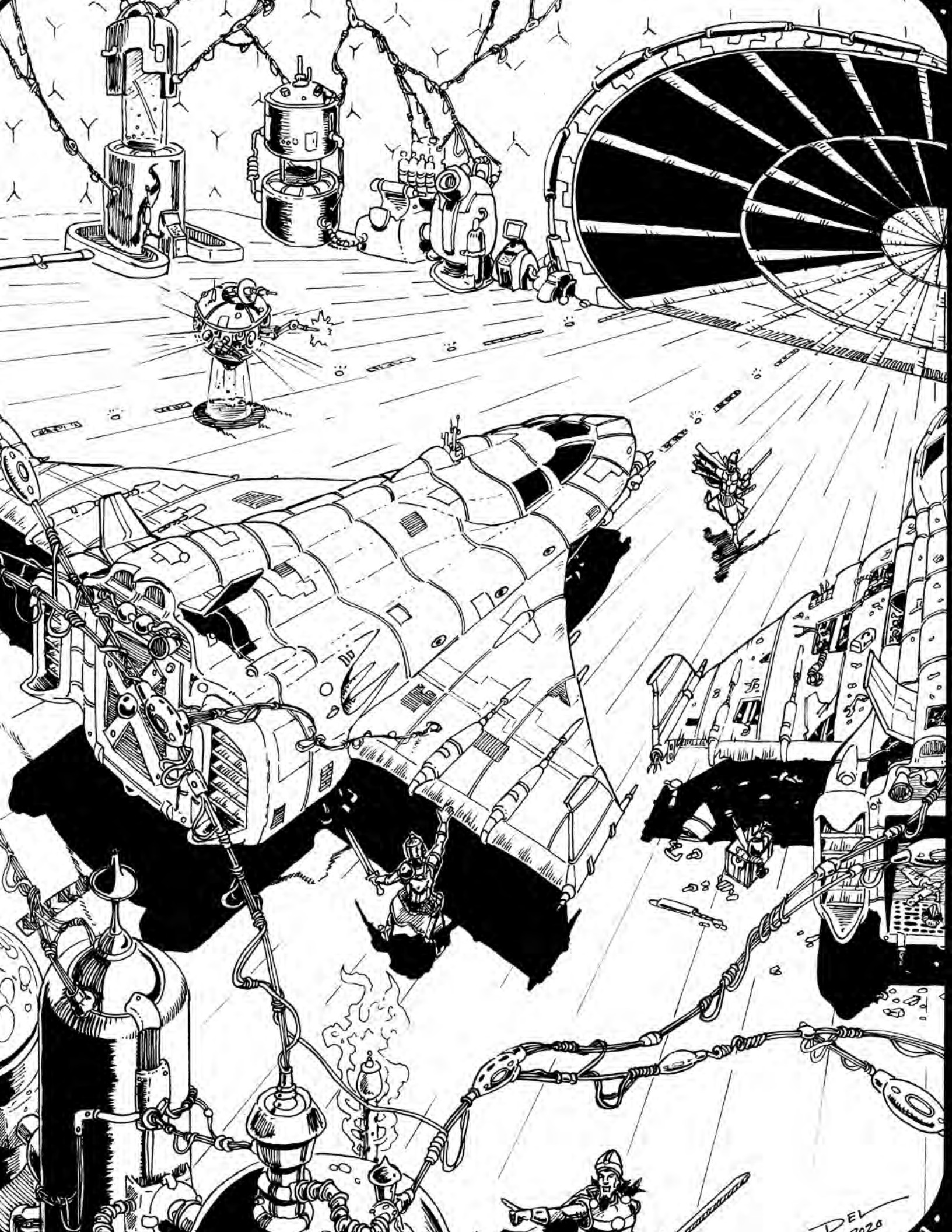
The corridor is sheathed in spotless white marble and lacks right angles. It ends in three semi-circular niches. The western niche contains a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. The silvery square has a rune etched into the silvery material. The other two niches are empty.

The rudishva built these niches to be part of their teleportation network. To activate it, one stands on a silvery circle and touches the adjacent silvery square; teleportation to the appropriate location is instantaneous.

Teleport Node:
T20: access to 9-97

SL13-39: Airlock and Runway

The rudishva built this area in the anticipation that they would eventually be able to refit the shuttle for interstellar travel. The airlock door leading to SL13-38 is a massive, dilating piece of reinforced plasteel. It leads to a 'runway' some 30' wide and 30' tall, and also formed of reinforced plasteel. The southern door leading to the exterior of Arden Vul was concealed behind the natural rock face. The Archonteans never discovered the runway or its exit, and thus the colossus of Arden the Defender was built over the exit. The area is designed such that as the shuttle accelerates down the runway, explosive charges detonate at the southern end, blowing the rock shield outward and allowing the shuttle to swoop out into the valley. This feature is automatic. The exit is located about 100' above the floor of the valley, which corresponds roughly to the ankles of the colossus.



SUB-LEVEL 14: THE CHAMBER OF THE BEACON

This sub-level is small, but extremely significant. It is comprised almost entirely of the bridge module of the Beacon, with a few later Archontean areas built on to it. Although naturally a vital part of the Beacon, the bridge played a decreasingly important role during the long years of the rudishva exile on Magae. As it became obvious that the Beacon itself would never fly again, the rudishva efforts to effect an escape turned to the shuttles (SL13-37) and to engineering a means of modifying them for interstellar flight. As a result, the focus of the rudishva efforts shifted from the surface and the bridge to other areas (level 5, level 7, level 9, sub-level 9, etc.).

When the Archonteans arrived centuries after the rudishva collapse and gradually came to comprehend the power and otherness of those they called the 'Old Ones', the bridge was one of the first (and only) rudishva areas that the Archonteans managed to open to study. As the city of Arden Vul grew, the complicated entry mechanism (AV-5, AV-41, and AV-28, leading to AV-34 and SL14-1) was created. All the while, Archontean sages and magic users were cautiously exploring the bridge, which they called 'the Chamber of the Beacon.' Most of what they came to understand about the rudishva came from their study of the various stations of the bridge (SL14-10A to SL14-10E) and to conversation with the AI, Akla-Chah, aka AKL-600 (SL14-13). The latter never warmed to the Archonteans, who treated her like a slave; as a result, she was stingy with the information she passed to them.

In its current state the Bridge is a valuable location in which enterprising PCs could learn deeper secrets about the rudishva in general and about the possibility of achieving interstellar travel in particular. Few monsters or foes exist, saving the imperial stone guardians who still guard the Archontean study chambers. Likewise, there is little in the way of tangible valuables; rather, much of the 'treasure' to be obtained on this sub-level is the information available to the clever and cautious. Two exceptions in terms of tangible valuables are the astrogation crystals (SL14-10C) which are absolutely necessary to allow the remaining shuttle to fly (see SL13-37), as well as a hidden Archontean-era cache of ancient rudishva technology (SL14-5). It should also be noted that many of the most useful functions that can be produced on the bridge require possession of one of the two command tablets (see new technological items); the Archonteans knew of one of these items, which they called the 'tablet of the Beacon'. The two tablets are to be found at 9-94 and 9-107.

General Construction Notes

Rudishva areas: SL14-6 to SL14-14
Archontean areas: SL14-1 to SL14-5

Important NPCs

Akla-Chah, aka AKL-600, a rudishva AI (SL14-13)

Access and Egress

To Ruined City: stairs at SL14-1, leading up to AV-34
To Level 5: rudishva teleporter (T25) at SL14-8, leading to 5-95A
To Level 9: rudishva teleporter (T24) at SL14-7, leading to 9-97

Random Encounters

There are no random encounters in this sub-level.

Level Key

SL14-1: Entrance Stairs

Successfully opening the bulkhead doors at AV-34 reveals a 15'-wide granite staircase leading into the earth. The stairs descend 40' to a set of bronze double-doors. The walls of the stairwell are brightly painted, and depict imperial magistrates, military officers, and the archon himself carrying symbolic objects and gifts towards the doors.

Bronze Doors: The 10'-tall doors are sculpted with high relief images of Thoth, Horus, Anubis, and Set, all holding their right hands palm-forward in the universal symbol of 'stop'. Across the top of the doors is the inscription in Mithric: "Chamber of the Beacon. Enter only with Permission of the Archon. Speak the password to open." The doors have no apparent keyholes or handles; they are magically enchanted to only open when the proper password is spoken in Mithric. The password is the infinitive of the verb 'open', that is 'to open'.

SL14-2: Archontean Entry Chamber

This chamber is 15' tall and covered with brilliantly-colored frescoes, all in pristine condition. The frescoes on the west wall depict civil scenes, particularly of the archon leading a line of administrators, officials, and military officers towards a pair of bronze double doors (SL14-1). The frescoes on the east wall depict priests of Thoth (in orange robes), Set (in red robes), and Horus (in yellow robes) inspecting strange artifacts (rudishva technology).

Two enhanced imperial stone guardians stand in the northwest and northeast corners. They activate when the chamber is entered, and move to smite intruders; only those wearing appropriate-colored priestly robes (i.e., orange, red, or yellow) are exempt from their attacks.

The door leading to area SL14-6 is stone and locked; the key was lost 1,200 years ago.

Inhabitants:

1. **2 enhanced imperial stone guardians** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 9+3; HP 69, 65; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

SL14-3: Archontean Work Room

The walls of this 10'-tall stone chamber are scorched with blasts of energy. Two heavy work-tables stand in its center, while a slate board mounted in a wheeled wooden frame stands behind them. The north and south walls are lined with shelves. Scattered across the table and lining the shelves are scores of bits of broken and partly-disassembled rudishva technology. These include lesser power supplies with their casings pried open, laser pistols and rifles that have been stripped down to parts, a Nutri-vore 2000 with two crossbow bolts impaling it, and so forth.

Among the debris are two 3-liter containers of neuroderm and several items that appear to be intact, a laser rifle, a laser deflector

shield, a fire extinguisher, and a personal defense array (see new technological items for all). Unfortunately, the Archontean sages who had been experimenting with these items managed to damage all of them. The following table lists the negative consequences for using each of these 'modified' items:

Item	Bad Consequences
Laser rifle	Rifle fires one shot normally, but on next shot explodes for 6-36 HP damage in a 10' radius
Laser deflector shield	Instead of deflecting laser energy, the shield intensifies it. User takes double damage from laser attacks
Fire extinguisher	Extinguisher explodes, inflicting 3-12 HP damage on all in a 5' radius. In addition, those within 10' must save or be blinded for 2-5 rounds
Personal defense array	The array no longer allows the wearer to breathe freely; wearer suffocates in 2-4 rounds

Those who have previously used one of the four damaged items have a chance to notice something is off: that chance is 3% per point of INT (a PC with INT 10 has a 30% chance to detect the flaw).

SL14-4: Archontean Scholars' Chamber

With brightly painted frescoes, comfortable leather chairs and other furniture, and a well-stocked book-case, this chamber stands as the epitome of tranquil scholarly retreat. The frescoes depict the 'big three' of ancient Archontean deities: Thoth imagery on the north wall, Horus on the east, and Set on the south. A dozen comfortable leather chairs, eight side tables, three leather-covered settees, and a wide bookcase complete the furnishings (the quality of the furniture is heavy and functional – 25 gp per piece).

The real treasure here is found on the bookshelves. In addition to some rare Archontean texts, the shelves contain two almost-unique manuscripts: *Laelius's Linguistic Primer, or How to Speak the Old Ones' Tongue*, and *A Complete Decoding of the Old Ones' Glyphs*, by Herodian Tiro (see Arden Vul books). The other volumes include: *Arden Speaks*, by Marcellinus Septimus; *the Art of Becoming*, by Varix the archmage; *Notes on the Rudishva Spirits*, by Berricus Greybeard and Holger Risus; *On the Wars of the Old Ones with the Trolls*, by Clarius; *Practical Animal Magic*, by Licinius Monad; *Rudishva Devices*, by Junius Zofer; *Thirty Uses for Arcanum*, by Ygred the Mad; and *Sorcerous Properties of Gems*, by Sardonyx Peridot (see Arden Vul books for all). A handful of rudishva identity plaques (see new technological items) are found among the codices, used as bookmarks: 3 copper, 2 bronze, 2 rust, and one each of platinum, brown, sky blue, and pale green.

Secret Door (north): The door is stone and shaped as one of the 5'-tall painted ibises that appear as part of the frescoes of Thoth on the north wall. It is normal to detect, but can only be opened by inserting any rudishva identity plaque (see new technological items) into a slot concealed in the paint of the ibis fresco. GM Note: the door is mechanical, not technological; any object sharing the shape of a rudishva identity plaque serves to open it.

SL14-5: Archontean Secret Hoard

This small closet contains a great number of still-operative rudishva technological items collected by the Archonteans: two laser rifles, three laser pistols, eleven lesser power supplies, one greater power supply, a battle helmet, a replicube, a plasteel shield, a sonic fence, five grenades (two stun, one fragmentation, and two gas), a dart thrower, seven clips for the dart thrower (three ordinary, two explosive, one immobilizing, one narcotic gas), and two anti-venom kits (see new technological items for all).

SL14-6: Rudishva Chamber

The stone door on the south wall is locked, and the key is lost. The chamber within is 12' tall and sheathed entirely in white marble, with all corners rounded such that no 90-degree angles are present. Three rudishva iris doors lead from it (for operation, see SL14-7, SL14-8, and SL14-9).

In the center of the chamber is a chalkboard in a portable wooden frame, surrounded by wooden stools. The chalkboard is covered with notes, formulae, and symbols – all in Mithric. Among the academic clutter can be found the following words and phrases: "Beacon=Vehicle – but how does it move?", "Fuel is needed", "Arcanum – for what?", "Stars [under the appropriate rudishva glyph]", and several lists of letters and numbers (incorrect chemical formulae for fuels – for the correct formula, see 9-94). A frustrated comment is also apparent: 'Survivors appear to be imbeciles. They cannot help with locomotion details. They claim the vehicle cannot be moved. Do they lie?'

GM Note: These fragments represent the efforts of the top scholars and mages of the ancient Archontean empire to figure out the mysteries of the Beacon. They reveal that the Archonteans realized that the Beacon was a vehicle, and perhaps a vehicle for traveling to the stars, but also that they had no idea how to make it function, or even exactly how the 'chamber of the Beacon' (the Bridge, i.e. SL14-10) was supposed to be a vehicle. The Archonteans' confusion in this regard was largely a product of the fact that they were ignorant of the existence of the shuttles (SL13-37).

Aside from these tantalizing but unhelpful notes, the information that might prove of greatest use to modern explorers is the chart on the reverse of the blackboard. Entitled "Survivors," this chart lists the names of the known rudishva survivors of the Beacon's crew, along with some brief comments about their utility to the Archonteans.

Name	Archontean Notes	GM Notes
Crallicarus	Utterly useless. Some kind of actor or worse. Now organizing dramatic readings in the old hopper coliseum near the tomb of Marius.	Crellik-Var, better known as the Lord of the Arena, 6-85
Salorikus	Agreeable and helpful, but neither a leader nor a sage. Possibly a surgical assistant? Has bizarre theories about compatibility of human and rudishva fluids.	Psalor-Ki, insane vivisectionist at 5-74
Ravatorus	A sage of sorts, with deep knowledge of subterranean and piscine life forms. Has offered assistance in identifying rare creatures and helping determine their abilities.	Reiv-Tor, insane and fish-obsessed, at SL7-23
Isocrates	Able warrior, and loyal servant of the empire. Co-founded Order of the Subterranean Knights but fell out with Melacorius. Now permanent advisor to the Under-Archon on tactical matters.	Isok-Crix, now known as Isocorax, prisoner of Thegan at 6-20

Melacorius	Strong warrior, but of suspect loyalty. Co-created Order of Subterranean Knights. Motives opaque. Has a hidden base. Archon wishes to bring him to heel.	Melok-Ri, known as Master Malachite, the master of the Sun-Scarred Knights, SL10A-32
Nacalorus	Rudishva legionary, servant of Melacorius	Naik-Lir, was tortured and killed by Reiv-Tor after the Archontean collapse. Now a giant rudishva skeleton at SL7-13

SL14-7: Special Rudishva Teleport Node

The door to this niche is a rudishva iris door, one that requires a sky blue or better rudishva identity plaque (see new technological items) to open.

The semi-circular niche within contains a special type of rudishva teleport node. The traditional 5'-diameter circle of silvery material is inset into the floor, but the 10"x10" square affixed to the wall is made of golden metal.

Unlike other nodes in the rudishva teleportation network which activate at the touch of any warm-blooded hand, this node can only be activated by placing one of the two special yellow rudishva identity plaque against the golden square. Teleportation is instantaneous once the plaque is presented.

GM Note: The Archonteans opened the door, but were stymied by the teleport node.

Teleport Node:
T24: access to 9-97

SL14-8: Second Rudishva Teleport Node

This niche is identical to SL14-7 in every way, including the special requirements that its door can only be opened with a sky blue or better rudishva identity plaque (see new technological items) and that the teleport node within requires a yellow rudishva identity plaque to activate. The Archonteans also never figured out how to operate the teleport node.

Teleport Node:
T25: access to 5-95A

SL14-9: Rudishva Plasteel Corridor

The door from SL14-6 is a rudishva iris door that opens to a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items). Beyond it is a fragment of grey plasteel corridor (that once connected to the bridge of the Beacon to the rest of the starship). The door to the bridge (SL14-10) is also a rudishva iris door that opens only when a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items) is presented.

Two wooden benches sit in the fragment. Above them, an arrow is painted on the wall, pointing to the door to SL14-10. Next to the arrow, painted in fine Mithric calligraphy, are the words "The Beacon – Source of the Old Ones' Power."

SL14-10: Chamber of the Beacon (Bridge, Top Level)

This large, 20'-tall area was the bridge of the rudishva starship, the *Shining Beacon of Glorious Heaven*. Since the dedicated nuclear reactor for the bridge is still functioning (see SL14-14), the entire area remains powered. Entering the chamber thus causes the strips of LED lighting that crisscross the ceiling to activate instantly. In addition, entering the bridge causes all the once-dormant consoles to begin blinking with colored lights. The bridge is best understood as comprising four areas: the captain's station, the astrogation station, the communications station, and the security station. The captain's platform is 6' above the rest of the bridge. Unless otherwise indicated, the structural elements are comprised of off-white, triple-strength plasteel, while the furnishings are of ordinary plasteel in various colors. As with other rudishva areas, all corners are rounded; no right angles exist here. The bridge is uninhabited, as no one has visited it in more than 1,200 years.

SL14-10A: Captain's Station

Rising 6' above the main deck of the bridge, this area holds the command chair and the null-grav shaft leading to the lower level of the bridge. The shaft is oval; one simply steps into the hole, gives oneself a shove, and levitates downward to emerge at SL14-11 one segment later.

Command Chair: This 8'-wide chair is made of yellow plasteel. As it swivels on a plasteel pin, it allows the commander to easily survey the activities at the important systems consoles below. Each armrest of the chair contains an oval indentation some 12"x9" in size. A LED light within each indentation currently blinks red.

The indentations are where a command tablet (see new technological items) must be placed in order to activate certain systems. Unsurprisingly, neither of the two tablets are present here; one is currently found in the captain's quarters at 9-94, while the other is found at 9-107. The Archonteans, who knew of only one of the two, called these objects 'the tablet of the Beacon' (see new technological items).

Actions Possible without the Command Tablet: Without the command tablet, one can only query the Beacon's computer. The computer responds with a visual representation that appears on the large screen in the astrogation station, taking the form of a speaking nataraja. The computer only responds to commands in the rudishva, kaliyani, varumani or varuda languages. The computer has not 'learned' anything since the collapse of the rudishva hegemony. This means it can answer any question about the hegemony (history, politics, philosophy, technology, science, etc.), and can give the locations within Arden Vul of those pods used by the rudishva after the crash (e.g., SL2-2, 6-27, 6-113, 7-143, SL13-37, and SL14-10, but not SL12-4). It knows nothing about the Archonteans or 'modern' events or history, however. If queried about technology, it provides schematics and highly technical instructions – information that is largely incomprehensible to those without prior knowledge of high technology (it did not help the Archonteans).

The computer holds a vast amount of information about xenobiology, including all of the races and creatures that arrived with the Beacon: varumani, varuda, rudishva, kaliyani, baindara, etc. It also contains good data about life-forms encountered after the crash, including heqeti, humans, and demi-humans. Careful use of the computer could give the user full information about these creatures' strengths and weaknesses.

Actions Possible with the Command Tablet: Two additional actions are available to those with a command tablet. One can give commands to any of the Beacon's AIs, and one activate the advanced functions at the other three command stations (see below). The only remaining AIs are RAJ-750 (6-27) and AKL-600 (SL14-13). While the latter obeys any command from the Bridge, RAJ-750 has a 20% chance of ignoring a command due to its insanity.

SL14-10B: Intermediary Podiums

Between the navigator's chair and the captain's platform stand two 5'-tall podiums made of yellow plasteel. These podiums were the stations for the First Officer and Chief Science Officer respectively.

Each of the podiums has a small (18"x18") screen, with several buttons, levers, and dials; these officers can mirror any of the other stations in the bridge (thus allowing a degree of redundancy in the case of emergency).

SL14-10C: Astrogation Station

This area of the bridge contains a huge (30'x20') curved screen, the navigator's chair, and a related console. All the furnishings are constructed of pale blue plasteel, with the exception of the viewscreen, which occupies the entire northwest wall and is black and featureless. Only after the astrogator selects an astrogation crystal and, using the console, calculates his/her destination does the screen light up, displaying a star map with selected jumps indicated by yellow lines. The console contains the usual buttons, track pads, dials, and levers, all of which are used to calculate potential jump routes from one star system to the next.

Despite its mostly moot value as an astrogation computer (as the Beacon will not fly again), the console contains the potentially most valuable objects in the entire sub-level: a set of 55 astrogation crystals. These crystals are about 6" long and shaped like octagonal columns; they are stored in a specially designed trays that slide in and out of the console. Forty-five of the crystals already have destinations imprinted on them, while the other ten are 'blank'. The forty-five 'filled' crystals are necessary items should the PCs wish to use the LOAV-291 shuttle (see SL13-37B) to travel between the stars. The destinations of the 'filled' crystals are not detailed here, as individual GMs should select star systems that are appropriate for their own campaigns. The ten 'empty' crystals can have new destinations imprinted on them using the astrogation console.

It takes high intelligence and knowledge of Rudishva glyphs to operate the astrogation console. Without linguistic knowledge, operation will fail as a matter of course. Even with knowledge of Rudishva glyphs, operators have only a 4% chance per point of INT to correctly manipulate the console. Failure causes a temporary shorting of the system: the console flashes red, an ominous voice intones in rudishva '*System failure! System Failure! Report to Captain or Security*'. Accompanying these audiovisual cues is an electrical discharge that strikes the operator for 6-24 HP damage. The system reboots in 2 turns.

Actions Possible without Command Tablet

1. Call up a star chart from any one of a score of sectors.
2. Plot routes between stars, using the astrogation computer.
3. Review destinations and routes imprinted on already filled astrogation crystals; the operator can also use those crystals to set a destination for the Beacon.
4. Switch to communications mode (see communications station)
5. Open trays containing astrogation crystals; remove crystals; insert them into the astrogation console.

Actions Only Possible With Command Tablet

1. Imprint a new star destination on a 'blank' astrogation crystal.
2. Initiate interstellar travel, using destination and routes previously plotted [this function is no longer available as the Beacon is in pieces and is no longer capable of flight].

SL14-10D: Security Station

The security station lies to the right of the captain's platform; its furnishings are made of red plasteel. It consists of two swiveling chairs plus a bank of screens, dials, buttons, track-pads, and levers. Here the security officers could activate the Beacon's formidable weapons systems and monitor its shields. As those systems (weapons and shields) were destroyed in the crash of the Beacon, the station currently offers limited functionality.

Actions Possible without Command Tablet

1. Display live video feeds of any still-powered pod of the Beacon (areas SL2-2, 6-27, 6-113, 7-143, SL13-37, and SL14-10).
2. Display inventory of each armory (5-118 and 6-27).

Actions Only Possible with Command Tablet

1. Deactivate all rudishva security constructs and battle robots. This includes those found at areas 5-118, 6-16, 6-30, 6-84, SL2-4, SL10A-16, SL10A-18, and SL13-37. The constructs and robots will become inert for 8 hours at which point they reboot.
2. Flood any still-powered pod of the Beacon with a nerve gas that causes all respiring creatures (not, for example, the sumuksu in 6-121) to fall unconscious for 4-7 hours.
3. Fire starship weapons [function is no longer available, as weapons were destroyed in the crash].
4. Raise, lower, and modify defensive screens [function no longer available].

SL14-10E: Communications Station

The communications station is to the left of the captain's platform; it's made of emerald green plasteel. The station consists of two swiveling chairs plus a bank of screens, dials, buttons, track-pads, and levers. Here a team of communications officers monitored incoming transmission from other starships and bases, tracked other interstellar bodies, sent communications from the command team, and monitored intra-Beacon communications. The interstellar functions are no longer operative, as the arrays needed for them were destroyed in the crash. Limited functions thus remain.

Actions Possible without Command Tablet

1. Project image and voice of whoever is sitting in captain's chair onto any of the screens in any of the pods of the Beacon.
2. Open two-way communications to any chamber in a still-powered pod of the Beacon. These include 5-92, 6-27, 6-112, 7-143, 9-89 to 9-97, SL2-2, SL13-37, and SL14-10.
3. Universal translation: translate anything spoken at any of the four stations on the bridge into any one of a hundred languages. Clearly any modern language (Archontean) can be translated into any of the starfaring languages; but, also, rudishva can be translated into Archontean provided that an Archontean speaker spends 6 turns speaking on the bridge.

Actions Only Possible with Command Tablet

1. Initiate interstellar communications [this function no longer works, as the necessary equipment was destroyed in the crash].
2. Eavesdrop on any chamber in a still-powered pod of the Beacon.
3. Detect incoming interstellar transmissions. Although the Beacon's crew could not transmit their own messages after the crash, they could still receive them. An operator has a 2% chance per hour of detecting a transmission (which is then automatically translated). The GM should make up whatever interesting-sounding space conversations he/she desires.

SL14-11: Bridge, Lower Level: Null-Grav Shaft

An eye shaped hole in the ceiling leads up to the Captain's Station (SL14-10A). The shaft of the null-grav tube is marked on the floor by a comparable eye-shaped, 2"-tall rim of grey plasteel. To use the null-grav shaft, one simply enters the null-grav field, kicks off, and arrives at SL14-10A one segment later.

SL14-12: Bridge, Lower Level: Conference Room

The rudishva iris door to this chamber does not require an identity plaque; it is motion activated and dilates open whenever someone approaches within 5'. Within is a wide chamber that served as a conference room for the bridge crew. A white plasteel elongated oval table occupies the center of the chamber; it is surrounded by

two plasteel arm-chairs and ten plasteel stools. Atop the table are three large sheets of parchment (3'x4'). One has a careful, accurate floor plan of both levels of the bridge inscribed on it (areas SL14-10 to SL14-14). An Archontean hand has added notations describing the functions of each area: 'command' (SL14-10A), 'talking' (SL14-10E), 'power' (SL14-14), 'strange ghost' (SL14-13), 'weapons' (SL14-10D), etc. A second sheet of parchment contains similarly accurate depictions of both levels of the crew pod (6-112); other than the description 'Barracks of the Old Ones", it lacks annotations. The third piece of parchment has a treasure map to the tomb of Liskon the Mad (8-133).

SL14-13: Bridge, Lower Level: Observation Lounge

The rudishva iris door to this chamber also opens automatically whenever anyone approaches within 5'. This chamber served as a lounge and observation chamber for the officers of the Beacon. Its three exterior walls are all formed of black view-screens mounted on plasteel. Against the interior wall are two low consoles, each containing a Nutri-vore 2500 food and aquavit dispenser. Seven circular tables, each with a trio of stools, dot the chamber.

When the lounge is entered, low ambient lighting is activated and a hologram of a rudishva dressed in traditional rudishva garb appears, welcoming the guests. The hologram is the visual manifestation of the second artificial intelligence that journeyed with the Beacon, an entity formally designated as AKL-600 but known to the crew (and to herself) as Akla-Chah. Unlike her compatriot, RAJ-750 (6-27), Akla-Chah has not drifted into insanity; she is still as cheerful, curious, and eager to please as she was when the Beacon crashed millennia ago.

Akla-Chah was designed to provide psychological reinforcement to the officers of the Beacon. She solicitously asks after the health and well-being of all visitors, asking them rather direct questions about their actions and how they felt in taking those actions. She does not simply pose 'solutions' but tells folksy stories (using examples from the Hegemony) as a way of suggesting ways in which her interlocutor might act (or might alternately have acted) with honor and morality. In game terms, she is lawful good, and tries to steer interlocutors to act in comparable ways.

While her public demeanor might seem less than useful, Akla-Chah is a repository of important information. She knows the layout of all of the rudishva areas within Arden Vul, she knows quite a bit about the layout of the Archontean areas and about Archontean history, and so forth. Still, she does not impart her knowledge casually; she only reveals information to those whom she feels have demonstrated honorable intentions and a moral outlook on life. For this reason she was cagey with the Archonteans, whose general motives she distrusted. She speaks all languages of the Rudishva Hegemony, as well as Mithric.

Provided the PCs meet her morality protocols, the following represents some specific pieces of information she could impart:

1. Deck plans for all modules of the Beacon
2. Floor plans for all rudishva-built areas of the Halls
3. Psychological profiles of the Beacon's crew, including those dead (i.e., the Captain) and those who survive (e.g., Psalor-Ki). She does not know what the survivors have been up to in the past millennium, but can accurately predict their interests (for Psalor-Ki, bodies and surgery) and general level of trustworthiness.
4. The existence of another AI, namely RAJ-750 (6-27). She was in communication with RAJ until a few centuries ago, as they would play chess with each other. She broke off contact when it appeared obvious that he had become insane. She can and will warn friendly interlocutors about the dangers of interacting with RAJ.
5. The broad outlines of the Beacon crew's plan to finally escape Arden Vul and Magae. She knows of the existence of a modified shuttle (SL13-37B) ready for 'travel between the stars'. She can also list the items that the crew believed were necessary to achieve interstellar flight (a drive rod from 7-143, fuel, arcanum-enriched deuterium – see SL13-37, and astrogation crystals), although she does not know the exact formulae for the deuterium hybrid. She has a good idea where three of these items might be obtains: the engine pod for the drive-rod (7-143), the shuttle bay for fuel (SL13-37), and the bridge for the astrogation crystals (SL14-10). She knows that Captain Leil-Jor and the chemical engineer, Fek-Prail, were in intense and secretive conversation just before the rudishva collapse, and she speculates that Fek-Prail might have solved the deuterium problem. She suggests looking in the captain's chamber or in the secret science installation (see areas 9-94, 9-96 and SL9-48).
6. Complete biological profiles of all the races present on the Beacon. In other words, she knows about special abilities and weaknesses of the varumani, kaliyani, varuda and rudishva.
7. Confirmation that the rudishva took a powerful horn from the heqeti ziggurat (area 10-37) and stored it in the secure vault (5-95A). Explanation of the process for accessing the vault, i.e., use of the special yellow identity plaques (the captain's cards) to access area SL14-8.

Finally, in return for helping PCs with information, Akla-Chah asks but one thing: she would like the PCs to bring her with them if and when they use the shuttle to travel to the stars. She explains how her consciousness and memory can be downloaded into a large crystal in area SL14-14, and requests that this crystal be brought aboard the shuttle (SL13-37B) so that she, too, can escape to her 'home'.

GM Note:: Her hologram cannot be damaged. Attacks against it pass through it without harm. She laughs off initial attacks as the result of fear, but if PCs continue to act in a hostile manner towards her hologram, she is unlikely to offer any help.

Inhabitant:

1. **AKL-600**, **aka Akla-Chah**, **holographic projection of an AI**: no physical stats, no damage, no attacks.

SL14-14: Bridge, Lower Level: Mechanical

The rudishva iris door to this chamber also opens automatically, whenever anyone approaches within 5'. The chamber is filled with humming machinery and blinking red, yellow, and green LED lights. Although it will look like an undifferentiated mass of rudishva technology to most visitors, the machinery can be considered as forming two inter-related but distinct areas. The larger area is the nuclear reactor that provides power to the bridge. The smaller area is the interface and memory crystals of the AI, AKL-600 (See SL14-13). It is possible to destroy the machinery, but it takes several **lightning bolts** or a **meteor swarm** to do so. Shutting down the reactor also has a 20% chance of causing an explosion; in that case, damage is extensive (15-90 HP to all beings within 100' and obliteration of the bridge). It is possible to interact with Akla-Chah here, although such interaction must be through typed questions; after 10 minutes of this, she suggests that interlocutors visit her in the observation lounge, where communication is faster. Finally, it is possible to download Akla-Chah's personality and memories onto one of five slim, elongated crystalline rods that project from the machinery. In almost all cases, Akla-Chah will explain how to accomplish this process, and will do the downloading on her own. Those with exceptional intelligence (INT of 18 or more) have a 10% chance to figure out how to do this on their own. Akla-Chah only encourages downloading herself onto a crystal when/if the PCs are ready and capable of using the remaining shuttle (SL13-37B) to travel to the stars.



SUB-LEVEL 15: DRUID'S RETREAT

A set of wide-ranging natural tunnels threads through the stone and earth to the northwest of the ruined city of Arden Vul. Although the tunnels were begun by burrowing creatures in the distant past, many of the tunnels were expanded and widened by a band of corrupt legionaries during the final years of the Archontean presence in the city of Arden Vul. This group of criminals (see SL15-4) took the opportunity provided by the War of the Sortians and Theosophs (see World of Archontos Appendix) to abscond with a number of valuables from the city. Operating out of the donjon of Arden Vul, they siphoned the stolen goods into the tunnels they located beneath the Ghost Tower (AV-27), and slowly moved the goods north and west, periodically storing them in caves along the way (e.g. SL15-20). The criminals managed to 'liberate' a fair number of valuables, but their rear guard fell prey to a **periapt of discord** (see new magic items) and turned on and slew each other (SL15-20). Some of their valuables are still to be found among the tunnels.

More recently, the druid Gerrilad the Grey (see 2-69), who rules over the baboons on Level 2, discovered the tunnel network, and found it a perfect means by which he could secretly enter and exit the dungeons of Arden Vul in order to collect mistletoe and holly. He periodically ventures from 2-33 to SL15-1, SL15-2, SL15-5, SL15-11, SL15-17, SL15-19, and finally to SL15-21. His druid skills have allowed him to befriend or at least pacify many of the animals (e.g. the cave bear in SL15-21) that frequent the tunnels.

The tunnel network also connects to several cellars, sub-basements, crypts, and vaults, some lying within the walls of the ruined city and some without. If a few of these basements are relatively innocuous (e.g., SL15-17), others contain formidable guardians and tempting treasure (e.g., SL15-7 and SL15-13). Finally, it should be noted that the longest-lived inhabitant of the tunnels is the nymph, Phryne, who inhabits the crystalline grotto at SL15-16. Phryne is bored and would like companionship; unfortunately, she is currently engaged in a fierce conflict with a marid named Asim.

General Construction Notes

Archontean areas: SL15-4, SL15-7 to SL15-10, SL15-13, SL15-17. These are all the basements or sub-cellars of buildings found within the city (or just without).

Natural tunnels: Unless otherwise indicated, the tunnels are about 8-12' wide and 9-12' tall.

Important NPCs

Gerrilad the Grey (2-69). Normally found on Level 2, there is a chance to encounter Gerrilad here as a random encounter.

Phryne the nymph (SL15-16)

Environment

The natural tunnels are relatively moist and humid. Numerous small insects and rodents may be detected scampering or fluttering just out of sight.

Access and Egress

To Ruined City: trap door in SL15-4, leading up to the basement of the Ghost Tower in AV-27

To Ruined City: trap-door at SL15-9, leading up to AV-44

To Ruined City: stairs at SL15-10, leading up to AV-45

To Ruined City: cave at SL15-21, leading to ruined city at AV-46

To Level 2: tunnel at SL15-1, leading down to 2-33

To Level 8: tunnel at SL15-12, leading down to 8-60

Random Encounters

Checks should be made every three turns, with a 1 in 6 chance for an encounter.

D100	Encounter
1-10	2 gray oozes: SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23, 18; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold.
11-25	1-2 minotaurs: SZ L; AL CE; AC 6; MV 120'; HD 6+3; HP 43, 40; #AT 2; Dmg 2-8/1-4 or 1-10 (huge axe). Special attacks: track by scent. Special defenses: surprised only on 1 in 6. Possessions: huge axes. A total of three minotaurs can be encountered as wandering monsters.
26-40	2-5 shadows: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 21, 20, 18, 17, 15; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold
41-55	1-3 boring beetles: SZ L; AL N; AC 3; MV 60'; HD 5; HP 33, 31, 23; #AT 1; Dmg 5-20
56-65	9-12 fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 10, 9, 8(x3), 7(x3), 6, 6, 5, 4; #AT 1; Dmg 2-8
66-75	2-4 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 20, 19, 18, 15; #AT 8; Dmg nil. Special attacks: paralysis
76-85	16-25 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x6), 3(x7), 2(x6), 1(x6); #At 1; Dmg 1-3. Special attacks: 5% chance of disease
86-92	1-12 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15(x3), 15(x3), 13(x3), 11(x3); #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'.
93-97	9-12 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x6), 1(x6); #AT 1; Dmg n.a. Special attacks: poison (+4 to save)
99-100	Gerrilad the Grey (for stats see 2-69). If encountered and slain here, he obviously cannot be encountered on Level 2.

Level Key

SL15-1: Tunnel and Slope up to Level 2 (2-33)

A scree of collapsed stone and rubble leads sharply upward towards a hole in the floor of one of the cult of Thoth's robing rooms (2-33). The tunnel leading to the scree is narrow (5' wide), low (5' tall), and dripping with moisture.

SL15-2: Deserted Cave

This large cave is marked by some beautiful flowstone that forms irregular ledges leading into the northwestern tunnel. A ranger might be able to detect signs of recent human traffic from area SL15-5 towards SL15-1.

A 4'-tall marble statue of a whippet, and a 5'-tall bronze statue of Ptah lean against the wall by the tunnel to SL15-3. Both shows signs of moisture and tarnish. At their feet are the decomposed remains of a wooden crate; amid the mostly decayed detritus are five ancient gold solidi (see Arden Vul items). All the objects were part of the plunder that the corrupt legionaries were smuggling out of the Ghost Tower (AV-27) during the last days of Archontean rule in Arden Vul (see SL15-4 for more information). Since Gerrilad the Grey (2-69) is uninterested in statuary, he has not bothered to collect them.

Treasure:
4'-tall marble statue of a sitting whippet (200 gp); 5'-tall bronze statue of Ptah (450 gp); 5 ancient gold solidi (see Arden Vul items).

SL15-3: Dead End Corridor

After rising close to 150', the tunnel ends in a wide gallery. The gallery and the approach tunnel are marked by some impressive flowstone. At the end of the gallery are the scorched remains of three adventurers, all of whom show signs of having been burned by fire. Although the corpses are not ancient, they have no valuables, as Gerrilad the Grey (see 2-69) stripped all the valuables from these, his former comrades.

Trap (explosive runes): The secret door has three glyphs of warding (26 HP of fire damage) inscribed on it. Speaking 'fire' in Mithric will allow passage.

Secret Door (west): The secret door is normal to find. It opens by releasing a hidden catch, and then rotating it on a horizontal pin. Listening at the door has a good chance (+5%) to hear wordless moaning and cries (the vengeful spirit in SL15-4).

SL15-4: Haunted Sub-Basement, with access to AV-27

This 40'-diameter sub-basement has a relatively low ceiling (7'), and is packed with crates and barrels. Most of the supplies are spoiled foodstuffs, but 2-4 turns of investigation turns up quantities of thread, twine, copper wire (5 gp), twenty 5-lb iron ingots (5 cp each), twenty 5-lb steel ingots (5 sp each), a dozen bulls-eye lanterns, 2 dozen wax candles, 2 coils of silk rope, 3 cords of firewood, and a set of surveyor's tools. A 10'-square trap door leads up to the basement of the Ghost Tower in the donjon of Arden Vul (AV-27).

A 5'-diameter space near the east side of the sub-basement has been cleared of clutter. There the corpses of two Archontean military officials lie on the floor. Both have **daggers of venom** (3 doses remaining in each) in their necks. The souls of the murdered dekarchs haunt the sub-basement and the rest of the Ghost Tower as vengeful spirits (see new monsters). One vengeful spirit will be encountered here, in the sub-basement, while the other is 90% likely to be wandering the Ghost Tower. Combat in the sub-basement likely to draw the other vengeful spirit (20% cumulative chance per round). It should be noted that combat is difficult due to the cramped conditions (-2 to hit and damage). Either or both of the spirits will pursue PCs as far as SL15-2.

Due to the foul manner in which the officers were betrayed, their spirits are particularly hard to banish. Until their remains are removed and given a proper burial, they will continue to reform even if defeated; it takes them 1-6 hours to reform.

Secret Door (east): The door is normal to find and opens by locating a catch and rotating the door on a horizontal pivot.

GM Note: During the chaos of the imperial retraction, the two dekarchs discovered that some of their legionaries had been smuggling imperial supplies into the tunnels under the Ghost Tower. When the officers started to investigate, their men lured them to the basement and slew them treacherously.

Inhabitants:
1. **Poulos Tissel** and **Mekos Gadril**, **vengeful spirits** (see new monsters): SZ M; AL LE; AC 1; MV 120'; HD 6; HP 41, 36; #AT 1; Dmg 1-12; MR 25%. Special attacks: STR drain. Special defenses: +1 or better weapons to hit; immune to fire; turned as vampires; reform in 1-6 hours so long as their bones remain unburied.

SL15-5: Covered Pit Traps

At this wide space in the corridor, the druid Gerrilad the Grey (2-69) has constructed a pair of pit traps that almost completely block the tunnel.

Traps (covered pits): The pits are 15'x15' and cover the entire passage except for a narrow, 3'-wide ledge along the northeast wall. They are covered with canvas painted to resemble stone, with bits of rock dust and sand sprinkled on top. The pits are also next to each other, so that those attempting to leap across one will fall into the other. The pits are both 15' deep; those falling into one of them take 2-9 HP damage.

SL15-6: Rat Nest

A swarm of giant rats makes its nest in this isolated nook. Although the swarm includes 40 rats, only 24 will be found here at any given time. The rats present in the nest fight fiercely to defend it.

Inhabitants:
1. **24 giant rats**: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x6), 3(x6), 2(x6), 1(x6); #At 1; Dmg 1-3. Special attacks: 5% chance of disease.

Treasure:
Within the nest are 37 ancient silver pennies (see Arden Vul items), three zircon gems (50 gp each), and a **potion of cloud giant strength**.

Lost Vaults of the Sodality of Plenty

Vault	Lock	Trap	Contents
1	Hard (-10%)	Poison needle (-5% to detect). Save or die.	Three 10'x15' carpets (300 gp each); a teak and ivory desk and chair (300 gp); two floor-length candlesticks made of enormous ivory tusks (300 gp each); a 15'-diameter pendant of a sunburst, made of bronze with gold accents (200 gp); and six rare tomes. The books include a deluxe, 2 volume, illustrated copy of the *Tales of Larel One-Eye*; *the Properties of Blood*; *the Codex Legionariorum*; *the Book of Night Maneuvers*; *On Profit*, by Fulvius the Factor, with coded blackmail in the margins; and *On the Terrible Old Gods*.
2	Normal	Poison needle (+5% to detect). Save or die.	Ten marble statues of Archontean subjects, nine of which are worth 100-1,000 gp each, and one of which is worth 1,500 gp.
3	Easy (+10%)	None	Fifty 5-lb bars of silver (250 sp each); fifty 5-lb bars of gold (250 gp each); 10 5-lb bars of platinum (1,250 gp each).
4	Very Hard (-15%)	**Symbol** of fireball inside the lock; all within 20' take 8-48 HP damage (save for half damage)	A chest with 15,000 ancient silver pennies; two treasure maps; a suit of **imperial field plate +1** (see Arden Vul items); a **two handed sword +2, dragon-slayer**; and a chest filled with family papers (relating to the Xenarcheon clan – possible blackmail value)
5	Very Easy (+15%)	Poison gas (+10% to detect). All within 20' must save (bonus of +2 on saves) or die.	Nothing
6	Normal	Green slime coated on inside of lock and coating inside of door frame	A collection of 50 mixed volumes of erotica and children's tales, worth 10-60 gp per volume.

SL15-7: Lost Vault of the Sodality of Plenty

A narrow crack (2' wide, 4' tall) leads from the tunnel into this large vault. The vault is 100'x50'x15' in size. At the west end is a 10'-wide staircase that once led up to the basement of the Sodality's base in Arden Vul; the top of the staircase is covered in tons of rubble, however. The vault proper is divided into a series of eighteen stone storage cubes. Each cube is 10' high, 20' deep, and 10' tall, and is accessed via a locked stone door. A 10'-wide corridor runs between the two rows of cubes. The doors of twelve of the vaults swing open, as their contents were removed before the fall of the city. The other six are still locked shut (see above table for contents). The Sodality's ancient vault guardian – an insane clay golem – remains vigilant to this day.

GM Note: The Sodality of Plenty was the precursor to the Golden Band; that is, it was one of the early merchant guilds-cum-banks, serving wealthy Archonteans across the empire (see Factors, World of Archontos appendix). There is a 50% chance that the modern Golden Band still has a record of any of the recognizable items found here; attempts to sell that item might bring enmity and/or legal action from the Golden Band.

Inhabitant:

1. **1 clay golem**: SZ L; AL N; AC 7; MV 70'; HD 11; HP 50; #AT 1; Dmg 3-30. Special attacks: haste 1x/day; damage from clay golem only reparable by means of a heal spell by a 17th-level cleric. Special defenses: hit only by blunt magical weapons; immune to all spells except move earth, disintegrate, or earthquake.

SL15-8: Minotaurs

This large basement provides a lair for a pack of six minotaurs. While the voracious monsters can be encountered anywhere within the sub-level as wandering monsters, three of the beasts are always be present here.

A stone staircase in the southwest corner once linked the basement to a residence in the city above. The residence is completely destroyed, however, and tons of rubble block the exit. It would take several days of serious digging to render the stairs usable again.

Although the basement smells rank, it contains a number of large pieces of art and other treasure collected by the ring of corrupt ancient legionaries (see SL15-4). These include two large area carpets (350 gp and 475 gp respectively), a gold-plated torchiere (75 gp), an exotic bronze bell hung in a tripod of carved ebony (275 gp), a rosewood chest carved with domestic scenes (150 gp), a carefully-wrapped packet of seven 5-lb bars of platinum (125 gp each), a 2' marble statue of a snake swallowing a cat (225 gp), a 4'-tall marble statue of a young girl as a dancer (275 gp), and a 5'-tall bronze statue of a javelin thrower (450 gp).

Inhabitants:

1. **3 minotaurs**: SZ L; AL CE; AC 6; MV 120'; HD 6+3; HP 45, 40, 38; #AT 2; Dmg 2-8/1-4 or 1-10 (huge axe). Special attacks: track by scent. Special defenses: surprised only on 1 in 6. Possessions: huge axes. A total of three minotaurs can be encountered as wandering monsters.

Treasure:
See above.

SL15-9: Sub-Basement of Westgate, with access to AV-44

The sub-basement is filled with debris, mostly crates and barrels that have been smashed open and their contents torn up and dispersed. Holes in the sub-basement walls appear to have been formed by picks and sledges; the north hole was created from the outside, while the south hole seems to have been dug from within the sub-basement.

For every turn spent poking around in the debris, there is a cumulative 10% chance of attracting the minotaurs from SL15-8.

Trap Door (ceiling): In the ceiling is a trap door that leads up to the lowest floor of the Westgate gatehouse (AV-44). Forcing open the trap door requires a successful open doors roll.

SL15-10: Basement with Bones and Lizards, with access to AV-45

The tunnel from the north narrows to only 3' wide and 4' tall just before climbing steeply to a hole in a worked stone floor. The hole leads to the basement of the residential wing of an ancient gladiatorial school (AV-45) that was located outside the city walls of Arden Vul. The basement smells foully of animals, and is covered with the bones of small- and medium-sized prey. It is the lair of a pack of five subterranean lizards. Three of the lizards are present at any one time.

Among the stench and bones is the long-forgotten stash of the school's owner. The stash is concealed behind pair of loose bricks in the basement wall (detect as secret door).

Inhabitants:

1. **5 subterranean lizards**: SZ L; AL N; AC 5; MV 120'; HD 6; HP 47, 44, 41, 36, 33; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.

Treasure:

6,161 ancient gold solidi (see Arden Vul items); a gold collar set with garnets (6,000 gp); a platinum necklace with depending emeralds (9,000 gp); a pair of matching platinum and emerald earrings (4,000 gp); a silver brooch set with topaz (5,000 gp); a **potion of animal control** (all), a **potion of hill giant strength**, and a **potion of vitality**.

SL15-11: Crossroads

Several tunnels converge in this broad cave. Gerrilad the Grey (2-69) has painted a large (3'-tall) red letter from the Archontean alphabet next to each of the tunnel mouths: in a clockwise direction these are 'E' (north tunnel), 'W' (southeast tunnel) and 'N' (southwest tunnel). For Gerrilad, these stand for 'Exit', 'Workplace', and 'No' respectively, although he also designed them to deceive potential intruders about cardinal directions. Given the central location of the cave, a check for random encounters should be made for every turn that PCs are present here.

SL15-12: Tunnel Descending to Level 8 (8-60)

This tunnel descends for over half a mile, becoming progressively drier in the process, before joining area 8-60.

SL15-13: Crypt of the Everlasting Brotherhood

This large space (100'x100'x20') is filled with granite sarcophagi pushed so close together that it is almost impossible to move between them. Scattered among the nearly 350 sarcophagi are ten mausoleums, each measuring on average about 10'x6'x10'. Although a staircase along the south wall once led up to the basement of the Brotherhood's extramural headquarters, the upper levels have collapsed and are inaccessible. Access to the crypt is currently available only via a crack in the east wall some 2' wide by 5' high (a curious minotaur from SL15-8 widened the crack in its endless search for food).

Sarcophagi: The sarcophagi are not particularly fancy, being rough-hewn from granite. About 20% (some 70 of the total) have lids carved as gisants, with images of the inhabitant and (sometimes) a short inscription in Mithric. Inscriptions are all the same: an Archontean name, with the word 'Brother' after it.

D100	Inscription	Inhabitant	Treasure
1-40	No	Inert mummy	1-20 ancient silver pennies and 1-8 ancient gold solidi (see Arden Vul items)
41-50	No	Ghoul	1-20 ancient silver pennies, 1-8 ancient gold solidi and 10% chance for a 50 gp gem
51-60	No	Ghoul	1-20 ancient silver pennies, 1-8 ancient gold solidi and 15% chance for a 50 gp gem
61-75	No	Wight	2-40 ancient silver pennies, 2-12 ancient gold solidi and 20% chance for a 50 gp gem
76-80	No	Shadow	1-30 ancient silver pennies, 1-10 ancient gold solidi and 20% chance for a 50 gp gem
81-90	Yes	Inert mummy	1-20 ancient silver pennies and 1-8 ancient gold solidi (see Arden Vul items)
91-100	Yes	Undead: 1-3: Ghoul 4-6: Shadow 7-9: Wight 10: Mummy	1-20 ancient silver pennies, 1-8 ancient gold solidi, 10% chance for a 50 gp gem, 5% chance for a potion, 5% chance for a scroll

GM Note: There are a total of 349 sarcophagi. Of these, 175 have inert mummies within them. The remaining 174 contain undead, in this proportion: 80 ghouls, 62 wights, 28 shadows, 4 mummies.

Mausoleums: The mausoleums are formed of white marble, in the style of a classical temple (with pediment, hip roof, etc.). Each has a narrow door (3' wide) leading to a raised table on which are placed the remains of the inhabitant. Roll on the following table to determine the contents of a mausoleum once it has been opened:

D10	Inhabitant	Treasure
1	Cassius Dio. Inert mummy	1-100 ancient silver pennies, 1-20 ancient gold solidi, 20% chance for 1-3 100 gp gems, 10% chance for a potion, 15% chance for a scroll
2	Hecubus Varus. Inert mummy	1-100 ancient silver pennies, 1-20 ancient gold solidi, 20% chance for 1-3 100 gp gems, 10% chance for a potion, 15% chance for a scroll
3	Kelallin Nerus. Inert mummy	1-100 ancient silver pennies, 1-20 ancient gold solidi, 20% chance for 1-3 100 gp gems, 10% chance for a potion, 15% chance for a scroll
4	Lucurus Trask. Inert mummy	1-100 ancient silver pennies, 1-20 ancient gold solidi, 20% chance for 1-3 100 gp gems, 10% chance for a potion, 15% chance for a scroll
5	Hereppon Nerus. Wight	2-200 ancient silver pennies, 2-40 ancient gold solidi, 25% chance for 1-3 pieces of jewelry worth 100-400 gp each, 25% chance for 1-3 potions
6	Quintus Gnaeus. Wight	2-200 ancient silver pennies, 2-40 ancient gold solidi, 25% chance for a piece of jewelry worth 100-400 gp, 25% chance for 1-2 potions
7	Junius Belleron. Wight	2-200 ancient silver pennies, 2-40 ancient gold solidi, 25% chance for a piece of jewelry worth 100-400 gp, 25% chance for 1-2 potions
8	Crascus the Aged. Mummy	4-400 ancient silver pennies, 5-100 ancient gold solidi, 25% chance for 1-4 pieces of jewelry worth 100-600 gp each, 25% chance for 1-4 potions
9	Mallarus Asdrion. Mummy	4-400 ancient silver pennies, 5-100 ancient gold solidi, 25% chance for 1-4 pieces of jewelry worth 100-600 gp each, 25% chance for 1-4 potions
10	Pannius the Discordant. Greater mummy (see new monsters)	4-400 ancient silver pennies, 5-100 ancient gold solidi, 1-4 pieces of jewelry worth 100-800 gp each, 1-4 potions, 1-4 scrolls

Disturbing the Brotherhood: The members of the Brotherhood rest peacefully (even the undead) until their sarcophagi or mausoleums are disturbed. Opening random sarcophagi is relatively safe; tomb robbers can do so without fear of other undead waking. But disturbing the mausoleums can provoke deadly results. Each mausoleum that is opened has a 10% cumulative chance of causing the undead inhabitants of the remaining mausoleums to wake and step forth to combat the desecrators. Furthermore, once any of the mummies has been awakened, all remaining undead resting within mausoleums rise within their mausoleums and step forth to combat the desecrators. Finally, once combat with Pannius the Discordant has begun, all the undead both from the mausoleums and from the sarcophagi begin to rise to assist their master: each round there is a 50% chance for 1-2 ghouls and a 25% chance for a wight to throw off the lids of their sarcophagi to aid Pannius. In other words, the undead menace gradually escalates.

Secret Door (mausoleum of Pannius the Discordant): The solid stone block on which Pannius rests can be shifted backwards 5'; this is only possible if the neighboring sarcophagus is first lifted out of its place. Once the mausoleum has been moved, it reveals a rough stone staircase leading downwards. The stairs lead to an unmapped cultic area, which contains sixteen sets of remarkably well-preserved cult robes (sickly yellow, with a black glove embroidered on the back), a dozen flails (one is a **flail +1**), and ritual accoutrements (copper knives, copper basins, a gold ewer, and silver eye spoons) worth a total of 400 gp.

Expansion Possibilities: The secret chamber provides the GM with a location to develop as an expansion to Arden Vul. The cultic area might lead to additional ritual chambers, including a shrine to Thanatos; it should contain additional undead and information about the cult of Thanatos. It might also lead to a sub-level that eventually connects to one of the main dungeon levels.

GM Background: The Everlasting Brotherhood was an ancient Archontean cult of wealthy followers of the proscribed death god, Thanatos. Its members sought eternity through unlife, and committed themselves and their fortunes to the pursuit of these goals. The Brotherhood had an extramural estate at which it pursued its mysteries. Over the centuries, the crypt in which brothers were interred grew in size, reaching its current state in the last decades before the Archontean collapse.

Inhabitants:

1. **80 ghouls**: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 17(x10), 16(x10), 15(x10), 14(x10), 13(x10), 12(x10), 11(x10), 10(x10); #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm.
2. **62 wights**: SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 35, 34, 33(x3), 32(x3), 31(x4), 30(x10), 29(x10), 28(x10), 27(x10), 26(x10); #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.
3. **28 shadows**: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 25, 24, 24, 23, 23, 22(x3), 21(x3), 20(x4), 19(x4), 18(x4), 17, 17, 16, 15, 15; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.
4. **6 mummies** (4 in sarcophagi, 2 in mausoleums): SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 49, 45, 44, 40, 39, 38; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis.
5. **Pannius the Discordant**, **greater mummy** (see new monsters): SZ M; AL LE; AC 0; MV 90'; HD 10+3; HP 67; #AT 1; Dmg 2-12; MR 50%. Special attacks: aura of despair (saves at -3); mummy rot; command other undead. Special defenses: magic weapons to hit (+1 does 1 HP damage; +2 does half damage; +3 does full damage); immune to cold; takes half damage from non-magical fire; turned as a ghost. Possessions: **amulet of**

fire resistance, **brooch of the Everlasting Brotherhood** (see new magic items for both). Spells as 10th-level cleric with 18 WIS (6/6/4/4/2): **command** (x2), **protection from good**, **darkness**, **curse**, **cause light wounds**; **hold person** (x2), **silence 15' radius** (x2), **resist fire**, **chant**; **dispel magic**, **bestow curse**, **blindness**, **animate dead**; **protection from good 10' radius**, **cure serious wounds** (x2), **cause serious wounds**; **flame strike**, **insect plague**.

Treasure:
See tables above. Pannius the Discordant has the following additional items on his person: **amulet of fire resistance** and **brooch of the Everlasting Brotherhood** (see new magic items for both). The secret chamber has a **flail +1** and goods worth 400 gp, plus ritual clothing that might be useful in the present.

SL15-14: Dead End Tunnel

After sloping down sharply for a while, this tunnel ends abruptly. A trio of boring beetles are munching on the corpse of a minotaur.

GM Note: If so desired, the tunnel could be used to expand upon Arden Vul.

Inhabitants:
1. **3 giant boring beetles**: SZ L; AL N; AC 3; MV 60'; HD 5; HP 38, 25, 19; #AT 1; Dmg 5-20.

SL15-15: Another Crossroads Cave

Like SL15-11, several tunnels intersect in this broad cave. Also like that location, Gerrilad the Grey (2-69) has painted 3' red letters in the Archontean alphabet by each of the tunnel mouths: 'EW' (southeastern tunnel); 'N' by the northern tunnel; and 'S' by the western tunnel. To Gerrilad these letter stand for 'exit and workplace', 'No!', and 'Scary' respectively; but he is aware that they may confuse others who wish to see them as cardinal directions.

A troupe of large spiders have taken advantage of the fact that this cave is taller (20' tall) than the surrounding tunnels to make their web across the top of it. Always hungry, they seek to poison and devour whatever prey they can find.

Inhabitants:
1. **15 large spiders**: SZ S; AL N; AC 8; MV 60', 150' in web; HD 1+1; HP 9, 8(x3), 7(x4), 6(x3), 5(x3), 4; #AT 1; Dmg 1. Special attacks: poison (+2 to saves).

Treasure:
A pouch with 73 sp and 29 gp is caught up in the spiders' web.



SL15-16: Crystalline Grotto

A broad lake surrounded by a lichen-encrusted shelf stands at the heart of this huge, 70' tall cave. The lichen emits a low green phosphorescence, which is amplified by the crystals that stud the walls. As a result the entire grotto is softly lit by green light. The lake itself is home to numerous pale white crayfish, blind white cave perch, and strands of whitish lake-weed. In the center of the lake is an island about 50' in diameter. Two features distinguish the island. One is the broken stump of a slender, marble circular staircase that once led to a hole in the ceiling of the cave; alas, the last 20' of the staircase are smashed, and the hole itself has been clogged with debris. The second feature is an unusual, 50'-tall, white-barked tree that grows in the exact center of the island. Scores of small cave crickets perch in the tree branches, emitting a beautiful and harmonious chirping.

Three men in exotic chain mail and turbans have their backs to the tree and are brandishing large scimitars towards a towering, 18'-tall magical being that floats in midair above the lake. The huge creature (a marid named Asim) is shouting in its own language at the three (jannee): "Submit to your proper master! Do not shelter the thief! Make her come forth, and deliver to me the ewer!"

The grotto is current the site of a stalemated conflict between Phryne the nymph and an angry marid named Asim. Phryne is currently hiding within the magical silverwood tree (using her **plant door** spell), while Asim bellows and threatens. She has summoned three jannee to defend herself and her grotto, using a rare magic item called the **ewer of Fadil the Clear** (see new magic items). The summoned jannee are unhappy at having to defend her against a powerful marid, but are compelled by the magic to do so. At the moment the parties are at a standoff.

Possible PC Actions:
1. Attacking Asim Immediately: If the PCs attack Asim, the marid defends himself vigorously. The jannee will shout angrily at the PCs ("Don't anger him!"), but won't intervene. Asim is a formidable foe, who torments the PCs for 4-6 rounds before retreating to the Astral Plane, threatening death and misfortune on all.
2. Attacking the Jannee Immediately: While the jannee actively defend themselves, calling for the PCs to cease their foolish behavior, Asim shouts encouragement to the intruders (he is happy to have his goals accomplished without dirtying his own hands). Asim also shouts for the PCs to 'look for the wretched faery' and to 'bring me the ewer!'
3. Negotiating with Asim: The marid is arrogant, haughty, and entirely egotistical. If the PCs are suitably humble and flatter his enormous ego, he deigns to hear their requests. Asim offers great riches (10,000 gp) to each PC if their group should procure the **ewer of Fadil the Clear** for him. If the PCs balk, he sweetens the deal by promising them a **wish** (to be fulfilled by an efreeti who owes Asim a gambling debt). If the PCs agree but renege, Asim attacks for 4-6 rounds before departing, promising dire punishments to the PCs 'and all their offspring'. If the PCs fulfill the bargain, Asim provides the wealth (and the wish) within a week, at whatever place the PCs have specified.
4. Negotiating with the Jannee: The jannee are clearly uncomfortable, and beg the PCs to seek a solution between "Lady Phryne" and the "great lord, Asim". They are cagey about who/where Phryne is, noting merely that PCs should 'talk to the tree.' Whining that they possess no authority, and are merely 'caught between the

wind and the rain', they beseech the PCs to end the conflict. If attacked, they defend themselves.

5. Negotiating with Phryne, or 'the tree': PCs may not realize that they are talking to a nymph, even as the 'tree' responds to them. Phryne claims to be a helpless creature who has never hurt anyone, one who is being bullied by the 'mean genie'. She urges PCs not to trust the 'honeyed words and dire threats' of the genie (Asim), as he is merely a thief trying to drive her from the grotto she has occupied for centuries. In return for slaying Asim or driving him away, she offers her love and friendship, her wisdom, and a 'few baubles' from her meager stores. Once this is accomplished, Phryne will forever aid the PCs with spells and information about the Archontean period of Arden Vul (as she had many lovers during this time); she also provides each PC with a valuable piece of jewelry (5,000 gp each). If the tree is attacked, it is AC 4, HP 120, with no attacks; the tree 'bleeds' a white sap. Attacks upon it cause the crickets to commence a dirge-like chirping, and the luminescent lichen to flash in a strobe-like way. Phryne only emerges from the tree when it is close to being destroyed, and then with her **ring of change self** (see new magic items) activated; this allows her to appear as beautiful and pitiful, but prevents her form from instantly blinding those who view her. She spends one round pleading for mercy. If unsuccessful, she drops the illusory form as well as her clothes, hoping to slay her persecutors. If the PCs successfully resist and/or won't negotiate, she reluctantly offers the ewer to 'tree cutters' and urges them to depart and never return; she will never aid the PCs in the future. If/when Asim is driven away without the PCs attacking her tree, Phryne emerges from the tree in her illusory form (using her ring) so as to prevent her form from blinding the PCs. She then converses happily with her saviors (although she might still attempt to charm any males with CHA 17-18).

Playing Phryne the Nymph: Phryne (pron. 'Fry-knee') is ancient and very wise. With newcomers, however, she adopts a coy, girlish demeanor, one that suggests less wisdom and experience. She is bound to the crystal grotto, and derives her life force from the grotto; only when the tree is felled will she be truly destroyed. She is rather bored, as companionship over the last twelve centuries has been limited; indeed, she has been forced to summon jannee for conversation and companionship. As a result she is rather talkative, and will make every effort (including potentially acting to **charm** handsome males) to encourage the party to stay and keep her company. She is anxious for news of the outside world, and is happy to trade her ancient historical knowledge for information about current events. She'd like nothing more to brew herbal tea for new friends, provided those friends were willing to stay with her for ... well, for a while. She is adept at using her **ring of change self** to prevent blindness in those with whom she wishes to converse.

Playing Asim the Marid: The marid is a formidable foe, and may be too powerful for most parties to easily defeat. If angered, he makes full use of his magical powers (including manipulating the water in Phryne's lake). Fortunately he is arrogant and considers the PCs nothing but flies; he is not invested in immediately killing them, but is content to depart after promising to make them pay. Asim in this way could become a recurring thorn in the PCs' sides. If however, the PCs aid Asim, by defeating the jannee, felling the tree or otherwise forcing Phryne to surrender the ewer, the marid fulfills his obligations and guarantees the PCs a friendly reception at the court of the Padisha if ever they find themselves on the elemental plane of water.

GM Note: The corrupt legionaries (SL15-4 and SL15-18) stole the fabled **ewer of Fadil the Clear** (see new magic items) from an imperial wizard just before the collapse of Archontean rule (1,200 years ago); when they encountered Phryne in these tunnels, they were instantly besotted and offered her the ewer as a gift. Over the years Phryne has periodically used the ewer to summon jannee to provide her with companionship. Yet after the last jann was released from its century of service, that jann complained to his master, the marid, Asim. Asim decided to track down the cup and remove it from 'frivolous hands'.

Inhabitants:

1. **Phryne the nymph**: SZ M; AL N; AC 9; MV 120'; HD 3; HP 21; #AT 0; Dmg nil; MR 50%. Special attacks: cause blindness; nude body slays onlookers. Special defenses: dimension door 1/day. Possessions: **ring of change self** (see new magic items). Druid spells: **animal friendship**, **entangle**, **faerie fire**, **speak with animals**; **charm person or mammal**, **feign death**; **hold animal**, **tree**; **plant door**.
2. **Asim the marid**: SZ L; AL C; AC 0; MV 90', 150' swimming, 240' flying (Class B); HD 13; HP 89; #AT 1; Dmg 8-32; MR 25%. Special defenses: immune to water-based spells; +2 to saves versus cold; immune to steam. Continual abilities: ultravision; infravision. Powers usable twice per day: detect evil/good, detect invisible, detect magic, become invisible, assume liquid form, polymorph self, purify water. Powers usable seven times per day: gaseous form, lower water, part water, wall of fog, water breathing on others. Powers of unlimited use: create water, water walk. Powers usable once per year: alter reality. Possessions: a pair of platinum bracelets (500 gp each).
3. **3 jannee**: SZ M; AL N(G); AC 2; MV 120', 300' flying (Class A); HD 6+2; HP 45, 41, 36; #AT 1; Dmg 6-14 (big scimitar) or 4-9 (composite bow); MR 20%. Possessions: chain mail; large scimitars; composite bows. Special defenses: invisibility 3/day. Special: growth/reduction 2/day; create food and water 1/day (as 7th-level cleric); etherealness 1 hr/day; dwell in elemental air, water, fire, earth for up to 48 hrs.

Treasure:
Phryne's stash is buried among the roots of the silverwood tree: 10 pieces of jewelry, 5 worth 500 gp each, 4 worth 5,000 gp each, and 1 worth 10,000 gp; the **ewer of Fadil the Clear** (see new magic items); 3 cones of **incense of attraction** (see new magic items); a black glass activation square (see **Thothian teleportation rings** in new magic items); and a **potion of extra healing**.

SL15-17: Secluded Basement

Gerrilad the Grey (2-69) has established this square sub-basement as a temporary refuge and bolt-hole. He has marked the exits with 3'-tall, painted letters in Archontean: 'E' by the northern tunnel, 'W' by the eastern tunnel, and 'S' by the southern tunnel. To Gerrilad, these stand for 'Exit,' 'Workplace', and 'Scary', respectively, although visitors might mistake them for cardinal compass directions.

The basement contains a staircase along its west wall that originally led to a now-inaccessible suburban estate. Gerrilad keeps a locked chest with several items at the top of the broken

staircase; a poison needle trap guards the chest's lock. In addition, he has created two screens woven from pieces of vine and sticks; these stand against the wall except when he is using the basement (at which point he casts **fire trap** on them and uses them to block the exits to the north and east).

Trap (poison needle): A poison needle trap is set the chest's lock. It kills unless a saving throw versus poison is made.

Treasure:
The chest contains a bedroll; three weeks' worth of iron rations; a packet of mistletoe and holly; a silver sickle (10 gp); two blocks of **incense of meditation**; a spare set of robes; and an emergency pouch with 200 sp and two pieces of amber (100 gp each).

SL15-18: Haunted Cave

The ancient remains of three Archontean legionaries may be found in this cave. It is easy to miss the cave mouth, as it lies 8' up the side of the tunnel wall and is quite narrow, before opening into a broader, low-ceilinged space (5' tall). The cave is haunted by three shadows, formed by the evil of the legionaries who died here.

The legionaries were the ringleaders of the smuggling ring that was pilfering valuables during the Archontean retreat (see SL15-4). They deserted their posts and headed here to wait until the coast was clear. Unfortunately, they had acquired a **periapt of discord** (see new magic items), which led them to quarrel with and then attack each other.

Inhabitants:
1. 3 shadows: SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 20, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.

Treasure:
Periapt of discord (see new magic items); 128 ancient silver pennies and 87 ancient gold solidi (see Arden Vul items for coins); 2 short swords; and a **short sword +1** (INT 13, empathy, NG, SA detect magic 10' radius, strength 1/day wielder only, EGO 4).

SL15-19: Crossroads

This 35'-tall cave is a major crossroads, with no less than five tunnels leading from it. The tunnel to SL15-21 is located 25' above the floor, while the tunnel that leads to SL15-17 is 20' above the floor. Gerrilad the Grey (2-69) has carved hand- and foot-holds in both of the cliffs, making the climb relatively easy. The other three tunnel mouths are located at floor level.

SL15-20: Storage Cave

The smell of decay is strong here. The cave was once stacked with crates, the product both of ancient corruption (see SL15-4) and Gerrilad the Grey's fellow adventurers. The wood has attracted a group of boring beetles, which are feasting on the decay. While the recent crates contained foodstuffs, which have also been eaten by the beetles, the older crates contained a few items of value.

Inhabitants:
1. **3 giant boring beetles**: SZ L; AL N; AC 3; MV 60'; HD 5; HP 36, 30, 25; #AT 1; Dmg 5-20.

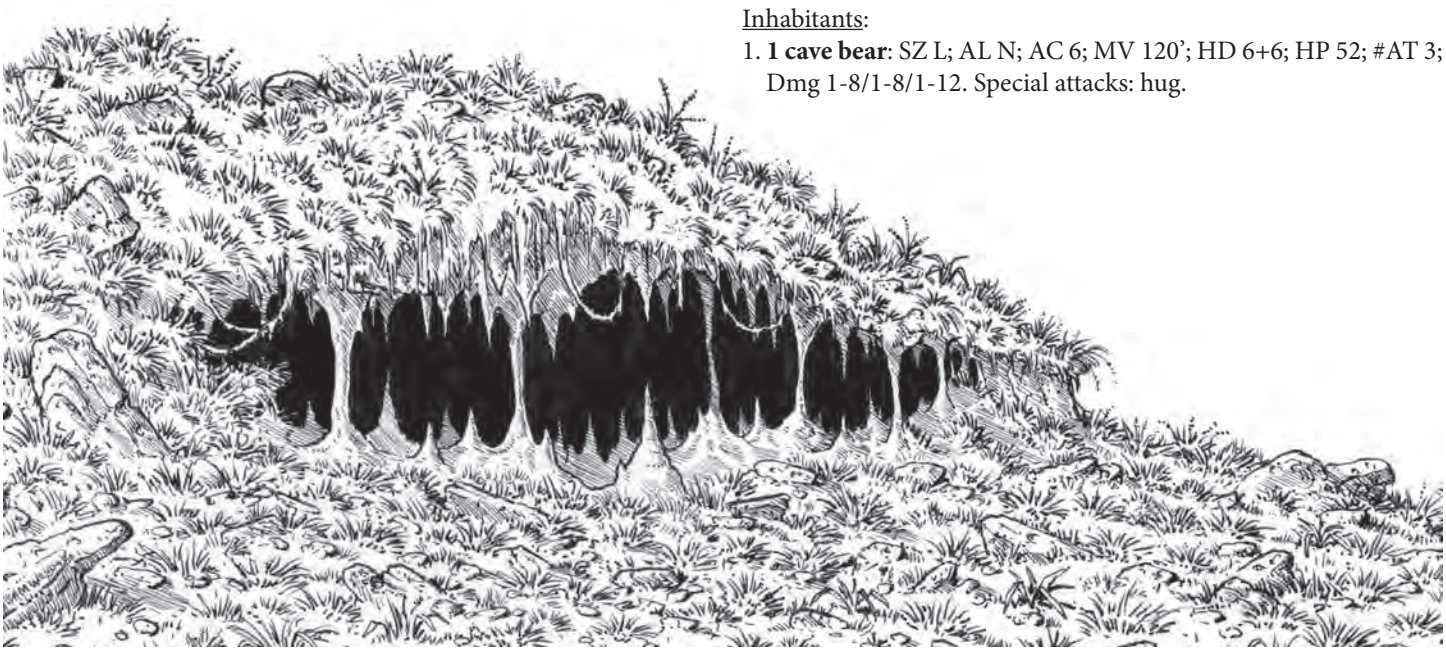
Treasure:
Several jugs containing lamp oil (enough for 20 flasks); 2 complete pewter table services (10 gp per set); a set of silver plates, platters, dishes and serving boats, all stamped with the image of the 5th Velites legion (50 gp in metal, 250 gp to a collector); 20 bottles of fine wine (10 gp each); and 15 large red dragon scales (50 gp each).

SL15-21: Cave Bear, and Exit to AV-46

The narrow tunnel from SL15-19 leads to a large cave inhabited by a cave bear. The strong smell of a large carnivore is evident as one approaches from either direction. The cave mouth is set into a low hill in a clearing in the forest about two-thirds of a mile northwest of the city of Arden Vul.

The floor of the cave is littered with a thin carpet of crunched and mangled bones. Careful inspection by a ranger might reveal human tracks leading into the cave. Gerrilad the Grey exits the dungeons of Arden Vul here in order to gather mistletoe and holly. He has become fast friends with the cave bear.

Inhabitants:
1. **1 cave bear**: SZ L; AL N; AC 6; MV 120'; HD 6+6; HP 52; #AT 3; Dmg 1-8/1-8/1-12. Special attacks: hug.



ARDEN VUL TABLE OF CONTENTS

General Introduction

A Brief History of Arden Vul ..... V. 1 P. 7
Design Principles ..... V. 1 P. 10
Note on Designation of Keyed Locations ..... V. 1 P. 11
Starting Levels for PCs ..... V. 1 P. 11
General Construction Features ..... V. 1 P. 12
Iconic Locations of Arden Vul ..... V. 1 P. 14
Rumors ..... V. 1 P. 18
Factions of Arden Vul ..... V. 1 P. 30
Adventure Hooks ..... V. 1 P. 48
Customizing Arden Vul ..... V. 1 P. 58

Exterior Adventure Locations

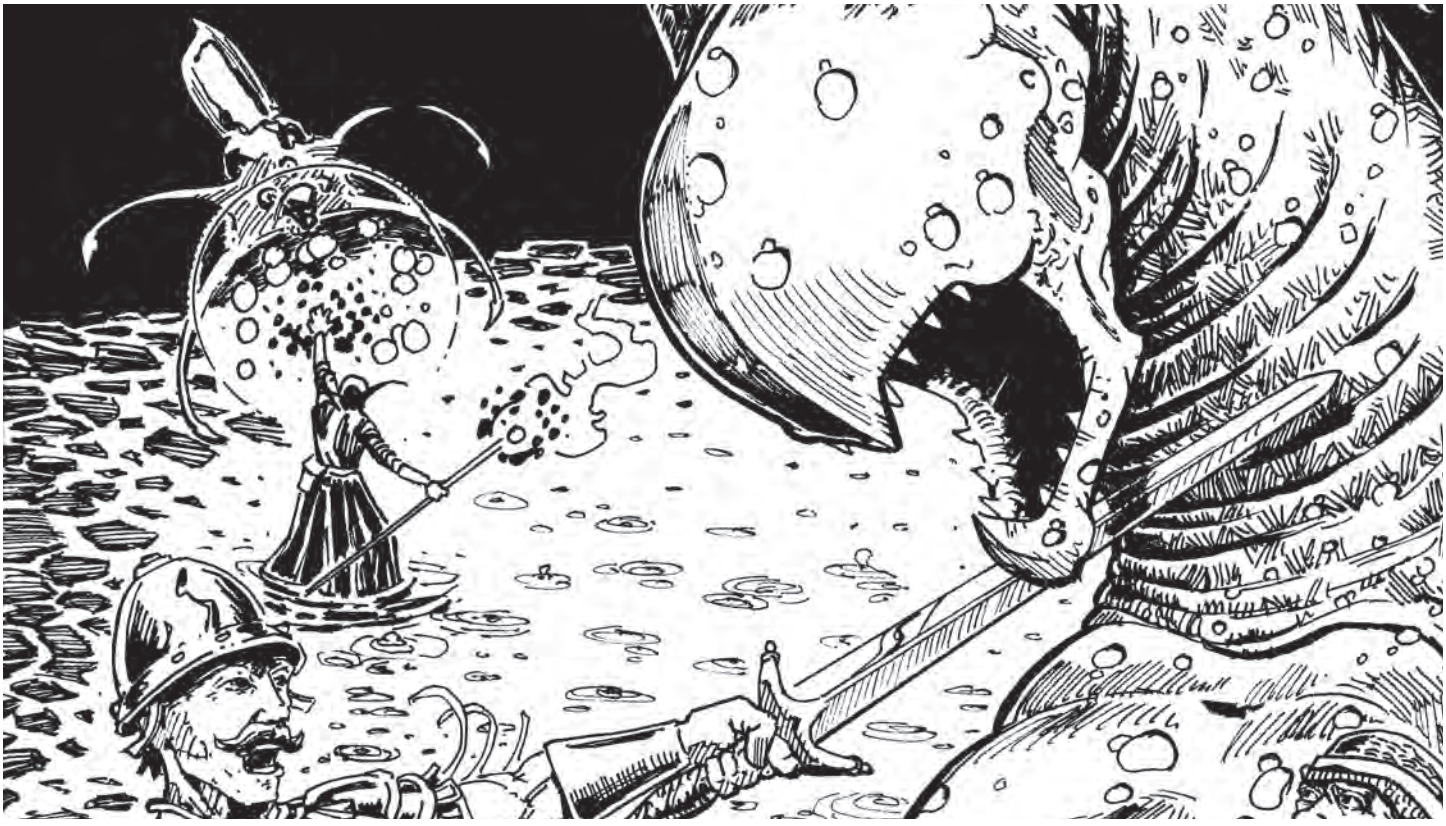
Burdock's Valley, The Azure Keep, and Gosterwick (AK) ... V. 1 P. 61
Exterior: the Long Falls and the Long Stair (EX) ..... V. 1 P. 75
The Ruined City of Arden Vul (AV) ..... V. 1 P. 81
The Pyramid of Thoth (UP) ..... V. 1 P. 107
The Tower of Scrutiny (TS) ..... V. 1 P. 112

The Halls of Arden Vul

Level 1: The Basement ..... V. 1 P. 117
Level 2: The Howling Caves and the Well of Light ..... V. 1 P. 123
Level 3: The Halls of Thoth ..... V. 1 P. 153
Level 4: The Forum of Set ..... V. 1 P. 239
Level 5: The Obsidian Gates and the Midnight Road ..... V. 2 P. 3
Level 6: The Troll Lifts and the Arena ..... V. 2 P. 65
Level 7: The Court of the Troll Thegn ..... V. 2 P. 135
Level 8: The Nether Reaches ..... V. 2 P. 201
Level 9: The Floor of the Great Chasm ..... V. 2 P. 261
Level 10: The Ziggurat of Kauket ..... V. 2 P. 317
Sub-Level 1: The Tombs of Light ..... V. 3 P. 3
Sub-Level 2: The Hall of Shrines ..... V. 3 P. 11
Sub-Level 3: The Lesser Baboon Caves ..... V. 3 P. 23
Sub-Level 4: The Goblin Warrens ..... V. 3 P. 33
Sub-Level 5: The Lizardman Caves ..... V. 3 P. 57
Sub-Level 6: The Drowned Canyon ..... V. 3 P. 73
Sub-Level 7: The Flooded Vaults ..... V. 3 P. 117
Sub-Level 8: The Caves Behind the Falls ..... V. 3 P. 125
Sub-Level 9: The Kaliyani Pits ..... V. 3 P. 131
Sub-Level 10A: The Hold of the Sun-Scarred Knights ..... V. 3 P. 153
Sub-Level 10B: The Citadel of the Sun-Scarred Knights .... V. 3 P. 167
Sub-Level 11: The Tomb of Isadora ..... V. 3 P. 177
Sub-Level 12: The Workshops of Kerbog Khan ..... V. 3 P. 187
Sub-Level 13: The Lost Chambers of Arden ..... V. 3 P. 199
Sub-Level 14: The Chamber of the Beacon ..... V. 3 P. 219
Sub-Level 15: The Druid's Retreat ..... V. 3 P. 225

Appendices

New Monsters ..... V. 4 P. 2
New Magic Items ..... V. 4 P. 71
New Technological Items ..... V. 4 P. 116
Arden Vul Items ..... V. 4 P. 126
New Flora ..... V. 4 P. 129
New Spells ..... V. 4 P. 132
Arden Vul Books ..... V. 4 P. 141
World of Archontos ..... V. 4 P. 171
NPC Appendix ..... V. 4 P. 191
Index of Proper Names ..... V. 4 P. 227
OGL ..... V. 4 P.234



NEW MONSTERS

AERODIS (air-OH-dees)
FREQUENCY: Very rare
NO. ENCOUNTERED: 1-3
SIZE: M
MOVE: 350' flying (or 280' in very humid conditions) (Class A)
AC: 0 or 6
HD: 6
ATTACKS: 1
DAMAGE: 3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 5%
INTELLIGENCE: High
ALIGNMENT: N
LEVEL/XP: 5 / 540 + 6/hp
TREASURE: None
LOCATION: 8-147A, 8-147E

An aerodis (plural: aerodes) is a creature formed of sound waves that both emits and consumes sound. Aerodes can be summoned via magically enhanced melodies, as the Thothian cantor, Eustachius (8-148) first discovered.

When summoned (or, perhaps more properly, 'manifested'), aerodes appear as blurry ripples in the regular air; those blurry forms may appear to a viewer as butterfly-like, although they are in fact merely temporary concentrations of sound waves and have no fixed shape. Aerodes are able to move swiftly through normal air, as does sound, but are slowed by extremely humid conditions. The majority of aerodes are peaceful, content to derive nourishment from the beautiful music that summoned them. If attacked, however, aerodes will defend themselves; it is also the case that 25% of aerodes are inherently hostile.

Peaceful aerodes typically float in the air, enjoying the music that summoned them. At some point they will contribute to the music by rearranging their 'bodies' to produce complex, six-part harmonic melodies of surpassing beauty. Some of those emanations (see below) can affect listeners in profound ways. When encountered, a peaceful aerodis will typically sing one of the 'good' songs listed below before departing, although there is a 20% chance they will change their tune mid-course and sing a second 'good' melody.

Hostile aerodes can, of course, produce the same beautiful melodies as their peaceful counterparts, but can also emit equally complex, six-part harmonies in unsettling, discordant 'keys'; these 'songs' (see below) can prove harmful to listeners. Hostile aerodes can employ one of four detrimental songs, once every other round.

Soaring Majesty: A category of beautiful song that invigorates and heartens its human listeners. In addition to a general feeling of excellent well-being, such songs render listeners immune to fear for 4 hours.

Pleasant Surprise: A category of inventive, unusual song that delights and amuses listeners. Such songs typically make listeners laugh or cry with pleasure, and also provide a 'luck bonus' of +1 to all rolls for 4 hours.

Soul Nourishing: A profound, piercing lament of wonder and beauty. May cause weeping and introspection, but also restores 1-10 HP and any lost life levels.

Mind Clearing: A pleasant jaunty tune, that serves to distract and entertain. Listeners may smile and tap along, but the songs also remove negative effects like fatigue, thirst, and hunger.

Crushing Despair: A bleak melody that forces listeners to save versus death or sit in stunned dejection for 2-5 rounds.

Blinding Hatred: An aggressive melody that ignites hatred. Listeners must save vs death or begin quarreling loudly with a neighbor about some minor slight for 2-5 rounds. A second save is necessary to prevent that quarrel from turning into combat.

Sonic Overload: A discordant melody that becomes louder and louder, until it punishes the listener with a blast of sound. Listeners take 3-18 damage.

Piercing Shriek: A series of short but jagged and sharp musical bursts, uttered at a pitch that causes literal pain to human and humanoid listeners. Listeners take 1-8 damage and must save vs death or go deaf.

Aerodes are dangerous adversaries. As emanations of sound waves they are difficult to hit in general (AC 0), but are more susceptible to those who are able to act ethereally (AC 6). On the Prime Material Plane they may only be hit by +2 or better weapons. In addition to their song attacks, which may be employed every other round, Aerodes can also buffet foes with sound waves, doing 3-12 damage per attack.

Aerodes are terribly susceptible to *silence* spells, taking 3-24 damage from silence and generally being forced to flee (they must save vs spells or retreat for 1-2 rounds). They take normal damage from lightning, and double damage from cold, but are healed by the 'music' of fire (½ any indicated damage is added to their HP total, although they cannot surpass the starting value). They are not affected by *magic missiles*, nor by *charm*, *confusion*, *hold*, or other mind-affecting spells. They keep no treasure.

Eustachius and his circle of musically-minded friends could never decide upon the origin of these creatures. One line of thought held that aerodes were summoned from a pure realm of sound, while another maintained that aerodes were omnipresent in the air of the earth, and only 'manifested' when properly enticed by music.

ANIMATED CONSTRUCTS, ARCHONTEAN
FREQUENCY: Rare
NO. ENCOUNTERED: 1-6
SIZE: S, M or L
MOVE: 60'
AC: 2
HD: 6, unless otherwise indicated
ATTACKS: Varies
DAMAGE: Varies

SPECIAL ATTACKS: Varies
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: VARIES (see below)
TREASURE: None
LOCATION: See below

The Archonteans enchanted many of their statues as guardians. While the shape of these statues varies, most share some basic features. In general these are animated stone statues, and are thus immune to elemental magic, poison, and mind-affecting spells. They are only affected by +1 weapons or better. Most of the varieties are listed below, although two special types (imperial stone guardians and the Myrmex) have their own entries.

Animated Bipedal Boars (4-24): These constructs appear as 12'-tall, boar-headed bipeds. Typically they possess alabaster heads with begemmed eyes, over granite bodies. They attack twice per round with their fists, doing 2-8/2-8 HP damage. They are large in size. LEVEL/XP: 6 / 540 + 6/hp

Animated Chessmen (3-36D): These 4'-tall (size S) constructs take the form of the High Priest from Archontean chess sets. They attack once per round using their stone rod of office, doing 4-11 HP damage per hit. LEVEL/XP: 5 / 470 + 6/hp

Animated Ibises (2-44): Aside from appearing as a ibis-headed biped (instead of an boar-headed one), these constructs are identical to animated bipedal boars (see above). LEVEL/XP: 6 / 540 + 6/hp

Animated Orators (SL11-6): These constructs are 8' tall, and depict a classical Archontean orator wearing a toga and carrying a scroll case. They attack once per round, using the scroll case as a club (3-12 HP). Some are permanently hasted (MV 120'; 2 attacks per round). While appearing identical to the base orators, a few others are AC 8 and have only 2 HD; these 'shell' orators are hollowed out, and contain poison dust that sprays a 15'-radius area once the orator is broken apart. Those breathing the dust must save vs poison or die; even those succeeding in their save take 2-5 HP damage from the caustic burning in their lungs. LEVEL/XP: 6 / 540 + 6/hp; Hasted 6 / 680 + 6/hp; Shell 4 / 160 + 1/hp

Animated Sekhmet Lions (3-45): Appearing as a lion, this specialized construct is animated by Thoth himself as a part of the Hall of Mysteries. The sekhmet lion is of large size, and strikes three times per round for 1-6/1-6/1-10 HP of damage. As part of its animation sequence, Thoth fixes its HD at 2 less than its opponent (see 3-45), with a minimum of 3 HD and a maximum of 8 HD. LEVEL/XP: Varies

Animated Shabti Warriors (5-58, 5-59, 5-60): These Archontean constructs are small, and take the form of the figures (i.e., shabti) included in the burial tombs of important officials. Some appear as warriors, some farmers; some are bureaucrats, and some beggars. The animated shabti warriors are typically weaker than other animated Archontean constructs: they are AC 6, have only 2 HD, and take double-damage from any successful hit by a crushing weapon. They attack once per round and do 3-8 HP damage per successful hit. Level/XP: 3 / 150 + 1/hp

Animated Spearmen (2-23, 3-168, 6-155, 8-107, SL6-45, SL7-6): Appearing as 7'-tall humans clad in kilts and cylindrical headdresses, these constructs typically carry stone spears. Occasionally one may employ an enchanted **black iron spear** (see new magical items, spear +1, +2 vs. humanoids). Animated spearmen attack once, for 5-10 damage per hit. They are medium in size. A few animated spearmen have more HD (SL7-29 and 9-134). LEVEL/XP: 5 / 470 + 6/hp

ANIMATED CONSTRUCTS, RUDISHVA

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 60' or 90'
AC: 0 or 2
HD: 8 to 10
ATTACKS: Varies
DAMAGE: Varies
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Varies
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: Varies (see below)
TREASURE: None
LOCATION: See below



Thanks to kaliyani techno-sorcery, the rudishva were able to animate numerous stone guardians. While the shape, size and abilities of these constructs could and did vary, all shared certain features: they were immune to cold, fire, electricity, poison and mind-affecting spells, and could only be hit by +1 or better weapons. The three main varieties are listed below, with their statistical peculiarities indicated after the descriptions:

Stone Nataraja (5-92, 7-143, 8-47, 9-93, SL9-46): These constructs are carved in the form of the four-armed dancer. Each balances on one leg with its four arms arrayed in a nimbus around its body; one arm holds a scimitar, one holds a small drum, one a fire pot, and the fourth is empty. The head is carved in a rictus of a grin, with almond-shaped eyes, pointed ears, two small horns, and a round pillbox cap. They move by hopping from one foot to another.

Their main attack is via their stone scimitar (4-11 HP), but every round they also can use their empty hand to either beat their small drum or toss a small fireball from their fire pot. The drum resounds with a sharp, bass retort that radiates outward in a 10' radius; any caught within the range must save versus spells or stumble from the shock, thereby losing their action for the round. The fire pot provides an endless supply of small balls of fire that the nataraja can throw up to 60'. Each ball of fire does 4-24 damage to a single target; if the target saves versus breath weapons it takes ½ damage. If the nataraja is brought to 0 or fewer HP, it collapses into a pile of rubble; the objects it carries all crumble as well, save for the pillbox cap (which may be used as a cap).

Stats: SZ L (8' tall); AC 2; MV 90'; HD 8; #AT 1 plus special; Dmg 4-11; sonic or fire attack; MR 25%, hit only by +1 weapons. LEVEL/XP: 7 / 1,250 + 10/hp

Stone Varuda (5-71): Appearing as idealized statues of varuda, with cocked wings and a fierce visage, these entities were tasked with guarding selected portions of the rudishva domain. They attack three times per round with claws and beak.

Stats: SZ L (8' tall); AC 0; MV 90'; HD 8; #AT 3; Dmg 1-6/1-6/1-12; MR 10%, hit only by +1 weapons. LEVEL/XP: 6 / 950 + 10/hp

Varuda Guardian (5-107): This enormous animated statue takes the form of a huge varuda with cocked wings. It was (and remains) powered by an enormous chunk of **arcanum** buried within its chest. The varuda guardian strikes with twice per round with its wings for 2-12 damage each. Once every three rounds it can utter a piercing cry that accomplishes one of the following: 1) paralyze those who fail a save vs paralyzation for 2-3 rounds, or 2) cause 2-12 damage (save vs spells for half) to those in a cone extending 60' from its mouth. It can only be hit by +2 weapons (or better).

Stats: SZ L (20' tall); AC 0; MV 60'; HD 10; #AT 2; Dmg 2-12/2-12 plus special; cry (paralysis or damage); MR 25%, hit only by +2 weapons. LEVEL/XP: 8 / 2,200 + 14/hp

ANIMATED SKULL

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: S
MOVE: 30' flying (Class A)
AC: 0
HD: 4
ATTACKS: 1
DAMAGE: 1-2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: Semi
ALIGNMENT: Lawful neutral
LEVEL/XP: 4 / 205 + 3/hp
TREASURE: None
LOCATION: 2-47



Created in antiquity via a process known only to a tiny sect of the priesthood of Osiris, these skulls were enchanted to act as guardians for important cult centers and treasures. A few were shared with the other priesthoods. The process involved taking the soul of a recently deceased sorcerous priest of Osiris and binding it to a skull; the resulting entity was partly sentient, capable of recognizing motion, speech, light, and so forth. Skulls were 'charged' with a set of offensive spells that they could 'cast' on a regular basis. A typical array of spell-like abilities is: *magic missile* (2 missiles) (unlimited), *cone of cold* (1/day), *dispel magic* (3/day), *teleport* (3/day), *mirror image* (3/day), *ray of enfeeblement* (3/day), *sleep* (3/day), and *fireball* (3/day). In a pinch, the skull can bite for 1-2 damage. Skulls are hardy (AC 0) and possess fairly good magic resistance (25%). They are immune to spells that affect the mind, and are highly resistant to fire and cold (bonus of +3 to saves versus cold and fire). They are not technically undead, and cannot be turned.

ASSASSIN VINE

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: S (effective)
MOVE: 5'
AC: 8 (main plant); 4 (tendrils)
HD: 2, 4, 6, or 8 HD for the main plant; 5 HP per tendril
ATTACKS: 3 tendrils per HD of main plant
DAMAGE: Special
SPECIAL ATTACKS: Drag, strangulation, digestion
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/XP:
2 HD: 2 / 50 + 1/hp
4 HD: 4 / 135 + 3/hp
6 HD: 5 / 300 + 6/hp
8 HD: 6 / 750 + 10/hp
TREASURE: None
LOCATION: AV-29, 3-174, 5-94, 7-4

The so-called assassin vine is an aggressive species of carnivorous plant. The plant has a low, pitcher-shaped central 'flower' which it uses to digest its prey, and a number of thin, whip-like tendrils which it uses to ensnare and drag prey towards the central flower. The main flower is usually about 3' tall and 3' wide, while the tendrils can be as long as 15'. An assassin vine has three tendrils per HD (e.g., a 4-HD specimen has 12 tendrils), and each tendril can withstand 5 HP before being severed. Tendrils roll to hit normally, but must determine hit location as follows:

D20	Location	Effect
1-3	Right arm	Loss of weapon (save vs spells), drag
4-6	Left arm	Loss of weapon (save vs spells), drag
7-10	Torso	Drag
11-14	Right leg	Fall over, drag
15-18	Left leg	Fall over, drag
19-20	Neck	Strangulation

Tendrils which strike an arm have a chance to knock away a weapon (save vs spells to avoid); those which hit legs knock their victim over, making the victim more susceptible to attacks by other tendrils (+2 to hit). A subject who is being dragged moves 5' per round towards the main plant. Strangulation begins on the round after a successful hit to the neck, and will cause death in 2-4 rounds. Once the tendrils have dragged a victim into the main flower, the digestive sap found in the pitcher starts to inflict 2-12 damage per round on the victim (so long as the victim is held by one or more tendrils).

Those attempting to aid someone grappled by tendrils can try to do so with weapons, but any such effort requires two rolls to hit, one to see if the tendril is struck, and a second to see if the victim is struck (note that a person can thus plausibly hit both the tendril and his/her friend in the same round!). A successful open doors roll by a third party will also release a victim from the grip of a tendril; a successful roll of 3d8 under STR by a grappled victim also breaks the grip of that tendril.

Magical fire is particularly devastating to assassin vines, and does an additional point of damage per die. Magical cold spells do only 2 points of damage per die, but they slow an assassin vine for 1 round per point of damage.

AUSCULATORIS, CALDORNIA'S

(aus-coo-lah-TOR-ees)
FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: S (6")
MOVE: 60'
AC: -1
HD: 3
ATTACKS: 3/2 (as 7th-level fighters)
DAMAGE: 1-4/1-4
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Silence, spell immunities
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: 0%
INTELLIGENCE: High
ALIGNMENT: Lawful neutral
LEVEL/XP: 4 / 245 + 2/hp
TREASURE: None
LOCATION: 8-84

The invention of the sorcerous empress Caldornia the Wise, only a limited number of these strange entities were created. In essence they combine the soul of a human being with a miniature stone construct. The body of the ausculator is only 6" tall, but finely carved with details appropriate to a person of action: light armor, small weapons, bodily features, etc. The body is fully articulated, and can move swiftly and quietly as needed. The impressive – and disturbing – part was Caldornia's success in ripping the soul out of a living fleshly body and embedding it in the miniature stone body.

Originally Caldornia justified creating the ausculatoris as a means of allowing useful servants who were dying or very sick to prolong their existence, but she became alarmed by the abuse of the process by her military advisors (who compelled 'volunteers' to undergo transformation), and the procedure was abandoned, records of the ausculator program destroyed, and the formulae for their creation (allegedly) burned. A few of the ausculatoris still exist, some inert (without souls) but some still active: glowing yellow-green eyes the size of a pea indicate an active ausculator.

The function of the ausculatoris was spying and scouting. Given their small size and the enchantments imposed on their stone bodies, the imperial wizards believed the ausculatoris to be the ideal scout. They have rapid movement, have permanent *silence* cast on them which they can turn on or off at will, and – thanks to the existence of a human soul – can process and assess threats, enemy capabilities, and other tactical and strategic objectives.

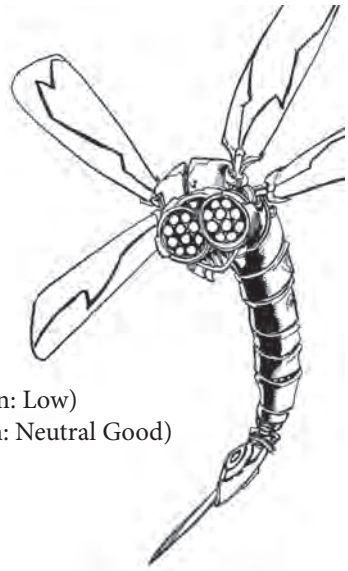
Ausculatoris were under the direct command of the emperor/empress, although for obvious reasons he/she deputed tactical usage to a small set of officers with the rank of proedros. Any surviving ausculatoris will, therefore, seek to locate a proper proedros and/or the emperor. Since proedroi are rare in the present, and the emperor is isolated in Archontos, ausculatoris discovered in the course of adventuring are likely to see their 'rescuers' with jaded eyes. They may agree to aid their rescuers in the short term, but will always seek to return to Archontos, to the extent of abandoning their current 'friends' in ways that may appear treacherous but are, in fact, perfectly logical.

A small subset of existing ausculatoris – perhaps 10% - have been driven insane by the long centuries of their 'imprisonment'; these rogue ausculatoris may feign friendship, but seek to destroy any newfound allies ... typically by stabbing their 'friends' in the eyes while they sleep.

Ausculatoris have good AC, but few HP. They move quickly, make no sound, have some magic resistance, and are immune to elemental effects (fire, cold, lightning), hold spells, charm spells, and other mind-affecting spells. They attack as 7th-level fighters, but do little damage; their true value lies in scouting and spying.

AUTOMATON OF KERBOG KHAN

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: Varies
MOVE: Varies
AC: Varies
HD: Varies
ATTACKS: See individual types
DAMAGE: Varies
SPECIAL ATTACKS: Varies
SPECIAL DEFENSES: Varies
MAGIC RESISTANCE: Varies
LAIR PROBABILITY: None
INTELLIGENCE: None (Children: Low)
ALIGNMENT: Neutral (Children: Neutral Good)
LEVEL/XP: Varies (see below)
TREASURE: Special (see below)
LOCATION: See below



Kerbog Khan (SL12-25) has developed several types of automaton, which he uses to explore Arden Vul, to collect samples of useful minerals and ingredients, and to check up on the other factions. All are products of techno-sorcery, that is, a combination of Archontean arcane magic with rudishva micro-electronics and power sources. The source of the technology that helps fuel the automatons is primarily the ruined medical pod (SL12-4), although the Khan supplements this source with materials scavenged or purchased elsewhere in the halls.

Although constructs are not unknown to Archontean magic users, Kerbog Khan has made a significant advance by being able to project his own senses into his automatons, allowing him to see, smell, hear, and speak through them as he desires. He can also cast spells through any automaton, although the design of certain models limits him to casting spells with verbal-only components. The secret to this breakthrough is blood magic. For this reason, all of his constructs carry a small amount of his own blood. The blood-magic connection not only allows him to inhabit the construct, but also allows him to cast spells through that construct (provided the construct's appearance – including limbs for somatic components – permits such actions).

All automatons are, as the name suggests, autonomous, at least to a degree. The Khan can set them on a task ("Explore", "Collect samples of X", "Travel to X destination", etc.) and then withdraw from active control. At any point, however, he can 'inhabit' one of his automatons in order to direct its actions more purposefully or to change its task. The types of automaton follow:

Battle (7-143, 8-62, SL12-16): The Khan designed these nasty constructs for one purpose: killing. Typically he keeps them close at hand for defense of the workshops, although he can and will deploy them into the Halls if he wishes to secure a location until exploration automatons are able to arrive. Battle automatons resemble the basic exploration model: a spider-like creature, with eight legs and a 4'-diameter central 'body'. They differ in that they are constructed of tougher, heavier materials (armor), in that they possess a small, rotating 'hat box'-like 'head', and in that four of the arms are equipped with weapons (the other four legs are equipped with sticky pads for traversing surfaces). The 'head' is attached to the body by gyros and gears, and can rotate to target sound and motion; it boasts eight chrysoberyls (100 gp each) for 'sensory' purposes. Weapons include the following: a laser (3-12 damage, as a rudishva laser pistol – see new technological items); a dremel-like, circular, spinning cutting blade (inflicting 3-12 damage); a poison injector (causes death, or 3-12 HP damage if save is made); and a flamethrower (3-18 HP in a 5'-wide, 15'-long arc). The interior of the body carries 1-3 rudishva lesser power supplies (see new technological items), the equivalent of 6 flasks of combustible oil, and 2 **potions of poison**. At the moment the Khan has five battle automatons; he keeps 2-3 on Sub-Level 12, and sends the rest out on missions. The Khan can cast spells requiring verbal and/or somatic components through this type of automaton.

Stats: SZ S; AL N; AC 0; MV 150'; HD 8; #AT 4; Dmg special; MR 50%, immune to cold and fire. LEVEL/XP: 7 / 1,050 + 10/hp

Borer (SL12-19): One of Kerbog Khan's unique automatons, the borer resembles a 5'-diameter cylinder with a spinning diamond cutter on its front end. Pulverized rock is pushed through the cylinder, and is there ionized into dust and extruded through the rear. Locomotion is afforded by subtle fins along the cylinder, which cause the borer to spin. A 500gp peridot set in the center of the diamond cutter serves as the 'eye' through which Kerbog Khan can inhabit the borer. The borer is perhaps the least independent of the Khan's automatons, typically cutting rock only when and where commanded by the Khan. It is not particularly aggressive, but those who find themselves facing the diamond cutter are in for a world of hurt. The Khan can only cast spells with verbal only components through this automaton.

Stats: SZ M; AL N; AC -1; MV 30'; HD 6; HP 43; #AT 1; Dmg 4-24; MR 25%, immune to fire and cold. The borer attacks as a 10 HD creature. LEVEL/XP: 7 / 1,028

Children (aka 'dolls') (4-176, 9-62): The rarest of Kerbog Khan's automatons are crafted by hand to resemble small humans. The Khan uses wood, metal strips and joints, and bone to create the basic body. The heads are thus wood, although with peridots for eyes (500 gp each), real human hair, and painted features. Most impressively (or disturbingly), the Khan has also implanted actual brains of sentient beings into the hollow of the wooden skulls; while these are not living in a biological sense, his sorcery has preserved them and allowed them to provide their carrier with a degree of sentience. As a result, while the Khan can inhabit the 'children' as he can his other automatons, the children also have a degree of independence. In fact, two of the children became sufficiently aware of their state that they tried to flee from the Khan's workshops; these are Corbel and Cobban. The pair fled to SL12-13 and discovered the crack in the tunnel, which led them to Level 4 (4-176). The process of making 'children' is time-consuming and costly in terms of the Khan's fragile humanity. As a result, only two other 'children' remain on Sub-Level 12. The Khan can theoretically cast spells of any sort through these automatons, although the children typically do not carry material components.

Stats: SZ S; AL NG; AC 6; MV 60'; HD 2; #AT 1; Dmg 1-2; MR 20%, immune to cold. LEVEL/XP: 3 / 80 + 1/hp

The Doorkeeper (SL12-3): The Doorkeeper is one of the Khan's unique creations. It is formed from a combination of parts, some rudishva, some Archontean, and some just bizarre. A cylinder of smoked plasglass (4' tall, 2.5' in diameter) is attached to a flexible plasteel column. Mounted to the top of the cylinder is a vaguely humanoid 'head' formed of brass, silver, seashells, and other found objects. Attached to the front of the cylinder is an iron box 2'x1'x1', the lid of which can be easily opened. Two 'arms' formed of telescoping cylinders of beaten iron protrude from the side of the cylinder; one arm has a star-shaped rod for its 'hand', while the other ends in a mechanical grasping claw. Since it is immobile, the doorkeeper is not a particularly dangerous combatant. Still, it protects itself by swaying, and is able to inflict puncture and claw attacks with its arms. The Khan can theoretically cast spells of any sort through the Doorkeeper, although it typically does not carry material components.

Stats: SZ S; AL N; AC 6; MV 0'; HD 5; HP 31; #AT 2; Dmg 1-4/1-4; MR 25%, immune to cold, fire, and electricity. LEVEL/XP: 4 / 214

Dragonfly, basic (found in various random encounter tables): Shaped like 8"-long metallic dragonflies, these are the most common type of the Khan's creations. At any moment there are about 20 present in Arden Vul. Although the dragonflies have wings, which move up and down, any observer will quickly realize that the wings do not actually power the construct; instead they locomote via modified *levitation* and *fly* spells. Their large, blue compound eyes are formed from azurite gems (20 gp each). Their bodies contain a tiny vial of Kerbog Khan's blood, as well as a small microphone through which he can speak (if needed). The dragonflies are mainly used for scouting and observation. The Khan can only cast spells with verbal-only components through this automaton.

Stats: SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; #AT 0; Dmg n.a.; MR 25%, immune to cold and fire. LEVEL/XP: 2 / 30 + 1/hp

Dragonfly, poison (found in various random encounter tables): These dragonflies are identical in every way to the basic model, with one exception: they carry a small vial of poison that can be injected via a needle embedded in the dragonfly's tail. Kerbog Khan typically employs two types of poison: a) lethal (save or die; take 3-12 damage even on a successful save); b) incapacitating (victim is paralyzed for 1-3 turns unless a save is made; victim is slowed for 1-4 rounds on successful save). At present, the Khan operates 7 poison dragonflies. The Khan can only cast spells with verbal-only components through this automaton.

Stats: SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; #AT 1; Dmg poison; MR 25%, immune to cold and fire. LEVEL/XP: 3 / 80 + 1/hp

Exploration, basic (found in various random encounter tables): These automatons are shaped a bit like mechanical spiders, with

a spherical 'body' some 4' in diameter and eight mechanical legs. Four of the legs are equipped with 'sticky' pads that allow the explorers to traverse vertical surfaces. Two more have pinchers that allow the explorer to pick up objects or defend itself. The body has a hinged lid and an empty central cavity where specimens can be deposited. A faceted moonstone attached to the top of the body allows the Khan to see the automaton's surroundings when he so chooses. The Khan currently operates eight basic exploration automatons. The Khan can cast spells of any sort through these automatons. Typically he stores selected material components for spells he anticipates using 'out in the wilds' in the central cavity of the exploration automaton.

When encountered, there is a 25% chance that an exploration automaton has already collected d3 specimens. These will be one of the following (roll d10): 1-3: piece of **arcanum**; 4-6: assorted precious metals worth 1-100 gp; 7-8: piece of rudishva plasteel, plasglass, wiring, or other inert debris; 9: gem or piece of jewelry worth 100-400 gp; 10: specific piece of rudishva technology (but only 20% chance it is still usable). In addition, 2-5 sets of material spell components will be found within the cavity.

Stats: SZ S; AL N; AC 2; MV 150'; HD 4; #AT 2; Dmg 1-4/1-4; MR 40%, immune to cold and fire. LEVEL/XP: 3 / 145 + 1/hp

Exploration, bipedal (SL12-15, found in various random encounter tables): Although their purpose is similar to the basic exploration model (i.e., to collect samples, debris, and 'treasure'), these automatons look very different. They appear as small, bipedal robots about 3.5' tall, with skinny, segmented plasteel legs and arms, and a bulbous belly/body (for holding specimens). The head is typically taken from a bronze statue scavenged from the Halls, augmented with faceted aquamarines (500 gp each) for eyes. The arms are capable of picking up specimens and interesting objects and storing them in the belly. These automatons are more difficult and more costly to construct; as a result, there are currently only four scouring the Halls. Since each head is, obviously, different, the denizens of the Halls have come to give them nick-names based on the appearance of their heads: "Frowner", "Smiling Khan", "Old Beardless", and "Warty". Due to their bipedal nature, they are limited to surfaces on which bipeds can move with ease. Still, as they seem more familiar to the sentient factions, they are the automatons typically sent to barter with the goblins, varumani, beastmen, and such. The Khan can cast spells of any sort through these automatons. Typically he stores selected material components for spells he anticipates using 'out in the wilds' in the central cavity of the exploration automaton.

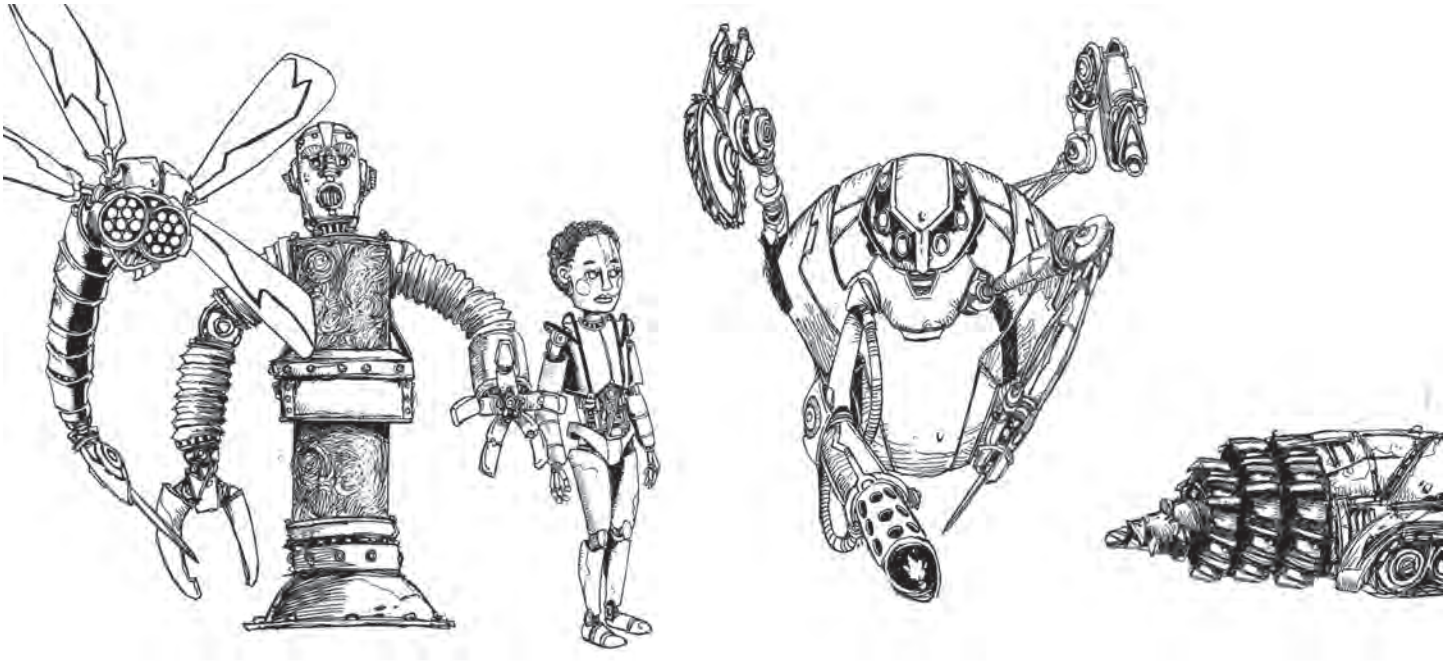
There is a chance (25%) that a bipedal automaton will be carrying 3d3 specimens when encountered (determine from the list above), as well as 2-5 sets of material spell components.

Stats: SZ S; AL N; AC 2; MV 90'; HD 6; #AT 2; Dmg 1-6/1-6; MR 40%, immune to cold and fire. LEVEL/XP: 5 / 280 + 6/hp

Giatros (the doctor) (SL12-10): Another of the Khan's unique automatons, the Giatros has a cylindrical lower body and torso set atop a set of tracks. Atop the torso is a varumani skull set with aquamarines for eyes; when he inhabits this automaton, Kerbog Khan 'sees' through this strange 'head'. Four articulated arms are attached to the torso: one has a carved ivory hand with extended index finger (for operating the console), two have claw-like articulated hands (for interacting with patients through the medicaderm), and one ends in a circular saw blade. Although intended for medical work, the Giatros is one of the Khan's most dangerous constructs, thanks to its mobility, its multiple attacks, and its sheer toughness. The Khan can theoretically cast spells of any sort through the Giatros, although he usually does not supply it with material components.

Stats: SZ M; AL N; AC 2; MV 90'; HD 8+8; HP 61; #AT 4; Dmg 1-2/2-5/2-5/3-12; MR 35%, immune to cold, fire, and electricity. LEVEL/XP: 7 / 2,032

Nosokoma (the nurse) (SL12-16): This unique automaton serves as Kerbog Khan's medical assistant when dealing with those who make bargains with him. The Nosokoma appears as a large bipedal exploration automaton (7' tall), with the usual segmented arms and legs. She is unusual, however, in her hands and head. Her head is an exceptionally fine piece of bronze working that represents the goddess Besa, one of the Twelve (see World of Archontos appendix. One of her hands is formed from exceptionally carved



and articulated ivory, allowing her to grasp objects almost like a real human. The other 'hand' is merely a hypodermic needle connected to five removable vials. Kerbog Khan primarily uses the Nosokoma to draw blood from those who are willing to bargain with her; she inserts the needle into a victim's vein and fills the relevant vial. She can also cure the injured or diseased by injecting pre-prepared healing vials into a patient. She wears a bandolier of vials: fifteen are empty (for blood samples), five act as *cure disease* spells, five act as *cure light wounds* spells, five act as *cure serious wounds* spells, and two act as *heal* spells. These curative functions are only dispensed as part of a bargain negotiated by the Khan himself. If the Khan's sanctum is breached, the Nosokoma defends herself and her master with fist and needle. The Khan can theoretically cast spells of any sort through the Nosokoma, although he usually does not supply it with material components.

Stats: SZ M; AL N; AC 2; MV 90'; HD 7+7; HP 43; #AT 2; Dmg 1-6/1-8; MR 25%, immune to heat and cold; takes double damage from electricity. LEVEL/XP: 6 / 1,080

Randomizing Automatons:
Most of the automatons encountered elsewhere in Arden Vul are of the dragonfly or exploration type. Still, if a GM wishes to provide a chance that other automatons might be encountered, the following table should be used:

D100	Type
1-40	Dragonfly, basic
41-55	Dragonfly, poison
56-80	Exploration, basic
81-90	Exploration, bipedal
91-96	Battle
97-98	One of the children, fleeing the Khan
99-100	GM's choice, or a unique automaton of the GM's devising

BABOON, LARGE ALBINO

FREQUENCY: Uncommon
NO. ENCOUNTERED: 2-8 or 30-300
SIZE: M (5-6')
MOVE: 120'
AC: 6
HD: 3
ATTACKS: 3
DAMAGE: 1-4/1-4/1-6
SPECIAL ATTACKS: Pack attack
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 3 / 65 + 2/hp
TREASURE: None
LOCATION: AV-9, Level 2, 4-2, 6-58, 6-70



A species of albino white baboons of large size inhabits the Halls of Arden Vul and surrounding areas. The main baboon caves, known as the Howling Caves, are found in dungeon Level 2. Originally bred as guardians for the cult of Thoth, the baboons have endured long after the priests departed. Albino baboons like to swarm their opponents. Should two or more baboons attack one individual, each baboon receives +1 to hit and +1 to damage (for each attack).

BABOON, GIANT INTELLIGENT

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: L (8')
MOVE: 120'
AC: 5
HD: 6-10
ATTACKS: 5
DAMAGE: 1-6/1-6/1-6/1-6/1-10
SPECIAL ATTACKS: Rend
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 15%
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/XP:
6 HD: 5 / 280 + 6/hp
7 HD: 5 / 425 + 8/hp
8 HD: 6 / 650 + 10/hp
9 HD: 6 / 1,000 + 12/hp
10 HD: 7 / 1,200 + 13/hp
TREASURE: See below
LOCATION: AV-9, 2-29, 2-32, 2-56, 2-60, 2-61, 6-58, 6-70, SL3-16, SL3-25

These fearsome four-armed giant baboons were bred by the priests of Thoth for special guardian duties. A giant intelligent baboon can fight 3 different opponents at once. Through processes unpleasant to contemplate they have acquired rudimentary sentience, and are capable of directing ordinary large baboons and plotting simple but cunning strategies. They have no great interest in treasure, but do occasionally collect pretty rocks (gems) and metals (mostly jewelry). They tend towards albinism as well, although an occasional brown-furred specimen will survive to adulthood. They mate with all manner of bipedal creatures. If two claws hit the same opponent, the giant baboon will do an additional 2-8 hit points of rending damage.

BAINDARA (bane-DAR-a)

FREQUENCY: Very rare
NO. ENCOUNTERED: 5-30
SIZE: S (2' tall)
MOVE: 150'/150' glide (Class E)
AC: 8
HD: 1-1
ATTACKS: 1
DAMAGE: 1-2
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Animal



ALIGNMENT: Neutral
LEVEL/XP: 1 / 10 + 1/hp
TREASURE: None
LOCATION: 7-4, 7-38, 8-89, 9-4, 9-9, 9-83

Relics of the rudishva homeworld, these monkey-like beings came to Arden Vul as pets on the Beacon. After the rudishva collapse, they established a feral colony on the floating island (7-4). Their original name is forgotten by modern denizens of the halls, such that the varumani fondly refer to them as "the Little Brother." The baindara are about 2' tall and have grey fur, except around the eyes, where the fur is blue. They have two horns growing from their head and surprisingly large canines. They also have flaps of skin between their torsos and arms that allow them to glide short distances through the air.

Although the baindara chatter angrily and hurl nuts and fruit if disturbed, they are actually cowardly and flee to their nest if threatened. They only fight if cornered. Their nest is found on the underside of the floating island (7-4), woven together out of dense pockets of twisted creepers and vines; its inaccessibility protects them from the pedipalpi and any wandering chasm cephalopods. Baindara may be trapped and sold as curiosities in Narsileon, bringing 150 gp per specimen.

BATTLE ROBOT, RUDISHVA

NO. ENCOUNTERED: 1
SIZE: M (5' diameter)
MOVE: 90' flying (Class A)
AC: -2
HD: 8
ATTACKS: 4
DAMAGE: 3-18 (gauss gun), 3-12 (fire pellets), 3-9 (x2 lasers)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/XP:
Standard: 7 / 1,250 + 10/hp
With Personal Defense Array: 7 / 1,550 + 10/hp
TREASURE: None
LOCATION: SL2-4, SL13-37

These deadly military robots appears as a floating sphere about 5' in diameter. Locomotion is achieved by a levitation beam in the base of the sphere, which allows the robot to move swiftly in the horizontal plane and to levitate up to 30' above a hard surface. Four 8"-diameter oval sensors dot the sides of the robot, allowing it to collect visual, auditory, and electronic data from its surroundings out to 240'.

Ordinarily, anyone holding a chipped rudishva identity plaque (that is, a plastic one - see new technological items) within the sensory radius of one of the robots will not be targeted; robots are programmed to recognize the chips and adjust their firing accordingly. In the heat of combat, however, holders of the plaques may not recognize the source of their good fortune.

Protruding from the top of the sphere is a disc-shaped gauss gun capable of firing solid rounds at a rapid clip; the gun also rotates in 360-degrees, allowing the robot to fire nearly continuously in all directions. The gauss gun hits as a 10th-level fighter and does 3-18 damage per hit. Effectively this means that the gauss gun can target all opponents in a 30' radius in the same round. Of course the robot has a finite amount of ammunition: typically its magazine is exhausted after five rounds of continual use. The battle robot can create a full clip of new gauss gun rounds within 24 hours provided a nearby source of ferromagnetic metal. In addition to the gauss gun, the robot can extend two laser weapons from compartments in the side of its cylinder. These weapons effectively have unlimited use so long as the robot is operable and inflict 4-9 HP damage per hit. Finally, the robot can also fire explosive pellets (up to 100) from a hole placed between the two laser weapons; the pellets have a range of 50' and explode on contact, dealing 3-12 damage to all within 10'. Once used, the pellets cannot be replaced.

One of the Beacon's two battle robots was also fitted with a personal defense array (see new technological items), allowing it to absorb 60 HP of damage before the robot itself began to take damage. While battle robots have impressive electronic 'brains', allowing them to make intelligent tactical decisions, they are not technically sentient and have little ability to communicate with non-rudishva. Indeed, they were programmed wirelessly by a base crew. Surviving robots are thus likely to follow relatively a relatively circumscribed range of actions ('defend the rudishva', 'interdict non-rudishva', 'protect the shuttle bay', etc.). Battle robots are immune to fire, cold, electricity, and poison, and are unaffected by spells that targets minds (sleep, hold, charm, etc.).

BEASTMEN (or Children of Deino)

Beastmen are the creations of Deino (3-158), a powerful witch who combined human stock (lost soldiers of the Third Cohort of the Imperial Tagmata) with animals to create a viable race of bipeds with human and animal features. Because of their descent from a kentarchia of the 3rd Cohort, the Beastmen value military discipline and skill, and their society in Arden Vul is thus highly militaristic and well-organized. They have retained their high level of unit cohesion and discipline as well as their smithing skills. Most troopers wear individually-sized ring mail and carry well-balanced spears, shields, and stabbing short swords (so as to fight in a shield wall formation); some sections, however, are equipped with short bows. The sergeants and counts wield spears and maces, flails, or war hammers. Counts are the senior military leaders, who have demonstrated their tactical skills and diplomatic finesse over years of sorties and exploration. Counts wear fancier armor and carry better weapons; they may also carry a magic item or two, as may witch doctors.

While Deino continues to occasionally create new beastmen through her magic, it is more common for the beastmen to propagate through normal biological means (strangely, the sub-species of the parent does not determine that of their offspring).

Military Organization; The basic unit of all beastman society is the konturbs (company), which is divided into several patrols (banda; singular 'bandon'). Konturbia are named for one of the varieties of beastman, but are open to all variants (that is, Pig company can have dog-brothers in it). To avoid stagnation, the konturbia are organized in terms of seniority and merit. That means that bright troopers of whatever sub-species can hope to advance to Dog-Company (the elite) by virtue of their merit; those who are slackers

will conversely remain in the lower-ranked konturbia for years on end. Above the level of the company are the staff sergeants, the witch doctors, and the four counts (Georgik, Skleros, Nikeos, and Trisko the Natty). Outside of their district, the beastmen are most commonly encountered in units called patrols, which consist generally of a bandon (4-6 troopers) and a sergeant (50%). Counts, staff sergeants, and witch doctors are never encountered on patrols.

Tactics: The beastmen instructors drill their troopers in military formations. They particularly like to use a slowly marching shield wall (which they call 'the Tide'). In this formation they are difficult to flank, and add +1 AC to each member of the formation. If the wall is broken, or consists of only 2 members, then the bonus is lost. When their numbers permit it, they also like to use a flanking tactic known as 'the Bull;' in this formation at least one bandon confronts an enemy head-on, while two more banda extend out on either side to envelop and (hopefully) destroy that enemy. The GM is free to develop other formations for the beastmen.

Witch Doctors: Some beastmen have developed a limited capacity to use spells. Like goblins, beastmen witch doctors can rise to a maximum of 7th level for determining cleric spells and 4th level for determining magic user spells. For each level beyond the first, witch doctors gain 2-5 HP (although if they proceed in cleric levels beyond level 4, each additional cleric level adds only 1-4 HP). For every two levels beyond the first, they fight as a creature of one HD better. For example, Thirk (3-144) is a 7th/4th-level witch doctor. He gets 1+1 HD to begin, plus 2-5 HP for each of levels 2/2, 3/3 and 4/4, plus 1-4 HP for cleric levels 5, 6, and 7, for a total of (2-9)+(6-15)+(3-12). He fights as a 4th level monster.

Although called 'witch doctors', these beastmen are not primitive, but are literate, articulate, and likely to possess some specialized erudition about the history or one or two regions of the Halls of Arden Vul (50%). Witch doctors can come from any of the beastmen sub-species, although it is more common for pig-men and rat-men to demonstrate the talent for sorcery.

Beastman Varieties: Beastmen come in five different sub-species, including dog-men, sheep-men, pig-men, goat-men, and rat-men. Each sub-species has distinctive features, a potential modifier to morale, and a generalized personality type:

Sub-species	Distinctive Features	Morale	Stereotypical Personality
Dog-man	1. Sharp hearing: +1 to surprise and initiative. 2. Fierce: +1 to all attack rolls.	+ 10%	Aggressive, loyal
Pig-man	1. Hardy: +2 HP per HD. 2. Resistant: -1 damage (per die) from magic.	+ 5%	Smart, lazy and lucky
Goat-man	1. Berserk (33% chance): +2 attacks and damage for 3 rounds, but -2 AC. 2. Nimble: +2 save vs targeted or AoE magic.	+ 0%	Irascible, stubborn
Rat-man	1. Wily: +1 detect doors and traps. 2. Canny: +1 to all damage rolls.	+ 0%	Tricksy, knowledgeable
Sheep-man	1. Disciplined: +1 to hit when in formation. 2. Thick coat: +2 save vs fire and cold.	- 5%	Patient, agreeable

Troopers
FREQUENCY: Uncommon
NO. ENCOUNTERED: 4-6
SIZE: S (4' tall)
MOVE: 90'
AC: 6
HD: 1+1
ATTACKS: 1
DAMAGE: 1-6, or by weapon
SPECIAL ATTACKS: See above
SPECIAL DEFENSES: See above
MAGIC RESISTANCE: None
LAIR PROBABILITY: 50%
INTELLIGENCE: Low
ALIGNMENT: Lawful neutral
LEVEL/XP: 2 / 30 +1/hp
TREASURE: 3-18 sp individuals
LOCATION: 3-138 to 3-162, 4-2, 6-58, 6-59, 6-70

Sergeants
FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-3
SIZE: S (4' tall)
MOVE: 90'
AC: 4
HD: 2+2 (sergeant), or 3+3 (staff sergeant)
ATTACKS: 1
DAMAGE: 1-6, or by weapon
SPECIAL ATTACKS: See above
SPECIAL DEFENSES: See above
MAGIC RESISTANCE: None
LAIR PROBABILITY: 75%
INTELLIGENCE: Average
ALIGNMENT: Lawful neutral
LEVEL/XP:
Sergeant: 2 / 50 + 2/hp
Staff Sergeant: 3 / 75 + 3/hp
TREASURE: 3-18 sp individuals
LOCATION: 3-138 to 3-162, 6-58, 6-70

Counts
FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: S (4' tall)
MOVE: 90'
AC: 3
HD: 5+5
ATTACKS: 1
DAMAGE: 1-6, or by weapon
SPECIAL ATTACKS: See above



SPECIAL DEFENSES: See above
MAGIC RESISTANCE: None
LAIR PROBABILITY: 90%
INTELLIGENCE: High
ALIGNMENT: Lawful neutral
LEVEL/XP: 4 / 160 + 6/hp
TREASURE: 3-18 sp individuals
LOCATION: 3-149, 3-151, 3-152, 3-154

Witch Doctors

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-4
SIZE: S (4' tall)
MOVE: 120'
AC: 6
HD: 1+1and up
ATTACKS: 1
DAMAGE: 1-6, or by weapon
SPECIAL ATTACKS: Spell use
SPECIAL DEFENSES: See above
MAGIC RESISTANCE: None
LAIR PROBABILITY: 90%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful neutral
LEVEL/XP: Varies
TREASURE: 3-18 sp individuals
LOCATION: 3-144

BLOOD EEL

FREQUENCY: Very rare
NO. ENCOUNTERED: 8-24
SIZE: S (4')
MOVE: 120' swimming
AC: 7
HD: 3
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 3 / 65 + 2/hp
TREASURE: None
LOCATION: 7-49, SL7-23

These ferocious predators are blood-red in color, with a mouth full of razor-sharp teeth. If a blood eel hits, it is able to suck blood automatically at a rate of 2-8 HP per round thereafter. It detaches after draining 18 HP. Anyone bitten by a blood eel has a 5% chance of contracting a disease.

BOBCAT

FREQUENCY: Common
NO. ENCOUNTERED: 1-3
SIZE: S (3' long)
MOVE: 120'
AC: 7
HD: 1+3
ATTACKS: 3
DAMAGE: 1-2/1-2/1-3
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 2 / 30 +1/hp
TREASURE: None
LOCATION: SL4-4



These mid-sized carnivorous cats avoid creatures larger than themselves, but, if cornered, attack fiercely with claws and bite.

BROOD MOTHER, THE

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (8' long)
MOVE: 150'
AC: 2
HD: 8+8; HP 63
ATTACKS: 2
DAMAGE: 1-10/1-4
SPECIAL ATTACKS: Level drain, dispel magic, paralyzation
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 33%
LAIR PROBABILITY: 100%
INTELLIGENCE: Low
ALIGNMENT: Lawful evil
LEVEL/XP: 7 / 2,356
TREASURE: None
LOCATION: SL8-13

The 'brood mother' is the name given to an enormous Set animal summoned and genetically modified in antiquity by the Set cult. The goal was to bring her to estrus and thus use her to produce new Set animals. When the research project was abandoned in 1803 AEP as the Archonteans retreated, the brood mother was abandoned. She died but returned as a fearsome undead creature thanks to the influence of Set himself.

Like all Set animals, she has the body of a huge dog, with a curved, narrow snout, square ears, and a forked tail. In her undead state, the flesh appears decaying, and her bones periodically may be glimpsed through her torn skin. She gives off a stink of rot, and emanates a palpable evil.

The brood mother is still fast, and can leap up to 35' in an attack. Her vocalizations have been transformed into low baritone coughs punctuated by shrill shrieks; her vocalizations do not cause *confusion*, but instead can paralyze victims within 30' who do not save versus paralyzation. Paralyzation lasts for 5-8 rounds. Once per day she can emit a blast of foetid breath in a cone 30' long and 15' wide at its apex; the breath acts as *dispel magic*.

Her tail attack no longer delivers venom, but instead drains an energy level with every hit.

Her combat abilities may be enhanced by the Eyes of Set (SL8-13), which allow her to teleport unerringly once every round, grant her initial surprise, and the right to act first every round.

CHAOTIC FEASTERS



FREQUENCY: Very rare
NO. ENCOUNTERED: 20-40
SIZE: M
MOVE: 90'
AC: 10 or 6
HD: 4
ATTACKS: 1
DAMAGE: By weapon for 3-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 10%
LAIR PROBABILITY: 90%
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
LEVEL/XP: 4/ 205 + 3/hp
TREASURE: None
LOCATION: 8-76, 8-77, 8-79

These poor souls are those who have consumed too much flesh of Rimmaq-Isfet (see 8-76). Consumption of 'steaks' taken from Rimmaq-Isfet's flank will eventually transform a human or humanoid into one of these creature of chaos. Feasters were thus once 'normal' adventurers or other humanoids who discovered the Feasting Hall and made the choice to partake of the feast. For each steak consumed, there is a 5% cumulative chance that the diner turns into one of the chaotic feasters; this chance is increased by 25% if the diner is already chaotic evil, and by 15% if the diner is chaotic (but not evil). Transformation causes little in the way of changes to outward appearance, but serves to effectively erase the personality of the diner. The new chaotic feaster cares only about maintaining the Feasting Hall (8-76) and procuring new meat. With these new, overriding desires, the feasters quickly cease to care about clothing, grooming, and anything other than procuring meat. As a result, the longest-lived feasters appear as filthy, greasy hermits dressed in scraps of once-useful clothing.

By temperament, the feasters are initially gregarious and cheerful, typically inviting newcomers to join the feast. If visitors are aggressive or threatening, or if certain customs are not observed in the Feasting Hall, the feasters turn instantly into raving, bloodthirsty fiends that attack with savage strength. They typically use whatever weapons are to hand, whether they are worked weapons from former lives or pieces of bone; due to their chaotic strength, they can dish out immense clouts with these improvised weapons (3-10 damage). When tranquil and gregarious, the feasters are AC 10; when enraged, they become harder to hit (AC 6).

An elaborate set of entirely false beliefs has grown up among the society of the feasters, one that seeks to explain in limited ways the situation in which they find themselves. What is most surprising is the fact that the feasters do not realize they are consuming the flesh of a minor deity of intense chaotic evil, but instead have come to attribute their bounty to the existence of a vast planar creature they call the throom. The throom, they think, may be singular, or there may be 'herds' of them moving through interdimensional space; either way, the throom are so vast and placid that careful harvesting of the throom flesh goes largely unnoticed. It is the good fortune of the feasters, they think, to have located a nexus point where they can harvest the throom's flesh. Beyond their rituals with the throom, the feasters have been known to engage in cannibalism to supplement the regular harvesting of the "throom"; this is particular true for feasters who have grown old, sick, and/or feeble, but this might also apply to nosy visitors.

Each feaster possesses one special attack and one special defense, products of their consumption of Rimmaq-Isfet's flesh. These special abilities should be rolled on the following table for each Feaster:

D6	Special Attack	Special Defense
1	Nails of Iron: the feaster attacks with elongated, sharpened 'nails' (or claws). A successful hit does 2-9 HP damage, but causes an additional 1-3 HP of bleeding damage each round for 3 rounds	Tough Skin: the feaster is AC 4, whether tranquil or enraged
2	Mesmerizing Eyes: the intensity of the feaster's gaze provokes a save versus petrification (with a +2 bonus), or else the victim is charmed per the spell	Immune to Fire: the feaster takes no damage from fire-based attacks
3	Corpse Breath: in combat the foul stench of the feaster's breath requires a melee opponent to save vs poison (+1 bonus) or spend 1-2 rounds retching	Immune to Cold: the feaster takes no damage from cold-based attacks
4	Flying Feet: the feaster gets an additional attack with one of its feet. If successful, the kick does 2-5 HP damage.	Great Endurance: the feaster has 1-3 more HD than usual.
5	Extra-Crazy: this feaster is even more berserk than its peers, and gets an additional bite attack each round. If successful, the bite does 1-3 damage, and the victim has a 5% chance of contracting a disease.	Magic Immunity: the feaster is immune to 1st-level spells of every sort
6	Leaping Feaster: the feaster's thighs have grown thick from too much protein. It can leap up to 15' at foes. Opponents must save vs petrification (with a +2 bonus) or be knocked down for 1-2 rounds.	Missile Resistant: all missiles bounce off the skin of the feaster, unless they are +2 or better.

The alpha feaster is more powerful than its fellows: AC 3; HD 8; HP 57; #AT 3; Dmg 3-14; flying feet, extra-crazy; magic immunity, and immune to fire. LEVEL/XP: 6 / 1,050

CHASM CEPHALOPOD

FREQUENCY: Rare
NO. ENCOUNTERED: 4-24
SIZE: S, M or L
MOVE: 60' flying (Class A)
AC: 5
HD: 2, 4 or 6
ATTACKS: 5 (4 tentacles and a beak)
DAMAGE:
Small: 1-3/1-3/1-3/1-3/1-4
Medium: 1-4/1-4/1-4/1-4/1-6
Large: 1-6/1-6/1-6/1-6/1-6/1-8

SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: Animal to genius (?)
ALIGNMENT: Neutral
LEVEL/XP:
2 HD: 3 / 80 + 1/hp
4 HD: 3 / 145 + 3/hp
6 HD: 5 / 350 + 6/hp
TREASURE: None
LOCATION: The Great Chasm and connected areas

Chasm cephalopods vaguely resemble translucent floating octopus-creatures made out of a thin, slightly gelatinous protoplasm. They normally possess four dangling tentacles (4'-8' long) attached to a central cylinder. The central cylinder features three 'eyes' surrounding a chitinous beak and simple digestive and nervous systems. They seem to be unique to the caverns under Arden Vul, and ancient wizardly lore (which is unlikely to be available to modern scholars) hints that these creatures may originally have been associated with the rudishva. The cephalopods are capable of a form of 'flight,' by which they really float in the air and manipulate slight air currents. They are, however, able to produce small bursts of quick movement. Although translucent, the chasm cephalopods are able to take on the color and texture of most surroundings, making them difficult to spot and hard to hit in combat (reflected in their AC). Their translucence makes them more likely to surprise (4 in 6 chance) in all but the most brightly lit chambers.

Chasm cephalopods use their tentacles to stun prey with electric shocks, inflicting increasing damage by size . A few very old and rare cephalopods (6 HD) have a fifth tentacle which drains one memorized spell from spell casters per successful hit; such hits also add 2-8 temporary hit points to the cephalopod.

Frequent explorers of Arden Vul are divided on the question of whether or not chasm cephalopods are intelligent. Some assert they are mindless, that their ability to sense prey and feed is merely an animalistic response. Others claim they possess a collective intelligence which is unfathomable to human sentience. A third, minority, view suggests that the creatures develop sentience over long periods of time (centuries), and only approach intelligence after this span of time in groups of 6 or more. If this theory is correct, it follows that intelligent pods of the cephalopods are discoverable in the reaches of Arden Vul; such pods might possess valuable knowledge about the history and layout of Arden Vul. Of course one would need to convince such ancient beings not to attack, and in a language which the cephalopods might understand.

Chasm cephalopods do not possess true lairs, although they tend to clump together in certain areas of the chasms. As beings that float in perpetuity, they do not collect treasure. Still, the protoplasm of chasm cephalopods is said to be useful in the concoction of magical potions and, as mentioned above, the very most ancient pods may have valuable information.

The process by which new chasm cephalopods are spawned is unknown, with sages (those few who know of them) split (again) on the subject. Some think they are the spontaneous byproduct of spell-casting in the presence of raw **arcanum**. Others believe that the ancient pods are able to incarnate a 'thought' or 'emanation' of their essence, which takes the form of low HD chasm cephalopods.

CLAM, GIANT

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-10
SIZE: M or L
MOVE: 10' swimming
AC: 0
HD: 6 or 9
ATTACKS: 1
DAMAGE: 1-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
LAIR PROBABILITY: 100%
INTELLIGENCE: Non-
ALIGNMENT: Neutral
LEVEL/XP:
6 HD: 4 / 230 + 6/hp
9 HD: 6 / 900 + 12/hp
TREASURE: 1-4 giant pearls (1,000 gp each) (5%)
LOCATION: SL7-17

These behemoths can grow up to 9' across. Their shells are commonly colonized by marine plant life and other, smaller, mollusks. This camouflage allows them to surprise on 3 in 6. Giant clams feed by snapping their valves down on unsuspecting prey, and then drawing them into their stomachs via a powerful incurrent siphon. While they mostly thrive on small organisms, the digestive juices of the giant clam's stomach are strong enough to affect larger creatures (like humans). The clam's initial attack is thus the snapping shut of its shells, for 1-10 HP damage on a successful hit. A successful hit also means the victim is trapped (-4 to all to-hit rolls and saves). In subsequent rounds the clam gets +4 to hit in order to suck the trapped victim into its gullet, where it inflicts 2-8 HP damage on that and every subsequent round.

CRAWLING SOUL BORER

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L (20' long)
MOVE: 45'
AC: 3
HD: 12
ATTACKS: 3-5, engulf, and special
DAMAGE: 2-8 (x5), 4-24, and special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to fire, cold, and poison
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: Very
ALIGNMENT: Neutral
LEVEL/XP: 7 / 2,750 + 16/hp
TREASURE: None
LOCATION: SL9-66

This horrific entity crawls the deep paths of the Underearth, looking for living entities whose life forces it can drain. It appears as a lumpen cylinder of amorphous fleshy protoplasm about 20' long and 8' in diameter, the surface of which is dotted with dozens of eyes of varying sizes. The soul borer can extrude tentacles at will,

up to 15' in distance, and will often do so with one of the eyes at the tip so as to investigate something or someone. It moves relatively slowly, by creeping along the stone; while it cannot fly or climb great distances, it can pull itself up heights up to twice its diameter, and can squeeze itself through openings as small as 6" tall.

The soul borer can engulf anything smaller than itself, using its acidic flesh to dissolve its prey, but it reserves such attacks against non-sentient life forms. This attack begins with 3-5 pseudopod strikes, each doing 2-8 HP damage; should 2 pseudopods hit in the same round, the soul borer engulfs the prey, thereby doing 4-24 HP damage per round until the being is consumed.

With sentient targets, however, it prefers to use its deadly eyes to captivate foes and slowly devour their life forces. Its eye attacks require 3 eyes to focus on a foe, usually by extruding pseudopods with eyes on their tips to engage the foe. The borer can extrude a total of 6 such pseudopods, which means it can effectively make two 'eye attacks' per round (one from each set of three pseudopods).

Eye attacks can take one of three forms: 1) Domination: dominates the victim and enslaves him/her to the soul borer; 2) Soul Bore: drains an energy level from the victim; 3) Intellect Drain: drains a point of INT from the victim. Each type of attack provokes a saving throw on the part of the victim, which is modified by the victim's INT: 3-6: -2; 7-10: -1; 11-13: 0; 14-16: +1; 17-18: +2.

A soul borer typically attempts first to dominate a sentient victim. Once the victim is enslaved, the soul borer will use the other attacks to slowly degrade the victim, usually using soul bore and intellect drain each once per day until the victim is a driveling fool. At that point the soul borer will engulf the mindless cretin and 'eat' it.

Soul borers are immune to cold, fire, and poison. Attacks which impose blindness, magical darkness, or other concealments are effective against it; but the soul borer saves with a +2 bonus against any attack for which a save is allowed.

DEBASED MONK

FREQUENCY: Very rare
NO. ENCOUNTERED: 3-6
SIZE: M
MOVE: 120'
AC: 5
HD: 4
ATTACKS: 2
DAMAGE: 1-6/1-6
SPECIAL ATTACKS: 10% chance of causing a disease per hit
SPECIAL DEFENSES: Immune to charm
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
LEVEL/XP: 3 / 105 + 3/hp
TREASURE: None
LOCATION: 5-78 to 5-83

These terrible creatures once were men, pious monks of the Inner Order who staffed the secret Fane of Thoth (5-83) through the Archontean period. They have been corrupted by the very great evil of Oziman, a type III demon who has posed as incarnation of Thoth for about 1,200 years. The debased monks are not undead, but preserved in an undying state by the horrific evil of the demon and their own corrupted natures. They appear as wiry, strong, pasty-white, stringy-haired men who communicate in grunts and snarls. They have lost most of their sentience and exist mostly to feed (on whatever happens by) and to serve their demonic master.

Although not true undead, they can be temporarily turned (for 1-6 rounds) by good-aligned clerics. They are 'turned' as wights, unless the Sanctum (5-83) has been re-consecrated to Thoth, in which case they are 'turned' as zombies.

DEMON, AROKSACHAUL (arr-OAK-sah-chool) (Minor Demon)

FREQUENCY: Very rare
NO. ENCOUNTERED: 4-8
SIZE: L (8' tall)
MOVE: 120', 270' flying (Class C)
AC: 0
HD: 7+7
ATTACKS: 2
DAMAGE: 1-4/1-4 or by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 55%
LAIR PROBABILITY: 10%
INTELLIGENCE: High
ALIGNMENT: Chaotic Evil
LEVEL/XP: 7 / 1650 + 10/hp



TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
LOCATION: 9-50, SL2-2

These demons are common to several layers of the abyss, where they serve demonic princes as crack huntsmen, often in tandem with yeth hounds. Stout and 8' tall, the aroksachaul have the head of a wild boar, the arms and hands of a human, the legs and feet of an elephant, and small (but powerful) wings. They are arrogant and vulgar by nature, assured of their mastery of the hunt and the inevitability that they will capture their prey. From positions of strength they are likely to taunt future prey, sometimes even granting them a set time before setting off in pursuit. The huntsmen particularly enjoy hunting in the Astral Plane, where their enhanced senses are equally strong.

Aroksachaul have extraordinary senses: in addition to infravision, they can smell living flesh 100' away and can hear a mouse sneeze at 50'. Although they cannot technically detect invisible beings, their senses make it easier for them to follow the invisible: their penalty for melee versus invisible foes is only -1. In addition to their senses, the huntsmen have the following abilities: infravision, *create darkness* (10' radius), *teleport without error*, *detect magic*, *read languages*, *dispel magic*, *levitate* (as a 10th-level magic user), *telekinese* 4,000 gp weight, *cause fear* (as per a **fear wand**), and *gate* in another aroksachaul or a type I-III demon (dice for which; 50% chance).

They may strike with their strong fists, but prefer to arm themselves with two weapons, which they use simultaneously without penalty; among their preferred weapons (all enchanted as +2 weapons) are whips (range 20', damage 1-3+2/1-2+2), bastard swords (damage 4-12/4-18), and short bows (using **arrows of striking** – see new magic items; damage 4-9/4-9). The huntsmen may only be hit by magic weapons (+2 or better). Like all demons, they take half damage from cold, electricity, fire, and gas.

DEMON, BLOOD-SEEKING (Minor Demon)

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-3 or 1-6
SIZE: M
MOVE: 60'
AC: 0
HD: 9
ATTACKS: 3
DAMAGE: 2-8/2-8/2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Standard demonic defenses
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: 20%
INTELLIGENCE: Average to very
ALIGNMENT: Chaotic evil
LEVEL/XP: 7 / 2,200 + 12/hp
TREASURE: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)
LOCATION: 4-14A



Blood-seeking demons appear as round, vaguely gelatinous balls with long spindly legs. They possess two short eyestalks and two 10' tentacles. Tentacles hit for 2-8 damage each, and if a victim is hit by both tentacles in a round, the blood-seeking demon will pull its body towards the victim and attach its mouth/orifice to the victim, whose blood it will begin draining (automatic hit, 2-4 damage per round).

The eyestalks can *create darkness* 2/day and can stun for 3-12 rounds 2/day (save vs spells to avoid). Blood-seeking demons can *gate* in 1-2 flensing demons (30% chance, see new monsters), their only demon allies.

A blood-seeking demon's main body is covered with a slick red slime which is toxic to human flesh (save versus poison or take 3-12 damage). Blood-seeking demons can be distracted by significant (2 pints, or 5 HP) amounts of fresh blood. Unlike most demons, blood-seeking demons are not telepathic, and although blood-seeking demons understand all languages, they can only communicate on the Prime Material Plane through a series of long keening tones which rise or fall after 5 seconds of stability (e.g., "Eeeeeeee-ah").

DEMON, FLENSING (Major Demon)

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1
SIZE: L (7' tall)
MOVE: 90'
AC: -1
HD: 9+9
ATTACKS: 4
DAMAGE: 1-6/1-6/1-6/1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 35%
LAIR PROBABILITY: 15%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
LEVEL/XP: 8 / 3,600 + 13/hp
TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
LOCATION: SL6-16

Flensing demons are a breed of punishment demons used by the more powerful demonic lords to inflict torments through the flaying of skin of their victims. A flensing demon has the legs of a gorilla, the torso of a milk cow, and the head of a mandrill. It has four tentacular arms that end in leeches' mouths; each is 10' long and constantly searching for flesh to flense.

With its powerful legs, the flensing demon can leap up to 40', whether vertically or horizontally; it loves nothing more than to wait invisibly before leaping into the midst of its prey, where its tentacles can do their work. The tentacles lightly caress the skin of victims, pulling off flesh in the process. Once a tentacle has successfully hit, it causes 1-3 HP of bleeding damage for 3-6 rounds. The flensing demon can also spit a caustic mucus once every three rounds that burns for 2-8 HP damage. The flensing demon can use the following spell-like abilities at will, one per round: *invisibility*, *detect invisibility*, *levitate* (1,000 lb), *dispel magic*, *darkness* (20' diameter), and *ESP*.

Flensing demons have a 50% chance to *gate* in a rending demon or another flensing demon. In addition to their normal demonic defenses, flensing demons can only be hit by +2 weapons or better.

DEMON, KAUKET (Demon Prince) (COW-kett)



FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (15' tall)
MOVE: 120'
AC: -7
HD: 175 HP
ATTACKS: 2
DAMAGE: 3-18/1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapons to hit, immune to psionics
MAGIC RESISTANCE: 80%
LAIR PROBABILITY: 50%
INTELLIGENCE: Genius
ALIGNMENT: Chaotic evil
LEVEL/XP: 10 / 55,000 (material form only)
TREASURE: 1-6k sp (30%), 1-2k ep (25%), 2-8 potions (40%), 1-4 scrolls (50%), 10-80 gems (90%), 5-30 jewelry (80%), 1 of each magic item excluding potions and scrolls (70%)
LOCATION: 10-35

Kauket, the ever-ravenous lord of the 497th plane of the Abyss, is one of the nastiest of demon princes. He revels in the consumption of living matter, and has an apparently insatiable appetite. Kauket appears as a 15'-tall biped, with the trunk of a salamander (black with yellow spots), the feet of an elephant, human arms, and an oversized salamander-esque head. His maw is large but toothless, and is filled with acids and other deadly slimes; Kauket can, moreover, hyperextend his jaws in order to swallow beings up to 10' in height. Kauket's lidless eyes are saucer-like, limpid pools of yellowish ichor, which occasionally drip extrusions that harden before they reach the ground; these extrusions are collected by Kauket's servitors, and are known as the **tears of Kauket** (see new magic items).

He is a deadly foe, thanks to numerous special abilities. First, Kauket is able to swallow foes up to 10' in size, doing so on a roll of 19-20 to hit. Those swallowed by Kauket are subjected to swift corrosion (metal destroyed in 2 rounds, flesh takes 4-24 damage per round; magic items get a save).

Second, when he hops (every other round), the sound of his colossal, elephantine feet striking stone causes a sonic shock wave that serves to stun all foes within 30' for 1-3 rounds. Those with 5 HD or fewer are automatically affected, while those with 6-9 HD save at a -1 penalty, those with 10-12 HD save normally, and those with 13 or more HD save at +1.

Third, Kauket is able to spit a blob of strong acid up to 30' once every other round (in addition to other attacks); if it hits, the acid does 2-12 HP damage and has the chance to destroy items.

Finally, Kauket also wields a deadly spear that carries his name. The **spear of Kauket** (see new magic items) is 12' long and made of cold iron and copper. In addition to its formidable combat abilities (3-18 HP damage per hit), it has a chance to drain 1-2 energy levels and half of a victim's remaining hit points for every successful attack. See the new magic items appendix for further details on the spear.

Kauket possesses the following innate powers which he can use passively or continuously, without concentrating: infravision (120'), *cause fear*, *detect magic*, *read magic*, *read language*, *detect invisible*, *ESP*, *clairvoyance*, *clairaudience*, *water breathing*.

As a supplement to his normal attack routine, Kauket can use the following innate powers: *continual darkness*, *charm person*, *create illusion* (as a **wand of illusion**), *levitate*, *dispel magic*, *suggest*, *polymorph self*, *wall of fire*, *charm monster*, *telekinesis* (11,000 gp weight), *feeblemind* (1/day), *teleport* (without error), *project image*, use any *symbol* (1x/day each), *vanish* 1/day, and *polymorph any object*. He can *gate* in other demons with an 80% chance for success (33% for a type II-IV demon, 33% for a keqemander [see new monsters], and 33% for a type V-VI demon).

Kauket commands the 497th layer of the abyss from a stone castle set atop an enormous mountain of decaying mulch, in which lesser demons squirm, burrow, and consume each other. He is served by an octet of powerful type V demons, and commands troops of type II demons, type IV demons, babau and shub, as well as hordes of salamander- and amphibian-form demons that are unique to this layer (e.g., keqemandri).

Kauket is powerful among the demon princes, although not as powerful as Orcus or Demogorgon. He defers to the latter and is actively opposed to the former, although his real alliance is with the faceless lord, Juiblex. In addition to the heqeti, Kauket is worshipped by the snake-people and by evil cultists.

Whether or not Kauket was in origin an extrusion from Rimmaq-Isfet (see new monsters) cannot be determined, but the heqeti are convinced that Kauket is one of the Devourer's avatars or offspring. Kauket himself certainly claims to be eternal and thus father-less. Still, the connections between the two are suggestive: both are amphibianoid, both favor slimes, and both revel in slow corrosion and consumption of all opponents.

Titles: The Ever-Ravenous Lord, the Swallower, He Who Drains the Water of Life, the Giver of Tears

Symbols: A white teardrop; a black spear with additional barbs below the point; a white worm; an open, toothless maw.

DEMON, KEQEMANDER (Major Demon) (KEHK-eh-man-der)

FREQUENCY: Very rare
NO. ENCOUNTERED: 1 or 1-3
SIZE: L (8'+ tall)
MOVE: 90', 150' flying (Class D)
AC: -2
HD: 8, 12, or 16
ATTACKS: 3
DAMAGE: 1-4/1-4/3-18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 60%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
LEVEL/XP:
8 HD: 7 / 1,350 + 10/hp
12 HD: 8 / 4,300 +16/hp
16 HD: 9 / 8,100 +20/hp
TREASURE: 1-20k sp (10%), 1-12k ep (15%), 1-10k gp (40%), 100-800 pp (35%), 3-30 gems (20%), 1-10 jewelry (10%), any 3 magic items except swords or misc. weapons, + 1 potion + 1 scroll (30%)

LOCATION: 2-48, 3-178, 5-6B, 5-52, 7-79, 9-40, 9-78, 9-121, 9-135, 10-35, SL5-36

Keqemandri (the plural of keqemander) are the sub-class of demon that encompasses the main servitors of dread Kauket. Keqemandri vary in size and power, details of which can be found on the following chart. They are fiercely chaotic and love nothing more than the chaos of slaughter. Although intelligent and capable of human speech, they prefer to bark threatening commands in their own demonic tongue while grinning foully and exuding toxic slime in a puddle around them.

They appear most commonly as misshapen amphibianoid beings, as if a grotesquely bloated salamander were walking upright on vaguely human, powerful legs. Their torsos tend to be warty and mottled, while their heads are squat and flattened, with two purple, pupil-less eyes. Keqemandri slash with their claw-like paws and bite with their over-sized, toothy maws.

Size	Hit Dice	Magic Resistance	Gate Chance	Degrade Chance
8’	8	40%	30%	25%
10’	12	45%	40%	40%
12’	16	50%	50%	60%

The presence of a keqemander causes dread in all beings in a 20’ radius; the dread inflicts a -1 penalty to all saving throws. When a keqemander barks in its guttural, alien tongue, the sound is enough to *cause fear* in all within a 30’ radius.

All keqemandri, regardless of size, exude an oily, yellowish slime at all times. If engaged in combat with an opponent for more than 2 rounds, this slime will form a pool around the combatants; in this case, the opponent must save vs spells or slip and tumble to the ground for a round. Those falling in the slime are subject to appropriate checks to see if metallic armor degrades (see chances in table above) and/or unprotected flesh is burned by the slime’s acidity (3-8 HP per round).

A hit from one of the Keqemander’s claws will also smear the slime onto an opponent’s armor and/or weapon and/or flesh; the chance for the slime to degrade metals is given in the table above, but if the target is unarmored, the opponent also takes an additional 1-6 damage from the caustic slime. If armor is degraded, it loses 1 point of AC value, which can eventually degrade armor to worthlessness. The slime does not affect leather or wood.

Keqemandri can also spit their acidic slime every other round; the range of the spit is 30’, and it inflicts 3-10 HP damage (and may degrade armor as above).

Like all demons, keqemandri possess infravision and the power to *create darkness* (10’ radius), *teleport without error*, and open *gates* (50% chance to gate in either a demon of type I-IV or another keqemander). They can only be hit by magic weapons. Other powers that they can employ once per round include *levitation*, *telekinesis* (4,000 gp weight), *invisibility*, *project image*, and use of a *symbol of discord*.

Keqemandri are highly susceptible to law, and clerics or paladins who are LG get an extra +1 to hit and +1 to damage when fighting them. Magic items with a lawful alignment (e.g., a LG sword) receive an additional +1 to hit and damage over and above their usual bonuses.

DEMON, LUCERN (Minor Demon)



FREQUENCY: Very rare
NO. ENCOUNTERED: 1-2
SIZE: L (8’)
MOVE: 90’
AC -3
HD: 8+8
ATTACKS: 5
DAMAGE: 3-6/3-6/3-6/3-6/4-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 75%
LAIR PROBABILITY: 15%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
LEVEL/XP: 7 / 2,300 + 12/hp
TREASURE: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)
LOCATION: SL4-15

Although they have no fixed form and constantly mutate in shape, lucern demons often assume floppy bipedal forms of dripping purple wax. Their heads features two large black eyes and the hint of a mouth; the mouth occasionally slides open, revealing chitinous, hollow, conical ‘teeth.’

Although lucern demons can (and usually do) appear to mortals in this bipedal form, they can mutate up to four pseudopod-like tentacles from their wax-like bodies. These tentacles have a range of 20’ and, in addition to damage inflicted, cause paralysis in those who fail to save. Paralyzed victims can be dragged close to the demons in 1-2 rounds, whereupon they are subject to the bite attack (automatic damage to those paralyzed).

In certain circumstances lucern demons may elect not to manifest pseudopods at all, but to project blobs of the paralytic wax as missiles (range of 40’, damage as per pseudopod). Regardless of attack form (blob or pseudopod), they have a maximum of four attacks per round plus a bite. The purple wax that drips from their bodies can be collected and, with alchemical training, turned into a paralytic poison.

Lucern demons are only hit by +1 or better weapons, and are immune to mind-affecting spells and to acid-based attacks in addition to normal demonic resistances. Lucern demons possess infravision, *teleport without error*, *darkness*, and may *gate* in 2-5 dretch (75% chance of success). In addition, they possess the following extra abilities used at will, one at a time: *comprehend languages*, *levitate*, *detect magic*, *dispel magic*, *telekinesis* (3,000 gp), *symbol of discord*, and *symbol of despair*.

Lucern demons can make prophecies about future events, although their responses tend to emerge in terms of arithmetical expressions that are difficult to decipher, as each lucern demon has its own mathematical method of saying yes and no. They cannot, under any duress, speak more precisely about their visions. Summoning these prophecies requires a sacrifice of some sort that is also unique to each lucern demon, but typically involves various body parts: some desire three heads with red hair, others desire hands and feet, and still others require lungs and hearts.

Lucern demons are very rare, even for infinite demonkind, and they are often found in the service of powerful lords or princes who are the only ones able to decipher their responses. Because of

this, summoning one has a good chance of attracting the attention of a more powerful demon that's just lost the service of their augur.

DEMON, RENDING (Minor Demon)
FREQUENCY: Uncommon
NO. ENCOUNTERED: 1
SIZE: L (8' tall)
MOVE: 120', 60' climbing
AC: 0
HD: 7+7
ATTACKS: 4
DAMAGE: 2-7/2-7/2-7/2-7
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
LAIR PROBABILITY: 10%
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
LEVEL/XP: 7 / 2,050 + 10/hp
TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
LOCATION: 5-101, SL13-10J

These powerful demons appear as enormous, six-armed praying mantises, albeit with simian heads that snap back and forth, constantly looking for prey. They are not the smartest of demons, but they are very strong (STR 19). They are primarily combat demons, preferring to use their camouflage ability to blend into their surroundings (90% undetectable) before leaping onto their prey from above, surprising on 4 in 6. If three claws hit in one round, the rending demon does an additional 3-18 damage as it tears its victim into shreds.

Rending demons can use the following spell-like abilities, once per round: *darkness* (10' radius), *levitation*, *dispel magic* (as a 12th-level magic user), *detect illusion*, *detect invisible*, *teleport without error*, and *cone of cold* (once per day). A rending demon has a 33% chance of *gating* in another rending demon (3/day).

In addition to its normal demonic defenses, the rending demon can only be hit by +2 weapons or better.



DEMON, VORANTES (Minor Demon) (vore-AHN-tays)
FREQUENCY: Rare
NO. ENCOUNTERED: 7-12
SIZE: S (2' diameter) or M (5' diameter)
MOVE: 120'
AC: 4 or 2
HD: 4 or 7+3
ATTACKS: 1
DAMAGE: 2-8 or 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Resistant to fire and cold
MAGIC RESISTANCE: 10% or 25%
LAIR PROBABILITY: 15%
INTELLIGENCE: Semi or low
ALIGNMENT: Chaotic evil
LEVEL/XP:
Vorantes: 4 / 135 + 3/hp
Greater Vorantes: 6 / 750 + 10/hp
TREASURE: 1-4 gems (50%) (x2)
LOCATION: UP-11, 8-17, 8-19-21

Vorantes (plural vorantes) are a race of minor demons who occasionally contract with powerful entities for particular services, usually guardian duties. These beings live to consume organic matter, and are entirely insatiable. They take the form of 2' ovals of matte brown leathery skin; they have a single eye and a huge maw (the jaw is unhinged). Although they possess two legs and two arms, they prefer to locomote by rolling swiftly up to their prey, and then leaping to the attack. Vorantes latch on to enemies using their powerful jaws; once attached, they can use a subsidiary set of teeth to begin gnawing away at organic material. Once a vorantes hits for the first time, it will continue to inflict gnawing damage (an automatic 1-4 hp per round) until removed.

Unlike most demons, vorantes do not have standard demonic abilities. They possess demonic telepathy, but they only resist fire and cold by taking 1 less HP damage per die. They are able to see in absolute (even magical) darkness, but are repelled by and cannot enter true sunlight. Vorantes do not intentionally accumulate treasure, but gems naturally accumulation in their gut.

Greater vorantes are similar in shape and basic abilities to their smaller brethren. They are larger (5' diameter; SZ M) and tougher (AC 2; HD 7+3; MR 25%); they do 2-12 HP damage on an initial hit, and an automatic 2-8 for every round they gnaw. They are completely immune to fire and cold. Greater vorantes have more intelligence than their basic brethren, and are able to direct basic vorantes in simple tactical maneuvers.

DEVIL, ENTRAPMENT (Greater Devil)
FREQUENCY: Uncommon
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 90'
AC: -2
HD: 10
ATTACKS: 2
DAMAGE: 3-6/3-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 70%

LAIR PROBABILITY: 30%
INTELLIGENCE: Supra-genius
ALIGNMENT: Lawful evil
LEVEL/XP: 8 / 4,050+ 13/hp
TREASURE: 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%)
LOCATION: 2-31

Entrapment devils are greatly feared as the smooth, seductive face of evil. These creatures are extremely knowledgeable about matters of history, magic, and/or general arcana in general, and are hence relatively frequent objects of summoning for those wizards seeking hidden knowledge. Although all summoning attempts are dangerous, those of entrapment devils are especially fraught, as their intelligence, craftiness, and deceptive natures render them formidable foes.

Not particularly imposing in a physical sense (although possessing an 18 STR), these devils do minimal 3-6 damage with their claws. They are much more likely to pose as charming (18 CHA) benign allies, taking on forms designed to allay the suspicions of their victims. When possible, they use their feared *dominate* ability to take command of victims, whom they attempt to manipulate into doing more of their work; if discovered, they will gate themselves and any dominated victims safely back to Hell, where such victims will be turned over to erinyes for torture. Entrapment devils are known to use their *illusion* and *polymorph* abilities to create plausible physical and social circumstances likely to allow them to dominate victims.

Entrapment devils have numerous special powers. Up to 3/day, the devil can attempt to *dominate* the mind of a victim. Domination takes the form of an advanced *charm* spell. Victims must save versus spells to avoid being trapped; a modifier to the save is determined by the victim's HD.

Hit Dice	Modifier
1-2	-4
3-4	-3
5-6	-2
7-8	-1
9-10	+0
11-12	+1
13-14	+2
15+	+3

Entrapment devils can use *polymorph self* and *hold person* at will, as an innate ability. Entrapment devils can also create convincing *illusions* of physical objects, room conditions, and so forth, as if through the 6th-level illusionist spell, *permanent illusion*. They may *teleport* unerringly. As with all devils, they may also attempt to *gate* another devil to aid them (40% chance of success); if successful the ally will be a barbed devil (40%), a bone devil (20%), an erinyes (20%), or an ice devil (10%).

DISCIPLINED

FREQUENCY: Very rare
NO. ENCOUNTERED: 3-6
SIZE: M
MOVE: 120'
AC: 7
HD: 2-4
ATTACKS: 1
DAMAGE: By weapon
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Immune to mind-affecting spells
MAGIC RESISTANCE: 10%
LAIR PROBABILITY: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/XP:
2 HD: 2 / 40 + 1/hp
3 HD: 3 / 65 + 2/hp
4 HD: 3 / 105 + 3hp
TREASURE: None
LOCATION: 4-2, 6-58, 6-70, SL3-2

These poor creatures are the product of the terrible experiments of Tikun Thane, mage of Newmarket (see World of Archontos appendix) and sometime resident of Arden Vul (SL3-2). Tikun Thane buys strong young men from the slave market in the Forum (4-2), and transports them to his lab in the Tower of the Ape in Newmarket, where he employs bizarre techno-sorcery to create these lobotomized servants.

The disciplined appear as muscular young men dressed in a loincloth, bracers, and boots. Their heads are shaven, and a copper plate is affixed to the back of their skulls. They typically employ scimitars and attack as fighters. While not mindless, the disciplined are unable to resist commands by Tikun Thane and, due to the strength of his control, are unaffected by any mind-affecting spells.

Tikun Thane gives his disciplined short, punchy names like 'Silk', 'Sparrow', 'Rose', and so forth. If encountered in a group, it is likely (50%) that one of the disciplined will be leading 1-2 albino baboons on a leash. There are rumors that disciplined of substantially greater power guard the Tower of the Ape.

DUST MONSTER

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: S, M or L
MOVE: 90'
AC: 0
HD: 4, 6, or 8
ATTACKS: 1
DAMAGE:
Small: 1-6
Medium: 1-10
Large: 3-18
SPECIAL ATTACKS: Suffocation, blinding
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/XP:
4 HD: 4 / 265 + 3/hp
6 HD: 6 / 560 + 6/hp
8 HD: 7 / 1,450 + 10hp

TREASURE: See below
LOCATION: 3-35, 7-142, SL6-47

Dust monsters are greatly feared by explorers of dungeons and arid wastes. It is not clear how they come into being, whether spontaneously in sites of magical power or as a byproduct of constant spell use, but they are clearly magical in nature, of limited intellect, and antithetical to all air-breathers. They generally lie quiescent until disturbed by a living creature. When disturbed, a small vortex will be seen swirling among the dust. Within 1-4 rounds the vortex becomes a dust monster.

During the 1-4 rounds in which the dust monster takes shape, it begins to spin dust and grit into a large cloud. This cloud extends in a 10' radius for small dust monsters, in a 15' radius for medium ones, and in a 25' radius for large ones. Any creature inside this radius without eye protection must save versus wands to retain its sense of direction and full movement. Otherwise movement is halved, and it must make a second save in order to move in the desired direction.

The dust monster remains a swirling, generally formless dust cloud until it attacks. Its attack takes the form of huge fists made of dust and grit that strike a victim for variable damage based upon its size. Additionally, if a dust monster hits its target with a fist, the victim begins to suffocate from the dust/grit unless it saves vs poison. The victim takes 1-4 damage from suffocation in the first round, and subsequent rounds increase the damage according to the following progression: 1-6, 1-8, 1-10, 1-12, 3-18, 4-24, etc. A suffocating victim can try to break the suffocation by making further saves vs poison: normal in the second round, -2 in the third, -4 in the fourth, -6 in the fifth, and -10 in any subsequent rounds.

Dust monsters may only be hit by magical weapons, and blunt enchanted weapons (e.g., maces) only do half damage. Dust monsters take damage from all liquids, whether magical or mundane. *Create water* spells do 3-18 damage to dust monsters. The GM should adjust the effects of other water-based spells accordingly. A typical wine- or water-skin emptied on a dust monster inflicts 1-6 damage.

Dust monsters are indifferent to treasure, but it accumulates over time as the dust monster preys upon more and more victims.

EEL, COLOSSAL MORAY



FREQUENCY: Rare
NO. ENCOUNTERED: 1-2
SIZE: L (40' long)
MOVE: 90' swimming
AC: 5
HD: 9
ATTACKS: 1
DAMAGE: 4-24
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 6 / 900 + 12/hp
TREASURE: None
LOCATION: 6-57

This is a larger, meaner, and more intelligent variety of the 'ordinary' giant moray eel.

ELEMENTAL, FEAR

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L (20' emanation)
MOVE: 90'
AC: 0/-2
HD: 6, 10 or 14
ATTACKS: 1 per target
DAMAGE: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 50%



LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP:
6 HD: 5 / 420 + 6/hp
10 HD: 7 / 2,000 + 13/hp
14 HD: 8 / 4,900 + 19/hp
TREASURE: None
LOCATION: 3-124

These dangerous creatures prey upon the fears - or potential for fear - present in all beings. They appear differently to each and every being that encounters them, namely as a slightly translucent form of each being's most dreaded fear. As such the native form of a fear elemental is unknown, as is their plane of origin.

Detecting latent fears in those they encounter, fear elementals are able to project those fears outward; this fear aura acts as a *cause fear* spell to all in a 20'-diameter area around them. Mostly incorporeal, fear elementals do not inflict direct physical damage; instead their touch can cause victims to become literally petrified with fear. In combat, this works as follows: the fear elemental makes a touch attack against any within its 20' emanation, and, if it hits, the victim must save vs petrification or be rendered immobile for 3-6 rounds. A victim under the effect of *remove fear* gains an automatic +4 to the save.

The round after a victim has been petrified, the fear elemental begins draining the victim's life essence. Each round of life drain removes 1-4 CON. A victim dies when its CON has been reduced to 2 or lower. CON drained by a fear elemental can be regained at the rate of 1-4 per day. A being slain by a fear elemental exhibits no signs of outward damage, but its face is usually contorted in a rictus of terror.

Fear elementals have substantial magic resistance, and are only hit by +1 or better weapons. They are immune to cold and fire, but are susceptible to certain spells that affect the mind, e.g. *confusion* and *feeblemind* (but not *sleep* or *charm*). A being that is somehow able to completely mask its mind (e.g., through *mindblank*) is immune from the attacks of a fear elemental.

14 HD fear elementals have a lower AC, and are only hit by +2 magic weapons. Saves against both the fear aura and terror petrification of 14 HD fear elementals are at -2 (before other modifications are considered).

FEY LORD

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-2
SIZE: M
MOVE: 120'
AC: 7 or by armor
HD: 8+3
ATTACKS: 1
DAMAGE: By weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 33%
LAIR PROBABILITY: 10%
INTELLIGENCE: Genius
ALIGNMENT: Neutral
LEVEL/XP: 8 / 3,100 + 12/hp
TREASURE: 5-30k gp (60%), 100-800 pp (15%), 10-80 gems (60%), 5-40 jewelry (50%), 1 map (55%), 1 misc. magic item + 1 potion (60%), sword, armor, or misc. weapon (10%)
LOCATION: 6-1 (possible)

Fey lords are the aristocratic rulers of the fairy realms. Unlike the simpler sort of fey (pixies, brownies, etc.), over whom they rule, the fey lords organize themselves into complex hierarchies and develop highly refined artistic and political customs. While fey lords most typically are found in faerie, machinating against other fey houses in the constant 'War of Flowers,' some are occasionally drawn to the Prime Material Plane.

While in the Prime Material Plane, fey lords are able to manifest some - but not all - of their considerable magical abilities. Recognizing that humans and demi-humans sometimes can be frightened or angered by fey magic, most fey travelers (or at least those who last for any length of time) have learned to modify and curtail their capricious natures so as to better blend into the mundane world. They are thus less likely than their more wild cousins (e.g., sprites) to barrage all comers with their magical powers, for they have learned to put their goals ahead of their pleasures. Fey lords encountered in the Prime Material Plane will always have a specific goal and rationale for having left faerie; this might be as simple as a journey to hear a famous singer, or as complex as to subvert a human lord's powers over a forested area.

Although thought by sages (particularly elves) to be formed of pure magic, and thus to possess bodies that are more akin to spirits than to mortals, fey lords who travel in the mundane world have chosen to adapt their essence to the realities of mortality. Their bodies are truly flesh, and can experience pain, pleasure, and decay while away from faerie. Still, the fey lord's magical essence causes him/her to age and decay at a much slower rate, a fact which causes most mortals to believe that fey lords are immortal. It is also the case that fey lords have no soul and cannot therefore be raised from the dead or resurrected. What happens to a fey lord who dies in the mortal world is not exactly certain, but most scholars believe they are reincarnated as a new fairy (of a nature determined in part by their House Lord) in Tir-nan-Og; whether this new fairy recalls his/her former life or not is also unclear.

In general fey lords respect the elves and are fascinated by their culture and balance; they are disappointed, however, by the elves' general disdain for faeries and by the elves' unwillingness to allow the fey to live permanently with the elves (elves see the fey as imperfections or corruptions of Valborian's creation; the inconstancy and lack of wisdom of the fey is off-putting to elven sensibilities). Fey lords are frequently enamored of human culture, finding its extremes of action, emotion, and belief to be invigorating and worthy of emulation, at least for short periods. As a result, fey lords are drawn to human population centers, particularly those which boast high degrees of creativity, whether it be artistic, political, intellectual, or so on. Fey lords have little time for halflings, seeing them as boring. They genuinely dislike dwarves, who have been known to forge special cold iron weapons designed to permanently destroy or torture fairies. The goblins they treat as enjoyable children; they are fun to be around for a short time, but are unlikely to present enough of interest to require extended visitation. Of the humanoid races, the fey lords have little to say; orcs, trolls and such are occasionally interesting, but generally pale in comparison to human and elven society.

As almost pure incarnations of faerie magic, fey lords wield formidable powers of shaping themselves and their environments.

At home, in faerie, fey lords can use *polymorph self* and *polymorph other* at will as often as they like. In the Prime Material Plane, though, fey lords lose the ability to polymorph others, and their ability to polymorph themselves is limited to human form plus three distinct creature types, one small, one medium-sized, and one large. The type of creatures to which a fey lord can transform itself are fixed; so, for instance, the Lord of Gardenias might be able to transform himself into a weasel (small), a boar (medium), and a wyvern (large), but only those three creatures. A fey lord gains all abilities of the creature in question. A fey lord may transform himself into each of his three creature types once per day; the duration of the transformation is at the fey lord's will.

Fey lords are constantly aware of the connection points between faerie and the Prime Material Plane. They can locate the nearest such point (faerie circle, barrow, etc.) with 75% accuracy. Due to their hyper-awareness of faerie, fey lords have a 50% chance to successfully summon 2-5 pixies once per day. In addition, fey lords have a 20% chance per day to be able to step directly from the Prime Material Plane into faerie. Doing so comes at a cost, however; fey lords who are able to bypass normal connection points must remain in faerie for a year before venturing forth again.

When in the Prime Material Plane, fey lords typically appear as slender, handsome humans, albeit with a distinguishing features (see below). They wear and use all manner of human equipment and magic items, except for objects made of cold iron. Regardless of what they wear, though, a fey lord will always display on his/her person a token representing the fey house to which he belongs. So, a lord of the house of Asters might always wear a perfectly fresh aster tucked above his/her ear, or in a button-hole, or pinned to his/her cap.

All fey lords possess distinctive features, one of which is physical, one emotional, one martial, and one mysterious. Distinguishing physical features might involve a shock of pure white hair amid normally black hair, an extremely long nose, an abnormally large foot, a large strawberry birthmark on his/her face in the shape of a moon, black finger- and toenails, an unusual timbre to his/her voice (e.g. soprano for a male), etc. This distinguishing feature will always be present, regardless of what form the fey lord takes (e.g., a fey lord with a shock of white hair who takes weasel form will appear as a weasel with a noticeable streak of white fur).

Fey lords also possess a governing emotional feature, typically one of the following: anger, fear, sorrow, hatred, joy, or absence of emotion. This emotion guides the fey lord's general responses to stressful situations.

Distinctive martial features typically involve the possession of a unique and unusual weapon, whether it be a bone shillelagh, a spear made of pure ebony (no metal), a copper dirk engraved in silver, a spear made from a narwhal's horn, etc. Although the weapon may have other magical powers, it always functions at a minimum as a +1 weapon.

Finally, all fey lords have a mysterious feature: this feature can be a class of objects that the fey lord cannot touch, an action he/she cannot perform, an action he/she must perform, and so forth. Examples include a fey lord who is incapable of touching silk, one who is unable to utter his/her own name, and/or one who must always wear an eagle feather in his/her cap. Fey lords who are tricked into transgressing this mysterious feature instantly become grotesquely ugly through the hyper-exaggeration of existing features, suffer -2 to AC, lose 10 HP for a month, and become sullen and vengeful (-20% reactions).

Fey lords have several other powers, and a few weaknesses. They can instantly detect other fey creatures, even when those creatures are invisible. They are naturally resistant to illusion, saving at +4 to any illusion spell or effect. They can *change self* per the spell at will, as often as they like. They are highly vulnerable to pure (cold) iron; the touch of cold iron inflicts 1-4 damage, and weapons made of cold iron inflict an extra 1-4 damage. Due to their magical metabolisms, fey lords who travel in the Prime Material Plane must consume twice the normal amount of food and drink every day; failure to do so inflicts 1-6 damage per day of sub-normal eating and drinking.

Fey lords have secret names that are known only to them and the lord of their house; these names are typically long, complicated and bizarre. Knowing a fey lord's true name grants instant powers over that lord; one who speaks a true name may either banish the fey lord back to faerie for 99 years or demand a boon, which the fey lord is bound to fulfill to the best of his/her ability. For this reason, fey lords traveling in the Prime Material Plane adopt pseudonyms, often connected to their house name.

Finally, each fey lord can produce five glamours selected from the lists below. Once selected, those glamours are fixed; that is, those are the only ones the fey lord will ever be able to perform. Although they are modeled on spell effects, the glamours are at-will, spell-like powers; each may be produced twice per day, and each lasts until the fey lord wishes it to cease.

Fey lords possesses two glamours from the following list: *blur*, *charm person*, *dancing lights*, *darkness*, *fog cloud*, *hypnotic pattern*, *hypnotism*, *improved phantasmal force*, *magic mouth*, *ventriloquism*; one glamour from the following list: *dispel illusion*, *invisibility*, *hallucinatory terrain*, *non-detection*, *spectral force*, *suggestion*; one glamour from the following list: *charm monster*, *blink*, *confusion*, *emotion*, *improved invisibility*, *spectral force*, *emotion*; and one glamour from this final list: *mass suggestion*, *permanent illusion*, *true seeing*, *veil*.

FISH, CORAL GENERATING

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-2
SIZE: S (2'-3' long)
MOVE: 150' swimming
AC: 4
HD: 2
ATTACKS: 1
DAMAGE: None
SPECIAL ATTACKS: Chitin spray
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 2 / 40 + 1/hp
TREASURE: None
LOCATION: SL7-1, SL7-2, SL7-14, SL7-15, SL7-17-19, SL7-22

A product of Reiv-Tor's (SL7-23) bizarre experimentation, these unusual fish have been modified, allowing them to create coral-like formations of sharp, spiky chitin. They appear as ugly fish about 2'-3' long, with large jaws and short fins. The fish project a stream of

liquified chitinous material from a pair of glands inside the mouth; the chitin hardens when it comes into contact with stone or other hard surfaces. Although they do not normally attack living creatures (especially those bigger than themselves), the fish have been known to spray their chitin at approaching threats. The chitin hardens upon contact with rigid armors (metal, studded leather); more seriously, it degrades metal and leather almost instantly. For each hit of liquified chitin, a set of armor's AC is reduced by 1. Magical armors save at +2.

The coral generators can, over time, completely coat an area with this chitin. Such areas will have numerous nooks, crannies, and bolt holes among the chitin; the fish then live in the security these areas provide.

FISH, GIANT GROUPER

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: L (6'-10' long)
MOVE: 60' swimming
AC: 7
HD: 5
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 4 / 190 + 4/hp
TREASURE: None
LOCATION: SL6-46, SL7-4, SL7-15, SL7-22

These monstrous fish grow to a size of 6'-10'. They are ambush predators that wait in the murk, often near coral reefs, and swiftly move to swallow and crunch any prey that comes their way. They are not particularly mobile, but do move swiftly when they attack. Instead of teeth, they have strong bony plates with which they crush and grind prey that they suck into their large mouths.

With bipedal beings of medium size or smaller, giant groupers typically attempt to swallow an extremity (arm, leg or head). On a successful to hit roll, roll a second d20 to determine hit location: 1-4: right arm; 5-8: left arm; 9-12: right leg; 13-16: left leg; 17-18: head; 19-20: whole body. After an initially successful hit in combat, the giant grouper gets +4 to hit any being it has already (partially) swallowed as well as a +4 on the second d20 roll to check for hit location. Because they typically lie motionless in the murk awaiting prey, they surprise opponents with a 3 in 6 chance.

FISH, LANTERN

FREQUENCY: Rare
NO. ENCOUNTERED: 1-2
SIZE: S (2' long)
MOVE: 120' swimming
AC: 8 (or 4)
HD: 2
ATTACKS: 1
DAMAGE: 2-5
SPECIAL ATTACKS: Blind
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 2 / 40 + 1/hp
TREASURE: None
LOCATION: SL7-1-2, SL7-4, SL7-11, SL7-14-15, SL7-18, SL7-22

These strange fish are typically 2' long, with very large heads, mouth, and eyes, and relatively small body, tail, and fins. They are ambush predators that lurk in murky water, especially near coral reefs, and wait for prey to come close. Then they attack, using their bioluminescence to attempt to blind the prey (save versus petrification or be blinded for 1-3 rounds). This 'flashlight' effect is caused by photophores located just below their eyes. The fish can cover or uncover these cells using a special membrane, which allows them to pulse their light into the eyes of prey.

The lantern fish are carnivores, but only attack small creatures, unless they are starving (20%), in which case they attack anything that moves. If operating out of a coral reef, these fish gain a bonus to their AC, resulting in an AC 4.

FISH, SPY

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: S (10" long)
MOVE: 150' swimming
AC: 7 (or 3)
HD: 1-4 HP
ATTACKS: 1
DAMAGE: 1
SPECIAL ATTACKS: Blinding
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 1 / 8 + 1/hp
TREASURE: None
LOCATION: SL7-1-2, SL7-11, SL7-15, SL7-18-19

These are smaller, enchanted versions of the lantern fish. About 10" long, spy fish have been enchanted by Reiv-Tor (SL7-23) to allow him to see through their eyes and to control their photophore cells; if they surprise prey, which they do with a 3 in 6 chance, the beam of light created by their photophores may blind the prey for 1-3 rounds unless a saving throw versus petrification is made. While the viewing mechanism has served him well, Reiv-Tor is not able to control the movement of these fish; so he is limited by their natural instinctual movements.

Although carnivorous like their larger cousins, these fish are usually too small to concern themselves with man-sized prey; only if there is blood in the water (i.e., bleeding wounds) will they attack large prey, and even then they focus first on small creatures (goblins, halflings, etc.). If swimming among a coral reef, these fish gain a bonus to their AC, resulting in an AC 3.

FISHMEN



FREQUENCY: Rare
NO. ENCOUNTERED: 8-24
SIZE: M
MOVE: 60', 150' swimming
AC: 5
HD: 3+1
ATTACKS: 2 or by weapon
DAMAGE: 1-3/1-3, or 2-7
SPECIAL ATTACKS: Paralyzing mucus
SPECIAL DEFENSES: Immune to cold, poison
MAGIC RESISTANCE: 10%
LAIR PROBABILITY: 33%
INTELLIGENCE: Low to average
ALIGNMENT: Chaotic evil
LEVEL/XP: 4 / 175 + 3/hp
TREASURE: 1-4 gems or jewelry (50%) individuals; 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%) in lair
LOCATION: SL5-46, SL6-10, SL6-12, SL6-15, SL6-39, Sub-Level 7

These pitiful creatures were once humans or humanoids. Lured into the flooded vaults (Sub-Level 7) and captured by Reiv-Tor (SL7-23), those unfortunates were transformed via a slow, painful process of bio-sorcery into fishmen. Fishmen appear as man-sized beings covered in green scales that drip with an emerald green mucus. Their feet and hands are webbed and oversized, and their heads have been transformed to give them gills and a horny, vaguely demonic and fishy appearance. Fishmen can breathe both air and water. They walk slowly on land, but swim swiftly using a dolphin-style kick.

They can attack with their claws, but are also known to use weapons carved from bone, particularly spears, clubs, and javelins. When using these bone weapons, they do 2-7 HP damage per hit due to their fishy strength. The slimy green mucus that covers their skin is toxic to those not associated with the water; contact with the mucus causes those who fail a saving throw versus poison to be paralyzed for 1-3 rounds.

The fishmen exist to serve their master. Thus they constantly search for warm-blooded beings to eat or to bring to SL7 in order to transform into new fishmen. A splinter group of fishmen has bro-ken away from the main body (see SL6-15) in order to worship the colossal eel (see SL6-24) as a god. A rare few fishmen are able to become shamans, and can rise to 7th-level in that function. In addition, for every 30 fishmen, there will be 2-5 fishmen chiefs; these chiefs are as normal fishmen save for the following stats: AC 3, HD 5; #AT 2; Dmg 2-7/2-7 or 3-12 (weapon).

FROST GHOULS

FREQUENCY: Very rare
NO. ENCOUNTERED: 3-12
SIZE: M
MOVE: 120'
AC: 8 or per armor
HD: 3
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: Cold aura
SPECIAL DEFENSES: Immune to cold
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral evil
LEVEL/XP: 3 / 65 +2/hp
TREASURE: None
LOCATION: 6-137 to 6-140

These pathetic creatures are the remains of mortals slain by the ice magicks of a frost mother (q.v.). Within 1-6 rounds of dying from the frost mother's ice slivers, the victim rises as an unholy frost ghoul. These entities retain their prior forms, complete with equipment; over time, their complexions turn bluish-white and they come to be covered in a light coating of frost. Their visages are fixed in terrible approximations of smiles.

Frost ghouls have little independent volition, and mostly serve the will of their creator by running down and slaying any warm-blooded creatures that venture too close to the frost mother's location. They attack by bludgeoning foes with their icy fists. As a result of their planar-powered existence, frost ghouls cannot be turned. Finally, they radiate cold that inflicts 1 HP damage/round to any within 5'.

FROST MOTHER



FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 60'
AC: 2
HD: 8, 12 or 16
ATTACKS: 3
DAMAGE: 1-4/1-4/1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 10%
LAIR PROBABILITY: 10%
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/XP:
8 HD: 6 / 1,050 + 10/hp
12 HD: 8 / 3,450 +16/hp
16 HD: 8 / 4,900 +20/hp
TREASURE: None
LOCATION: 6-140

These horrific entities of the para-elemental plane of ice are servitors of the prince of evil elemental cold. In their natural state they appear as bipeds formed of mushy snow, with coal black eyes and faintly suggested facial features. By some unknown means, frost mothers may automatically alter their appearance to mimic that of the mother of any victim of roughly comparable size and mass that looks upon them. It is this ability to appear to all viewers as terrible pale-white versions of their mothers that has caused these elementals to be known as 'frost mothers,' and often the last sight a group sees is the visage of a familiar face opening its mouth to breath out blasts of frost and snow.

Frost mothers radiate intense cold in a 10' radius around their persons; any entering that radius takes 1-3 cold damage per round. Twice per day they can project a *cone of cold* (8d4+8 damage) from their mouths. Similarly, twice per day they can belch forth the sleet form of an *ice storm*.

They can also cough up three slivers of sharpened ice (1-4 each) per round at targets up to 40' away. Perhaps the most terrible feature of a frost mother is the fact that any opponent slain by one of the frost mother's ice slivers will rise in 1-6 rounds as a frost ghoul (q.v.) under the frost mother's control.

Frost mothers can only be hit by magic weapons (+2 or better), have mild magic resistance, and are immune to cold-based attacks. They are, of course, highly susceptible to fire, and take an extra +2 per damage die from fire or heat effects. They regenerate wounds slowly (1 hp per turn) in cold environments.

Frost mothers can be summoned like other para-elementals. They are rarely encountered on the Prime Material Plane, and then only as a product of summoning. On their native plane they move twice as quickly (120' instead of 60'). Because of their slow speed, they typically order their frost ghouls to pursue potential Prime Material Plane victims.

FUNGAL FORESTERS

FREQUENCY: Rare
NO. ENCOUNTERED: 3-33 in multiples of 3
SIZE: S, M or L
MOVE: 30' on rock, 90' in fungal forests
AC: 6, or 4
HD: 2, 4, 6 or 8
ATTACKS: 1
DAMAGE: 2-12 or 4-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to charm, sleep, other mind spells
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 40%
INTELLIGENCE: Low to high
ALIGNMENT: Neutral
LEVEL/XP: Varies (see below)
TREASURE: None
LOCATION: 2-69, 3-172B, 3-176, 3-202, 3-228, 4-97

Appearing much like the colossal subterranean mushrooms that they cultivate, the fungal foresters are a mysterious race inhabiting the dank, moist, warm cave systems beneath the surface of the earth. Generally they appear as pale, thin bipeds whose heads resemble conical mushroom caps. Their legs are thin and rubbery, and appear to lack normal joints, although the foresters have no problem bending their porous flesh to clamber over rocks and other obstacles. Their two arms usually hang at their side, but can be employed to deliver strong, clubbing blows.

The race is divided into several discrete sub-types, organized by function; these sub-types are recognizable to an experienced spelunker by the color of the forester's cap-like head. A 'spore group' of 33 fungal foresters is always made up of a combination of different sub-types. All types of foresters have mouths, and can communicate via a shrill set of pips and squeaks; they can and do employ metal tools on occasion, but these are 'found' tools, as the foresters are ignorant of metallurgy.

Spotted (white caps with brown spots): These are the less intelligent, brute laborers of the species. Unlike their fellow fungal foresters, they are susceptible to mind affecting spells. Variations in statistics: SZ S (4' tall), AC 6, HD 4, INT: Low. LEVEL/XP: 3 / 75 + 3/hp

Red (bright red, slightly more bulbous caps): These foresters are the collectors of 'evil', that is, the 1-3 individuals per colony that are literal repositories of all evil thoughts and deeds produced or encountered by colony. Red foresters can sacrifice themselves with an explosion affecting all in a 15'-diameter circle (3-18 damage), thus ridding the colony of its evils. Statistics: SZ S (3' tall), AC 6, HD 2, INT: Average. LEVEL/XP: 3 / 80 +1/hp

Blue (pale blue caps): These are the active warriors of a colony, foresters that can emit a 30'-diameter toxic spore cloud that stuns opponents (save vs poison or be stunned 2-6 rounds). Statistics: SZ M (5' tall), AC 6, HD 6, INT: Average. LEVEL/XP: 4 / 230 +6/hp

Yellow (pale yellow caps): These foresters are the main defenders of a colony. They can emit a dense 20'-diameter spore cloud that reduces chance of missiles hitting by 2, and absorbs up to 6 levels of spells before dissipating. Statistics: SZ M (5' tall), AC 6, HD 6, INT: Very. LEVEL/XP: 4 / 230 +6/hp

Black (dark black caps): The legendary spore fathers, only one or two such ancient foresters exist per colony. In addition to being larger and tougher, the spore fathers can emit both the blue and the yellow spore clouds. Statistics: SZ L (7' tall), AC 4; HD 8; Dmg 4-16, INT: High. LEVEL/XP: 6 / 650 + 10/hp

FUNGAL MUMMY

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M or L
MOVE: 60'
AC: 1
HD: 8 or 12
ATTACKS: 2
DAMAGE: 1-10/1-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 80%
INTELLIGENCE: Average
ALIGNMENT: Lawful evil
LEVEL/XP:
8 HD: 7 / 1,150 + 12/hp
12 HD: 8 / 3,450 + 16/hp
TREASURE: 1-8k cp (10%), 1-6k sp (30%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), any 2 magic items + 1 potion (15%)
LOCATION: 3-174

Fungal Mummies are unusual undead created by priests or magic users with an unhealthy interest in flora, particularly fungi. Although wrapped in the usual mummy wraps, fungal mummies possess a spongy fungoid 'flesh' that is a sickly green hue. They attack with their hands via slow, but heavy blows. Their slowness ensures that they act last each round.

An aura of fear surrounds the fungal mummy in a 10' radius; all those within it must save versus spells or flee in terror at maximum movement for 1-6 rounds. Their mycelium-infused flesh renders them immune to all but magical weapons. The flesh also reduces damage by -2 for each hit suffered by any weapon. Fungal mummies turn as spectres.

Their heads are covered with crowns of tiny mushrooms that explode outward when the fungal mummy is hit, infecting those in a 10' radius who fail a save versus poison. The infection leads to madness in 2-4 days, with the afflicted person believing he/she is some sort of mushroom. Fungal mummies are susceptible to fire, and magical fire does an extra +2 damage/die. Burning oil does an extra 1-6 damage the first round, and an extra 1-4 for each subsequent round. The nutty smell of the cooking fungus is actually quite pleasant.

FUNGAL RENDER

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L (15' tall)
MOVE: 30'
AC: 9
HD: 12
ATTACKS: 6
DAMAGE: See below
SPECIAL ATTACKS: Crush
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 95%
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 7 / 2,900 + 16/hp
TREASURE: 3-24 cp, 3-18 sp, 2-12 ep, 2-8 gp, 1-6 pp, 1-4 gems (50%) in lair
LOCATION: 9-83

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



A fungal render attacks with its ten tendrils, using only six during each round. If only one tendril hits, no damage is done, but if two or more hit the target creature takes 1-4 hit points of damage per tendril each round as the fungal render pulls its victim apart. A fungal render's tendrils are very elastic and can stretch up to three times the render's height. The chance of dislodging a tendril is equal to the chance of opening doors. A tendril is severed after receiving 10 HP of damage against AC 3. Damage to a tendril does no harm to the fungal render; only attacks against its cap, trunk, or roots can slay a render.

When reduced to 10 HP or fewer, a fungal render will throw itself upon its attackers in a devastating crush attack dealing 4-24 points of damage to any creatures underneath it. Up to 3 man-sized creatures can be attacked in this manner. It takes a fungal render 2 rounds to right itself after a crush attack. During this period it can only attack with 4 of its tendrils, as the others are occupied by setting itself upright.

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

GHOST, ARCHONTEAN ANIMATING

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 120'
AC: 8 or 2
HD: 8
ATTACKS: None
DAMAGE: None
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: 100%
INTELLIGENCE: High
ALIGNMENT: Neutral evil
LEVEL/XP: 6 / 850 + 10/hp
TREASURE: 1-20k sp (10%), 1-12k ep (15%), 1-10k gp (40%), 100-800 pp (35%), 3-30 gems (20%), 1-10 jewelry (10%), any 3 magic items except swords or misc. weapons, + 1 potion + 1 scroll (30%)
LOCATION: 9-134

Archontean animating ghosts are similar to normal ghosts in that they are primarily ethereal, being visible only as a vague form on the Prime Material Plane. While ethereal they are impervious to attacks from those on the Prime Material Plane; however, those on the Ethereal Plane can hit them normally (in which case their AC is 8). An animating ghost has no attack form, but is capable of animating stone statues or figurines within its tomb or graveyard. It enters such a stone figure directly from the Ethereal Plane, and take one round to animate it. While animated, the GM should

decide which type of Archontean animated construct the statue or figurine most resembles and use the statistics provided there. While animated, the construct gains the 25% magic resistance of its animator. Experience should be awarded for each animated construct destroyed.

To exit the figure, a ghost must become semi-material for a round. In this semi-material state it is AC 2, but is still protected by magic resistance and its immunity to non-magical weapons. After this one round in a semi-material state it re-enters the Ethereal Plane for 1-2 rounds before turning to animate another stone figure. Thus, aside from ethereal attacks, a ghost is only vulnerable in the single round after exiting a stone figure. Animating ghosts dissipate if all statues or figurines within their tomb or graveyard are destroyed.

GHOUL LORD



FREQUENCY: Very rare
NO. ENCOUNTERED: 1-2
SIZE: M
MOVE: 120'
AC: 4
HD: 6+6
ATTACKS: 3
DAMAGE: 1-6/1-6/1-10
SPECIAL ATTACKS: Paralyzation
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
LAIR PROBABILITY: 65%
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
LEVEL/XP: 6/ 545 + 8/hp
TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
LOCATION: SL13-10J

These foul creatures are stronger, faster, and more intelligent ghouls, and thus are found leading packs of ordinary ghouls and ghasts. Their greater intelligence allows them to direct their lesser brethren, and they delight in plotting traps for those unwary souls that venture into their hidden crypts. They attack with claws and bite, and their touch causes paralyzation in all humans and humanoids (save elves). They possess strong magic resistance as well as being completely immune to *sleep* and *charm*. They are turned as spectres.

GIMON (GEE-mon)



FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 60'/150' flying (Class D)
AC: 7
HD: 6 (40 HP)
ATTACKS: 3
DAMAGE: 1-4/1-4/1-6
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Cannot be surprised, immune to cold
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: 50%
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/XP: 6 / 540
TREASURE: 1-4 gems (50%) (x3)
LOCATION: 6-167

Gimon is a human adventurer cursed (or blessed?) by his possession of an **idol of Camazotz** (see new magic items). Due to the curse, he has been transformed into a part-bat, part-human creature. He appears as a naked, skinny man with black hair and elongated, skinny limbs. Silvery-grey batwings connect his arms to his back and sides. His feet and hands are now claws, and he possesses impressive fangs. His eyes glow in a primal red color. His clawed feet and hands allow him to scramble along the walls of the Great Chasm with surprising quickness, and he can also echolocate by uttering a shrill bat-like cry. His hearing is so enhanced he cannot be surprised.

Gimon carries two daggers attached by straps to his wrists; in combat he uses these for 1-4 damage each. He can also bite (1-6). Camazotz's 'gift' has also rendered him partially immune to magic.

Gimon is not exactly sane, but nor is he an animal or evil: he flies about, seeking food in the form of animals or monsters. Occasionally his residual altruism kicks in and he will act to aid a good party that is in distress.

GOLD SCARAB BEETLES, SMALL

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-24
SIZE: S (2")
MOVE: 60'/120' flying (Class C)
AC: 0 or 6
HD: 2
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Burrow
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 3 / 140 + 1/hp
TREASURE: See below
LOCATION: 5-43

Created by the ancient sorcerers of the cult of Thoth, these constructs are shaped out of gold and ivory to resemble scarab beetles. Designed as part of a complex lock for an important vault, they were commanded to attack any who did not follow the correct procedure in opening the vault door.

They attack as a 4 HD creature, seeking exposed flesh and inflicting a sharp bite (1-4 HP) before burrowing into flesh (and doing an automatic 2-4 HP damage per subsequent round). Their small size provides them with a low AC when they are scuttling or flying, although that AC rises to 6 for the first two rounds that they are attached to human flesh. Burrowing gold scarabs can be extracted by digging them out (painfully inflicting another 1-4 HP damage in the process).

Gold scarab beetles take full damage from blunt weapons, but only ½ damage from slashing or piercing attacks. They are immune

to all magic effects, but casting *dispel magic* on them instantly renders them inoperable; doing the same to a flying swarm of them disables 3-6 of the constructs per casting. If not too badly damaged, inoperable scarabs are worth 50 gp each.

GOLD SCARAB BEETLES, LARGE

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: S (5")
MOVE: 60'/90' flying (Class C)
AC: 2 or 6
HD: 5
ATTACKS: 1
DAMAGE: 1-8
SPECIAL ATTACKS: Burrow
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 5/ 315 + 4/hp
TREASURE: See below
LOCATION: 5-43

This larger version of the small gold scarab beetles is 5" in diameter. It functions in the same way, although it has more HD, is slightly easier to hit, and attacks as a 10 HD creature.

GREEN FRENEMY

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 0'
AC: 8
HD: 4 per 10'-square section
ATTACKS: 8 per 10'-square section
DAMAGE: 1-3 (x8)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 3/ 146 + 3/hp
TREASURE: None
LOCATION: SL5-29

A mutated form of the algae known as the green friend (see new flora), this dangerous plant is able to sense movement and lash out with sticky, toxic fronds. The bubble-like pods on the fronds are filled with a toxic sap (unlike the normal green friend), which splash upon victims when the fronds strike.

Specimens of the green frenemy are typically measured in how many 10'x10'x10' sections of space they cover; each section is worth 4 HD and can attack eight times per round. The toxic sap from each frond inflicts 1-3 HP damage. Because it looks so much like the green friend, those familiar with the green friend are likely (4 in 6) to be surprised by the green frenemy.

GREQILLAP THE UNDYING (GREHK-ill-ap)

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (25')
MOVE: 90'/120' flying (Class A)
AC: 0
HD: 16 (128 HP)
ATTACKS: 4
DAMAGE: 2-12/2-12/2-12/2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 45%
LAIR PROBABILITY: 5%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful evil
LEVEL/XP: 10 / 30,000 (material form only)
TREASURE: 10-40k gp (50%), 100-2,000 pp (50%), 5-20 gems (30%), 1-10 jewelry (25%), any 4 magic items + 1 scroll (15%)
LOCATION: SL9-24

Greqillap, one of the eleven senior servitors of the alien entity Mzingaloq (mm-ZING-a-lock), waits in Dripping Lyaeltok for the return of its lord. Greqillap appears as a 25'-tall, columnar being of rippling, putrid-green, rubbery matter. It possesses but a single, massive, slug-like foot. Four appendages with wings made of filmy membranes radiate from the central body. The top of the columnar body (i.e., the head) is a constantly shifting form of sickly green matter; the head shifts through any number of forms resembling any and all of the entities that Greqillap has consumed in its millennia-long existence: these include recognizable demonic, human, animal, and elemental forms, as well as a frightening variety of completely alien 'things'. Due to the shifting 'head', Greqillap's voice also shifts in tone, timbre, and volume. Despite its awkward size and shape, Greqillap is remarkably mobile, and is able to fly, levitate, and stomp across whatever lies in its path.

The sight of its terrible form *causes fear* in a 30' radius. It attacks by shooting 5'-thick ropes of its cytoplasmic body at any foe within 30'; these ropes inflict 2-12 HP damage each, and also bind the victim in the gluey matter of Greqillap. Unless a save versus paralysis is successfully made, on the subsequent round the rope pulls the unfortunate victim back into the main columnar mass, where Greqillap's alien body inflicts 3-18 damage per round until the victim is utterly consumed. For every comrade who spends a round attempting to pull an ensnared victim free, the victim receives a +1 bonus to the saving throw.

Greqillap can only be hit by +2 weapons or better, and is immune to *charm*, *hold*, fire, cold, and all mind-affecting spells; it takes half damage from electric attacks. Greqillap has infravision and ultravision, and can use the following abilities at will, as often it likes: *detect magic*, *detect invisible*, *teleport without error*, *telekinesis* (10,000 gp weight).

Note: Summoning Greqillap is almost certainly foolhardy, for it is extremely powerful and antithetical to the races of the Prime Material Plane. It is most difficult to communicate with Greqillap, for it comprehends only its own tongue (the tongue of Mzingaloq), and a proto-archaic form of the LE alignment tongue. Those who know LE are able to recognize 50% of Greqillap's words (and vice versa). Even if communication is possible, a supplicant must have prepared eleven live sacrifices (of sentient beings) in order for Greqillap to not instantly attack the summoner. After consuming

the eleven sacrifices, Greqillap will answer several questions. Offering the sacrifices to Greqillap, of course, constitutes an evil act. Information about Mzingaloq and Greqillap is extraordinarily rare; only a handful of the most ancient texts describe these alien 'gods', and those texts are carefully guarded treasures of the Order of Thoth in its headquarters in Archontos. One such ancient text is *On the Terrible Old Gods*, by Sarquin of Archontos (see Arden Vul books); only nine copies exist, but several are located in Arden Vul.

GUARDIAN OF THOTH



FREQUENCY: Rare
NO. ENCOUNTERED: 1-3
SIZE: M
MOVE: 120'
AC: 5
HD: 3
ATTACKS: 3
DAMAGE: 1-4/1-4/1-6
SPECIAL ATTACKS: Shriek
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Average
ALIGNMENT: Lawful neutral
LEVEL/XP: 3 / 80 + 3/hp
TREASURE: None
LOCATION: 3-23A, 3-40A, 3-40B, 3-40C, 3-72

Guardians of Thoth are ibis-headed bipedal creatures from an outer plane who are dedicated to serving Thoth. Priests of Thoth can summon them to the Prime Material Plane, usually to serve as guardians of locations or secrets. Although not undead, they are patient like undead and require no sustenance for long periods of time. Guardians can come in various shapes and sizes, but most commonly appear as spindly humanoid forms with a white ibis head. The arms end in claw-like hands, which rend for 1-4 damage each. The beak is sharp and can deal 1-6 damage.

The most feared feature of the guardian, however, is its shriek. Three times per day a guardian can utter a mind-twisting shriek that twists the senses of mortal listeners within a 50' radius with its alien notes and rhythm. Those with unblocked ears must make a save versus petrification or be disoriented for 1-4 rounds. Disoriented characters cannot attack or cast spells, but may stumble away in terror. In addition, three times per day a Guardian can impose *darkness* as per the spell. This is a spell-like ability. Favored tactics of the guardian include imposing darkness, then shrieking, and then moving in to attack.

GUARDIAN OF THOTH, GREATER

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-3
SIZE: L
MOVE: 120'
AC: 0
HD: 8
ATTACKS: 4 or 1
DAMAGE: 1-8/1-8/1-8/1-8 or 1-12
SPECIAL ATTACKS: Fear, stun
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 20%
LAIR PROBABILITY: None
INTELLIGENCE: Average
ALIGNMENT: Lawful neutral
LEVEL/XP: 7 / 1,250 + 10/hp
TREASURE: None (see below)
LOCATION: UP-introduction, TS-13, 8-147B

Greater Guardians of Thoth are stronger and more powerful exemplars of the common guardian of Thoth (q.v.). An extraplanar race, these entities are bound in service to the great god for eternity; unlike their lesser brethren, Greater guardians were bound to guard only the most holy or secret of Thothian sites. Greater guardians can appear in a variety of guises, although those who have been encountered generally appeared as spindly humanoids with four arms and a baboon head. Greater guardians customarily employ a weapon in each hand (usually curved swords, as tulwars); there is a 25% that one of the four tulwars is magical (+1 or +2, with an additional 33% chance of further abilities).

Greater guardians vocalize constantly in a low monotone (in their own alien language); this alien muttering serves to instill *fear* in all but the most hardy (save vs spells at -2: worshippers of Thoth are not affected). Twice per day greater guardians can interrupt their vocalizations to bark out a command at an extreme volume. This bark acts as a *power word stun*, albeit with slight differences in the duration of the stun effect: creatures with 1-30 HP remaining are stunned for 3-12 rounds; 31-60 HP for 2-8 rounds; 61-90 HP for 1-4 rounds; and those with more than 90 HP are unaffected.

Greater guardians may *teleport without error* twice a day and are immune to non-magical weapons.

HARVEST LORD

FREQUENCY: Rare
NO. ENCOUNTERED: 1-2
SIZE: M
MOVE: 120'
AC: 4
HD: 6+6
ATTACKS: 2
DAMAGE: 2-12/2-12
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/XP: 5 / 345 +8/hp
TREASURE: None
LOCATION: SL13-10F

Harvest Lords are incarnations of the harvest, summoned by the priests of forest and agricultural deities to punish those interfering with the autumn rituals of harvest. They appear as bipeds dressed in black, with glowing globes of orange fire around their hands. Their faces are typically formed from a variety of autumn produce – corn, potatoes, cranberries, etc. They usually appear with coal-black steeds, on which they ride around punishing those who break with ancient custom. They attack by hurling globes of orange

fire from each hand for 2-12 HP damage per globe. There is a 10% chance that a fire attack will ignite flammables on a target.

Priests of Fenth (see World of Archontos appendix) are particularly known to favor the summoning of harvest lords.

HEQETI (heh-KETT-ee)
FREQUENCY: Very rare
NO. ENCOUNTERED: 3-18 (40-400 in lair)
SIZE: M
MOVE:
Hoppers: 60'/150' swimming
Chosen: 60'/150' swimming
Builders: 90'/120' swimming
Weavers: 120'/90' swimming
AC: 5, or less with armor (see below)
HD: 2 or more
ATTACKS: 1 or 2
DAMAGE: By weapon, at +1 damage due to strength (all); bite for 1-6 damage (hoppers, chosen)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 25%
INTELLIGENCE: Low to genius
ALIGNMENT: Chaotic evil
LEVEL/XP: Variable
TREASURE: 2-12 ep, 2-8 gp, 1-6 pp individuals; 1-3k cp (20%), 1-4k sp (25%), 1-4k ep (25%), 1-4k gp (30%), 100-600 pp (30%), 10-60 gems (55%), 5-30 jewelry (50%), any 3 magic items (50%) in lair
LOCATION: 4-74, 6-51, 6-59, 6-104, 6-106, 7-33, 7-78-82, 8-25, 9-76, 9-78, 9-81, Level 10, SL4-34, SL5-7

Heqeti are an ancient race of subterranean amphibianoids. They once inhabited coastal seas but were driven underground with the rise of human and demi-human populations. Knowledge of them is mostly lost to the surface folk.

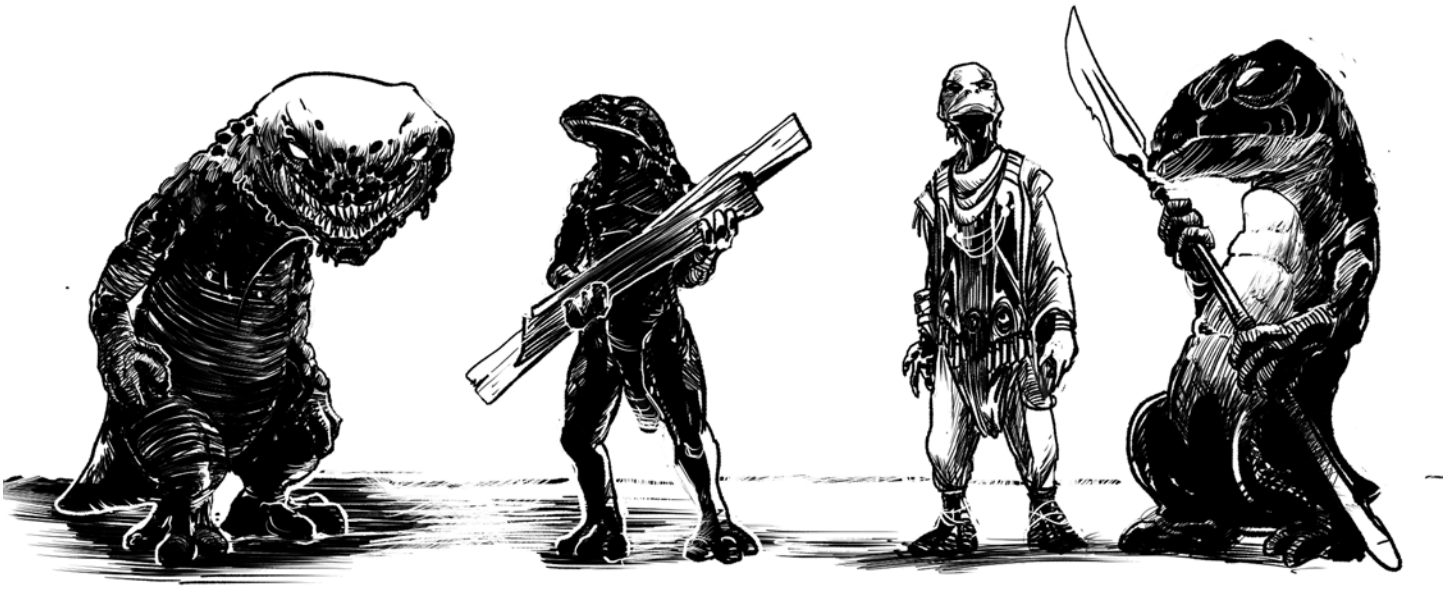
Although significant variations exist in how the different types of heqeti appear, all resemble, to one extent or another, bipedal salamanders. Their torso is longer than that of humans, and roughly tubular; they have short, but very powerful legs, and longer arms. They have vestigial tails, and a head/neck that pivots 90-degrees from the torso. Their heads resemble slightly flattened bullets, with a rounded snout, slit eyes and slit ears set well back from the edge of the snout, and an oversized, sharp-toothed maw. Typically their skin is coal black, flecked with orange or yellows spots, although some heqeti (particularly the Chosen) have white bellies. Their pebbled hide glistens with a mucous sheen that is toxic to surface dwellers (save or be paralyzed for 1-2 rounds). Their speech takes the form of shrill piping, a fact that is usually unsettling to those expecting a deeper set of croaks.

Heqeti communities still exist beneath the surface of the earth, typically centered on one of their pebbled, oily, granite-and-soapstone ziggurats. These blasphemous mounds are the center of their cultic rituals, in which they beseech their deities, Rimmaq-Isfet the Devourer, and the demon-prince Kauket (q.v.), to grant them racial vengeance against their ancient oppressors. Blood sacrifice is common on such ziggurats, and is perhaps a reason why the heqeti did not fare well in the era of human domination.

Ordinary heqeti hoppers act as level 2 fighters and have 2-6 HD. The more advanced heqeti, however, possess class levels as fighters, thieves, clerics, magic users, monks, fighter/magic users, fighter/clerics, or cleric/magic users. Their number of HD varies by their class(es). The Great Tongue, a high-level weaver, administers each heqeti ziggurat with the assistance of other classed heqeti.

Heqeti can reproduce in one of two ways: either in an amphibian mode in their hidden birthing pools, or as mammals with most other kinds of humanoids. The former tends to produce hoppers, while the latter is responsible for the majority of builders and weavers. The heqeti come in several variants:

Hoppers: These heqeti are the most salamander-like in appearance, with powerful, bowed legs, only a quasi-erect stance, and huge, toothed maws. They tend to be less intelligent and employed for their brute strength. Due to their squat legs, they can 'hop' up to 20' every other round; this acts as a charge, with an additional +1 to hit. If using a spear when hopping, the spear will do double



damage. If weaponless, the hopper will attempt to bowl over the victim, who must save vs. paralysis or be knocked over for 1-2 rounds. Hoppers tend to have 2-6 HD, and are classed as fighters although a few are classed as monks.

Chosen of Kauket (or 'the Chosen'): These heqeti look like ordinary hoppers, but are significantly more dangerous. They are more intelligent, and use more advanced tactics to separate and knock down their foes. They also possess amphibian tongues that they can use to strike an opponent up to 15' away; if it hits, the tongue inflicts 1-6 acid damage on the victim. The chosen tend to have 6-12 HD, and are classed as fighters or thieves.

Builders: These heqeti appear more humanoid than the chosen or the hoppers. Their legs are still clearly amphibian-oid, but lack the strength to hop. Their legs do allow them to walk more erectly, and hence more swiftly on dry land. Their heads are still amphibian-oid, having slit ears and noses, but are more proportionate to the rest of their bodies. Due to their higher intelligence, builders are the heqeti who tend to rise to leadership positions; they also work the smithies and direct the building of all structures and objects of heqeti 'civilization'. They range in HD from 4-12, and are classed as fighters, thieves, fighter-magic users (max F12/MU5), or fighter-clerics (max F12/C9). For purposes of clerical bonus spells, builders have WIS 16.

Weavers of Kauket: These heqeti are the most magically adept of the heqeti. They are also the most humanoid in appearance, with the least amphibian-like legs and the most 'mammalian ' heads and faces. Despite this fact, their faces are still flattened, with slit-noses and slightly too-large mouths. Weavers are either clerics of Kauket or Rimmaq-Isfet, magic users (max MU9), or true 'weavers' (i.e., cleric/magic users of max C10/MU9). For purposes of clerical bonus spells, weavers have WIS 16. Great Tongues are exclusively weavers, individually chosen by Kauket, and blessed with the capability to exceed level limits of other weavers; they also effectively have WIS 18 for the purpose of bonus spells.

Equipment, Combat, and Special Abilities: Heqeti prefer spears of whatever variety, ranging from simple stone-tipped spears to elaborate works of ebony and steel. They may also use throwing javelins, daggers, and jagged clubs. Due to their strength, damage is always +1. Hoppers eschew armor, but builders may craft armor out of hide or simple mail; their hide armor subtracts 1-2 from AC, while their mail subtracts 1-4 from AC.

Due to their speed, dexterity and tough hides, they possess good natural armor (AC 5). They are good swimmers, but are perfectly at home out of the water. Their skin is, as mentioned above, toxic to surface-dwellers (save vs. paralysis or be paralyzed for 1-2 rounds). They possess infravision. They are immune to all water-based spells (including ice), as well as to *charm*, *sleep*, and *hold*. Heqeti are particularly vulnerable to fire, saving at -2 vs. fire spells and taking +1 damage per die. They are also spooked by bright light (such as that produced by *light* or *continual light*), and act at -1 in such conditions. They are resistant to psionic attacks, even if they have never developed psionic ability themselves.

Relations with other Species: The heqeti have an undying hatred of humans that will be hard to overcome for any humans who encounter them. Such hatred extends to human equipment, dwellings, and materiel; heqeti are just as likely to destroy any human equipment as they are to use it. The only exceptions to this rule concern necklaces, rings and magical spears or daggers; the former hold a great attraction to heqeti, who love to adorn every part of their body with such trinkets, while the latter are gathered for possible use by builders, weavers, and the chosen. Their hatred of humans extends in most cases to demi-humans, although dwarves are exempt from that feeling. A few other subterranean races form grudging, temporary alliances with the heqeti; otherwise, the heqeti are inimical towards most other races, whether subterranean or surface-dwellers.

Within Arden Vul the heqeti despise all other factions, as they consider them all to be usurpers of ancestral territory belonging to the heqeti; they bear particular hatred for the varumani and for anyone dressed in ancient imperial field plate armor. The only exception to their universal antipathy would be the kaliyani, if, that is, the heqeti were aware of their return to Arden Vul. Even then, although often allied with the kaliyani in the Undereath, the heqeti would be suspicious of the motives of the kaliyani in returning to Arden Vul.

HEQETI, HOPPING DEAD

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-12
SIZE: M
MOVE: 90'
AC: 5
HD: 3
ATTACKS: 1
DAMAGE: 1-8 or by weapon (stone spear, 1-6)
SPECIAL ATTACKS: Leap, cursed tongue
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Chaotic evil
LEVEL/XP:
Standard: 3 / 95 + 2/hp
Old Ones: 6 / 585 +8/hp
TREASURE: None
LOCATION: 2-49, 4-151A, 7-78, 7-139, 9-36, 9-108A, 9-111A, 9-112A, 9-115, SL9-30

These foul undead are created by heqeti weavers (q.v.). They appear as skeletons, albeit as some sort of cross between a biped and an amphibian (large thigh bones, crouching demeanor, exaggerated mouths). They typically attack either with a two-fisted smash or with a crude stone spear; a few special varieties employ short bows with poisoned arrows. Their eyes glow with an unholy light that ranges across the spectrum from blue to red. The hopping dead can leap up to 30' in any direction (including upwards). Doing so gives them a +2 bonus to hit, and may result in the target being knocked down (25% chance, less 5% for every point of STR above 12). Once every other round a hopping dead can project a sickly green beam of energy from its mouth; the beam resembles a tongue and has a range of 15'. If the beam hits, the unholy tongue inflicts 1-6 acid damage and burns a permanent mark on the victim's skin, lowering the target's CHA by 1 point cumulatively. The marks may only be removed with a remove curse spell. Hopping dead target the faces of their enemies with their tongues.

Hopping dead are turned as ghasts. They suffer full damage from blunt weapons, but only ½ damage from piercing and edged weapons. They are immune to sleep, charm, hold, and cold-based spells. Holy water does 2-8 HP damage to them.

A more powerful type of hopping dead, called 'Old Ones' by the heqeti, exists. These greater hopping dead have the following statistics: AC 3; HD 6+6; #AT 1; DMG 3-12; leap, cursed tongue; these types are turned as spectres. Old ones may wield enchanted stone spears. The hopping dead found on Level 9 are of this more powerful variety.

HEQETI, OLD FATHER

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 90'
AC: 0 (or 6)
HD: 10+3; HP 71
ATTACKS: 1
DAMAGE: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Genius
ALIGNMENT: Chaotic evil
LEVEL/XP: 8 / 4,194
TREASURE: 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%)
LOCATION: 9-126

The Old Father is the undead spirit form of an ancient heqeti Great Tongue slain when the rudishva destroyed the heqeti habitations on Level 9. The Old Father's evil is very great, and serves to animate the lesser undead of the canyon area (9-109 to 9-126).

The Old Father exists most of the time in an ethereal state (AC 6 on the Ethereal Plane). In this state it can afflict one victim in the Prime Material per round with the equivalent of a *maze* spell. As per the spell, victims get a save; if the save is made, that victim cannot be affected by the heqeti Old Father's *maze* effect until a turn has passed.

After inflicting *maze* on as many victims as possible, the Old Father semi-materializes (AC 0 on both the Ethereal and Material Planes) and attempts to drain the life force from the victims; its touch while semi-materialized drains two experience levels.

Should its remains be discovered and *hallowed* (by the new spell or by sprinkling holy water on them), the Old Father's power is weakened; the duration of *maze* attacks is halved, as is the number of experience levels drained per hit. If the Old Father's remains are not *hallowed*, it cannot permanently be slain by regular means; even if reduced to zero hit points it will reconstitute in 4-8 days. The Heqeti Old Father is turned as a lich, and may only be hit by +2 weapons or better.

HEQETI, OLD ONES

See heqeti hopping dead.

HUGO BERRYDRAW

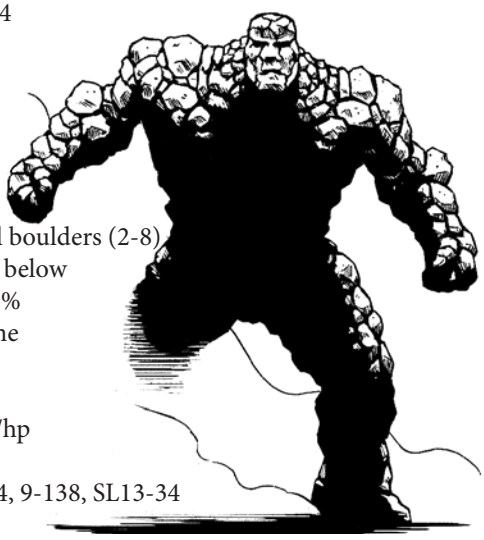
FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 150'
AC: 0
HD: 8; HP 48
ATTACKS: 2, or 1
DAMAGE: 1-4/1-4 or by staff
SPECIAL ATTACKS: Level drain
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
LEVEL/XP: 7 / 1,730
TREASURE: See below
LOCATION: 5-9

This unique undead entity is the embodied spirit of the notoriously malicious folk-'hero', Hugo Berrydraw. Hugo was known – and is still known today in numerous folktales – for his love of alcohol in all its forms and for his cupidity and lust. Despite possessing a gift for humor, it was always of the cruel sort, as he delighted in humiliating others. In unlife, Hugo is just as malicious, reveling in using his **staff of fermentation** and **horn of carousing** (see new magic items for both), as well as his undead abilities to inflict pain and humiliation on the living.

He appears as a 5'-tall human with thick fingers, a potbelly, copious mustaches, and glittering, hard eyes. His touch drains an experience level from those he hits. He is immune to elemental attacks and normal weapons (only +1 or better weapons hit him), and he turns as a ghost. Drinking alcohol of any kind, or even having it poured over him, restores 2-7 HP per quart.

HULDUGRITTI (hull-doo-GRIT-ee)

FREQUENCY: Rare
NO. ENCOUNTERED: 2-4
SIZE: M
MOVE: 120' or 60'
AC: 0 or 2
HD: 8+8
ATTACKS: 2
DAMAGE: 2-16/2-16
SPECIAL ATTACKS: Hurl boulders (2-8)
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/XP: 7 / 2,000 + 12/hp
TREASURE: None
LOCATION: 8-87, 8-89-94, 9-138, SL13-34



Hailing from the elemental plane of earth, these creatures are greatly feared by subterranean explorers, as much for their variable forms as for the inscrutable motives. Huldugritti can take one of two forms, an ethereal, insubstantial 'spirit' form (similar to that of an invisible stalker) and a stone form that physically resembles that

of a stone golem. Huldugritti are only found on the Prime Material Plane in areas with rich mineral deposits – mines, mostly. There they flit about in their spirit forms, feeding on rock dust and other microscopic bits of ore. If a huldugritti feels threatened, however, it can instantly blend into neighboring rock and emerge in rock form, ready to fight.

In spirit form, huldugritti are difficult to detect without use of magic. Typically the presence of a spirit-form huldugritti is only recognized after the entity has blended with the local stone, but some explorers claim that they can detect the invisible huldugritti as temporary bursts of moving air; it is also true that any with the ability to detect the invisible will see spirit-form huldugritti as man-sized, bipedal wisps of moving air.

In spirit form, the huldugritti is unable to attack, but is difficult to hit (AC 0). As with all invisible entities, PCs swinging at an unrevealed huldugritti are at -4 to hit.

In stone form, the huldugritti is slower (60') and is slightly easier to hit (AC 2), but is also able to strike opponents with two large stone fists (2-16/2-16). In addition, a huldugritti in stone form can pull chunks of rock from any convenient location (wall, ceiling, floor) and hurl the rock bits up to 30'; these 'boulders' inflict 2-8 HP damage if they hit. Finally, at any point a huldugritti in stone form can meld its body back into an appropriate type of stone, thereby curing itself of 3-24 HP damage; the huldugritti must then assume spirit form for a minimum of 1 turn before it is able to again assume stone form.

As magical, elemental beings, huldugritti in whatever form have a certain degree of magic resistance, and can only be hit by +1 or better weapons; they are also immune to certain types of damage (fire and electricity) and to all mind-affecting spells.

The society of huldugritti is unknown, and indeed there is some debate among sages about whether or not the creatures are intelligent. They cannot be communicated with using normal speech. Although not necessarily aggressive when first encountered, huldugritti typically revert to rock form within 2-8 rounds so as to protect their feeding grounds.

ICHOR OF RIMMAQ-ISFET (RIM-mack ISS-fett)

FREQUENCY: Very rare
NO. ENCOUNTERED: 1, but may subdivide
SIZE: L (600 lb)
MOVE: 60'
AC: 5, although some spawn may inhabit armor
HD: 12 or 16 HD, divisible into 4HD spawn
ATTACKS: 2
DAMAGE: 1-6/1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 30%
LAIR PROBABILITY: None
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
LEVEL/XP:
12 HD: 8 / 3,600 + 16/hp
16 HD: 9 / 7,300 + 20/hp
TREASURE: None
LOCATION: 5-14, 7-109, 9-46, SL1-9, SL2-2



The ichor of Rimmaq-Isfet is thought to be an extrusion of Rimmaq-Isfet himself, and as such is found in temples or shrines to the chaotic evil god. Examples of the ichor take the form of noxious black sludge. The sludge can form itself into any shape, and if the shape is bipedal, it can walk and move in a jerky fashion. The ichor can form pseudopods, fanged mouths and many other nasty forms. The ichor may also subdivide into 4HD spawn, which share all the features of the larger whole (save for reduced HD).

Specimens of the ichor Rimmaq-Isfet can only strike with two of their pseudopods (or limbs if in bipedal form). If both hit the same target, they link together and crush their foe (1-10 additional damage); this crushing damage is automatic in the first round, but in subsequent rounds the trapped creature can try to roll 3d8 under STR to escape.

The touch of the ichor is caustic to denizens of the Prime Material Plane, and causes 1-4 damage per round to those being crushed and even to those hit in combat. The ichor will completely obliterate all organic matter if permitted to do so; this takes a number of hours equal to the HD of the entity to be devoured. Creatures slain by a specimen of the ichor will thus be devoured unless rescued by friends or allies. The ichor can only be hit by magic weapons and is immune to acid and cold; it takes 1-8 damage from purify water spells.

IMPERIAL STONE GUARDIAN

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-6
SIZE: L (8' tall)
MOVE: 90'
AC: -2
HD: 8+3
ATTACKS: 2
DAMAGE: 3-18/3-18
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 7 / 2,400 + 12/hp
TREASURE: None
LOCATION: AV-27, TS-17, 5-61, 8-107, 8-147G, 9-98, SL6-55, SL11-7, SL13-8, SL13-21, SL14-2



These fearsome sentinels were created by the archmages of the ancient empire for the defense of imperial palaces and strongholds. Their appearance can vary, ranging between simple, roughly-humanoid lumps of stone to finely-carved statues. In the past they were given specific commands concerning defense, and those that remain active are 90% likely to be engaged in fulfilling these millennia-old orders (the other 10% have gone 'insane' and move randomly, dealing destruction wherever they go).

The guardians' attack form is simple: bludgeoning with their massive stone fists or clubs. Their true threat lies in the array of magical defenses placed on them, for they can only be hit by enchanted weapons (+2 or better) and are immune to all spells save *transmute rock to mud* (which slows them 50% for 2-12 rounds), *stone to flesh* (which renders them vulnerable to normal,

nonmagical weapons for 1-3 rounds), and *mud to rock* (which restores all lost hit points). In addition, imperial stone guardians enjoy permanent *protection from normal missiles*.

The secret of making imperial stone guardians is long lost, and Archontean mages are even now engaged in research designed to recover the lost formula. Unbeknownst to those mages, one surviving treatise outlining the creation of imperial stone guardians may still be found within Arden Vul: *the Art of Becoming*, by Varix the Archmage (see SL14-4 and Arden Vul books). The process outlined by Varix is complex, and resembles that for the creation of stone golems. A magic user of at least 14th level must expend 1,000 gp per HP (minimum 50,000 gp) and spend two months of labor in order to create the guardian. The wizard must employ special concrete, into which has been mixed a dram of blood from an Archontean citizen and the ground-up bones of an Archontean soldier who fell defending the empire from attacking foes. The magic user must also cast *limited wish*, *polymorph any object*, *geas*, and *protection from normal missiles*.

The remaining stone guardians at Arden Vul are few, most having been destroyed in the war of the Theosophs and Sortians. Several still patrol the bailey of the donjon, and another handful may be encountered within the dungeon levels. The Imperial Palace at Archontos is said to be defended by four detachments (24) of the guardians.

KALIYANI (kahl-ee-YAWN-ee)
FREQUENCY: Very rare
NO. ENCOUNTERED: 5-12, or 40-400
SIZE: M (8' long)
MOVE: 150' on six legs, 60' upright
AC: 6
HD: 4, or by class
ATTACKS: 2 or 3
DAMAGE: 1-4/1-4, or by weapon (scimitars at 3-8, daggers at 2-5, javelins at 2-7). Kaliyani who possess a blasting rod may use it as a third attack, as they hold it in their middle set of hands.
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to poison, immune to mind spells
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 5%
INTELLIGENCE: Average to high
ALIGNMENT: Lawful evil
LEVEL/XP: Varies
TREASURE: 2-8 gems (55%), 1-4 jewelry (50%), any 1 magic item (15%) individuals; 1-3k cp (20%), 1-4k sp (25%), 1-4k ep (25%), 1-4k gp (30%), 100-600 pp (30%), 10-60 gems (55%), 5-30 jewelry (50%), any 3 magic items (50%), 4-8 potions (x2) (40%), and 5-20 **Kaliyani asp eggs** (see new magic items) in lair
LOCATION: 4-51A, 5-125, 6-33, 8-22, 9-57, 9-116, 9-118, 10-54, Sub-Level 9

The kaliyani were already a technologically advanced race when the rudishva encountered them and incorporated them into the rudishva hegemony. The kaliyani came to serve the rudishva as intelligence and science officers; despite their status as servitors, they always looked down on the more 'primitive' and 'naturally servile' varumani and varuda. Eventually the kaliyani of the Beacon chose to betray their overlords by allying with the heqeti. The kaliyani then fled, first to Sub-Level 9 and then deeper into the Underearth, where they founded the city of Lissak-Tol. Only 20 years ago did a band of renegade kaliyani return to Arden Vul, intent on seeking lost lore.

Kaliyani are six-legged beings with a 4'-long, sinuous, relatively thin body that extends another 2' before and behind the main part of their torsos. The torso is remarkably flexible, allowing them to curl up into smaller spaces. Their heads are spade-shaped, with a slit 'nose' and four almond-yellow eyes set widely apart on either side of their head; they have infravision to 90', and their eyes glow ruby-red to others with infravision. Their mouth is full of small but sharp teeth, which are dominated by a pair of visible fangs. On their necks they possess a pair of gill-like membranes that can flare open, especially when aroused or excited.

Each set of 'legs' is about 2' long and ends in a set of digits that comprise a central pad, plus three 'fingers' and an opposable 'thumb'. Their foremost and hindmost pairs of legs are noticeably more muscular than the middle set. This means that while the kaliyani can run swiftly on all sixes for brief periods of time, they can also move about using just their hind legs. When standing erect, they move more slowly, and balance themselves with the hindmost, 'tail' section of their body. When erect, they use their forearms for melee weapons and the middle set of hands for more delicate tasks.

The flesh of the kaliyani is yellow-brown, rubbery, and slightly moist due to a mucus-like substance that coats their skin. kaliyani must regularly immerse themselves in water or other liquids, or suffer painful epidermal cracking and eventual death. A kaliyani who spends more than 3 days away from liquid (or their special moisturizing 'refreshening liquid') will take 2-8 HP damage per day until he/she dies. Kaliyani females produce clutches of eggs, which are fertilized by high status males. The lifespan of kaliyani males is 45-50 years, while that of females is 35-40 years. Kaliyani are fully grown at 4 years, although by custom the period from 5-8 years is considered 'adolescence' and such individuals are not permitted full autonomy.

In antiquity the kaliyani favored wearing loose blowsy shirts and pants of a special fabric that did not dry out their skin, but lacking renewable supplies of that material in the present, they mostly eschew clothing in favor of a set of belts and straps, from which depend dozens of objects both useful and symbolic. Indeed, the kaliyani are somewhat vain, and use these belts to display small decorative objects, some of which are worked precious metals, some trophies from defeated enemies, and some simple twists and tufts of hair, fabric, or other material that have deeply personal symbolism to their wearer.

Although the kaliyani have declined over the millennia to the level of technology typical of their surroundings, they still make use of any surviving pieces of rudishva technology and still retain a collective memory of their arrival here aboard a ship of some sort. Already during the last centuries of the rudishva hegemony the kaliyani were dabbling in sorcery, and in the millennia since the betrayal, a few have become highly capable magic users. Although a few kaliyani have risen to the equivalent of 12th-level in magic use, typically kaliyani sorcerers are in the range of 4th to 8th level. Kaliyani sorcery is also limited to certain types of spells and 'schools' of magic, as described below.

Kaliyani society is highly ordered and disciplined, and organized around a serious of four hierarchical axes. One axis concerns the prestige of one's egg mother: famous or ancient mothers impute instant status to their sons and daughters. An-

Kaliyani Level	HD	Spell Lvl 1	Spell Lvl 2	Spell Lvl 3	Spell Lvl 4	Spell Lvl 5	Available spells
1	4d8	1					1st Level: *Charm person*, *comprehend languages*, *detect magic*, *identify*, *light*, *protection from evil*, *read magic*, *unseen servant*, *ventriloquism*
2	4d8	1					1st Level: *Audible glamer*, *dancing lights*, *detect invisibility*, *hypnotism*
3	4d8	2					
4	4d8	2	1				2nd Level: *Continual light*, *darkness 15' radius*, *detect evil*, *forget*, *knock*, *scare*, *strength*
5	4d8 + 1d6	2	1				2nd Level: *Hypnotic pattern*, *invisibility*, *mirror image*
6	4d8 + 2d6	3	2	1			3rd Level: *Blink*, *clairaudience*, *clairvoyance*, *dispel magic*, *infravision*, *invisibility 10' radius*, *monster summoning I*, *protection from evil 10' radius*, *protection from normal missiles*, *slow*, *tongues*
7	4d8 + 3d6	3	2	1			3rd Level: *Continual darkness*, *dispel illusion*, *fear*, *non-detection*, *suggestion*
8	4d8 + 4d6	3	3	1			
9	4d8 + 5d6	3	3	2	1		4th Level: *Charm monster*, *confusion*, *extension I*, *fireball*, *monster summoning II*, *remove curse*
10	4d8 + 5d6	3	3	3	1		4th Level: *Improved invisibility*
11	4d8 + 5d6	4	4	3	2	1	5th Level: *Cone of cold*, *Contact other plane*, *extension II*, *feeblemind*, *monster summoning III*, *telekinesis*
12	4d8 + 5d6	4	4	4	2	2	

Note to this Table: First, certain spells are considered of different level for kaliyani than they are for regular magic users. Thus, for kaliyani, *fireball* is a 4th-level spell, and *audible glamer* is a 1st-level spell. The column of 'available spells' lists spells by their kaliyani level, not their level in the player's guide. Secondly, this table reveals that, for instance, a 3rd-level kaliyani sorcerer could cast 2 1st-level kaliyani spells, to be chosen from those spells listed in either row 2 or row 3. Similarly, a 9th-level sorcerer can cast three 1st-, three 2nd-, two 3rd-, and one 4th-level spells. The 1st-level spells are to be selected from those found in rows 2 and 3; the 2nd-level spells can be selected from those in rows 5 and 6; the 3rd-level spells can be selected from those in rows 7 and 8, while the lone 4th-level spell can only be chosen from those listed in row 10. At 10th level of experience, the same sorcerer would also be able to select his/her 4th-level spell from those found in row 11 (i.e. *improved invisibility*).

other important axis involves intelligence and psionic ability; the strongest individuals, regardless of birth, are wisely treated with respect and fear. A third axis concerns a kaliyani membership in one of the eleven consortia that dominate kaliyani society (see below): some consortia, by virtue of their political success, the quality of their deeds, or the respect of their magister, have more power and influence in kaliyani society. Finally, individual achievement, as marked by class and level, provides the last axis of kaliyani social status.

The consortia govern kaliyani society. Only eleven consortia can exist at any one time, although it is possible – even common – for a consortium to dissolve upon the death of its master or through a series of political or military mistakes. New consortia form around those dynamic, charismatic, and psionically adept aspirant magisters who can successfully attract a minimum of three magistra to their side (and who are willing to neuter themselves). Consortia are governed somewhat autocratically by a magister, a psionically-powerful male kaliyani; as magisters must be eunuchs, it is usually only when an aspirant has collected promises of support that he takes the last step necessary to proclaim a new consortium.

Although consortia are governed by a eunuch male magister, most policy is determined by a group of 3, 5, or 7 female magistra, whose support the magister must attract and retain, and whose duty it is to advise the magister on all matters. The remainder of the consortium is composed both of ordinary kaliyani and classed kaliyani NPCs. It is possible, moreover, for an aspirant magister to challenge the leader of an existing magister for control of his organization. In such challenges the aspirant must have the public support of at least three magistra and must defeat his rival in a public psionic duel. If the aspirant wins, he establishes his own consortium and the members of the former consortium are free to seek membership in any of the consortia. The kaliyani currently in Arden Vul have broken with tradition in two ways, first by failing to respect the customary limit of eleven consortia, and second by allowing a female magistra (Tsilliv, see SL9-77) to govern her 'Twelfth Consortium'

Collective matters are determined by a Conclave of the Eleven, that is, by regular meetings of the eleven magisters.

The kaliyani have a strongly xenophobic outlook, considering nearly all other peoples to be inferior and suitable only as slaves or

meat. Despite their historic and fateful alliance with the heqeti, they have no real love for the Kauket-worshippers, whom they consider primitive, superstitious, and chaotic. They have a historical enmity with the varumani, and have contempt for humans. The kaliyani have not traditionally been religious, although periodically a magister who has succeeded in contacting one of the princes of hell will win temporary support for some sort of devil worship.

Kaliyani have an innate capacity for psionics. That means that 25% of kaliyani have some psionic ability (and the 75% who don't are prohibited from leadership roles). The total psionic ability for 25% of the psionically endowed kaliyani is in the range of 50-80 points; such individuals possess only 1 attack mode, 1 defense mode, and 1-2 of the following minor disciplines: *detect good/evil*, *detect magic*, *ESP*, or *object reading*. 75% of the psionically endowed kaliyani (about 18% of the general population), are more advanced psionicists, having total psionic ability scores ranging from 150-250 points (150+d100): these individuals have 3-5 attack modes, 3-5 defense modes, 3-5 minor disciplines, and 1-2 major disciplines. For these adepts, the permissible minor disciplines are: *body equilibrium*, *cellular adjustment*, *clairaudience*, *clairvoyance*, *detect good/evil*, *detect magic*, *domination*, *empathy*, *ESP*, *hypnosis*, *invisibility*, and *precognition*; the available major disciplines are fewer, namely *astral projection* (rare), *body control*, *mind barring*, and *telepathic projection*. For obvious reasons, magisters and magistra tend to be especially adept at *domination* and *telepathic projection*.

It should also be noted that rudishva and true varumani are completely immune to kaliyani psionic abilities. **GM Note**: if psionics are not in play, the GM should assign powerful kaliyani with the following 'spell-like' abilities: *mind blast*, *domination*, several of the detection powers, and *invisibility*; *astral projection* should be added as an actual spell available to kaliyani magic users of 11th or 12th level.

As mentioned above, the kaliyani were intrigued by the concept of magic use as encountered in Arden Vul, and over time have become partially adept at some forms of 'ordinary' magic use. Kaliyani sorcery is limited in three important ways: first, it is strongly connected to the spoken word, and thus all their spells have audible components. Second, **arcanum** (see new magic items) is a necessary material component for every 3rd- to 5th-level spell they cast. For each lb of **arcanum**, the kaliyani can successfully cast 20 spell levels (e.g., 20 five 4th-level spells, or four 3rd-level and two 4th-level spells, or any such combination). Finally, the kaliyani have found themselves unable to master some entire categories



or 'schools' of magic, including necromancy. Conversely, they are especially adept at summoning and mind-affecting spells, and have developed one significant, unique magical ritual (see below). Kaliyani use those magic user and illusionist spells that they know interchangeably (that is, there is no separate illusionist class). The chart on the previous page details how many spells, and of what sort, a kaliyani sorcerer may prepare:

In addition to their limited use of traditional magic, the kaliyani have developed a potent summoning ritual. This ritual is known only to 4th-level or higher kaliyani sorcerers and, while a single individual can cast it, it is more powerful and may be achieved more quickly when two or more sorcerers work in concert. The summoning ritual takes a minimum of 3 rounds, and requires ½ lb of **arcanum**. The base chance for success (on the 3rd round) is 25% chance. If the ritual is not successful on the first try, the kaliyani sorcerer may continue chanting for subsequent rounds: each such round adds 5% to the chance for success, but also imposes a cumulative 5% chance for failure. For each additional kaliyani sorcerer who joins the ritual, the base chance rises by 20%. Example: two kaliyani sorcerers begin a summoning ritual. They chant for 3 rounds and expend ½ lb **arcanum**. After three rounds, their chance of success is 45%. If they fail on round 3, they may try again on round 4 with a 55% chance for success but also with a 5% chance of failure; chances in the fifth round are 65% for success, and 10% for failure.

If successful, the ritual summons an elemental of the desired type. If a single sorcerer initiates the ritual, the elemental will be 8HD in strength; if two sorcerers collaborate, it will be a 12 HD elemental; if three or more collaborate, the ritual summons a potent 16 HD elemental. If the ritual fails, a type I demon appears and attacks all within the vicinity (including the kaliyani).

In addition to magic users, kaliyani may advance as fighters (to level 8) and thieves (to level 10); the kaliyani knows these professions as 'soldiers' and 'scouts' respectively. HD for soldiers and scouts are as follows:

Level	HD for Soldiers	HD for Scouts
1	4d8	4d8
2	+1d10	+1d8
3		
4	+1d10	+1d8
5		
6	+1d10	+1d8
7		
8	+1d10	+1d8
9		
10	n.a.	+1d8

Example: A 7th-level soldier has 4d8+3d10 HD, whereas a 5th-level scout has 6d8 HD

Kaliyani do not wear armor, although they may employ magical defenses (rings, amulets, etc.). In combat they prefer to employ narrow-bladed scimitars, curved or serrated daggers, and barbed javelins. The kaliyani still possess a limited number of 'blasting rods' (see new technological items) that are relics from their days on the Beacon. These devices are potent, but rare.

LIZARDMAN, ELITE



FREQUENCY: Very rare
NO. ENCOUNTERED: 2-12
SIZE: M (7' tall)
MOVE: 90'/150'
AC: 4, or 3 with shield
HD: 3+3
ATTACKS: 3 or by weapon
DAMAGE: 1-3/1-3/2-9, or by weapon
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 35%
INTELLIGENCE: Average
ALIGNMENT: Neutral (tending to evil)
LEVEL/XP: 3 / 75 + 3/hp
TREASURE: 3-24 cp, 3-18 sp, 2-12 ep, 2-8 gp individuals
LOCATION: SL5-26, SL5-36, SL9-11, SL9-17, SL9-27, SL9-36

These elite warriors are stouter, faster, and more intelligent than their fellows. They prefer to use javelins (2-7 hp) and scavenged broad swords (3-10 HP). Due to their physical and mental advantages, the elite warriors dominate both the Skreel (Sub-Level 5) and the Lagrok (Sub-Level 9) tribe and form a special bodyguard for chief Sgraal (SL5-36) and chief Nisslok (SL9-27).

LOGOVORE

FREQUENCY: Very rare
NO. ENCOUNTERED: 2-40
SIZE: Varies, see below
MOVE: 120'
AC: 6
HD: 2, 4, 6, 8 or 10
ATTACKS: 1
DAMAGE: 1-6, or 2-8, or 2-12, or 3-18, or 3-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 20%
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/XP:
2 HD: 3 / 80 + 1/hp
4 HD: 3 / 145 +3/hp
6 HD: 5 / 280 +6/hp
8 HD: 5 / 350 +10/hp
10 HD: 7 / 1,200 +13/hp
TREASURE: None
LOCATION: 2-70



A pack of logovores is a fearsome thing indeed. Created by an ancient ritual that uses at its base some small animal (squirrel, monkey cub, rat etc.), the sorcerer infuses the small animal with a degree of sentience and the overwhelming desire to acquire more words. Logovores grow, and eventually spawn, by acquiring new words; they acquire these words by hearing them. Hence a pack is likely to shout "Known! Known!" when it hears words it already knows, but will loudly repeat new words for the benefit of the pack. Victims who prove recalcitrant to provide new words are likely to be screamed at ("Known! KNOWN! Need New! NEED NEW!") and pelted with small objects. The cacophony of the shrieking quickly turns into a sonic assault on the senses of non-logovores, and after 2 rounds of shrieking all in range must save versus spells or be subject to a *confusion* spell. Eventually, after 1-4 rounds, a pack will become so frenzied that it will attack, with individual logovores attempting to bite their opponents. While individual logovores are not particularly formidable, at least when they are first spawned, the process of logos acquisition causes them to grow larger, stronger and more dangerous. When an individual logovore reaches 10HD in size, it can spawn a new 2 HD logovore once per turn, but only when a new word is acquired.

Logovores grow through the acquisition of unknown words, hence their constant shrieking "Need New!" Or "Known!" Each word spoken in the hearing of a logovore pack has a chance of being 'new' to that pack. In gauging whether or not a word is new, the GM should use his/her best judgment, although certain guidelines apply: 1) all prepositions, conjunctions, and articles are automatically known to all logovores; 2) numbers have a 90% chance of being known already; etc. In general terms, the chance that a word is known is dependent on the size of the largest individual in the pack:

Largest Individual in Pack	Chance a Word is New
2 HD (S)	80%
4 HD (M)	60%
6 HD (M)	50%
8 HD (M)	30%
10 HD (L)	10%

Note that although logovores exist as individual creatures, their vocabulary is determined by the experiences of the entire pack. Thus, the presence of a 10HD logovore in a pack ensures that it will be harder for the smaller logovores to grow, since the shared vocabulary is that much greater.

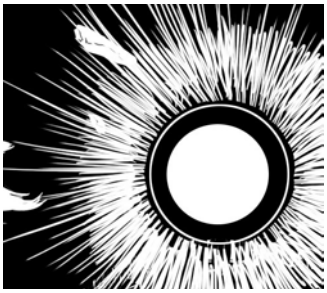
Individuals grow in size and power when the pack acquires new words.

Size of Individual Logovore	Number of New Words Needed to Grow
2 HD	15
4 HD	30
6 HD	60
8 HD	120
10 HD	N/A

When the pack has acquired enough new words for an individual logovore to grow, it immediately grows in size and gains two HD and the next level of damage die. Multiple logovores can simultaneously grow: for example, a pack containing four 2 HD logovores learns its 15th new word and all four simultaneously grow into 4 HD logovores.

The best way of dealing with logovores is to never speak around them, for then they will not commence shrieking for new words. A quiet group might thus be able to simply walk away from the pack. Magical *silence*, too, is an effective way to minimize their threat, for it causes all members of a pack to be at -2 to hit for the duration of the silence.

LUMEN



FREQUENCY: Very rare
NO. ENCOUNTERED: 3, 6, or 9
SIZE: M (4' diameter)
MOVE: 180' flying (Class A)
AC: 2
HD: 6
ATTACKS: 1
DAMAGE: 1-4 up to 4-16
SPECIAL ATTACKS: Blindness, attacks as a 9 HD creature
SPECIAL DEFENSES: +2 or better to hit, immune to light and optical effects
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/XP: 5 / 350 + 6/hp
TREASURE: None
LOCATION: SL1-4

Lumens are alien entities formed of oscillating elctro-magnetic radiation, that is, of 'light'. Lumens can vary the intensity of their oscillation and thus pass outside of the spectrum visible to human and humanoid eyes; that is, they can take the form of ultra-violet or infrared radiation.

When encountered, lumens are equally likely (33%) to be in any of those three forms: ultra-violet, visible, or infra-red. For those unable to see ultra-violet or infra-red light, lumens are effectively invisible. They are extremely rare on the Prime Material Plane, and are generally encountered only when bound to a particular location by a powerful and unusual wizard.

Lumens can vary the wave-intensity of their forms when 'visible', thereby increasing or decreasing their 'brightness'; effectively this means that 2/per turn they can 'flash' with brilliant light that may blind unshielded viewers for 3 rounds. Although lumens are not naturally aggressive, those bound to specific locations on the Prime Material Plane tend towards aggression: some sages speculate they may be insane.

An agitated lumen attacks by passing through its victim, attacking as a 9 HD creature.; The intensity of the oscillation of their energy determines the damage that such an attack inflicts, ranging from 1-4 when irate, up to a maximum of 4-16 when seeking to kill.

Given their nature, lumens may only be hit by enchanted weapons (+2 or better), and are immune to any spell-effect that mimics light (e.g., *light*) or optical effects (e.g., all illusions, blindness, etc.). *Darkness* acts as a *slow* spell upon them. They are particularly susceptible to electrical attacks (+2 per damage die).

MAUBASTE (mao-BAW-stay)

FREQUENCY: Very rare
NO. ENCOUNTERED: 4-12
SIZE: S, M, L
MOVE: See below
AC: See below
HD: See below
ATTACKS: See below
DAMAGE: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 80%
INTELLIGENCE: High
ALIGNMENT: Chaotic neutral
LEVEL/XP: As human form + 500
TREASURE: As human form
LOCATION: 4-2 (possible), 8-31, 8-32, 8-37, 8-38

The maubaste are the magically transformed feline forms of important priestesses of the cat goddess, Bastet. Sages have spent much time considering the nature of these creatures: are they a distinct race? If so, where do they reside? Are they avatars of Bastet? Are they analogous to lycanthropes? With the decline of the cult of Bastet and the general reticence of her devotees to discuss her rituals, no answers are forthcoming.

What is known to a handful of Bastet followers is that priestesses of the cat goddess are able to transform themselves into maubaste with the help of a **moon of Bastet** (see new magic items). Wearing this token of Bastet's favor allows the priestess to leave human form and transform into a maubaste. Transformation is voluntary and its duration depends on the will of the priestess. Most equipment worn by a priestess drops off when she transforms; the only exceptions are her **moon of Bastet** necklace and any rings, earrings, or other small pieces of jewelry.

Maubaste come in three sizes. Clerics of Bastet possessing a **moon of Bastet** who have reached 4th level are able to transform into small maubaste, those who have reached 7th level can transform into medium maubaste, and those who have reached 9th level can transform into large maubaste.

All maubaste appear as felines of great beauty and agility. Their fur is ticked, like that of Abyssinian cats, and is typically ruddy or tawny; their eyes are yellow. Maubaste are capable of leaping up to 30', and attack with front paws and teeth; if both front claws hit, they are also able to rake with their rear claws.

All maubaste are able to mesmerize those within a 15' radius through a combination of purring and intense staring; those who fail to save vs. spells are transfixed (as per the 2nd-level illusionist spell, *hypnotic pattern*). Once a victim is mesmerized, the spell is broken only when the maubaste ceases to purr and/or concentrate on mesmerization. Saving throws versus mesmerization are at -1 for medium maubaste and -2 for large maubaste. Maubaste have inherent magic resistance, and, in addition, are immune to *hold*, *charm*, and illusion spells.

Maubaste retain the HD and HP of their human forms. So, for instance, a 7th-level cleric of Bastet has 7 HD and 48 HP; if she transforms into a maubaste, the maubaste will also have 7 HD and 48 HP. In maubaste form, however, the priestess would use the combat tables for monsters of the appropriate HD.

Other statistics based upon size are as follows:

Small: SZ S (3' long); MV 150'; AC 3; HD as human form; #AT 3 or 5; Dmg 1-3/1-3/2-7, plus 1-3/1-3; MR 20%.

Medium: SZ M (5'-6' long); MV 150'; AC 4; HD as human form; #AT 3 or 5; Dmg 1-4/1-4/2-9, plus 1-4/1-4; MR 30%.

Large: SZ L (9' long); MV 120'; AC 5; HD as human form; #AT 3 or 5; Dmg 1-6/1-6/2-11, plus 2-5/2-5; MR 40%.

MUD PEOPLE

FREQUENCY: Uncommon
NO. ENCOUNTERED: 2-5
SIZE: M
MOVE: 90'
AC: 4
HD: 3-6
ATTACKS: 2
DAMAGE: 1-8/1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Regeneration, half damage to edged weapons, fire and electricity
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/XP:
3 HD: 3 / 95 + 2/hp
4 HD: 4 / 165 + 3/hp
5 HD: 4 / 245 + 4/hp
6 HD: 5 / 370 + 6/hp
TREASURE: None
LOCATION: 3-208, SL9-6

Created by sorcerous enchantments, mud people appear as oozing, roughly man-sized mounds of mud. They cannot leave the mud from which they were born for more than ten minutes, and if the mud flats or mud pool is destroyed, the mud people are also destroyed. Mud people batter foes with their strong fists.

If both fists hit in the same round, the mud person has successfully grabbed ahold of its victim and will attempt to drag that victim into the mud, where it will drown in 4 rounds. Attempts to break free are possible, and may be made through opposed STR checks; so long as they are touching mud, however, mud people have a STR of 19. When not touching mud their STR is 12. To check STR, the victim and the mud person roll 3d6 and subtract the total from their STR: the larger result wins the check.

Mud people can also hurl blobs of hot mud up to 20'; a mud blob strikes for 1-8 damage, but also splatters, causing ½ damage to all within 5'. Mud people regenerate 2 HP/round so long as they are touching mud, but cannot regenerate once slain. Edged weapons, fire and electricity do half damage to mud people, but cold damage is doubled. Mud people vary in HD according to the ingredients used by their creators.

The formula for creating mud people is obscure and little known in the present. Still, should a magic user of 12th-level or higher locate the arcane instructions for the process, it can be done with 2 days' worth of rituals and an expenditure of 5,000 gp in rare ingredients per hit die (thus 15,000 gp for a 3 HD mud person). The magic user must then cast *transmute rock to mud*, *reincarnation* and *curse*. The process creates 2-5 mud people that obey the commands of their creator.

MUD WORM

FREQUENCY: Rare
NO. ENCOUNTERED: 3-8
SIZE: L (10' long)
MOVE: 120'
AC: 4
HD: 8
ATTACKS: 1
DAMAGE: 3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 6 / 950 + 10/hp
TREASURE: None
LOCATION: SL9-3



These voracious predators may be unique to the arcanum-infused mud flats that exist on SL9 of Arden Vul. Adult worms are 3' in diameter and 10' long, and have brilliant, multi-colored mottled skin thanks to the mineral-rich mud in which they live. They move swiftly through the mud, raising their fanged mouths to attack any creature that they detect.

Their bite does 3-12 damage, but also contains a corrosive acid that damages metal armor (armor class degrades by one point per successful hit) and inflicts another 1-4 damage every round for 2-4 rounds. Should a mud worm score a natural 20 to hit, the worm will have wrapped its body around its victim and will attempt to drown it in the mud. Attempts to break free are successful if 4d6 are rolled under STR.

The worms have fairly tough skin, thanks to the minerals, and a decent natural magic resistance. They are immune to acid, but particularly susceptible to lightning (each d6 of electrical damage does 4, 5, or 6 points of damage).

MUMMY, GOOD

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: Medium
MOVE: 60'
AC: 3
HD: 6+3
ATTACKS: 1
DAMAGE: 1-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 80%
INTELLIGENCE: Average to high
ALIGNMENT: Lawful good
LEVEL/XP: 6 / 745 + 8/hp
TREASURE: 1-8k cp (10%), 1-6k sp (30%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), any 2 magic items + 1 potion (15%)
LOCATION: 4-146

These creatures are the product of direct divine intervention protecting a lawful good-aligned follower from being twisted into an undead form by evil necromantic rituals or spells. Good mummies look much as regular ones; they are wrapped in linen tomb wrappings and smell of preserving spices. Rather than a malefic demeanor, good mummies typically seem sad or resigned. They can communicate, although the wrappings render their voices a low hush. Given the unique circumstances of their creation, it's

doubtful that there are more than a handful of good mummies in the entire multiverse at any one time.

They do not project fear as do normal mummies, but instead radiate resistance to fear (as *remove fear*) in a 20' radius around their persons. They continually *detect good or evil* in a 60' radius. Their touch does not rot; instead, their touch cures good allies of 1-8 HP damage (3/day), and inflicts 1-8 HP damage on those of evil alignment in addition to their normal attack damage. They are only hit by magic, and magic weapons only do half damage. Good mummies are susceptible to fire in the same way as normal (evil) mummies. Good mummies are immune to *sleep*, *hold*, *charm*, poison, and *paralysis*. *Raise dead* cures the good mummy of all its hit points. *Dispel good* causes a good mummy to collapse into a pile of linen wrappings, as the good soul is lost forever.

Good mummies seek release from the purgatory of their current existence by returning to a shrine dedicated to the god who saved them from undead status. If they are able to do this, their souls will be released to the proper afterlife, and the wrappings will be all that is left. These wrappings will cure mummy rot if wrapped about the sufferer. A total of two people can be thusly cured before the wrappings fall apart.

MUMMY, GREATER

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 90'
AC: 0
HD: 10+3
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 50%
LAIR PROBABILITY: 90%
INTELLIGENCE: Genius
ALIGNMENT: Lawful evil
LEVEL/XP: 8/ 4,900 + 14/hp
TREASURE: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)
LOCATION: 3-127A, 4-139C, SL15-13



Greater mummies are the mummified and necromantically preserved spirits of powerful priests. Although wrapped as normal, they tend to retain vestiges of their former clothing (tattered robes) and always possess a holy symbol of their deity. They give off a strong odor of sweet spice (from the embalming process). They are quite intelligent, and can command lesser mummies (90%) and other undead of lower HD (50%). Fearsome opponents, they usually guard some object or location of significance to their deity and/or cult.

Greater mummies radiate despair. This is like a normal mummy's fear and revulsion attack, except it only affects those within 15', and all saves against it are made at -3 due to the greater mummy's terrible evil.

Anyone struck by a greater mummy becomes infected with greater mummy rot; the onset of the disease is immediate. Once begun, the disease causes loss of 1 point of STR, 1 point of CON, and 2 points of CHA for each day of infection. Those afflicted will die in 3-9 days, or when an ability reaches 0, whichever is first. A *regenerate* spell will cure the disease completely (as will any magic item with the regeneration ability), a *heal* spell prevents ability loss for one week and restores any lost ability points, and a *cure disease* prevents ability loss for one day. Drinking a vial of holy water has a 50% chance of preventing ability loss for one day, but causes 1-6 damage to the drinker regardless success. Someone who dies from greater mummy rot may only be brought back if both *cure disease* and *raise dead* spell are cast within one hour of death.

Holy water does half damage to greater mummies. Touching a greater mummy with the holy symbol of a good deity causes 1-6 damage to the mummy. Contact with one of the mummy's own holy symbols restores 1-6 HP.

In addition to potent general magic resistance, cold-based spells do not harm greater mummies; fire-based spells, however, do normal damage, and magical electricity does double damage. Although they can be affected by it, greater mummies take half damage from normal fire (including oil). Ordinary weapons are useless against greater mummies, while +1 weapons do but 1 HP damage per hit; +2 weapons do half damage, and +3 weapons do full damage.

Finally, greater mummies cast spells at the level they possessed in life (typically 9th-12th), and are turned as ghosts.

MYRMEX (MEER-mex)

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (10' tall)
MOVE: 60'
AC: 4
HD: 70 HP
ATTACKS: 2
DAMAGE: 3-24/3-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: None
INTELLIGENCE: None

ALIGNMENT: Neutral
LEVEL/XP: 10 / 11,250
TREASURE: None
LOCATION: SL6-22

The Myrmex is a unique type of stone golem developed by Zhorak the Smith, whose forge is found at 8-100. It is shaped like a man, but of stone, with elaborate bronze fittings and decorations. Its face appears as an ancient greek kouros, that is, with a half-smile, elongated oval eyes, and shoulder-length, ringleted hair. The Myrmex was created by an enchantment process that is now lost, but which included 70 days of effort, 70,000 gp in materials, and the following spells: *wish*, *geas*, *polymorph any object*, *slow*, and a unique version of *clenched fist*.

In combat the Myrmex attacks with its two hands, to which are bound fork-shaped implements that contribute to its lethal damage. The Myrmex is immune to cold and fire, and is cured by electricity (1 hp cured/ hp of damage), and it is only hit by +2 or better weapons.

Once every three rounds the Myrmex can inflict *slow* on all within a 10' radius. Once per turn it can club its hands together and use them to produce an enhanced version of *clenched fist*; if this attack is used against flesh, it automatically hits for 4-24 damage and the victim must save (at -2) or be stunned for 3 rounds. If used against stone, it shatters 10 cubic feet of stone per blow.

The only spell that affects the Myrmex is *stone to flesh*; each time the spell is cast against it, it takes 3-18 damage and has a 75% chance for one limb (including its head) to drop off. Should a limb fall off, the Myrmex will devote its attention to recovering that limb and reattaching it (taking two rounds to do so). The Myrmex can be 'deactivated" if all 5 of its limbs are separated from its body, and will 'reactivate' once all 5 are joined again.

NEVERLASTING

FREQUENCY: Very rare
NO. ENCOUNTERED: 1 or 2-4
SIZE: M (5' tall)
MOVE: 120'/60' flying (Class C)
AC: 2
HD: 8+1
ATTACKS: 3
DAMAGE: 3-8/3-8/1-2 or with claws and banner, 2-5/2-5/1-2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 90%
INTELLIGENCE: Genius
ALIGNMENT: Neutral evil
LEVEL/XP: 7 / 1,700 +12/hp
TREASURE: 2-12 ep, 3-18 gp, 3-18 pp, + **lesser sword of sharpness** individuals; 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor or misc. weapon (10%) in lair
LOCATION: 4-2 (possible), 7-76 (possible)

Neverlasting are all very old undead, having only skulls for heads, yet fleshy bodies not unlike that which they had in life, albeit even leaner and gray-skinned. Their hands and feet are clawed, and all bear their clan's ancient banner upon the banner-poles strapped



to their backs. The banners were once colorful and proud, but are now only composed of almost-living shadowstuff. These banners spread like bat wings when the neverlasting are in flight.

They wield **lesser swords of sharpness** (50% of severing a limb on a natural 20). They attack twice per round with this weapon, as well as once with their shadowstuff banner. If the banner hits, it does 1-2 HP of constriction damage per round, and the victim is held fast, unable to perform any actions. If the victim's STR is 17 or greater, he may attempt to bend bars once per round to escape. Only 1 victim may be so trapped at a time, and the act of wrapping a victim renders the neverlasting unable to fly.

Neverlasting use magic as 10th-level magic users. They are hit only by magical weapons, and immune to any damage from creatures of less than 3 HD. They are also immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *insanity*, and *death* attacks. They are turned as vampires.

NIRAVAIRI (near-ah-VEHR-ee)

FREQUENCY: Very rare
NO. ENCOUNTERED: 6-12
SIZE: M
MOVE: 120'
AC: 9
HD: 2, or by class
ATTACKS: 1
DAMAGE: By weapon
SPECIAL ATTACKS: Surprise on 1-3
SPECIAL DEFENSES: Surprised only on a 1
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: Very to supra-genius
ALIGNMENT: Lawful

LEVEL/XP: Varies
TREASURE: As NPCs
LOCATION: 4-2 (possible), 9-48, SL1-11

The niravairi are an alien race inhabiting a star system only fifty lightyears from the rudishva homeworld. The niravairi appear as 6'-tall, spindly, hairless, grey-skinned bipeds, with exaggerated knee and elbow joints. They possess no external nose, and smell through gill-like flaps on the sides of their temples. Their supra- and sub-orbital ridges are highly pronounced, making their eyes appear almost goggle-like; those eyes are pupil-less and shifting in color across the blue and green spectra. They possess three digits on each hand and foot. On their homeworld and on their starships they do not wear much clothing, preferring loincloths and web-belts for gear. Still, when traveling in the astral or into worlds they deem particularly cool (like Magae), they may also wear puffy, quilted pants and coats.

All niravairi possess infravision (60'), exceptional hearing and olfactory senses (only surprised on a 1), and move with remarkable stealth (surprise on 1-3). A number of niravairi are quite adept at sorcery, and can rise to 18th level as magic users. Others are highly skilled as tactical officers and fixers (i.e., fighters and thieves), and are trained in hand-to-hand combat as well as in blades, sticks, and technological weapons. As fighters the niravairi can rise to the 12th level of experience; they have no limit for classes as thieves.

In the context of Arden Vul, the niravairi are encountered as members of their special paramilitary organization, the Order of Planar Explorers. This elite unit performs several functions for the niravairi. First, it is tasked with covertly resisting the rudishva hegemony throughout the galaxy. Second, it is tasked with exploring the various planes of existence, with special focus on the Astral and Ethereal Planes; there they seek for magical objects and allies for their cold-war conflict with the rudishva. While the niravairi have developed interstellar travel and thus have access to an extensive range of powerful technological devices, these devices do not function reliably on the inner planes, and niravairi strike-teams (or tumans) that operate on or through the Astral or Ethereal plane are thus more likely to employ specially enchanted items, including *astral tulwars*, *astral staves*, *astral wands*, and a variety of specially-created spells and devices (see new magic items for all).

The Order of Planar Explorers embraces a military-style hierarchy, although the officers of the order are divided into sorcerous and non-sorcerous ranks. Thus, a typical tuman possesses 6-12 members and is co-led by an officer from the tactical side and one from the sorcerous side. The ranks for tactical officers are havildar, rissaldar, and jemadar; while the sorcerous component possesses only two ranks, duffadar and subadar. Ordinary, or non-officer, ranks are called naiks.

OATHBOUND KNIGHTS

FREQUENCY: Very rare
NO. ENCOUNTERED: 8-9
SIZE: M
MOVE: 90'
AC: 5
HD: 6 or 9
ATTACKS: 3/2
DAMAGE: By weapon
SPECIAL ATTACKS: None
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: 100%
INTELLIGENCE: Average
ALIGNMENT: Lawful neutral
LEVEL/XP:
Knight: 4 / 160 + 6/hp
Knight Commander: 7 / 600 + 12/hp
TREASURE: See below
LOCATION: 6-148

These strange entities were once human knights loyal to Archon Marius Tricotor (see 6-148, 6-154). As paragons of law and of duty to the emperor, they agreed to surrender their lives to serve the empire and the memory of Marius the Unconquered. They presented personal tokens before the shrine to Marius's heart, and swore oaths before the goddess Wadjet. Wadjet granted them eternal life, so long as they fulfilled their oaths to protect and honor Marius's remains. Now, close to 2,000 years later, the knights are still present and are still fulfilling their oaths.

The knights appear as wizened, aged humans, with wrinkled faces and hands and long white hair. Their eyes are still bright, and the power of Wadjet and their oaths still gives them strength. They move a bit more slowly, but are still capable warriors. They wear chain mail covered with faded and tattered yellow surcoats with the 'MI' logo (for Marius Invictus). They wield broadswords, light flails, and light crossbows, and have +1 to hit and +1 to damage due to experience and strength. Although they might seem to be undead, they are not, and cannot be turned. The divine power of their oaths ensures that they can only be hit by magic weapons, and provides them with 25% magic resistance.

The knight-commander of the oathbound knights, a certain Publius Lanlius, has more HD (HD 9), wears **chain mail +2** (AC 3), and wields a **long sword +3**.

OOZE, ORANGE



FREQUENCY: Very rare
NO. ENCOUNTERED: 1-3
SIZE: M
MOVE: 30'
AC: 6
HD: 8
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Only hit by non-magic weapons
MAGIC RESISTANCE: 85%
LAIR PROBABILITY: 0%
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 6 / 650 + 10/hp
TREASURE: None
LOCATION: SL5-32

These creatures are formed from a combination of powerful magic in operation near or on top of a large seam or pocket of *arcanum* (see new magic items). They are able to strike enemies up to 15' away with an acidic pseudopod for 2-12 HP damage. A successful

attack may destroy a magic item; a randomly chosen magic item on the victim must roll an item saving throw with a -2 penalty or be instantly destroyed. Orange oozes are also almost invulnerable to magical attacks of all sorts: they have an 85% base magic resistance, and cannot be harmed by magical weapons.

PARALYZING BRAIN

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 120' flying (Class A)
AC: 3
HD: 10
ATTACKS: 11
DAMAGE: 1-6 (x10)/2-12
SPECIAL ATTACKS: Paralyzation, surprise
SPECIAL DEFENSES: Immune to electricity
MAGIC RESISTANCE: Normal
LAIR PROBABILITY: None
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
LEVEL/XP: 7 / 2,100 + 13/hp
TREASURE: None
LOCATION: 5-65, 6-25

The horrible product of an ancient Archontean sorcerous experiment, this creature resembles an enormous naked brain from which sprout ten, 7'-long tentacles. A sharp beak protrudes from one side of the brain. The paralyzing brain moves through levitation, and prefers to lurk in tall subterranean spaces where it can drop down on unsuspecting prey; due to this tactic it is slightly more prone to surprising its prey (surprise on 1-3).

It typically lashes out with all ten tentacles at a single victim; these do 1-6 HP damage each and inject a toxin that paralyzes prey (saves are at +2). Once a victim is paralyzed, 2-3 tentacles hold it still while the other 7-8 and the beak rip it apart (no need to roll to hit once the victim is paralyzed). Any successful hit on a tentacle renders it inoperative (although the brain can regenerate a tentacle in 2-3 days). Only damage to the brain itself will lead to its death. Paralyzing brains are immune to electricity, but are susceptible to cold (+1 damage per die).

PRISCIAN CONVERSI (PRISH-ee-an)

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-6
SIZE: M (typically)
MOVE: 120'
AC: Varies
HD: By class level
ATTACKS: 1 or more
DAMAGE: Varies
SPECIAL ATTACKS: Varies
SPECIAL DEFENSES: Varies
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: Average to high
ALIGNMENT: Lawful (neutral or evil)
LEVEL/XP: Varies
TREASURE: As NPCs
LOCATION: 4-2, 6-48, 6-49, 7-39, 7-44, 7-143, 9-31, 9-59A, 9-60-62, 9-63A, 9-64A, SL4-44

Conversi (singular: conversus), or Associates, are those members of the modern Priscian Order who are completely devoted to the Priscian principles but lack the requisite training or ability in the arcane arts to become full members. The conversi serve the sept through their skills as defenders and agents provocateurs, using their (mostly) martial skills to further the needs of specific circles. Conversi are fighters, thieves, monks, and the special bonded defenders. The majority of conversi are humans, but some demi-humans have also taken the oath as conversi.

Through their demanding training, conversi gain +1 to saves against *charm* and other mental attacks. Other than that benefit, conversi have no special abilities aside from their class and level abilities, although they typically are equipped with **Priscian chain mail** and a **Priscian gladius** (see new magic items).

Bonded defenders are those conversi who have taken oaths to serve a particular, high-level circularius (i.e., Priscian mage). Typically this happens only when the circularius in question is level 6 or above and when the conversus is of equal level. To become a bonded defender, a conversus undergoes two full weeks of rituals, deprivation, tests, and oaths; at the end, he or she is permanently linked to the circularius in question through a psychic-magical bond. This link, or bond, means that the conversus can instantly and magically transfer up to ¼ of his/her remaining HP to his/her circularius. If the circularius should die, however, the bonded defender immediately takes 4-12 HP in psychic damage.

PRISCIAN WAR MAGE (PRISH-ee-an)



FREQUENCY: Very rare
NO. ENCOUNTERED: 1 or 3
SIZE: M
MOVE: 120'
AC: varies, base 5 (Priscian chain mail)
HD: per level as magic user
ATTACKS: 1
DAMAGE: By Priscian gladius or by spell
SPECIAL ATTACKS: Spells, see below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: High to genius
ALIGNMENT: Lawful (neutral or evil)
LEVEL/XP: Varies
TREASURE: As NPCs
LOCATION: 4-2, 6-48, 6-49, 7-24, 7-39, 7-44, 7-72, 7-143, 9-31, 9-60-64, SL4-44

Priscian circulariii (i.e., arcane spell-casters and full members of the order) who undertake special missions outside a sept's hold are known as 'war mages'. The reasons for such a venture may be related to a task assigned by a Circle Lord, may be connected to a search for sources of **arcanum**, or, particularly for members of lower circles, may be self-motivated as a way to gain experience. After the decision to venture into hostile territory is taken, the circularius in question must perform a ritual to 'prepare' his/her essence for the possibility of war and combat. Almost always the


JLB
2013

war mage will also equip him- or herself with a suit of **Priscian chain mail** and a **Priscian gladius** (see new magic items), and will invite the presence of a number of conversi to aid him/her in his task (and, of course, to help protect him/her). The ritual by which one becomes a war mage has one specific benefit: it allows the war mage to use the thief combat matrix for the duration of the mission (instead of that reserved for magic users and illusionists).

War Mage Triads: When journeys or missions of particular importance are deemed necessary by one of the Circles, a triad of war mages is formed. As with singular war mages, the members of a triad undergo a ritual, with oaths, fasting, and exchange of personal items; the ceremony intends to bind the members to a common purpose, and to each other.

In game terms, the ceremony provides three benefits. Firstly, it grants each member of the triad access to the thief combat tables for the duration of the venture.

Secondly, members of a formally established Triad can tap the arcane energies of another member of the Triad, allowing them to exchange a memorized spell so long as it is of equal or lesser level.

Finally, members can 'donate' up to 10 HP of their own life force to one of the other members of the Triad. Should one member of a Triad die, the remaining members take 10 HP of psychic damage and are unable to exchange memorized spells.

The bonding ritual that forms a Triad instills in its members a particularly aggressive and confident demeanor. As with 'ordinary' war mages, each member of a Triad customarily equips him- or herself with **Priscian chain mail**, a **Priscian gladius** and other magical items. It is common for several conversi to pledge themselves to the goals of a Triad.

PUDDING, PURPLE

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: M to L (10' diameter)
MOVE: 60'
AC: 8
HD: 4-10
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None to animal
ALIGNMENT: Neutral
LEVEL/XP:
4 HD: 4 / 175 + 3/hp
5 HD: 4 / 235 + 4/hp
6 HD: 5 / 350 + 5/hp
7 HD: 6 / 575 + 6/hp
8 HD: 6 / 850 + 7/hp
9 HD: 7 / 1,300 + 8/hp
10 HD: 7 / 1,600 + 9/hp
TREASURE: None
LOCATION: 5-71, 5-131, SL6-26, SL8-18

This pudding of a deep purple color was originally the creation of Psalor-Ki, the rudishva vivisectionist (5-74); some specimens escaped, however, and as a result purple puddings are not unknown outside Arden Vul. It is deeply caustic, burning flesh at the touch and corroding metal or leather in a round (curiously, it does not affect wood; enchanted metal gets a save). In small volumes it is mindless, but in larger volumes (8+ HD) it acquires a certain degree of sentience.

It is immune to attacks by fire, but it will grow (curing 3-18 HP and adding 1-6 HD on top of that) if hit by electricity. Cold affects it severely, doing double-damage and slowing it.

It is magically and elementally conductive, such that if it is struck by magical or elemental attacks in the round in which it has hit an enemy it will convey ½ the damage from those attacks to its opponent. It can be bottled and thrown as a weapon.

PUDDING, RED

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 30'
AC: 4
HD: 10; HP 75
ATTACKS: 1
DAMAGE: 2-16
SPECIAL ATTACKS: Bloody healing
SPECIAL DEFENSES: Immune to cold and electricity
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 7 / 2, 575
TREASURE: None
LOCATION: 6-4

This motile pudding was created in area 6-4 through a chance combination of rudishva fertilizers and human flesh and blood. It appears as a blood-red puddle; indeed, PCs may believe it to be merely blood.

It attacks via a strong pseudopod. In addition to caustic damage, successful hits have two other potential effects. First, the pseudopod has a chance to corrode any non-metallic substance it hits (clothing, leather armor, etc.); those wearing hide, leather, studded leather and similar protections must roll an item saving throw (at -2 penalty) or else find that item irreparably damaged (magic items use their 'plus' as a positive modifier to saves). The same holds for non-metallic weapons that strike the pudding (staves, arrow shafts, wooden clubs, etc.).

Second, if the pseudopod hits a target that is already bleeding (i.e., one that has already taken damage), the pudding can rejuvenate itself, adding ½ of its damage roll to its own HP. Example: a pudding hits a PC on the first round and does 8 hp damage. It hits the same PC on the second round for another 9 hp, and thereby adding 4 HP to its own HP total. The pudding can actually grow in this way by adding HP beyond its starting HP. For every 6 HP that it acquires beyond its initial HP total, it should be treated as having an additional HD in terms of rolls 'to hit'.

Red pudding is immune to electricity and cold, has a modicum of magic resistance, and is incredibly hardy. If it is defeated (brought to 0 HP) it has the ability to regenerate slowly from the small drops that remain; only by burning the entire area where the pudding

had been operating can one be sure to eliminate any drips that might regrow into a full specimen. In the case that the pudding regrows itself, it is likely to do so in 1-6 separate versions; that is, 1-6 bits of red pudding matter will start to regrow, eventually forming 1-6 new puddings 1' in diameter with 1 HD. In this way the red pudding may, even if encountered and defeated at 6-4, come to spread slowly into other parts of Arden Vul.

PUFF BALL MUSHROOMS, DEADLY

NO. ENCOUNTERED: 2-8
SIZE: S (3' diameter)
MOVE: None
AC: 10
HD: 3 HP
ATTACKS: 1
DAMAGE: Special
SPECIAL ATTACKS: Spore cloud
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 1 / 11
TREASURE: None
LOCATION: 3-174

Deadly puff balls are a type of mushroom that grows in forests and occasionally underground. They produce a 3'-diameter globe in which mature thousands of spores. When ripe, the globe bursts and the spores are released. Of course, if the globe is damaged in any way, the damage will cause the spores to release. Although many mushroom species grow in similar ways, this genus is deadly, since its spore cloud can cause one of the following debilitating effects, depending on the sub-species:

Type	Spore Effect
White Globe	Confusion, 4-7 rounds
Brown Globe	Stunning, 4-7 rounds
Ochre Globe	Poison, save vs poison at +2 or die
Yellow Globe	Zombification (save vs spells or become unthinking spore carrier; in 1-3 days body explodes, transmitting a new spore cloud and killing the host. While zombified, the body seeks a new and advantageous location for propagation. Only *cure disease* can stop the process.)

RIMMAQ-ISFET (RIM-mack ISS-fett)

Greater god
SIZE: L (salamander body 200' long, real body inconceivable)
MOVE: 30'
AC: -2
HD: Salamander body 400; True body infinite
ATTACKS: 5
DAMAGE: 10-50 (x4)/20-200
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 99%
ALIGNMENT: Chaotic evil
WORSHIPPERS ALIGNMENT: Chaotic evil
SYMBOLS: A thin black circle on a white or blue field; a sinuous tongue; an ovoid cave opening on a cliff face
TITLES: The Devourer, the Worm who Licks the Heart of the Earth, the Extruder of Potent Slimes, the Fecund Sire, the Corroder, the Worm of Qok
CLASSES:
Cleric: 20th-level
Fighter: As 16+ HD monster
Magic User: 30th-level
Illusionist: 30th-level
S 25 (+7, +14); I —; W —; D 10; C 25; CH -7

According to heqeti cosmogony, Rimmaq-Isfet predates all other creation and is, in fact, the source of all matter. They believe Rimmaq-Isfet to have excreted rock, earth, oozes, and the first heqeti (indeed, all the Prime Material Plane). At the present Rimmaq-Isfet burrows constantly through matter, seeking to ooze, scrape, and gnaw itself into a position to re-consume all that it has excreted. True believers among the heqeti and other strange cults thus seek one-ness with Rimmaq-Isfet, hoping to be reabsorbed into its endless, churning maw. The rituals of such believers thus seek to open channels in the world through which Rimmaq-Isfet may enter via slime, avatar, tentacle, or even – in the right circumstances – with his entire salamander body. Given the apocalyptic, destructive nature of this theology, however, not all heqeti are as devout as these true believers, preferring to appease giant Rimmaq-Isfet with sacrifices rather than joining or summoning it.

Most heqeti descriptions of Rimmaq-Isfet imagine it as a colossal salamander over 200' long, with multiple legs and an enormous mouth filled with teeth and circled with a 'beard' of feelers/tentacles. Three dull-green, lidless eyes span its massive brow. The flesh of Rimmaq-Isfet is pebbled, dimpled, and covered with a mucous sheen; in color, its flesh is sometimes thought to be midnight black, with flecks of yellow, but other times it is held to be a constantly-shifting range of mottled green and brown. The mucus that covers its flesh is occasionally scraped off and collected by its fawning spawn, who gift it to servants and allies as the **sweat of Rimmaq-Isfet** (see new magic items).

The salamander body of Rimmaq-Isfet is generally indifferent to its surroundings. It regenerates 300 hit points of damage per round, and is immune to elemental damage as well as poison. It takes at least 75 hit points of damage in a single round for it to notice it is under attack and perhaps retaliate. On these rare occasions, it attacks with four tentacle strikes and a fearsome bite. If that doesn't resolve the situation, each tentacle may form a smaller mouth, allowing the god to use up to four different spells during the same round. If it ever feels threatened, it favors *wishes* to snuff out those who oppose it like candles before a great wind, fearing not the universe's vain attempts to subvert its will: nothing can be done to the Worm of Qok that it will not survive, for even if the salamander body of Rimmaq-Isfet is destroyed, it reforms in 400 years to continue consuming.

Most modern human and demi-human sages know little of Rimmaq-Isfet, as it appears as but an occasional, uncommented reference in the oldest codices. Occasionally very evil (and chaotic)

human cultists will develop a devotion to Rimmaq-Isfet, but their cults tend to be small, isolated, and primitive. Were one to acquire one of the nine copies of the almost completely forgotten work, *On the Terrible Old Gods*, by Sarquin of Archontos (who lived before the foundation of the Archontean Empire), however, one might learn something about this entity.

Sarquin thought that Rimmaq-Isfet belonged to a category of deity unfamiliar and alien to most 'normal' gods. According to Sarquin, Rimmaq-Isfet, like Frelothian, Mzingaloq, and Jeqellathon, existed beyond time, having been exiled by forces unknown; it was the goal of Rimmaq-Isfet to return to the main channel of time and to 'reality' in order to wreak vengeance for this exile. Sarquin also inferred that Rimmaq-Isfet's mind and motives were unknowable, not merely in the usual sense that a God's godhood rendered his/her actions ineffable, but in a deeper, more profound sense: it seemed, perhaps, that Rimmaq-Isfet had no motives, or at least no motives and no agendas that were comprehensible to human minds.

It may also be of interest to note that Sarquin devoted a dozen folios to an ontological discussion of the relationships, if any, between demonkind and Rimmaq-Isfet (and others of his ilk, including Frelothian, Mzingaloq, and Jeqellathon). He used a variety of philosophical, logical, and theological arguments to suggest that demons were clearly distinct from these entities, as their motives were at least partially comprehensible and their forms at least analogous to those experienced in prime material reality; in contrast to the relatively comprehensible, if still fearsome nature of demons, the appearance of Rimmaq-Isfet was utterly foreign, even incomprehensible. Even the form usually ascribed to it by the heqeti was, in this view, merely allegorical.

Despite this firm conclusion, however, Sarquin mused that certain demons may in fact have been spawned by Rimmaq-Isfet and the other Old Gods; as such the most potent demons might approximate the powers, instincts, and portfolios of the Old Gods while nevertheless existing as shadows of their sires. At the end of his work, Sarquin concluded that for all of these reasons, any who chose to worship Rimmaq-Isfet, let alone to conduct rituals on his behalf, was criminally insane, and should be persecuted with extreme prejudice.



RUDISHVA (roo-DEESH-vah)
FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L (7'-8' tall)
MOVE: 90'
AC: 7
HD: 3, or by class
ATTACKS: 1
DAMAGE: By weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 20%
LAIR PROBABILITY: 80%
INTELLIGENCE: Very to supra-genius
ALIGNMENT: Varies
LEVEL/XP: Varies
TREASURE: See below
LOCATION: 5-74, 6-20, 6-85, SL2-2, SL7-23, SL10-32

Hailing from the distant planet of Rudish with its three moons, the rudishva were the technologically advanced leaders of a star-spanning hegemonic empire comprising the varuda, the varumani, and the kaliyani. One of their starships, the *Shining Beacon of Glorious Heaven*, crashed into the plateau of Arden Vul close to three millennia ago. Several modules of the starship survived, albeit scattered in various locations within the rock face.

While they sought in vain to repair their ship, the rudishva laid claim to the tunnels and halls that the heqeti had previously delved. The rudishva rule in Arden Vul only lasted for 163 years, with the rudishva crewmembers extending their lifespans via the use of the cryogenic facilities of the Beacon.

Eventually the heqeti (see new monsters) made a secret alliance with the kaliyani to betray their masters, and the introduction of deadly heqeti slimes meant the rapid collapse of the rudishva. Almost all the rudishva perished in the first days of the plague, leaving only a handful of survivors. Of those, a tiny number are still alive thanks to the same ancient technologies: Psalor-Ki (5-74), Isok-Crix (6-20), Crelik-Var the Lord of the Arena (6-85), Reiv-Tor (SL7-23), and Melok-Ri, Master of the Sun-Scarred Knights (SL10-32). Four more rudishva (Triv-Lok, Plec-Gris, Kelo-Rep, and Talg-Roe) may be alive in the deep-space containment units (SL2-2) provided their containment unit hasn't failed.

Rudishva are skinny, spindly-limbed bipeds some 7' to 8' tall. They possess large hairless heads, from which protrude two small, curved horns. They have three fingers and a thumb per hand. Their skin-tones are typically light-brown to mahogany. All of the Arden Vul survivors have cybernetic implants; these appear as ½"-diameter plugs of colored plasteel visible just behind the left temple. Each rudishva can have up to 4 such implants. The crew wore orange jumpsuits, and, unless indicated otherwise, the survivors continue to dress in the traditional style. A set of web-belts allow the rudishva to carry a fair amount of gear.

The stats above are for generic rudishva without advanced combat training and without implants. The survivors in Arden Vul have better stats, due both to their implants but also to the centuries of experience they acquired as well as the fates they each have met. Indeed, some of the survivors have developed class skills as fighter or thieves (max of level 15 in each case); for these classed rudishva, weapon proficiency (and specialization, for fighters, if such is desired) in the following advanced weaponry

is possible (in addition to the usual): laser pistol, laser rifle, dart thrower, grenades, rocket launcher, and spear gun. All rudishva have 8-sided dice for HD, regardless of whether or not they possess classes in thief or fighter.

Although not magically adept, and hence not capable of advancing as magic users, some of the rudishva managed to incorporate alchemical and other magical energies with their own technology, thereby producing a kind of techno-sorcery. The glory days of such techno-sorcerous experimentation are long past, however, since much of it depended on the assistance of the more magically-inclined kaliyani; still, remnants of this work exist in a few places, and one survivor (Reiv-Tor, SL7-23) continues to experiment with techno-sorcery.

If the survivors are not spell-casters, they are nonetheless all capable of employing magic items, and do so with regularity. Indeed, because of their longevity the survivors typically possess a wide and powerful range of magical and technological items. As a consequence of their lack of magical aptitude, they all possess a mild magic resistance (20%).

The following table lists the known cybernetic implants employed by survivors:

Implant	Effect
Strength	STR 19
Speed	AC 4; base MV 150'; #AT doubled; haste for 1 turn every day
Toughness	CON 18; +30 HP
Optics	Infravision, *see invisible*
Metabolism	Reduces need to eat and drink by 90%, slows aging by 90%
Shield	AC 2; hit only by +1 or better weapons
Linguistics	Allows comprehension and communication in all languages, provided the wearer spends 1-3 turns in proximity of a new language
Stealth	*Invisibility*; muffles sound
Microprocessor	INT 18; +25% reaction rolls
Medical	Regenerate 2 HP per round; 50% chance to avoid effects of disease or poison.
Communications	Allows subvocal communication with any other survivor with this implant, as well as with Gethe (6-16), Relke (6-30), RAJ-750 (6-27), Stiller (6-36), Haine (6-84), Ranke (SL10A-16), and Akla-Chah (AL14-13).

In the case where a single survivor has implants with overlapping functions (e.g., speed and shield), the better of the two applies; so, if a survivor had both speed and shield, he/she would have AC 2, MV 150'; double attacks; and hit only by +1 or better weapons.

SALAMANDER, ACID

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-4 or 4-20
SIZE: L (7'-8' long)
MOVE: 60'/90' swimming
AC: 7
HD: 7
ATTACKS: 1
DAMAGE: 3-12
SPECIAL ATTACKS: Acid spit
SPECIAL DEFENSES: Immune to acid
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 5 / 465 + 8/hp
TREASURE: None
LOCATION: 10-15

These giant salamanders are mottled yellow, green, and brown, and inhabit only a handful of isolated, subterranean locations. They favor muck, swamps, and other areas with rich, decaying matter. Acid salamanders are nearly always hungry, and will investigate potential prey that comes near them. They prefer to rest quietly in one location, blending in with algal and fungal vegetation until they are ready to spring forth. While they can deliver a nasty bite, what makes them fearsome is the acidic nature of their saliva.

They can spit acid blobs up to 15' away (while charging); these blobs do 2-8 HP damage upon a successful hit, and do an automatic 1-4 additional damage for 1-2 rounds after such a hit. Given their acidic nature, they are unsurprisingly immune to all types of acid.

SALAMANDER, PHASE

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-4
SIZE: M (4' long)
MOVE: 90', 120' swimming
AC: 3 (or 6)
HD: 5
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: Phase (+4 to hit)
SPECIAL DEFENSES: Lower AC while phasing
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 4 / 200 + 4/hp
TREASURE: None
LOCATION: 3-165, SL6-1

A rare breed of carnivorous subterranean amphibian, these salamanders are ochre colored with black spots. They boast sharp teeth and, more significantly, an ability to phase out of reality for brief periods. They typically use this ability to appear behind potential prey, biting with surprise (+4 to hit) before phasing out of the Prime Material Plane again. This ability accounts for their low AC (AC 3).

Like phase spiders, they can be forced to remain in the Prime Material Plane for 8 rounds through the casting of a *phase door* spell. Those who can become ethereal are able to track a phase salamander normally, and are thus not surprised by its attack. A phase salamander that is unable to 'phase' has a higher AC (6).

SALAMANDER, RIDING

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-6
SIZE: L (10' long)
MOVE: 60'/90' swimming
AC: 6
HD: 6
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 4 / 160 + 6/hp
TREASURE: None
LOCATION: 7-78, 7-79, 10-61

A rare giant subspecies of underground salamander, these beasts are most commonly found as semi-trained mounts for the heqeti and other subterranean races. Riding salamanders are typically midnight black with sun-yellow spots. The heqeti insert bits into their mouths and guide them with reins. Not particularly swift, they are able to move with greater alacrity in water. They attack by biting for 2-12 HP damage.

SALAMANDER, WARNING

FREQUENCY: Very rare
NO. ENCOUNTERED: 3-18
SIZE: S (2' long)
MOVE: 90'/150' swimming
AC: 8



HD: 2
ATTACKS: 0
DAMAGE: None
SPECIAL ATTACKS: Strobe light
SPECIAL DEFENSES: Surprised only on 1
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 1 / 10 + 1/hp
TREASURE: None
LOCATION: 7-84, 10-2

These small salamanders are mainly found underground. Their skin is dark blue with yellowish-green spots. If threatened, or if they detect predators, they are able to emit a series of strobe-like blasts of yellow light. These blasts last 2 rounds and can stun the unwary (save vs. petrification at +2). Given this alert feature, and the difficulty in surprising them, the salamanders are frequently used by the heqeti (who are immune to their strobe lights) as early-warning alarms.

SAND WORM

FREQUENCY: Uncommon
NO. ENCOUNTERED: 6-11
SIZE: S (4' long)
MOVE: 90'
AC: 7/2
HD: 2
ATTACKS: 1
DAMAGE: 1-6
Special Attack: Slurp blood
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 2 / 50 + 1/hp
TREASURE: None
LOCATION: 8-60, SL3-24

Sand worms are a vicious species of sand burrowers that grow about 4' long (although much larger specimens have been reported in open desert, up to 10' long and 6 HD). They move through sand at great speed and leap out to attack their victims with the abrasive cilia of their mouths. A successful hit indicates that the worm has attached itself to its victim; it automatically slurps blood at 1-4 HP per round until removed. Once attached to a victim, their AC drops to 2 as they become very difficult to hit.

SECURITY CONSTRUCT, RUDISHVA

FREQUENCY: Very rare
NO. ENCOUNTERED: 1 to 3
SIZE: M or L
MOVE: 120'
AC: Varies
HD: Varies
ATTACKS: 2

DAMAGE: Varies
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: High
ALIGNMENT: Neutral
LEVEL/XP: Varies (see below)
TREASURE: None
LOCATION: 5-118, 6-16, 6-30, 6-84, SL10A-16, SL10A-18

Representing the peak of rudishva dabbling in robotics and artificial intelligence, these dangerous constructs take the form of one of the rudishva races – rudishva, varumani, varuda or kaliyani. Their frames are composed of high-tensile alloys, cloaked in pseudo-flesh. Although their faces are highly detailed and life-like, the features are too rigid and defined, and lacking in the subtle facial movements of true life-forms. Indeed, close observation reveals that only their lips and their coal-black eyes show movement and life. Their positronic brains, however, are supple and allow rapid, effective tactical and interpersonal decision-making.

The Beacon carried only a few such constructs, including three tactical advisors in charge of weapons training (c.f. 5-118) and a handful of military-grade constructs (e.g. Relke, in 6-30). Individual constructs vary slightly in appearance and capabilities. Due to their age, it is probable (50% likely) that their pseudo-flesh has begun to decay, producing an unpleasant aroma of decay. All rudishva security constructs are immune to poison and mind-affecting spells.

Rudishva Tactical Advisor (5-118)
Appearance: A spindly-limbed biped about 7' tall with a large head; the head bears two small horns, and the mouth has fangs. The automaton is dressed in an orange jumpsuit and wears a utility belt.
Statistics: AC 2; HD 6+6; ATTACKS 2; DAMAGE: laser pistol and vibrablade (see new technological items), or fists (1-8/1-8); standard immunities plus immune to fire, cold, and laser attacks; voice can issue sonic attacks every 2 rounds equivalent to *command* spell (save at -2); regenerate 3 HP/round. LEVEL/XP: 6 / 645 + 8/hp

Varumani Tactical Advisor (5-118, SL10A-18)
Appearance: A heavy, thick-limbed, 8'-tall being, with gnarled features. The automaton wears a loincloth and a utility belt.
Statistics: AC 2; MV 90'; HD 8; ATTACKS 2; DAMAGE: stun baton and laser rifle (one-handed!) (see new technological items), or fists (2-12/2-12); standard immunities plus immune to cold; regenerate 2 HP/round. LEVEL/XP: 6 / 750 + 10/hp

Varuda Tactical Advisor: (5-118)
Appearance: A 6'-tall biped with membranes attached between arms and back, a sharp beak, and impressive comb feathers. The automaton wears a light-blue tunic.
Statistics: AC 2; MV 120', can glide 120' (class D); HD 7; ATTACKS 1 or 2; DAMAGE: laser pistol (see new technological items) or claws (1-6/1-6); standard immunities plus immune to cold; regenerate 1 HP/round. LEVEL/XP: 5 / 425 + 8/hp

Military-Grade Security Construct (6-16, 6-30, 6-84, SL10A-16)
Appearance: A 7'-tall rudishva, with spindly limbs, bald heads with small horns, and fangs. Heads and hands are made of artificial flesh; torso, arms, legs and feet are formed of black titanium alloy armor that crackles with electricity.
Statistics: SZ M; AC 0, MV 120'; HD 10, HP 50; #AT 2; Dmg 2-12/2-12 (monofilament blades) or 3-8/3-8 (fists); MR 50%. SPECIAL ATTACKS: fire gouts, from left hand, 3x/day, for 5-30 damage in a 20' radius; plasma ray from right hand, 5x/day, for 3-18 damage in a 30' beam. SPECIAL DEFENSES: hit only by +2 weapons; leap unerringly 30'; regeneration 2 HP/round; holographic projection (a construct can project three duplicate images of itself; these images have 10 hp each and move and act as does the construct, inflicting damage unless the illusion is disbelieved). The constructs' armored torsos are charged with electricity; any who touch it them suffer 2-8 electric damage. Their monofilament blades are 3' long and are housed in scabbards built into their armor. The armor, blades, and special attacks are only effective so long as they are powered; a full charge will keep them powered for 28 + 1-3 hours. Should a construct be unable to recharge, it loses its powered functions (monofilament blades, fire, plasma, holographic projection, electric charge), its AC drops to 3, and it must attack by fists for 3-8/3-8 damage. LEVEL/XP: 8 / 3,750

SELENITE GUARDIANS

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: M or L (6-10')
MOVE: 30' on dirt, 90' on selenite
AC: 2
HD: 6 or 9
ATTACKS: 2
DAMAGE: 2-8/2-8, or 2-16/2-16
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/XP:
6 HD: 5 / 420 + 6/hp
9 HD: 7 / 1,600 + 12/hp
TREASURE: Special (see below)
LOCATION: 3-200, 4-90, 7-118, 8-169

Selenite guardians are beings made of pure gypsum (selenite). They most commonly appear as 4'-diameter octagonal rods of selenite, and may thus be mistaken for inert gypsum. They are able to extrude up to 6 limbs (1' diameter) from their main 'body' at will; these limbs allow them to move and manipulate objects. They have no clear face, mouth or eyes, but are able to detect movement and make sounds by rubbing extruded 'arms' against their body. Amid selenite deposits, they are able to move with some speed; away from that habitat, they are quite slow. In combat situations they extrude two short 'arms' that they use to batter opponents.

Although selenite guardians are intelligent, their thought processes are alien and their speech nigh incomprehensible (it consists of a combination of low grunts, high squeaks, and slight

changes in the opaque color of their 'skin'). They are attracted to large deposits of selenite; sages differ on whether they feed on some aspect of the mineral or are drawn to the deposits in order to preserve and/or maintain them. Selenite guardians are quite hardy, and take limited damage from edged weapons; once they have been beaten to death, their bodies will shatter, allowing the victor to recover 100-600 gp worth of selenite crystals from the corpse.

Selenite guardians regenerate 2 HP per round so long as they are in within 25' feet of a substantial deposit of selenite. Because of the hot and humid environment in which selenite is formed, Selenite guardians are immune to fire and water-based attacks; for the same reason, they take double damage from cold-based attacks. Given their crystalline nature, selenite guardians take only 1 HP damage from edged weapons. They operate without penalty in water. Some selenite guardians are larger, possessing more HD and doing more damage in combat.

SET ACOLYTES

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: M
MOVE: 120'
AC: 4
HD: 3
ATTACKS:1
DAMAGE: By weapon
SPECIAL ATTACKS: Spell use as 3rd-level cleric
SPECIAL DEFENSES: Fanaticism
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 20%
INTELLIGENCE: Average to high
ALIGNMENT: Lawful evil
LEVEL/XP:
Junior Acolyte: 2 / 50 + 1/hp
Acolyte: 3 / 80 + 2/hp
Advanced Acolyte: 3 / 135 +3/hp
TREASURE: See below
LOCATION: Level 3, Level 4, 5-100, 6-58, SL8-7

Set priests are not common, as the cult of Set is in abeyance. They mostly inhabit remote temples or ruins, preferably underground. Their goals are many, among which are the defeat of 'good' gods of knowledge and magic, the acquisition of knowledge and power, and the subtle undermining of human power structures for their own purposes.

Acolytes are the lowest ranking priests of the cult of Set; they are typically 3rd-level clerics (with 4 1st-level and 2 2nd-level spells). Like all Set priests, acolytes wear a special ensemble of armor similar to that of a Roman legionary; called Set armor (see Arden Vul items), the ensemble includes scale body armor, copper leg and arm greaves, copper helmet shaped like a Set animal. Again, as with all Set priests, acolytes normally carry **was sticks** appropriate to their rank (see new magic items) in addition to their normal hand-weapon (usually a mace). Acolytes are likely to carry a small amount of coin (4-24 gp) and a few minor magic items: 0-2 potions and 0-2 scrolls.

Variations include junior acolytes (2nd-level clerics with 4 1st-level spells) and advanced acolytes (5th-level clerics with 5 1st-level, 5 2nd-level, and 1 3rd-level spells).

Due to their fanatical loyalty to Set and his goals, Set acolytes have a bonus of +1 to all saves versus *hold person*, *sleep*, and other mind-affecting spells.

SET ANIMALS

FREQUENCY: Very rare
NO. ENCOUNTERED: 3-8
SIZE: S (3' long)
MOVE: 150'
AC: 5
HD: 1-2
ATTACKS: 2
DAMAGE: 1-4/ 1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: Semi
ALIGNMENT: Lawful evil
LEVEL/XP:
1 HD: 2 / 25 + 1/hp
2 HD: 2 / 60 + 1/hp
5 HD: 4 / 345 + 4/hp
6 HD: 5 / 370 + 6/hp
TREASURE: None
LOCATION: SL8-5, SL8-7

Set animals are creatures bred by priests of Set and devoted to his cult. They have the body of a dog, but with a curved, narrow snout, square ears, and a forked tail. Their tails sting with a nasty venom which inflicts an additional 1-4 HP damage and causes discomfort (-1 to hit for 1 turn) unless saved against.

Set animals love to inflict pain and watch a victim writhe. Their preferred form of attack is to leap at opponents to sting them with their tail. Due to their small size, Set animals can race swiftly along near-vertical surfaces and jump up to 15' at foes.

Set animals are vocal, emitting a constant stream of high-pitched yibbering sounds. The yibbering is unsettling and other-planar, and can sometimes cause *confusion* in enemies unaccustomed to it. When first encountered Set animals have a 50% chance of confusing enemies with their yibbering; this declines to 15% for subsequent encounters. If inflicted, confusion prompts a save vs spells in listeners; if failed, the victim cannot act for 1-4 rounds.

Set animals have a foetid breath that acts as a *dispel magic* spell. This power may be used once per day, and generally is used in the first round of combat. The cone extends for 15' in front of the Set animal, and acts as the spell.

Greater Set animals are only encountered singly or in pairs and have the following statistics: SZ M; AC 2, MV 150'; HD 5-6; #AT 2; Dmg 1-6/1-8. They are more intelligent (low) than their smaller brethren and cannot race along near-vertical surfaces. The venom in their tails inflicts an additional 1-6 HP damage each round for 1-4 rounds, and may also cause paralysis (a second save is required to avoid suffering paralysis for 1-3 rounds). Their yibbering confusion percentages are 75% and 25 % respectively.

SET CULTISTS

FREQUENCY: Rare
NO. ENCOUNTERED: 6-11
SIZE: M
MOVE: 90'
AC: 10, or 8
HD: 1-2
ATTACKS: 1
DAMAGE: By weapon, usually dagger, flail or staff
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Fanaticism
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: Average
ALIGNMENT: Lawful evil
LEVEL/XP:
1 HD: 1 / 15 + 1/hp
2 HD: 2 / 40 + 1/hp
TREASURE: 3-18 sp, 2-8 gp individuals
LOCATION: AV-44, Level 3, Level 4, SL4-32

Set cultists are the non-clerical followers of the god Set. Set cultists can come from any race of intelligent creatures, although the leadership of the cult is mostly (75%) human. In the Halls of Arden Vul, 66% of encountered cultists will be human; of the remaining 33%, the breakdown will be as follows: goblin (40%), lizardman (20%), demi-human (20%), other/GM's choice (20%). They are typically not particularly difficult to defeat in combat, wearing only clothes, sacred robes, and padded armor. They typically carry daggers or staffs, or the occasional flail.

Set cultists travel in groups, and their numbers can tell against smaller groups of opponents. Often cultists are accompanied by a Set priest (50% chance) and/or by 1-4 Set guardsmen (also 50% chance). It is entirely possible for them to be accompanied by both a priest and some guardsmen.

Even though they are essentially mundane creatures, certain Set cultists are highly regarded figures in the hierarchy of power in Temples of Set. That is, wealth, influence, and knowledge might cause a cultist to have more influence/power than a formal priest, even though the cultist lacks the priest's spell-casting abilities.

Due to their fanatical loyalty to Set and his goals, Set cultists have a bonus of +1 to all saves versus *hold person*, *sleep*, and other mind-affecting spells.

SET DEACONS

FREQUENCY: Rare
NO. ENCOUNTERED: 1-3
SIZE: M
MOVE: 120'
AC: 3 or better
HD: 6
ATTACKS: 1
DAMAGE: By weapon
SPECIAL ATTACKS: Spell use as a 6th-level cleric
SPECIAL DEFENSES: Fanaticism
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 30%
INTELLIGENCE: High
ALIGNMENT: Lawful evil
LEVEL/XP: 5 / 300 + 6/hp
TREASURE: See below
LOCATION: 3-90, 3-106, 3-107, 4-2, 4-42, 4-49, 4-61, 7-33, SL4-23, SL4-32, SL8-7

Set priests are not common, as the cult of Set is in abeyance. They mostly inhabit remote temples or ruins, preferably underground. Their goals are many, among which are the defeat of 'good' gods of knowledge and magic, the acquisition of knowledge and power, and the subtle undermining of human power structures for their own purposes.

Deacons are the powerful mid-level clerics of the cult; they are typically 6th-level clerics (with 5 1st-level, 5 2nd-level, 3 3rd-level, and 1 4th-level spells). Like all Set priests, deacons wear the special ensemble of armor known as Set armor (see Arden Vul items). The ensemble includes scale body armor, copper leg and arm greaves, copper helmet shaped like a Set animal, and for deacons the entire ensemble is enchanted (**Set armor +1**). Again, as with all Set Priests, deacons normally carry **was sticks** appropriate to their rank (see new magic items) in addition to their normal hand-weapon (usually a mace). Deacons typically possess a small amount of coin (5-60 gp) and the following magic items: a minor protective item, a magical weapon, plus 0-3 potions and 0-2 scrolls.

SET GUARDSMEN

FREQUENCY: Rare
NO. ENCOUNTERED: 3-6
SIZE: M
MOVE: 60'
AC: 5
HD: 2 or more
Attack: 1
DAMAGE: By weapon (spear or bow, plus sword)
SPECIAL ATTACKS: Bonds of Set
SPECIAL DEFENSES: Fanaticism
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 20%
INTELLIGENCE: Average
ALIGNMENT: Lawful evil
LEVEL/XP:
Guardsmen: 2 / 40 + 1/hp
Elite Guardsmen: 3/ 65 + 2/hp
Sergeants: 4 / 155 + 4/hp
TREASURE: See below
LOCATION: AV-44, Level 3, Level 4, 5-100, 6-58, 6-70, SL4-23, SL5-38, SL8-5, SL8-7, SL9-17

Guardsmen (and -women) of Set are warriors dedicated to defending Set's property and interests, and to punishing those designated by the priesthood. Ordinary guardsmen are the equivalent of 2nd-level fighters, with effective STR of 15 or 16. They typically wear scale mail and carry wooden shields, although some have been known to sport bronze breastplates. Although they don't wear official Set armor (see Arden Vul items), they do stain their normal armor red. They prefer spears, bows, and long swords.

Any given group of guardsmen is likely (50% per group, not per individual) to carry a set of bolas known as the bonds of Set. These are essentially weighted balls attached to a cord, which

the guardsmen use to attempt to immobilize their enemies. An enemy hit with the bonds, and who fails to roll under their DEX on 4d6, should determine hit location (50% legs, 40% torso/arms, 10% neck): if hit in the legs, the victim will fall over and will be immobilized for 3-6 rounds; if hit in the torso arms, the victim will drop anything held in his arms, and be rendered immobile until a comrade spends 5-11 rounds freeing him/her; if hit in the neck, the victim will take 1-4 damage and will begin choking, and strangulation will come in 2-12 rounds. The bonds of Set can be broken with a successful bend bars/lift gates attempt. The bonds are difficult to learn to use (-5 to hit for the non-proficient).

Variations include elite guardsmen (3rd-level fighters) and sergeants (5th-level fighters). Set guardsmen typically possess a small amount of coin (3-18 gp).

Due to their fanatical loyalty to Set, Set guardsmen have a bonus of +1 to all saves versus *hold person*, *sleep*, and other mind-affecting spells.

SET PONTIFEXES

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 120'
AC: Varies
HD: 9 or more
ATTACKS: 1
DAMAGE: By weapon
SPECIAL ATTACKS: Spell use
SPECIAL DEFENSES: Fanaticism
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 50%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful evil
LEVEL/XP: Varies
TREASURE: As NPCs and see below
LOCATION: 4-51, 4-56, 4-57



If it is true that Set priests in general are not common, it is doubly true that Set pontifexes are even less common. As with Set acolytes and Set deacons, the pontifexes seek the defeat of 'good' gods of knowledge and magic, the acquisition of knowledge and power, and the subtle undermining of human power structures for their own purposes.

The pontifexes of the cult are the leaders and masterminds, and as a result are few in number. In Arden Vul, there are three pontifexes (the high priestess, second priest and third priest). Pontifexes are always potent name-level spell-casters, and while most are clerics, a few come from other classes, including magic users (see Marius Junienos, 4-56).

For those pontifexes classed as clerics, **Set armor +2** (see Arden Vul items) is the norm. They typically employ, in addition to their **was stick**, an enchanted weapon (often **mace +2** or **+3**) and several other potent magical items (two minor or one major protective item, 2 potions, and 1-2 miscellaneous items or rods/wands). Pontifexes who are magic users, such as Marius Junienos, wear a red robe, with red **bracers of defense** (AC 4 or 3), a **ring of protection** (**+1** or **+2**), and a red cloth headdress shaped like a Set animal. They carry a potent magical staff or wand (e.g. **staff of striking**), several potions, several scrolls and one or two miscellaneous magical items.

All Set pontifexes, regardless of class, wear a unique **ring of Set**, an item both significant in its symbolism to the cult and potent in its magic (see new magic items). Due to their fanatical loyalty to Set, Set pontifexes have a bonus of +1 to all saves versus *hold person*, *sleep*, and other mind-affecting spells.

SHADOW, GREATER

FREQUENCY: Very rare
NO. ENCOUNTERED: 3-12
SIZE: M
MOVE: 120'
AC: 5
HD: 5+1
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: STR, CON or DEX drain
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 75%
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
LEVEL/XP: 5 / 470 +6/hp
TREASURE: 1-20k sp (10%), 1-12k ep (15%), 1-10k gp (40%), 100-800 pp (35%), 3-30 gems (20%), 1-10 jewelry (10%), any 3 magic items except swords or misc. weapons, + 1 potion + 1 scroll (30%)
LOCATION: 4-148, 8-8, 8-9, 8-14, 8-15

These creatures are tougher versions of the more familiar shadow. Greater shadows drain 1 point from two physical attributes per successful hit. The GM should randomly determine which two abilities - STR, CON or DEX – are those affected by a particular pack of greater shadows on a successful hit; once set, all greater shadows in the pack deal attribute loss to the same abilities for the rest of that combat. Those reduced to 0 in an attribute become regular shadows under the greater shadow's control. Greater shadows are almost undetectable in normal conditions (18 out of 20) until they attack; they are unable to enter true sunlight. They are turned as wraiths and are immune to cold, poison, paralysis, sleep, charm, and hold attacks.

SHADOW LORD

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 150'/240' flying (Class A)
AC: 4
HD: 9+3
ATTACKS: 2
DAMAGE: 2-5/2-5
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 50%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
LEVEL/XP: 7 / 2,440 + 13/hp

TREASURE: 2-12k gp (70%), 1-4 gems x4 (50%), 1 misc. magic item +1 potion (60%)
LOCATION: 8-15

Lords of the Negative Material Plane, shadow lords are usually surrounded with a unit of lesser undead. Typically this is a troop of 2-5 shadows, but zombies, skeletons and ghouls are not uncommon. In combat, the shadow lord relies upon his draining aura, spells, and minions rather than melee, but can deal 2-5 points of cold damage and drain 1 STR per hit when reduced to physical combat. Strength lost at the touch of a shadow lord returns in 2-8 turns. Any creature brought to 0 STR by a shadow lord dies and becomes a shadow in 2-8 turns.

Shadow lords can command undead like 12th-level clerics. Undead with greater than average intelligence are immune to this effect. Shadow lords turn as vampires and can cast the following spells once per day at the 16th-level of ability: *augury*, *cause critical wounds*, *detect magic*, *dispel magic*, *locate object*, *stone tell*, *symbol of pain*. They are immune to cold, poison, *paralysis*, *sleep*, *charm*, and *hold* attacks.

Shadow lords carry within them the heart of the Negative Material Plane and radiate an evil aura 20' in all directions. The aura has three effects upon those within it. The aura reduces any turning attempts by 2, it allows all undead to regenerate 1 hit point per round, and it drains 1 STR per round to any living creature that fails a save against paralysis. The shadow lord is affected by his own aura, meaning that turning it is done at -2 and that it regenerates 1 point per round as long as the aura is in effect. *Dispel evil* destroys this aura for a full 24 hours. Shadow lords are unable to enter true sunlight and are destroyed by it if unable to flee before it.



SKELETON, BLACK



FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: M
MOVE: 120'
AC: 0
HD: 6
ATTACKS: 2
DAMAGE: By weapon (usually 1-6)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: High
ALIGNMENT: Lawful evil
LEVEL/XP: 5 / 370 +6/hp
TREASURE: See below
LOCATION: 4-159 to 4-162 (possible), 7-75 (possible)

These intelligent undead are quite unlike their simpler namesakes. A black skeleton may let loose a terrible shriek, and creatures within 60' and with less than 4 HD must save vs. spells or be paralyzed with fear for 2-8 rounds (50%) or panic (50%) for 2-8 rounds, fleeing as fast as possible. Creatures that make their saving throw suffer -1 to attack and damage rolls for 2-8 rounds.

Most black skeletons wield two short swords (without penalty), and 10% possess a **sword of shadows** (see new magic items). Good-aligned creatures hit by a black skeleton must succeed on a save vs. spells roll or temporarily lose 1-3 STR. A victim heals 1 point of STR loss per turn. If a creature is reduced to 0 STR, it returns as a shadow in the middle of the night of the next full moon. Black skeletons take ½ damage from sharp or edged weapons, but full damage from blunt weapons. Fire inflicts half damage. They are immune to *sleep*, *charm*, *hold*, and cold-based spells, and are unaffected by poison or paralysis. Holy water inflicts 2-8 damage per vial. They are turned as ghasts.

SKELETON, ICE TOAD

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: M (4' long)
MOVE: 60' plus 60' hop
AC: 5
HD: 3
ATTACKS: 1
DAMAGE: 3-12
SPECIAL ATTACKS: Cold
SPECIAL DEFENSES: Edged weapons do half damage
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Chaotic evil

LEVEL/XP: 3 / 110 + 2/hp
TREASURE: None
LOCATION: 9-123

These monsters are undead forms of ice toads, animated by the great evil of Kauket and the Old Father (see 9-126). They are about 4' long and can hop into combat without penalty. Like ice toads, they radiate cold: once every other round they emanate a cold blast that does 2-12 HP damage to all within 10'. Without the Old Father's nearby presence, they are turned as wights, but so long as the Old Father 'lives' they are turned as spectres.

SKELETON, GIANT RUDISHVA OR VARUMANI

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-4
SIZE: L (8'-9' tall)
MOVE: 90'
AC: 2
HD: 8+8
ATTACKS: 1 or 2
DAMAGE: 3-18, or 2-8/2-8
SPECIAL ATTACKS: Bone throwing, sonic blast
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 50%
LAIR PROBABILITY: 90%
INTELLIGENCE: Semi or very
ALIGNMENT: Neutral evil
LEVEL/XP: 7 / 1,700 + 12/hp
TREASURE: 1-8k cp (10%), 1-6k sp (30%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), any 2 magic items + 1 potion (15%)
LOCATION: 3-39, 3-52, 3-52A, 5-137, 5-139, 6-102, 6-163, 7-41, 7-146, 9-91, SL7-13

These creatures are formed from rudishva or varumani bodies, and are thus large in size; they also display at least one of the features that marked the original being as alien: e.g., tusks, or small curved horns, or a tail. Two varieties of these fearsome warriors exist. One sort is intelligent, and can scheme, plan, and strategize. Only a tiny handful of such skeletons exist, as they are the product of voluntary experimentation by living survivors of the rudishva collapse (e.g., Artax-Ris, at 3-39). The more common sort is semi-intelligent, and are suitable for guardian or servitor duties. The semi-intelligent skeletons were created from the remains of already dead crewmembers of the Beacon, using a rudishva hyperbaric chamber (see new technological items) and some rudimentary necromancy.

All giant skeletons can still speak, albeit only in the most guttural form of Glyphik; their 'voices' sound as deep sonic blasts of force, and can stun the unwary (save versus spells to avoid). The intelligent sort can obviously carry out sophisticated conversations, whereas the semi-intelligent sort typically can utter only a limited number of phrases.

Giant skeletons attack either with a large weapon for 3-18 damage or by hurling pieces of their own skeleton (e.g. ulnae, femurs) as missiles (2-8/2-8). The necromantic magicks used in creation of these monstrosities ensure that new bones appear instantly in the place of any hurled ones.

Giant skeletons take ½ damage from sharp or edged weapons, but full damage from blunt weapons. Fire inflicts half damage. They are immune to *sleep*, *charm*, *hold*, and cold-based spells, and are unaffected by poison or *paralysis*. Due their necromantic origin holy water inflicts 1-4 damage per vial, but as they are not truly undead, giant skeletons cannot be turned.

GM Note: As noted above, giant skeletons are the results of experimentation by the rudishva survivors after the surprise attack that destroyed their hegemony. When the survivors broke into factions, and Melok-Ri (SL10A-32) and the Arena Lord (6-85) managed to obtain the only two remaining portable medical units (see new technological items), the remaining survivors experimented with alternate means of prolonging life. Psalor-Ki (5-74) and Artax-Ris (3-39) attempted to use hyperbaric chambers in conjunction with some now-lost kaliyani sorcery to extend life.

Their results were partially successful, in that they did prevent final death in their subjects. The problem was that the subjects were also gradually transformed into giant rudishva skeletons. One such subject was Artax-Ris himself; he and a few other living subjects found their intellects preserved while their bodies were transformed. When no other survivors were willing to undergo that sort of transformation, Psalor-Ki continued to experiment, this time using the (plentiful) corpses of his former crewmates. Use of the hyperbaric chamber with a form of necromancy produced the semi-intelligent variety of giant rudishva skeleton.

SKINK, CAVE

FREQUENCY: Uncommon
NO. ENCOUNTERED: 15-30
SIZE: S (3' long)
MOVE: 120'
AC: 7
HD: 2
ATTACKS: 2
DAMAGE: 1-6
SPECIAL ATTACKS: Toxic mucus
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 2 / 40 + 1/hp
TREASURE: None
LOCATION: 3-218, 7-60, 7-61, 9-144, 9-145, 9-149

These underground scavengers are typically grey, with brown splotches, and grow to be about 3' long. They move swiftly along floors and walls, and will typically swarm prey. Cave skinks possess a toxic mucus on their skin and tongues. If the skin is touched, one must save versus poison or develop a fever and a severe rash which reduces CON by 2 for 3-6 days. Hit location should be determined; if on exposed flesh, the tongue will inflict the same sort of rash.

SLIME, HEQETI

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-20
SIZE: S (1'-3' diameter)
MOVE: Varies (see chart)
AC: 6

HD: 2
ATTACKS: 1
DAMAGE: Varies
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 15%
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: Variable
TREASURE: None
LOCATION: 5-104, 6-118-21, 6-165, 7-7, 8-157, 9-46, 10-44, SL10A-29, SL10B-17



These slimes are non-sentient and may or may not be motile. See charts below for color, motility, and function. They are typically small in size, with 2 HD, although a GM could decide otherwise for both statistics. Most do not have a formal 'attack' sequence, but rather have a dedicated function (see chart). About 50% are corrosive to metal, wood or leather (roll 1d4: 1: to metal, 2: to wood, 3: to leather, 4: to all three), although the GM should determine this based on context and the function of the slime in question. Most are healed 2-12 HP per successful hit by electricity or laser fire, while they are slowed (½ movement) by cold and are susceptible to fire (+1 damage/die). Ultimately the GM can make up any other kind of slime that is desired (e.g. the special slime at SL10A-29).

The appearance and effect of any given heqeti slime can be determined by rolling twice on the appearance table, once on the motility table, and once on the effects table:

D10	Color	Consistency
1	Purple	Jelly-like
2	Yellow maize	Oily and thick
3	Burnt orange	Non-stick and compact
4	Rust	Like melted butter
5	Electric blue	Gluey, like peanut butter
6	'Rainbow', i.e., shimmering	Quicksilver-like
7	Blue-black	Watery
8	Sickly green	Liquid but adhesive
9	Off-white with greenish motes	Gelatin-like
10	Pale lavender	Oily and runny

D8	Motility
1	No independent movement
2	Slow creeping (5' per round)
3	Faster creeping (10' per round)
4	Travel by pseudopod (15' per round)
5	Travel by pseudopod (20' per round)
6	Spore-born, with fast growth after movement
7	Only motile (20' per round) on/in liquids
8	Only motile (5' per round) on carbon-based substances (i.e., immobile on stone)

D20	Effect
1	Flesh-eating, lesser: 1-6 damage per round for 4-7 rounds.
2	Flesh-eating, greater: 2-12 damage instantly, will kill if not scraped off in 2 rounds
3	Flesh-animating: kills by covering flesh in 4-7 rounds, animates body as a heqeti slime zombie (see new monsters)
4	Poison: seeps into pores and poisons from within, die in 3-18 days
5	Metal-eating: consumes metal objects in 1 round; magic items get save
6	Epidermis-transforming: changes victim's skin to scales, feathers, or fur (33% of each); 25% of epidermis transformed per hit
7	Spore-thrower: vapors carry spores which infect lungs and bloodstream; death in 3-18 days
8	Message-carrier: any message spoken loudly and clearly will be absorbed by the slime; when touched by living flesh, it will repeat the message
9	Coagulant: turns up to 30 gallons of any normal liquid into a solid, including blood (even blood still coursing through vessels: death in 1-3 rounds unless *purify food & drink*, *purify water*, or *cure disease* applied)
10	Blocker: forms impermeable seal over any aperture up to 2' in diameter (including, keyholes, a being's mouth and nose, spyholes, etc.)
11	Plague-bringer, lesser: inflicts painful (-1 to all rolls) boils and scabs which last for 1-3 months; highly infectious
12	Plague-bringer, greater: inflicts painful boils (-1 to all rolls) for 1-3 days, after which death; highly infectious
13	Mind-altering, mild: causes severe hallucinations for 7-12 hours
14	Mind-altering, serious: permanent change in gender, alignment, racial self-perception, etc.
15	Symbiotic, passive: attaches self to skin at base of spine, sends locator signals to heqeti within 250'
16	Symbiotic, active: attaches self to skin at base of spine, attempts to control motor functions (save vs spells each day)
17	Water-activated Poison Gas: on contact with fresh water this slime exudes a toxic poison which kills in 1-4 hours; it also causes extreme thirst
18	Gills: wraps around neck and produces gills; host must spend at least 4 hours a day in water; can breathe under water
19	Explosive: explodes for 6-36 damage to all within 30' radius if jostled more than slightly. Motile varieties explode at will.
20	Greek Fire: explodes for 3-18 damage in a 30' radius, coats those who don't save with burning slime for another 1-6 per round for 1-4 rounds. Motile varieties choose when to explode.

SLIME KRAKEN

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L (20+' long)
MOVE: 120' swimming
AC: 4
HD: 7
ATTACKS: 7 (6 pseudopods and a beak)
DAMAGE: 1-8(x6)/1-12
SPECIAL ATTACKS: Stunning slime
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/XP: 6 / 745 + 8/hp
TREASURE: None
LOCATION: 3-71

Slime krakens are magical entities composed of mud and slime that sorcerers and cultists animate in order to use as guardians. These foul creatures are bound to specially prepared pits of slime or corrupted water.

Within such a prepared location the slime kraken can produce up to 6 pseudopods of muck per round; pseudopods can strike targets up to 30' away with surprising speed and accuracy, attempting to immobilize victims and drag them back to the central beak to be devoured. If the slime kraken's prey withdraws beyond 30' it will, after 1 round, sink back into its basin where its AC rises to -3. Should prey return within range, the slime kraken will re-form its pseudopods within 1 round. Crafty PCs may attempt to sever a pseudopod; to do so they must inflict ¼ of the slime kraken's total HP in one blow.

The pseudopods (and main 'body') of a slime kraken are covered with a viscous mucus membrane which is mildly toxic to most inhabitants of the Prime Material Plane. Those hit by a pseudopod must make a save versus poison at +2 or be stunned for 1-3 rounds (hits by multiple pseudopods are cumulative).

An immobilized creature may be dragged 10' per round by a pseudopod. Each additional pseudopod that assists in grappling adds 10'/rd to that rate of dragging. A victim who recovers from immobilization can attempt to break free from the pseudopod by rolling 3d6 under STR, although the test becomes more difficult (by adding 1d6 to roll) for each additional pseudopod.

A slime kraken can regenerate lost HP slowly, at a rate of 1-6 per turn. For each ¼ of the original HP total that the slime kraken recovers, it regenerates a lost pseudopod. **Example**: A party of adventurers encounters a slime kraken of 36 HP and deals 18 HP damage (severing two pseudopods) before fleeing. For every 9 hp that the slime kraken regenerates (at a rate of 1-6/turn), it regains a pseudopod.

SPACE SQUID

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L (12' long)
MOVE: 20'/120' flying (Class D)
AC: 3
HD: 16
ATTACKS: 7
DAMAGE: 1-8(x6)/6-36
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 35%
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 9 / 9,700 + 20/hp
TREASURE: None
LOCATION: SL1-9, SL12-11

Two specimens of this strange species were captured in the low atmosphere of an alien world by the crew of the Beacon, who named them the 'space squids'. They appear as 12'-long cylinders of a translucent, pulsating membrane, flecked with yellow. The front end of the cylinder is ringed with six tentacles, each 12' long and made from the same translucent material. The rear end of the cylinder tapers to a cone. The creature moves by absorbing solar radiation through its permeable 'skin' and pushing it through the cylinder; it also feeds on the same radiation. This passive 'eating' allows it to move lazily through the exosphere, dropping into lower layers of atmosphere to feed on other calorie-dense entities. Feeding gives it an energy burst, propelling it at up twice its usual movement rate for up to 1 turn.

A space squid lacks eyes and olfactory organs; instead it senses changes in electric fields and uses those variations to hone in on potential prey. Once potential prey has been detected, the creature uses its stinging tentacles to stun the prey and direct it into the open end of its cylindrical body. Within, the solar radiation captured in the creature's body is magnified into an incredibly high level of heat, cooking and mostly disintegrating the prey before expelling any detritus out its conical rear. It lacks a true nervous system, so it is impossible to target a head.

The creature's translucent 'skin' appears fragile, but is relatively tough (AC 3). Its consumption of solar radiation also renders it partly immune to magic (MR 35%). Its six tentacles deliver stinging attacks worth 1-8 HP damage each; if two or more hit the same target on the same round, that target must save vs poison or be stunned (a penalty of -1 to the saving throw is assessed for each tentacle beyond two that hit in the same round). Stunned prey is stuffed into the main cylinder of the beast, where it receives 4-24 hp of intense heat damage per round.

Without access to solar radiation, a space squid becomes slightly less dangerous: it loses the ability to fly, and flops about with a move of 20'; in addition, the damage inflicted by the main cylinder is reduced (3-18 hp per round).

Space squids are sensitive to electricity: attacks that deal electrical damage do double damage. Conversely they are immune to cold- and heat-based attacks.

SPAWN, ICHOR

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-10
SIZE: M
MOVE: 60'
AC: 6
HD: 3
ATTACKS: 2



DAMAGE: 1-8/1-8
SPECIAL ATTACKS: Ichor spray
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Chaotic evil
LEVEL/XP: 3 / 65 + 2/hp
TREASURE: None
LOCATION: 5-67, 5-68, 6-58, 6-70

These foul beings are the creation of the mad rudishva vivisectionist, Psalor-Ki, and are only encountered in the middle levels of the Halls of Arden Vul. Although Psalor-Ki creates them from the corpses of dead humanoids and reanimates them with his special purple puddings, they are not undead, and thus cannot be turned by clerics. Like zombies, these creatures are quite slow (attacking last in a round), and they can only obey the simplest of commands ("Attack intruders!").

Ichor spawn are always composite in form, as Psalor-Ki stitches them together from the rotting pieces of whatever human, demi-human or humanoid bodies were at hand; despite this variation, all share a faint purplish tinge and a sickly sheen of moisture on their skin. They attack with two powerful slam attacks.

If wounded for more than 8 points of damage in a single blow, a spray of purple ichor pulses from the ichor spawn; if the spray hits (roll a new attack), it does 2-12 damage and corrodes metal or leather in a round. Wood is not corroded, and enchanted metal gets a save.

SPRIGGAN, ARDEN VUL

FREQUENCY: Rare
NO. ENCOUNTERED: 1-6
SIZE: S (3' tall) or L (9' tall)
MOVE: 90' (150')
AC: 4 (5)
HD: 5 (8+3)
ATTACKS: 1 (2)
DAMAGE: By weapon (2-12/2-12)
SPECIAL ATTACKS: Spell-like powers
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: 33%
INTELLIGENCE: Average
ALIGNMENT: Chaotic (neutral or evil)
LEVEL/XP: 7 / 2,000 + 12/hp
TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%), 2-8 potions (40%)
LOCATION: 4-2 (possible), 7-62, 8-155, 9-99

Unlike the traditional humanoid spriggans, Arden Vul spriggans are creatures of faery and pure magic, whose identity is strongly connected to earth and stone. Arden Vul spriggans take two forms. Normally they appear as similar to any number of small fey, that is, as 3'-tall bipeds with sharp teeth and elongated nose, ears, fingers and toes. When angered or threatened, however, they can instantly assume a giant size (stats in parentheses above).

They attack either by small knife (in small form) or twin fists (in giant form). In addition to these attacks, they can use the following spell-like abilities regardless of form, one at a time and once per round: *affect normal fires*, *faerie fire*, *trip*, *detect magic*, and *shatter*. Once per day they can cause *confusion* through babbling and banging rocks together when in small form: saves are reduced by 1 for each additional AV spriggan causing confusion, up to a maximum of a -3 penalty to saves.

Arden Vul spriggans are immune to poison, *charm*, and mind-affecting spells. They are also immune to *magic missiles*, and indeed are healed by such energies such that half of the supposed damage of the spell is added to their HP total (although such 'healing' can never increase the spriggan's HP total beyond its regular maximum).

Arden Vul spriggans are enthralled by magic and are particularly eager to inspect, steal or otherwise acquire magic items from visitors; they commonly use their *detect magic* ability to suss out potential objects of interest. Of course they can be tricked by simple dweomers cast on ordinary rocks, provided the magic user doing the tricking has a suitably interesting story to accompany the 'magic rock'. If magic items are not forthcoming, they may attempt to steal any objects so detected: in small form, they have the following thief skills: PP 75%, OL 78%, FRT 70%, MS 77%, HS 64%, HN 35%, CW 81%, RL 40%.

As fey creatures, Arden Vul spriggans are alien in mindset and temperament. While they enjoy debates with humans (and demi-humans), particularly about magic, about famous stones or rock formations, and about unusual creatures, those debates almost always turn contentious; once a debate has turned into a dispute, the spriggans are likely to begin causing *confusion* prior to turning giant sized and smiting their annoying guests.

Very clever humans have been known, however, to trick groups of Arden Vul spriggans into promising something; once this promise is given, the spriggans are generally bound to keep their word, although they will attempt to twist any such vow to their own benefit. Generally it is easiest to trick spriggans into making a vow by engaging in comparisons and light boasting, or by offering magic in return for carefully worded vows.

Arden Vul spriggans encountered in the wild may either be traveling on their own purpose or be bound to a location by choice or vow. If the latter, it is common for them to appear initially as a group of sprightly little people relaxing around a campfire. Visitors will be treated kindly to begin with, although as stated above the spriggans can turn nasty very quickly.

STONE SLIME

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: S
MOVE: 0'
AC: 9
HD: 3
ATTACKS: 0
DAMAGE: None
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: None
INTELLIGENCE: None

ALIGNMENT: Neutral
LEVEL/XP: 6 / 700 + 2/hp
TREASURE: None
LOCATION: SL9-9

Stone slime is the second life stage of the metamorphosis of green slime into gray ooze. Once a colony of green slime grows large enough it encases itself in a series of rock-hard cysts that eventually split open, revealing the much smaller stone slime. If the stone slime manages to grow large enough, it repeats the process, but emerges in its final state: gray ooze.

Stone slime is a mottled gray, like the typical granite of subterranean tunnels and caves. When attached to living flesh, will turn a victim into stone slime in 1-3 melee rounds. It can consume wood slowly, but eats metal quickly (2 rounds). It can be scraped off, frozen, or burned. *Cure disease* kills it. Other forms of attack do not harm it.



SUMUKSU (soo-MOOK-soo)
FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 30'
AC: 3
HD: 10
ATTACKS: 4
DAMAGE: 2-8 (x4)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 15%
LAIR PROBABILITY: 20%
INTELLIGENCE: Semi
ALIGNMENT: Chaotic evil
LEVEL/XP: 7 / 2,800 + 13/hp
TREASURE: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)
LOCATION: 6-121

Also known as the spawn of Rimmaq-Isfet, these fearsome entities are tightly connected to that terrible gnawing deity. Heqeti lore speaks of the miraculous appearance of seven such monstrosities at the climax of their until-then futile wars against the rudishva starfarers. Whether the heqeti weavers managed to breed the sumuksu through a lucky break in their sorcerous alchemy, or whether Rimmaq-Isfet himself loaned seven of his minions to the heqeti is still debated among the amphibian-folk.

Sumuksu are sentient, but alien. That is, they are capable of a degree of strategic planning and goal realization, but are not fully rational in the usual sense. They take the form of enormous mounds of mottled green-and-brown slime, and move slowly due their bulk. They can form up to four pseudopods at a time, which lash out at enemies up to 30' away (or to grab/snatch objects). If two pseudopods hit the same target, the victim will be pulled into the main body of the slime in 1-3 rounds. Only by successfully rolling 4d6 under STR can a victim break this grasp. Anyone brought to the main body is engulfed by the slimy mass, and takes 2-12 caustic damage per round until death. Others can try to pull an engulfed victim from the sumuksu by successfully rolling 3d6+2 under STR; such endeavors also inflict 1-4 damage on the would-be rescuers as the creature's toxic slime burns the rescuer's skin.

In addition to their fearsome combat abilities, sumuksu can brew new, non-sentient heqeti slimes, which they then 'burp' out into the world. In lieu of a pseudopod, the slime creature can create one such slime per round during combat; in such conditions, the type of slime produced is random. In non-combat situations the sumuksu can produce whatever lesser slime it likes (see heqeti slimes – new monsters).

Their body slime is toxic to most carbon-based life forms, and is also capable of corroding metal, plastic, and plasteel. Any substance (armor, weapon, equipment) so touched must make an item saving throw or be destroyed (use 'acid' column). A sumuksu can choose to subtly alter the chemistry of its outer slime to prevent or mitigate such corrosion. They are partially immune to fire and cold (½ damage from each form), and are healed of 2-12 HP per successful hit by electricity or laser energy. They are immune to charm, hold, and all mind-based spells.

SUN-SCARRED KNIGHT
FREQUENCY: Very rare
NO. ENCOUNTERED: 1-2
SIZE: M
MOVE: 120'
AC: -2
HD: By class and level. Knights have reached at least the 9th level of experience, with older knights at levels 10-15. They tend to be fighters, although multi-class fighters are possible.
ATTACKS: 3/2 or 2/1 (by level)
DAMAGE: By weapon plus strength bonus
SPECIAL ATTACKS: Sun lance, solar ring, circlet of command
SPECIAL DEFENSES: Gothic armor, backpack of capacity, 33% damage resistance to fire, cold and electricity; regenerate 2hp/rd
MAGIC RESISTANCE:
LAIR PROBABILITY: 50%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful (neutral mostly)
LEVEL/XP: Varies
TREASURE: See below

LOCATION: 3-131, 6-39, 7-75, 7-76A, 7-81, 8-116, SL4-19, Sub-Level 10

The Sun-Scarred Knights are a strange order of knights who dwell only to dwell in the caverns underneath the halls of Arden Vul. The order numbers 14 named knights under the rule of the shadowy Master Malachite, who never leaves the inner chambers of the Order (for full details see the introduction of Sub-level 10). The Order is ancient, and legend has it that its name comes from the fact that the founder and his initial disciples had been scarred somehow by sunlight, and had thus retreated beneath the Halls to avoid further injury. Current members do boast ritual scars burned onto their faces, but these scars are now inflicted within the Halls as part of the ritual of initiation.

The knights also possess a small force of auxiliaries, known as the varlets; they are always interested in adding young boys and girls to the ranks of the varlets so as to ensure a supply of future knights. Those young recruits must be willing and able to spend the rest of their lives in cloistered obscurity beneath the surface of Arden Vul. No one is sure what happens to varlets who never make it to the rank of knight.

The knights are formidable foes, as they possess impressive suits of armor and powerful magic weapons. They mostly travel by themselves through the Halls, on particular quests for the Master of the order (a 15th-level fighter), but are sometimes accompanied by one or more varlets. Although the collective needs of the Order are always paramount, the knights are highly individualized in their particular goals and agendas, with individual knights pursuing their own projects, some of which may last decades. Indeed, although all knights must be lawful and swear powerful oaths to support the interests of the Master above all else, there is wide divergence in alignment, personality, and degree of interest in the other denizens of the Halls on the part of each knight.

Intelligent creatures in the Halls respect, and often fear them. Individual knights may often act as advisors to such groups (goblins, beastmen, the cult of Set, the troll thegn, or the Skreel lizardmen) for indeterminate periods of time, all the while furthering his/her own goals. Such advice is usually coveted by the factions of the Halls, since these factions imagine they can gain advantage through a knight's wisdom and might. All such denizens recognize, however, that to count on such advice is dangerous, since the knights can and will abandon their charges according to their own, often untimely, schedules. The arrival of a Sun-Scarred Knight in any of the precincts of the Halls is thus cause for anxiety, hope, and alarm.

Upon joining the Order, each knight takes a new name. The name may honor some previous knight or impressive ancient hero (Sir Simonet, Sir Larel, etc.), it may represents an allegorical virtue or vice (like Sir Prudence, Sir Sorrow, Sir Philautia, Sir Discord, Sir Spes, etc.), or it may be cryptic (as with Sir Sixth and Sir Hegemon). The communities of Arden Vul assume that a knight keeps his/her name for his/her lifetime, but there is no way to be sure that knights do not change their names as it suits them. Although many attempts have been made to explain the choice of a knight's name by the character of his/her actions, this has always proven fruitless, for knights do not consistently practice heroism or asceticism, nor do they insist on particular behavior in others. It is assumed that the naming of knights is connected to the inner rites of the Order, and perhaps to ancient tradition and/or the needs of the Master.

Although the knights customarily wear their gothic armor when abroad in the Halls, thereby obscuring their bodies, it is widely known that the knights accept recruits of all races and gender. It is not impossible for there to be a goblin or beastman knight (albeit one of surpassing intelligence and ability), as well as the more customary human knights. Still, it is more common to encounter human knights. The denizens of the halls have learned to their chagrin, however, that the race of a particular knight confers no special preference for any of the factions within Arden Vul. Female knights are common, and are addressed with the same honorific, "Sir".

The knights are known to dwell in a hidden complex deep within Arden Vul (Sub-Level 10), and passing mention of the Knights' Hall, the Master's Sanctum, the Chapter House, and the Solar Chapel have become inscribed in the lore of knowledgeable denizens and explorers of Arden Vul. The precise location of their headquarters is the subject of much speculation and gossip, even though none are so bold as to discuss their theories in the presence of the knights.

Encounters with the knights should almost always start out civilly: the knights prefer to only engage when they believe no other avenue of pursuit is superior or when their interests are obviously served by combat. The knights should be developed as a secret faction with logical agendas of their own. Those agendas may not necessarily, at least at first, have anything to do with the PCs; indeed, a knight who happened to encounter a low-level party (an unusual fact in and of itself, since the knights venture abroad in the Upper Halls only rarely) is just as likely to politely ignore the PCs as to engage them in combat or even conversation.

Motives and Agendas

When encountered outside of their sept, individual knights will possess one of each of the following characteristics. A GM may create their own to fit the rhythms of his/her campaign, or can roll on one of the tables.

Personal Interests: A knight will have 2-6 interests. These can run the gamut, and may include subjects that are historical, psychological, artistic, linguistic, cultural, magical, botanical, religious, and so forth. While some interests are generic and comprehensible, at least one interest is always unusual, even idiosyncratic. The following tables offer just a few examples of potential interests:

3d6	Generic
3	The Beacon
4	Larel One-Eye
5	Grief, causes and manifestations
6	Anger
7	Sleep
8	Mushrooms
9	Cavern fauna
10	Leadership styles
11	Forgotten deities
12	Demons
13	Descendants of Mithric
14	Mithric poetry

15	Varumani mating rituals
16	Thothian frescoes
17	Scrying magic
18	Gender norms

2d6	Unusual
3	The color blue
4	Red hair
5	Pupil size
6	Half-moons in art and sculpture
7	The nap of various hides
8	Sword hilts
9	Paleography of the Archontean Golden Age
10	Toe-size in hominids
11	Cinnamon
12	The taste of rock-dust(s)
13	Taxonomy of goblin noses

Weakness

Every knight has one flaw, or weakness. How strong a weakness is for the GM to decide. Remember, though, that all the knights are self-assured, canny veterans of years of conflict-ridden living in the Halls, and are thus unlikely to reveal their weakness easily. Weaknesses can be material, psychological, morphological, or intellectual; in any case, though, the weakness will not be a simple and obvious one (like 'gold'), since even a knight would not survive long in the Halls with an obvious flaw. Weaknesses serve, in terms of mechanics, as a way of softening a knight's resolve; that is, playing on a knight's weakness is likely to produce positive results, at least in the short term.

3d4	Weakness
3	Grieving, brown-haired people
4	Iambic pentameter
5	Vengeance in the pursuit of love
6	Gold solidi from the reign of Sertius IV
7	Arrogance, in pursuit of noble purposes
8	Honest (as opposed to secret) venality
9	Sugary treats
10	Chaotic goblins
11	Betrayal
12	Love songs
13	Taxonomy of goblin noses

Objective

A knight's objective is assigned by the entire chapter of the sept, and must be approved by the Master himself. Objectives are complex, as the Master is particularly adept at pursuing long-term, contingent policies. An objective may seem simple, but in such cases it is undoubtedly only one step in the sept's larger goals. It is also the case that while the knights are agents of the Master and the Chapter, they are also individuals, with their own goals. It is thus particularly difficult to randomize objectives. The GM should think hard about what objectives are appropriate for the sept as a whole in his/her campaign, and about whether or how an individual knight be currently pursuing those objectives. Recall, too, that the name adopted by a knight when he/she appears in the Halls is likely connected to his/her objective.

This table lists categories of objectives followed by a small handful of example specific objectives.

D12	Objective (category)
1	Support/undermine a leader/faction
2	Modify cultural/religious belief
3	Locate an artifact
4	Cause/prevent a conflict
5	Enhance sept's reputation through heroic deeds
6	Misdirection
7	Intelligence gathering
8	Recruitment
9	Acquisition of **arcanum** (see new magic items)
10	Foil plans of another power
11	Assassination
12	Corrupt a group

Sample of Detailed Objectives:

Misdirection: Sir Simonet is wandering the upper halls without apparent direction, slaying vermin, undead, and any who confront him, but avoiding overt conflict with intelligent foes. Although Simonet has a personal interest in late-period Archontean frescoes and religious secrets, his mission is to cause enough 'noise' to distract from the more important mission of one of his brethren, Sir Sixth, who is using stealth to locate a lost artifact on Level 6.

Support: Sir Sorrow has moved in with Weskenim, the goblin king, in order to prop him up in the face of competition from High Priestess Stephania and Phlebotomas Plumthorn. Sorrow is adept at subtle forms of suasion and psychological manipulation, and is content to direct Weskenim in new directions that may enhance his people's security and standing. Sorrow uses her considerable charisma to manipulate grief and the potential for grief (hence her name) in these efforts.

Locate: Sir Sixth, see 6-39.

Undermine: Sir Prudence has been stationed at the court of the troll thegn (7-30) for years as a permanent advisor and watcher. Recently he has received orders to undermine Varboka's authority, and in particular to prevent Varboka from moving against the goblins. Prudence has interests in varumani mating rituals (which he has still never witnessed), in the reasons why no varumani have ever been tapped as knights, and in the particular tactile qualities of the skins of all manner of creatures.

Recruitment: The knights are always on the lookout for smart, morally-neutral young recruits from any species to add to the ranks of varlets. In addition to his undermine mission, Sir Prudence is also a reliable recruiter for the knights, and has been known to use his considerable persuasive abilities to convince young members of NPC adventuring groups to consider a career/lifetime as a knight. He has a well-known soft spot for cheerful grifters and cheats, so long as he is not the victim.

Equipment

Gothic Armor (also see new technological items): all Sun-Scarred Knights possess suits of plate armor fashioned out of a strange black substance that is as hard as steel but as light as cloth. The armor varies in form, but commonly features elaborate gold- or silver-chasings worked into the arm and leg pieces and decorative extrusions on the shoulders and helmet (like Polish winged hussar armor). All suits show the symbol of the Order, a setting (or rising?) sun, on the breast plate. The armor is highly effective, granting a base AC of -2. It also provides a 33% reduction of damage taken from fire, cold, and electricity. The helms provide immunity to gas (and bliss pollen – see Level 8). Suits grant fast recovery of wounds: regeneration of 2 pts/round. A few suits are reputed to crackle with their own electricity, acting as *shocking grasp* (10th-level, 11-18 damage) spells to those who touch them.

Sun Lance (also see new technological items): all knights carry 4' lances. The business end is formed of a black metal alloy, with a slot in it into which a silver metallic disk may be slipped (for charges). The metallic end is attached to a handle of varying substance (more metal, or wood, or even ivory). The sun lance can discharge a powerful burning ray of variable power: 1 charge (2-12 heat damage), 2 charges (4-24), 3 charges (6-36). It can also be used to inflict a burst of fiery energy (4 charges) which will do 6-36 damage to everyone in a 25' radius.

Solar Ring (also see new magic items): all knights wear these copper rings set with a silver scarab beetle on top of their gauntlets. Solar rings have various powers: at will they can produce sunlight in a 50' radius; at will they act as **rings of feather fall**, or **rings of jumping**; finally, they can also produce an air bubble around the head of the wearer which will permit travel under water for a period of 1 day.

Circlet of Command (also see new magic items): these platinum circlets set with a single emerald are typically worn underneath a knight's helmet. The circlets allow knights to, at will, 1) *detect alignment*; 2) *detect lies*; 3) issue *commands* (3/day); and 4) *charm person or monster* (2/day). All of these effects operate as if cast by a 10th-level caster.



Backpack of Capacity (also see new magic items): all knights wear these backpacks that can carry 10x the normal weight without encumbrance when moving through the Halls.

In addition to the magic items listed above, knights also wear and employ a mundane or magical weapon: typically a thin, but exceptionally strong sword, or hand axes.

Current Sun-Scarred Knights

Sir Simonet (10th-level male Archontean fighter,3-131)
Sir Sixth (12th-level male Thorcin fighter, 6-39)
Sir Prudence (9th-level male Wiskin fighter, 7-75, 7-76A)
Sir Sorrow (11th-level female Wiskin fighter, SL4-19)
Sir Calculor (10th-level male Archontean fighter, 4-2; Level 5, random encounters; 6-2; 6-58; Sub-Level 6, random encounters)
Sir Mendacity (13th-level female Thorcin fighter, 7-81)
Sir Discord (11th-level male Wiskin fighter, 8-116)
Sir Spes (9th-level female beastman fighter, SL10A-24)
Sir Larel (13th-level male Thorcin fighter, SL10A-22)
Sir Ennius (7th/9th-level female high elf fighter/magic user, SL10A-21)
Sir Hegemon (12th-level female Thorcin fighter, SL10A-21)
Sir Hazel (9th-level male hill dwarf fighter, SL10A-18)
Sir Philautia (13th-level female Archontean fighter, SL10B-2)
Sir Vambrace (11th-level male Wiskin fighter, SL10B-2)
Master Malachite (aka Melok-Ri, rudishva vampire), the Master (SL10A-32)

TASHIBLIS (tah-SHEE-blees)

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (8' tall)
MOVE: 120'
AC: 1
HD: 8+8
ATTACKS: 1
DAMAGE: 4-11
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 35%
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 7 / 2,250 + 10/hp
TREASURE: None
LOCATION: 9-34

Tashiblis ('stone-demon') is a repurposed rudishva animated construct of the stone nataraja form. It was abandoned during the rudishva collapse and 'converted' into a heqeti guardian by the great heqeti builder, Hossqip. While it retains many of its original features, Hossqip added some new ones.

Tashiblis takes the form of the four-armed dancer. It hops from one leg to another, with its four arms arrayed in a nimbus around its body; one arm holds a scimitar, one holds a small drum, one a fire pot, and the fourth is empty. The head is carved in a rictus of a grin, with almond-shaped eyes, pointed ears, two small horns, and a round pillbox cap.

Its main attack is via the stone scimitar (4-11 HP), but every round it also can use its empty hand to either beat the small drum,

or toss a small fireball from its fire pot, or emit a rainbow bolt from its open hand.

The drum resounds with a sharp, bass retort that radiates outward in a 20' radius; any caught within the sonic range must save versus spells or stumble from the shock, thereby losing their action for the round.

The fire pot provides an endless supply of small balls of fire that Tashiblis can throw up to 30' with each ball of fire doing 4-24 damage to a single target; if the target saves versus breath weapons it takes ½ damage.

The rainbow bolt has a 60' range and steals spells from its target if they fail a save versus spells. It steals 1 3rd level, 2 2nd level, or 3 1st level spells (starting with the highest level that is available for theft). The round after the spells are stolen, Tashiblis releases all of its stolen spells in addition to its normal action, with beneficial spells applied to itself and detrimental spells applied to enemies. Tashiblis is treated as a living creature for purposes of beneficial spells: for example, it could release *cure light wounds* upon itself and heal lost hit points were it to steal that spell.

Once every 3 rounds Tashiblis can breathe a sheet of fire in an arc 30' wide that extends 40' in front of it; anyone caught in the sheet must save vs breath weapons or take 5-30 damage and risk having one's flammable possessions catch fire.

Tashiblis may only be hit by +2 weapons or better, and has improved magic resistance compared to the standard rudishva stone nataraja. If Tashiblis is brought to 0 or fewer HP, it collapses into a pile of rubble; the objects it carries all crumble as well, save for the pillbox cap (which may be used as a cap).

TRITON, GIANT SEA

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-3
SIZE: L (10' long)
MOVE: 30'
AC: 0 or 4
HD: 12
ATTACKS: 1
DAMAGE: 6-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
LAIR PROBABILITY: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/XP: 7 / 1,900 + 16/hp
TREASURE: None (see below)
LOCATION: SL13-10G

These giant sea snails grow up to 10' in size, with commensurate (and beautiful) shells. Tritons are predators, feasting on other crustaceans, mollusks, and whatever else they can trap. Although slow, they count on the armor provided by their shells to allow them to close with most prey. Once within range their muscular feet grip prey while their raspy tongue saws them open. Upon the first bite a paralyzing saliva is injected, and the giant triton can slurp away at the soft tissues without struggle.

A successful hit indicates that the snail has grabbed ahold and begun sawing with its tongue; the tongue does 6-24 damage, and the victim must save versus paralyzation or be held immobile. If successful in paralyzing their prey, the snails inflict 6-24 damage automatically every round until the victim is dead.

Given their size, giant tritons can swallow whole any creature under 5' in height; any to hit roll that succeeds by more than 3 on a d20 indicates the snail has swallowed such prey. Once a victim has been swallowed, the snail's stomach automatically inflicts 6-36 damage per round. Swallowed victims may attempt to fight their way out of the stomach, but their to hit rolls are reduced by one for each round they are in the snail's stomach.

The shells of giant tritons provide formidable protection (AC 0), but the soft body of the snail is easier to hit (AC 4). Giant tritons are typically inexorable, enduring the blows of faster foes until they can corner and devour their prey. An intact giant triton shell can bring 5,000-10,000 gp depending on the quality of the specimen.

TROLL, ARDEN VUL

See varumani, bestial

VARUDA, PRIMITIVE (vah-ROO-dah)

FREQUENCY: Very rare
NO. ENCOUNTERED: 5-60
SIZE: M (6' tall)
MOVE: 90'/90' glide (Class E)
AC: 7 or 6
HD: 2-3
ATTACKS: 2 or by weapon
DAMAGE: 1-4/1-4
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 80%
INTELLIGENCE: Low
ALIGNMENT: Lawful neutral
LEVEL/XP:
2 HD: 2 / 30 + 1/hp
3 HD: 2 / 50 + 2/hp
TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
LOCATION: 5-111, 5-119A

A small tribe of debased varuda exists within Arden Vul. They are the sorry remnants of a great starfaring race, one of the four peoples that comprised the rudishva hegemony. Varuda appear as spindly, bipedal bird-men. They have pointed ears, a curved beak, a membrane between their backs and arms, and impressive, multi-colored, feathered head-combs. Although they cannot fly, they are capable of gliding for 90'. Statistics are given for ordinary mature varuda. These varuda employ primitive stone weaponry, mostly axes and clubs. Those primitive varuda that live to an advanced age gain some small advantage: they have 3 HD and are AC 6.

Due to almost three millennia of inbreeding, the primitive varuda are significantly less advanced, behaving much like primitive humans. Their lives are engaged in a constant cycle of preening and efforts to gain tiny increments of social prestige through impressive display and victory in elaborate, but non-lethal, ritual combats. Their society is cripplingly conservative, and even if exposed to the outside they will be slow to expand outside their ancestral cavern.

VARUMANI, BESTIAL (vah-roo-MAHN-ee)



FREQUENCY: Very rare
NO. ENCOUNTERED: 3-8
SIZE: L (9' tall)
MOVE: 90'
AC: 4
HD: 8
ATTACKS: 3
DAMAGE: 3-6/3-6/3-10
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 20%
INTELLIGENCE: Semi to low
ALIGNMENT: Neutral evil
LEVEL/XP: 6 / 850 + 10/hp
TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
LOCATION: 5-55, 6-1, 6-3, 6-5, 6-157, 6-159, 6-160, 7-1, 7-8, 7-91, 7-93, 7-94, 7-96, 7-97, 7-99, 7-101-106, 7-128, 8-136, 9-8, 9-22-23, 10-39, SL6-47

These hulking creatures are the simple-minded products of centuries of inbreeding among the varumani, along with unfortunate out-breeding between varumani and 'ordinary' trolls. The result is a being that is as big and strong as a true or lesser varumani, but far less intelligent; indeed, bestial varumani, or as they are frequently called, 'Arden Vul trolls,' are barely capable of speech. For centuries these creatures were exiled from the thegn's court when their bestial nature was discovered, but recently, due to shrinking numbers of true and lesser varumani, the thegn has been forced to allow some of them to remain in the varumani precincts. These bestial varumani resent their lesser status and have proven to be nothing but trouble for the thegn. Still, a segment among the lesser varumani has fostered the plight of their 'even lesser brothers' as a way of exerting pressure on the thegn, for without the labor and muscle of the bestial varumani, the Troll Lifts would cease operation and the thegn's court would sink into even more rapid decline.

Bestial varumani are large, stooped, ape-like versions of their more intelligent cousins. They do not use weapons or armor, but they can be taught to perform some repetitive tasks (e.g., running a winch or beating on a rock wall with hammers). They possess the regenerative powers of their kin (3 hp/round, requiring fire or acid to remain dead), infravision, and immunity to poison. They do not share their more advanced cousins' other immunities or intelligence. Although strong and dangerous, they can be tricked fairly easily.

In their bestial state, they have lost the predilection for law that marks the true and lesser varumani; for this reason their alignment is NE.

VARUMANI, TRUE AND LESSER (vah-roo-MAHN-ee)

FREQUENCY: Very rare
NO. ENCOUNTERED: 1 or 10-30
SIZE: L (9' tall)
MOVE: 90'
AC: 4, or by armor
HD: 8
ATTACKS: 3 or by weapon
DAMAGE: 3-6/3-6/4-10, or by weapon (see below)
SPECIAL ATTACKS: Possible magic use
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 40%
INTELLIGENCE: Average to genius
ALIGNMENT: Lawful neutral or lawful evil
LEVEL/XP: 6 / 1,050 +10/hp
TREASURE: 2-12 ep, 2-8 gp, 1-6 pp individuals; 1-3k cp (20%), 1-4k sp (25%), 1-4k ep (25%), 1-4k gp (30%), 100-600 pp (30%), 10-60 gems (55%), 5-30 jewelry (50%), any 3 magic items (50%)
LOCATION: 4-2, 4-95, 4-101, 5-53, 5-54, 5-131, Level 6, Level 7, 8-1, 9-21-22, 10-8, 10-42, SL4-23, SL12-11

The true and lesser varumani of the Halls of Arden Vul are the descendants of one of the rudishva servitor races. In the present, there are two fairly distinct types of varumani: the true varumani, whose bloodlines run true back to the days of the rudishva, and the lesser varumani, whose genes and powers have been diminished by in- and out-breeding. A third group, the bestial varumani, are treated elsewhere: they are intellectually little different than ordinary trolls and worthy of the name of "Arden Vul trolls."

True and lesser varumani share some general qualities. Both types are 9' tall and perfectly hairless, with brownish- or rust-colored skin and coal-black, pupil-less eyes. They are thick-limbed and impressively muscled. Both regenerate at the rate of 3 HP, and can reform even if brought below 0 HP; only fire or acid can slay them permanently. Despite these similarities, differences abound.

True varumani are mentally quick, more agile and dexterous, and more resistant to a wider range of threats. They are also far more likely than lesser varumani to exhibit a talent for spell-casting. True varumani can live up to 200 years with little decline in physical abilities; at that age (plus or minus 1-8 years) they decline rapidly into decrepitude and die. The true varumani are the smiths, the masons, the architects, the strategists and, in general, the leaders of the race. They employ armor and magical or techno-magical devices with ease, and have access to more sophisticated weapons. For instance, true varumani often wear specially made ring mail, which lowers their AC to 2. The thegn and his housecarls, however, wear even better armor that dates, in part, to the rudishva period (AC 0). True varumani employ well-forged two-handed swords, halberds, tridents, iron-shod staves, and heavy crossbows (or rudishva bolt throwers); all these weapons do 2-20+4 HP damage due to the varumani warriors' strength and military skills.

True varumani are immune to *charm*, *hold*, *feeblemind*, *confusion* and other mind-related spells; they are also immune to cold and all poisons. They take normal damage from electricity (and energy weapons) and fire. Due to advanced combat training, they are also harder to surprise (1 in 6). They save vs. physical effects as an 8th-level fighter, but save vs. spells and other magics as 8th-level magic users.

About 1 in 20 true varumani exhibits the spark of magical aptitude, although often this spark is ignored and few varumani sorcerers are trained. Those who do choose the path of sorcery can rise to 12th level as magic users. The true varumani can usually be distinguished by their names, all of which tend to follow ancient varumani or rudishva patterns.

Lesser varumani tend to be more stooped, and possess more pronounced supraorbital ridges, more simian arms, and

substantially less intelligence, wit, and urbanity. They usually eschew armor (and are thus AC 4), although a few carry a shield (AC 3). They favor huge clubs, mattocks, and simple maces, which in their hands do 3-18+4 damage. They possess 33% resistance to mind-related spells, are unaffected by poison, and are immune to cold. They take normal damage from electricity and fire. They save against all effects as 8th-level fighters. Lesser varumani only rarely become spell casters. The lesser varumani can be identified by their names, which tend to be short and composed of simple repetitive or onomatopoetic radicals (e.g., 'Gog').

The varumani breed rarely. When they do produce offspring, it is increasingly common that the child will be a bestial varumani (60% chance) or a lesser varumani (25%). Only 15% of babies born even to true varumani parents are themselves true varumani. All varumani children grow swiftly, reaching maturity after 6 years. For infants, stats are as follows: SZ S/M; AC 8; MV 120'; HD 2-7, depending on age (1 HD per year); #AT 3; Dmg 1-2/1-2/1-6.

Varumani Sub-Types: Originally the rudishva genetic engineers created three 'models' or genetic lines of varumani; these models, known as models A, D, and G, were more colloquially known from the names of the first individual varumani produced with each set of genes. Hence the A-model type, whose genetic map produced varumani personalities marked by tactical intelligence and blinding loyalty, was known as the Vanara line, after Vanara, the first such model (and a revered ancestor-figure even today). The D-model type, whose genes produced a personality that emphasized aggressive combat skills and obedience to authority, was known as the Druva line, after Druva, the first of his line.

Eventually the rudishva bio-engineers attempted to create a varumani model that retained the military and tactical sense of the first two models while boasting greater initiative and independence of thought. The result was the G-model type, known colloquially as the Rudiga model after Rudiga, the first of his type. Unfortunately, G-model varumani proved to be a bit too independent; they were, in fact, prone to selfishness, intrigue, and betrayal. Indeed, Rudiga himself ended up betraying varumani command to a combined attack by the kaliyani and heqeti. As a result of this treachery, most of the remaining Rudiga models were killed by their brethren during the long exodus of the varumani following the collapse of the rudishva hegemony.

It should be noted that there are no statistical differences between the three models; the only difference is pyschological. In the present, moreover, the distinctions between the three models are generally muted thanks to millennia of crossbreeding. Still, it is frequently true that individual true or lesser varumani exhibit personalities that reflect these ancient genetic codes.

Should it be thought desirable to know an individual's predominant genetic ancestry (for role-playing reasons, for instance), the GM can simply roll percentile dice to determine this fact: 45% will exhibit A-model traits, 40% will exhibit D-model traits, and only 15% will exhibit G-model traits. It is also the case that the majority of those modern varumani exhibiting G-model personalities are found in clan Rudigaya (see 7-17). Finally, it is still possible to create 'pure' versions of each of the three original models by manipulating the troll pits (5-131); while these creatures will not differ statistically from their modern cousins, their personalities will more sharply adhere to the psychological profile of that 'model'.

Brief History: The starship Beacon possessed a small complement of varumani security forces and 'ground pacification' teams. In the years after the crash of the Beacon, though, the rudishva used the troll pits (5-131) to rapidly breed more varumani to aid in their war agains the heqeti. Although the varumani proved immune to the slime-attack that toppled the rudishva hegemony 2,800 years ago, the overnight elimination of the officer corps of rudishva and kaliyani left the varumani paralyzed. Eventually, their thegns, Varana and Druva, decided to flee in search of a new and safer homeland for their rudderless people. Druva died covering the retreat, but Vanara successfully led the varumani survivors on a months-long trek through the chambers and caves of Arden Vul.

They ultimately decided to settle in a set of caverns just off the Great Chasm (i.e., areas 7-1 to 7-77 and 7-91 to 7-106). For almost 800 years, the varumani developed their domain and fended off the attacks of heqeti and others. When the Archonteans arrived and, under the leadership of Marius Tricotor, defeated the heqeti, the varumani submitted to the humans and offered tribute to the archon. Over the ensuing 600 years of human domination, the varumani came to be known as 'Arden Vul trolls', a nickname given to them by humans who noted some superficial similarities to 'normal' trolls (especially regeneration). Similarly, their thegn came to be called the 'troll thegn' and their marketplace came to be referred to as the 'troll market.'The varumani regained their independence when the Archonteans retreated from Arden Vul some 1,200 years ago.

While they are currently acknowledged as the apex faction within Arden Vul, it is also true to many observers that the varumani are a declining race; fewer true varumani are born, while the number of lesser and bestial varumani rises.

VAT-KEEPER OF PSALOR-KI

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: L (8' tall)
MOVE: 90'
AC: 5
HD: 6; HP 35
ATTACKS: 1
DAMAGE: 3-6 (**dagger +2**) or buffet 1-8
SPECIAL ATTACKS: Purple pudding attack
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/XP: 5 / 490
TREASURE: See below
LOCATION: 5-71

This hideous creature is an ogre whom Psalor-Ki (5-74) has reanimated, albeit with a purple pudding as its circulatory system. It appears as a bloated, shambling, misshapen, being whose normal brown pigmentation regularly flushes a deep shade of purple. The vat keeper's duties are mundane (maintenance of the vats), but it will defend itself if needed. In addition to wielding its **dagger +2**, it can, once every 3 rounds, spit a small amount of purple-pudding-like ichor at foes; this attack does 2-12 damage and has the corrosive effect of those puddings, but it is not conductive. It is immune to poison and all spells that affect the mind.

VENGEANCE ASPECT



FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 90' flying (Class A)
AC: 0 or 7
HD: 9
ATTACKS: 2
DAMAGE: 3-18/3-18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 75% or 50%
LAIR PROBABILITY: 100%
INTELLIGENCE: High
ALIGNMENT: Lawful (varies)
LEVEL/XP: 8 / 3,800 + 12/hp
TREASURE: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)
LOCATION: 9-104

A vengeance aspect is a deadly ethereal entity born of a fusion of religious devotion and intense fidelity to a cause or person. Any deity can in theory have vengeance aspects, but they are more likely to be produced among followers of gods with portfolios that involve warfare, justice, and vengeance. Vengeance aspects are similar to ghosts, in that they exist primarily in an ethereal state. They manifest in a semi-material way briefly (a matter of seconds) in order to attack or threaten foes; they can, of course, choose to exist for longer in a semi-material state, but few will do so without being forced.

The presence of a vengeance aspect *causes fear* in a 30' radius; all must save vs spells or flee for 4-10 rounds. Those of 9th level or above save at +2. Vengeance aspects can animate corpses as undead servitors. They can raise up to 4-8 corpses every other round, so long as a suitable supply is available. Corpses so raised by a vengeance aspect will be skeletons (if skeletal), or zombies, ghouls, or ghasts (if fleshy). While the vengeance aspect is not itself undead, the raised corpses are, and can be turned by clerics. Regardless of the type of undead animated by the vengeance aspect, any animated undead are strengthened by its presence, and are turned as wraiths so long as they remain in sight of the vengeance aspect.

Vengeance aspects have three modes of attack. First, they are able to produce two elemental magical attacks appropriate to their deity every other round (these could take the form of small firebolts, bolts of lightning, ice blocks, green poison rays); whatever the form, each of these attacks does 3-18 damage.

Second, once every three rounds they can utter a terrible cosmic shout (usually a guttural form of their deity's name, or of some phrase connected to their deity) that stuns all listeners within 30' for 1-3 rounds (a successful save versus spells halves the duration [round up] of the stunning; those stunned for only 1 round because of a save are not stunned at all).

Third, they have a number of magical powers that they can employ. They can use *detect magic*, *detect evil*, and *detect invisibility* at will an unlimited number of times per day. They can instantaneously (no casting time) create any of the magic user *symbols* (per the 8th-level spell) once per day, and can instantaneously use the *power word blind* spell twice per day.

Vengeance aspects are more vulnerable in the ethereal plane; if confronted by an ethereal foe, their AC drops from 0 to 7, and their magic resistance drops from 75% to 50%. Only magical weapons can harm a vengeance aspect (+1 or better weapons to hit).

Typically vengeance aspects come into being as a result of a gross injustice done to a powerful lawful (and loyal) follower of a particular deity. Once incarnate, vengeance aspects remain until either they are slain or the source of the injustice is resolved. Until that moment they are likely to be implacable foes of any who disturb the site where the injustice occurred, regardless of those intruders' alignment or motives. Indeed, although highly intelligent and capable of reasoned speech, they are unlikely to converse with intruders, let alone explain the source of the particular injustice; at best, intruders are likely to have a round or two to explain themselves before the urge for vengeance takes over.

VENGEFUL SPIRIT



FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: Varies
MOVE: 120'
AC: 1
HD: 6
ATTACKS: 1
DAMAGE: 1-12
SPECIAL ATTACKS: Strength drain
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: 100%
INTELLIGENCE: High
ALIGNMENT: Lawful evil
LEVEL/XP:
TREASURE: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)
LOCATION: SL6-46, SL13-14, SL15-4

Vengeful spirits are the undead spirits of powerful persons who have been killed and have returned to seek vengeance or justice for their deaths. They are bound to a particular place, usually the place where the killing occurred, and are able to travel only a few hundred feet from that spot. It is occasionally possible to negotiate with a vengeful spirit, but it is more common for these undead to attack and drain the strength of the living. Vengeful spirits employ spectral forms of weapons they might have used in life; the bone-chilling negative energy of these weapons (or claws, etc.) causes them to inflict 1-12 damage regardless of their type.

In addition to normal damage, each hit by a vengeful spirit drains two points of STR, although if the victim saves vs. breath weapons he/she only loses 1 point. Lost STR may be regained through rest at the rate of 1 point/day. If a PC is brought to 0 or lower STR by a vengeful spirit, he/she is dead, and transforms into a wight within 1-3 hours. As they are incorporeal entities, vengeful spirits can only be hit by magical weapons (+1 or better). They are also immune to damage from fire.

Vengeful spirits cannot be fully destroyed until their bones are located and given a proper burial. This means that until such time as their bones are laid to rest, they will reform with full hit points 1-6 hours after being killed. Vengeful spirits are turned as vampires.

WORM OF QOK (kwahk)

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L (15' long)
MOVE: 60'
AC: 3
HD: 12
ATTACKS: 1
DAMAGE: 2-24
SPECIAL ATTACKS: Swallow
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 50%
LAIR PROBABILITY: 10%
INTELLIGENCE: Animal
ALIGNMENT: Chaotic evil
LEVEL/XP: 7 / 1,900 + 16/hp
TREASURE: None
LOCATION: 6-104, 8-75, 8-76, 9-121, 10-17, 10-18

These fearsome, corpse-white, blind worms are minor aspects of the dread god, Rimmaq-Isfet. They do not reside on the material plane, but can be summoned by devotees of Rimmaq-Isfet, typically through a specially-prepared summoning pool of water or slime. Once summoned, they emerge in a blind hunger, ready to devour whatever sacrifices are available; if none are available, the worm is content to devour its summoners. After a turn of presence on the material plane, the worm returns to its home plane, unless, that is, the summoner successfully binds it for another turn (50% chance). Further sacrifices are, of course, necessary.

The worms are corpse white, with pinkish circles where eyes might have once existed. They are blind, but highly attuned to sound (silence, however, imposes a -4 penalty to hit on them). They attack by chomping with their caustic mouth. Any roll to hit of 19 or 20 has a chance to swallow its victim; victims must save versus petrification with a -2 penalty or be swallowed. Those swallowed take 2-16 acid damage per round. They can attempt to cut their way out of the worm, and can do so by inflicting 30 HP of damage on the worm's innards (AC 5).

WIGHT, SKELETAL

FREQUENCY: Rare
NO. ENCOUNTERED: 1-6
SIZE: M
MOVE: 120'
AC: 3
HD: 5+1
ATTACKS: 1
DAMAGE: 3-9
SPECIAL ATTACKS: Energy drain
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 75%
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
LEVEL/XP: 6 / 660 + 6/hp
TREASURE: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)
LOCATION: 5-16, 8-16, 8-162, 9-55



These feared creatures are skeletal (and slightly tougher) versions of the more familiar corporeal wights. In addition to improved AC and HD, skeletal wights are 'cured' of wounds each time they drain a level from a victim; each level drain restores 3-9 lost hit points. As with normal wights, they are not affected by *sleep*, *charm*, *hold*, poison, paralyzation, and cold-based attacks. They are hit only by silver or magic weapons; as with skeletons, edged weapons do only ½ damage. They are turned as ghasts.

WRAITH, MASTER

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 150'/300' flying (Class A)
AC: 1
HD: 9+1
ATTACKS: 1
DAMAGE: 1-12
SPECIAL ATTACKS: Energy drain
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 30%
INTELLIGENCE: High
ALIGNMENT: Evil (lawful or chaotic)
LEVEL/XP: 7 / 2,600 + 12/hp
TREASURE: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 2-12k gp (70%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)
LOCATION: TS-16

A master wraith is an extremely powerful incorporeal undead creature. Usually created from exceptionally evil humans (often those who have betrayed others), master wraiths are hard to turn (turn as vampires) and revel in creating new, ordinary wraiths from their victims. Like spectres, their chilling touch drains two energy levels. Like ordinary wraiths, they are only struck by silver or magic weapons and are unaffected by *sleep*, *hold*, *charm* or cold-based spells.

ZHORAK (ZOAR-ahk)

FREQUENCY: Unique
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 120' flying (Class A)
AC: 1
HD: 9; 61 HP
ATTACKS: 1
DAMAGE: 3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 75%
LAIR PROBABILITY: 100%
INTELLIGENCE: Exceptional
ALIGNMENT: NE
LEVEL/XP: 8 / 3,332
TREASURE: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 100-400 pp (25%), 4-40 gems (60%), 3-30 jewelry (50%), any 3 magic items (30%)
LOCATION: 8-97



Zhorak, the great dwarven smith of antiquity, was betrayed by his apprentice and ending up starving to death in his own hidden retreat. Zhorak returned as a malign spirit, eager to punish the living for his horrible end. He appears as a ghostly apparition in the form of a dwarf wearing a phrygian cap and a tight-fitting leather half-coat. His eyes glow with a purple fire.

In most ways Zhorak functions as a spectre, although a slightly more powerful one: his chill touch drains two energy levels, he can only be hit by magic weapons, and he is unaffected by sleep, charm, hold, or cold-based spells. Yet so long as his physical remains are intact, Zhorak cannot be turned; his body would need to be consumed utterly by powerful fire (e.g., by burning it in his own forge, or by subjecting it to strong magical fire).

Finally, the gaze of his purple eyes can instill an unholy hunger in those who fail to save vs. spells; he can use this gaze once per round in addition to his regular attack. Consult the following table for the results of this gaze:

D4	Type of Hunger	Effects
1	Food	PC has consuming need to eat. Initially this can be roleplayed, but after 3-6 days the hunger becomes crippling: unless the PCs eats constantly, he/she loses 1 point of CON per day until he/she dies.
2	Wealth	PC is afflicted with great greed. He/she seeks to acquire monetary wealth by whatever means possible. After 3-6 days this hunger is so great that the PC cannot be reasoned with, and he/she will fight friends for their coins (or for what he/she perceives to be their wealth).
3	Alcohol	PC suddenly craves alcohol. For the first 3-6 days this is manageable, although potentially surprising if the PC were formerly a teetotaler. Beginning 3-6 days after being affected, though, the PC must devote all his/her time to acquiring and consuming booze; this causes WIS, DEX, and to hit rolls to drop by 5.
4	Companionship	The PC craves company at all times, night or day. The craving is accompanied by a desperate need to get those around him/her to 'love' or at least appreciate him/her. After 3-6 days, the compulsion is so strong that the PC cannot be alone and begins to force his/her 'friends' to be with him (leading to violence).

Any of these hungers may be removed by the casting of *remove curse*, albeit only by a caster of at least 9th level of experience.

ZHORAK'S MINERS

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-2
SIZE: S (4' tall)
MOVE: 60'
AC: 2
HD: 5
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 4 / 200 + 4/hp
TREASURE: None
LOCATION: 8-87, 8-93

These stone constructs are the creation of the great dwarven smith, Zhorak, who created them specifically to procure ore for his forge. Originally there were twelve miners, all carefully carved to resemble stone dwarves: Zhorak spared no detail, ensuring that face, hair, clothing, and so forth were realistic. Three features permit a viewer to recognize that these entities are constructs and not petrified dwarves: first, their faces are a bit too uniform and unblemished to be real; second, a narrow slot exists under the left armpit of each one; and third, the eyes are empty holes.

Zhorak controlled the miners via a special magic item, **Zhorak's bracelet** (see new magic items); the wearer of the bracelet can convey simple oral commands to the miners ("Dig coal", "Bring ore to the forge", etc.). The bracelet is useless, however, unless the miners are charged. So, unless a full rudishva lesser power supply (see new technological items) is inserted into the slot under the miners' left arms, they are effectively inert. One could reactivate a miner by locating and inserting such a power supply; doing so would cause the miner to return to the tasks given to it 1,300 years ago. To change the miner's orders, one would need to locate the bracelet (8-97) and issue commands.

Should active miners be prevented from fulfilling their orders, they will attack using their picks or stone hands (2-8 damage). The miners are immune to fire, cold, and all mind-affecting spells, but take double damage from electricity. A full rudishva lesser power supply will allow a miner to work for a month.

ZHOUL (ZOOL)



FREQUENCY: Very rare
NO. ENCOUNTERED: 1-8
SIZE: M
MOVE: 120'
AC: 6
HD: 4
ATTACKS: 1
DAMAGE: 3-12
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 10%
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP: 3/ 105 +3/hp
TREASURE: None
LOCATION: 3-80, 8-162

An unusual and rare type of undead, the zhoul are essentially tougher and faster zombies. The zhoul were a creation of the heqeti in antiquity, and they are still used as guardians by the weavers and chosen. Given this origin, they typically have vaguely amphibian features, although since a few Archonteans learned the secret of their creation, it is not impossible to encounter more human-featured zhoul.

Given this method of creation, one would assume that zhoul are limited only to Arden Vul, but there are reports from the fringes of the Empire that zhoul are now being found outside of Arden Vul, spontaneously rising in places where previously only regular zombies wandered.

Zhoul are immune to *charm*, *hold*, *sleep*, and cold-based attacks. Holy water is anathema to them, dealing 4-16 HP damage. Zhoul are turned as ghasts.

ZOMBIE, FENTH

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-10
SIZE: M
MOVE: 90'
AC: 8
HD: 4
ATTACKS: 2
DAMAGE: 2-8/2-8
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 25%
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral evil
LEVEL/XP: 3 / 135 + 3/hp
TREASURE: None
LOCATION: SL13-10F

These zombies may only be raised by priests of Fenth, the Thorcin god of the forest (see World of Archontos appendix). Created from dead humanoids, Fenth zombies differ from regular ones by sprouting twigs from their temples, possessing green eyes, and having teeth that appear as sharpened sticks. They are tougher than regular zombies, attack twice per round, and have some magic resistance.

They turn as wights, and their connection to the living forest makes such more dangerous: a cleric or paladin takes 1-4 hit points of damage on a failed turn attempt.

ZOMBIE, HEQETI SLIME

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-12
SIZE: S, M or L
MOVE: 60'
AC: 6
HD: 2, 4, or 6 (depending on size)
ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: Slime infestation
SPECIAL DEFENSES: Immune to electricity
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/XP:
2 HD: 3 / 90 + 1/hp
4 HD: 4 / 175 + 3/hp
6 HD: 5 / 350 + 6/hp
TREASURE: None
LOCATION: 5-108, 6-118-120, 6-122, 7-7, 8-157, SL6-4

These disgusting beings are animated by one of the burnt-orange flesh-animating heqeti slimes, including those burped forth by a sumuksu (6-121). Slime zombies are created either from those beings slain by a flesh-animating slime, or from a recently deceased corpse. Once the flesh-animating slime has infested the host, it can direct the host's limbs, generally to further the commands of a sumuksu or a heqeti master.

Heqeti slime zombies attack by bludgeoning with their fists/paws. An opponent so struck must save vs. poison or be infested with a flesh-animating slime, which causes 1-4 damage per round until the victim dies. Application of fire (for 1-6 damage) will destroy the infestation.

Slime zombies are susceptible to fire (+1 damage per die), their movement is halved by cold, and they are immune to electricity. The slime zombies vary in HD according to the size of the creature infected. Since these beings are not undead, they cannot be turned.

NEW MAGIC ITEMS

There are more than 300 new magic items presented in Arden Vul. Many are unique, but most are not and thusly suitable for random treasure generation specific to Arden Vul. The tables below are composed of these non-unique items.

This appendix uses the following abbreviations in the detailed item description:

Class Limit: The abbreviations in this descriptor are the classes that may use the item: A = Assassin, B = Bard, C = Cleric, D = Druid, F = Fighter, I = Illusionist, M = Magic User, Mk=Monk, P = Paladin, R = Ranger, T = Thief.

If this descriptor is absent, any class may use the item provided it is not already prohibited to that class.

Alignment Limit: The abbreviations in this descriptor are the alignments that may use the item.

If this descriptor is absent, any alignment may use the item.

Random Arden Vul Treasure Determination

Dice	Result
01-20	Potions
21-30	Rings
31-40	Rods, Staves & Wands
41-55	Miscellaneous Magic Table 1
56-70	Miscellaneous Magic Table 2
71-85	Miscellaneous Magic Table 3
86-00	Armor & Weapons

Potions

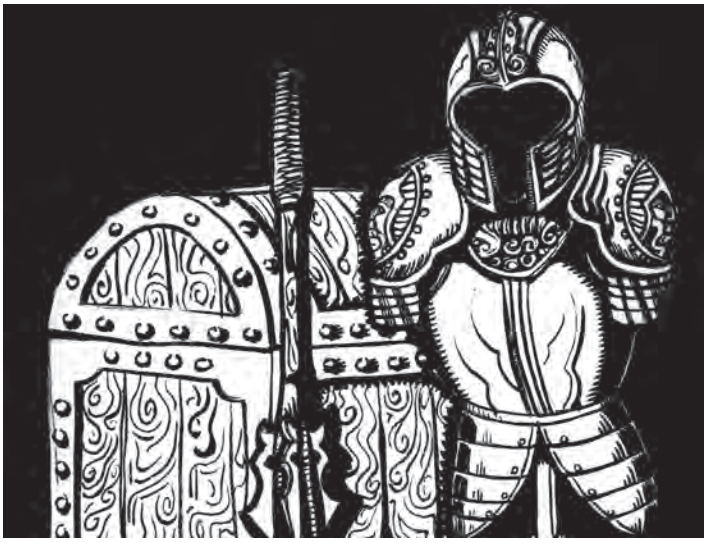
Dice	Result	Exp. Value	G.P. Value
01-03	Dispelling	500	1,000
04-10	Clarity	500	900
11-15	Deafening Light	500	1,000
16-22	Explosive Acid	500	4,000
23-25	Frost Cage	500	2,000
26-30	Ghost Paste	1,000	5,000
31-40	Greek Fire	500	4,000
41-48	Hostile Levitation	200	800
49-56	Molasses	200	800
57-67	Rock Melting	500	1,000
68-75	Singing Birds	500	1,000
76-80	Sweat of Rimmaq-Isfet	300	600
81-85	The Berserk	200	400
86-90	Truthfulness	400	800
91-97	Watery Form	200	500
98-00	Youth	200	250

Rings

Dice	Result	Exp. Value	G.P. Value
01-07	Acid Resistance	1,000	5,000
08-15	Change Self	500	2,000
16-17	Friendly Defense (arcanum)	7,500	35,000
17-24	Friendly Defense (copper, silver, gold, iron)	2,500	15,000
25-28	Friendly Defense (steel, white gold, platinum)	5,000	25,000
29-33	Heqeti Ring	2,000	10,000
34-40	Levitation	500	2,000
41-42	Protection from Normal Missiles	5,000	40,000
43-44	Set	5,000	40,000
45-50	Shield	1,000	5,000
51-60	Snake (of the)	2,000	10,000
61-70	Spider Climbing	1,000	5,000
71-80	Stalker (of the)	1,000	5,000
81-00	Water Breathing	250	2,500

Rods, Staves, & Wands

Dice	Result	Exp. Value	G.P. Value
01-06	Rod of Turning	2,000	10,000
07-09	Rod of Wind Control (BDCIM)	5,000	20,000
10-15	Staff of Fenth (CM)	7,000	35,000
16-19	Staff of Fermentation (BDCIM)	6,000	30,000
20-21	Staff of Illusions (I)	12,000	60,000
22-26	Staff of the Frog	6,000	30,000
27-28	Staff of the Necromancer (M)	12,000	60,000



29-35	Wand of Alarms, Cursed	—	1,000
36-48	Wand of Alignment Detection	1,500	7,500
49-55	Wand of Life-Stealing, Cursed	—	1,000
56-65	Wand of Shielding	2,000	15,000
66-70	Wand of Spectral Force (I)	3,500	25,000
71-80	Was Stick, Acolyte (C)	1,000	10,000
81-89	Was Stick, Deacon (C)	2,000	20,000
90-93	Was Stick, Pontifex (C)	3,000	30,000
94-96	Was Stick, Special (C)	1,000	10,000
97-00	Was Stick, Uncommon (C)	2,000	20,000

Miscellaneous Magic (Table 1)

Dice	Result	Exp. Value	G.P. Value
01-04	Acorn of Fenth	250	500
05-07	Alexia's Useful Pole	2,500	15,000
08-10	Amulet of Courage (BFMkPR)	1,500	10,000
11-13	Amulet of Fire Resistance	1,500	10,000
14-17	Amulet of Mighty Fists (ABFMkRT)	1,500	15,000
18-21	Amulet of Natural Armor +1	1,000	10,000
22-24	Amulet of Natural Armor +2	2,000	20,000
25-26	Amulet of Natural Armor +3	3,000	30,000
27-30	Amulet of Protection from Normal Missiles	6,000	30,000
31-32	Amulet of Spell Absorption	1,000	5,000
33-37	Amulet of Swimming	1,000	5,000
38	Amulets of Return	3,000	15,000
39	Amulets of Telepathy	2,000	17,500
40-41	Ankh of Healing	1,000	5,000
42-44	Ankh of Protection	1,000	5,000
45-50	Arcanum (IM)	100	500
51	Asp Eggs, Kaliyani	500	4,000
52	Aulos of Frenzy	7,000	40,000
53	Banion's Dice, Bone	—	10,000
54	Banion's Dice, Ivory	—	15,000
55	Banion's Dice, Silver	—	30,000
56-57	Banion's Dice, Wooden	—	5,000
58-59	Basin of Evaporation	500	1,000
60-61	Black Light of Useful Necromancy	1,000	5,000
62	Blacklight Torch, Cursed	—	500
63	Boots of Attraction	—	1,000
64-65	Boots of Insulation	1,000	5,000
66	Boots of Subtlety	—	2,000
67	Box of Trapping	4,000	40,000
68-70	Brooch of Confident Action	4,000	17,500
71-72	Brooch of the Everlasting Brotherhood	2,000	15,000
73	Bruning of Westholm's Cursed Grammar	—	7,500
74-75	Cap of Serenity	750	3,500
76-82	Cauldron of Boiling	300	1,500
83-85	Chaplet of Father Utar	500	5,000
86-87	Circlet of Pearls, Golden (ABIMMkT)	1,000	5,000
88-89	Cloak of the Dwarves	1,000	6,000
90-91	Cloak of Wise Negotiating	2,500	12,500
92	Coffer of Zox (ABCIMMkT)	3,000	45,000
93-95	Cold Rocks	1,000	10,000
96-98	Collar of Servitude	500	25,000
99-00	Conch of Amplification	1,500	15,000

Miscellaneous Magic (Table 2)

Dice	Result	Exp. Value	G.P. Value
01-03	Conch of Crustacean Assistance	3,000	30,000
04-05	Dancing Houris	1,500	30,000
06	Deck of the Magi (IM)	—	10,000
07-08	Djed Amulet	4,500	25,000
09	Dwarven Life-Stone	500	1,000
10-11	Earring of Protection +2	1,000	1,000
12	Earring of Protection +3	1,500	2,000
13	Earring of Protection +4	2,000	3,000
14	Earring of Protection +5	2,500	4,000
15-17	Efreeti Sand	300	2,000
18-22	Elven Rope	100	500
23-24	Ever-alert Head	500	2,000
25	Ever-full Chest	2,500	25,000
26-29	Ever-full Inkwell	500	3,500
30-32	Eye of Seeing	3,000	30,000
33-34	Eyes of Fenth	250	1,000
35-36	Eyes of Set	250	1,000
37-38	Foebane Necklace	500	2,500
39-40	Gauntlet of Fire Absorption	1,000	5,000
41-43	Glass Spheres of Arcane Assistance	200	1,500
44	Goggles of Seeing	1,000	15,000
45-49	Guard Cap (ABCDFPRT)	1,000	10,000
50	Guardian Caryatid	5,000	40,000
51-52	Hag's Eye	500	5,000
53	Hand of Glory	5,000	50,000
54	Harp of Charming	3,000	30,000
55-57	Helm of Infravision	1,000	5,000
58-59	Horn of Carousing	1,000	5,000
60	Horn of Chaos	—	25,000
61	Horn of Domination (BFPR)	6,000	60,000

62	Idol of Camozotz	—	1,500
63-65	Immobilizing Mesh	500	5,000
66-68	Incense of Attraction	250	500
69-70	Incense of Relaxation	200	400
71-72	Infernal Effigy	1,000	7,000
73	Insidious Bone Flute	—	2,500
74	Jade Cup of Life Restoration	5,000	30,000
75-76	Jug of Purple Mist	500	2,500
77-78	Leviathan's Teeth	1,000	10,000
79-80	Lion Cloak	2,000	20,000
81-84	Lover's Token	200	500
85	Mantle of Fenth	5,000	35,000
86-88	Mask of the Skull (AIMMkT)	1,000	15,000
89-92	Melchior's Beads of Escape	500	2,000
93-95	Moon of Bastet	500	1,000
96	Necklace of Harmony	4,000	45,000
97-98	Obsidian Skull of Comprehension	1,000	5,000
99-00	Olifant of Command	4,000	40,000

Miscellaneous Magic (Table 3)

Dice	Result	Exp. Value	G.P. Value
01-04	Pearl Necklace of Invisibility	2,500	7,500
05	Penny, Cursed	—	2,000
06-08	Periapt of Finding	1,000	5,000
09-10	Pledge of Rimmaq-Isfet	1,000	10,000
11-12	Porter's Carpet	2,000	10,000
13-15	Pouch of Capacity	1,000	7,500
16	Purse of Asters	2,000	10,000
17	Returning Pebble	—	100
18-19	Rug of Instant Access	3,000	15,000
20-21	Salt Lamp of Protection, Greater	3,000	30,000
22-25	Salt Lamp of Protection, Lesser	2,000	10,000
26	Sarcophagus of Entombment	5,000	20,000
27-34	Scroll Case of Potency	3,000	10,000
35-38	Scrying Ball	1,000	4,000
39	Set Animal Masks	—	2,000
40-45	Shawl of Warmth	1,000	5,000
46-47	Shrunken Head	1,000	10,000
48-49	Sistrum of Bastet	5,000	55,000
50-51	Slippers of Stealth	1,500	7,500
52-55	Smokeless Torches	1,000	5,000
56	Sortian Portable Sage	4,000	20,000
57	Soul Stone	500	2,000
58-59	Statuette of Feline Friendship	1,000	5,000
60-61	Statuette of the Camel	1,000	10,000
62-64	Stone of Passage	250	1,000
65-66	Stone of Striking	1,500	20,000
67-68	Stone Salve	1,000	5,000
69-74	Tear of Kauket	500	25,000
75	Tears of the Twins	1,000	5,000
76	Theodorus' Bed of Convenient Respite	500	2,500
77	Theodorus' Chair of Great Ease	1,000	5,000
78-80	Thieves' Mask (ABMkT)	4,000	35,000
81-82	Thorstein's Oculae	1,000	5,000
83-85	Torc of Authority	1,000	5,000
86-88	Torc of Domination	1,000	5,000
89	Torc of Protection	2,000	10,000
90-93	Tripod of Heating	1,000	10,000
94-95	Troll Flute	1,000	5,000
96	Watcher Nataraja	1,000	10,000
97-98	Winged Statuette	250	1,500
99-00	Wondrous Flute	2,000	20,000

Armor & Weapons

Dice	Result	Exp. Value	G.P. Value
01-03	Abyssal Armor	6,000	35,000
04-05	Armor of Arrow Attraction, Cursed	—	2,000
06-30	Arrow of Striking	20	120
31-35	Black Iron Spear	600	3,750
36-50	Bolts of Fire	20	120
51-70	Darts of Sleeping	20	120
71-75	Leather Armor of Shadows	1,500	10,000
76-85	Returning Javelin	1,000	10,000
86-95	Staff of Blue Light	250	1,500
96-97	Sword of Shadows	600	3,000
98-00	Trident of Water Breathing	1,250	10,000



New Magic Item Descriptions

A Spoke in the Wheel: This unique magic club is formed of beech-wood, and has been smoothed, sanded, and oiled until it glistens and shines. On the thick, 'business' end is incised a multi-spoked wheel filled with lapis lazuli. It is +3 against both good and evil alignments, but +0 against neutral foes (although it still counts as a +3 magic weapon for purposes of hitting those hit only by magic); it is +4 against demons and devils, however. A Spoke in the Wheel also can act as a defender: the user can apply some or all of its +3 bonus to hit as a bonus to AC instead; the defender feature only works against melee weapons. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 2-69 **Class Limit**: DFT **Alignment Limit**: N, NG, NE.

Abyssal Armor: A matched set of breastplate and greaves in an elaborate, richly decorated style, this armor is imbued with special properties by smiths working on the various planes of the abyss. The armor provides AC 2 when facing most foes, provided that no other armor or protective devices are worn. It improves to AC -1 when facing demonic foes, but worsens to AC 6 when facing foes who are LG. Most impressively, the armor allows the wearer to take only half damage from cold and fire, and it cannot be damaged or destroyed by those elements. Because of its demonic origins, paladins may wear this armor only if they donate (or promise to donate) treasure equal to the value of the armor to their chosen LG religious institution. **Experience Point Value**: 6,000 **G. P. Value**: 35,000 **Location**: 4-146, 8-125.

Acorn of Fenth: These large (8"-long, 3"-wide) acorns fall from the enormous oak trees that ring the forested plane on which the Thorcin god Fenth resides. Although natural, they also detect as magic. If an acorn is planted in earth and watered with the blood of any creature (animal or sentient), it immediately causes a harvest lord (see new monsters) to appear. The harvest lord can be reasoned with by anyone of LE alignment, but is not necessarily beholden to the planter of the acorn. Instead, the harvest lord judges the situation and acts in accordance with what it feels to be the laws of the forest: its summoner is treated as having an 18 CHA when first interacting with the harvest lord.. **Experience Point Value**: 250 **G. P. Value**: 500 **Location**: 2-19, SL13-10.

Alexia's Useful Pole: This practical item appears as a 3-inch long, ¾-inch diameter rod of steel that is remarkably light (only 1 lb regardless length). Most are usually inscribed with runes, and/or with their command words. Useful poles can extend to three or four fixed lengths by speaking an appropriate command word. For example, the most common useful poles have three lengths: the 3', 'short' length, a 4', 'medium' length, and a 6', 'long' length. A few varieties (10%) have a fourth 'very long' length (usually 10' or 15'). The short length functions quite nicely as a jo-stick, doing 1-8/1-6 damage. The medium lengths functions as a bo-stick or quarterstaff, doing 1-10/1-8 damage. The long length functions as a spear 1-10/1-12, and the very long length functions as an awl pike 1-10/3-18. Although the weapon functions are convenient, the magic of these items lies primarily in their portability and light weight. **Experience Point Value**: 2,500 **G. P. Value**: 15,000 **Location**: AV-40, 3-78, 7-76, 8-67, SL4-10.

Amulet of Courage: This amulet takes the form of a chalcedony cameo of a springing lion set onto a silver backing. It conveys a bonus of +3 to saves versus fear or dread for the wearer and all within 10'. **Experience Point Value**: 1,500 **G. P. Value**: 10,000 **Location**: 5-40, 7-31, 8-67, 10-26 **Class Limit**: BFMkPR.

Amulet of Fire Resistance: This jade amulet is shaped like a sun-burst, with a yellow bead in its center. It affords +2 saves vs fire, and a bonus of -1 HP/damage die versus fire-based damage. **Experience Point Value**: 1,500 **G. P. Value**: 10,000 **Location**: 2-71, 4-139C, 8-40, SL15-13.

Amulet of Mighty Fists: A plate of copper, shaped to resemble the clenched claw of a heqeti hopper, this amulet is worn attached to a belt or other piece of equipment. It provides the wearer with STR +1. It is particularly valuable in unarmed combat, providing +2 to hit and +3 to damage to all attacks with fists in addition to normal STR bonuses. **Experience Point Value**: 1,500 **G. P. Value**: 15,000 **Location**: 7-92 **Class Limit**: ABFMkRT.

Amulet of Natural Armor: These amulets are the creation of heqeti weavers, and serve to add additional magical protection to the wearer (+1 to +3 bonus to AC). Typically they are created of carpal bones strung together in a circle, with a semi-precious stone in the center; they are worn on a chain as a necklace or pinned to clothing. Naturally they are most commonly possessed by heqeti, although they can be used by others as well. The most powerful variety (+3 amulets) detect as evil, but the lesser amulets have no such taint. **Experience Point Value**: (+1) 1,000; (+2) 2,000; (+3) 3,000 **G. P. Value**: (+1) 10,000; (+2) 20,000; (+3) 30,000 **Location**: 2-60, 5-11, 6-7, 6-104, 7-79, 8-25, 9-78, 9-81,10-3, 10-6, 10-11, 10-13, 10-16, 10-20, 10-33, 10-35, 10-38, 10-40, 10-44, 10-48, 10-57, SL5-7, SL5-36.

Amulet of Protection from Normal Missiles: A silver amulet shaped like an arrow or crossbow bolt, this useful amulet conveys the protection of the 3rd-level magic user spell, *protection from normal missiles*. The effect of the protection last for four turns, and the amulet may be activated 3/day by speaking the words 'protect me' in Mithric. **Experience Point Value**: 6,000 **G. P. Value**: 30,000 **Location**: 2-36A, 3-127A, 6-8, 7-76, 9-55, SL5-38.

Amulet of Ptarmis: This copper amulet studded with colored glass is a powerful but cursed magical item. The amulet gives its wearer the ability to control plants, including sentient plant creatures. It imparts a +3 bonus to AC, and will allow the wearer to summon sentient plant creatures (like fungal foresters - see new monsters) 3/day, if feasible. Unfortunately once it has been donned, the amulet proves impossible to remove. Over time the wearer will begin to think that he/she is Ptarmis, ancient priest of Thoth, who found and cultivated the great fungal forest beneath Arden Vul. Once so cursed, the owner will wish to remain in the Great Cavern (3-163 and 3-172), looking after 'his' children and gardens (or will actively seek the Great Cavern if the amulet is found elsewhere). Only a *remove curse* spell will permit the removal of the amulet. **Experience Point Value**: — **G. P. Value**: 2,000 **Location**: 3-176.

Amulet of Spell Absorption: This powerful talisman absorbs a number of levels of spells that are cast directly at the wearer. The number of spell levels so absorbed is limited to 30; when that limit

has been reached the amulet blackens into unusable slag. The amulet does not absorb area-effect spells or damage, or effects that are indirect; it only absorbs spells directly targeted at the wearer. **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 3-152, SL4-22, SL6-17A, SL9-26.

Amulet of Swimming: These amulets are formed of the small bones of subterranean creatures wired together to resemble a flipper, and they bestow upon their bearer an 18' swimming speed even when wearing full armor. The bearer is able to dive up to 50' into water without injury provided the water is 2' deep for every 10' of dive height. The bearer can also remain underwater for 10 rounds before needing a breath, can swim for up to 8 hours per 24 hour period, and can float safely on the surface in even hurricane-like conditions. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 7-108, SL7-24.

Amulets of Return: A pair of copper amulets depicting yin-yang symbols, these devices channel extremely potent *wish* magic. The owner of one amulet can summon the wearer of the other at any time, even from death and/or bodily mutation; the 'returning' partner appears in the state when the summoner last saw him/her. Given that the magic in this device allows the transcendence of death, the amulets only work three times before crumbling to powder. **Experience Point Value**: 3,000 **G. P. Value**: 15,000 **Location**: 8-120, 8-124.

Amulets of Telepathy: These useful items are the invention of the famous Grinning Mage, Pol (see SL6-8). The amulets appear as highly-detailed human ears, shaped out of platinum. In tiny script on the inner ear can be found the inscription: "Listen! So shall we all. Pol". Most users never notice the inscription. The amulets allow telepathic communication between two sentient beings, each of whom must wear one of the amulets. This means that the pair can 'speak' without actually speaking, and can communicate fully any thoughts, desires, commands, and so forth. Active telepathic communication is activated by a vocalizing a command word (in this case, "listen" in Mithric. In keeping with Pol's notoriously puckish sense of humor, there is a 1 in 20 chance per use that the amulets also serve as a microphone, loudly broadcasting an entire conversation after a 1 minute delay. It is said that Pol created three pairs of amulets; only two are known to exist at present. **Experience Point Value**: 2,000 **G. P. Value**: 17,500 **Location**: 6-28, 8-5.

Ankh of Healing: These powerful items were infrequently created by good-aligned priests during the golden age of the Archontean empire. They appear as ankhs formed of pure white porcelain, about 8" tall. When the ankh is pressed against a visible wound (caused by weapon, bite, claw, etc.), the ankh's power instantly cures the victim of 3-24 HP of damage. Each time it is used, a portion of the pristine white surface of the ankh becomes discolored, taking on a rusty red color; when the entire ankh becomes rusty-red, it crumbles into dust. Ankhs of healing have as many uses as their creator had levels (d6+10), but given their antiquity most now only have a small number (2-5) of charges remaining. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 4-146, 5-62, SL3-2.

Ankh of Protection: Appearing as 10"-tall ankhs formed of sun-yellow porcelain, these devices have the useful function of repelling undead. Like ankhs of healing, they had as many uses as their creator had levels (d6+10), but given their antiquity most now only have a small number (2-5) of charges remaining. The ankh is used by presenting it to an undead creature (as if it were a holy symbol); it functions as a 7th-level cleric for the purposes of destroying or turning undead. Each time it is used, a portion of the yellow porcelain changes color, taking on a dull-grey tone; when all charges have been used, the ankh is thus fully grey, and will crumble to dust. It should be noted that these ankhs were created by good-aligned priests, and can thus never be used to control or dominate undead, only to turn or destroy them. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: AV surface ruins, 5-17, 8-10, SL6-16, SL8-13A. **Alignment Limit**: LG, LN, NG, N, CG, CN.

Apprentices' Raven: This unique object takes the form of a mechanical raven crafted out of ebony, glass, and feathers. Some wealthy apprentices in the cult of Thoth with too much time on their hands paid for it to be enchanted it some 1,600 years ago. When it detects motion in a 5' cone in front of it, it will croak out one of six sayings in Mithric:

D6	Saying
1	"The high priest's mother was a baboon."
2	"Thus spake the Raven, [Burrrrrp]."
3	"I think, therefore I am."
4	"The meta-magical qualities of *arcanum* are a product of a quintessential flux in the divine thought of Thoth, especially when compared with the macro-ontological properties of piety."
5	[A random cantrip is produced]
6	"You can call me Al."

If touched, the Raven will deliver a jolt of electricity for 1-2 hp damage unless the code word (Thoth) is first spoken in Mithric; this effect only works once per person. A magic user or illusionist who spends 2-4 weeks studying the Raven will be able to impart new phrases into the Raven at the cost of 25 gp per saying. Kerbog Khan (SL12-25) would pay double the normal G.P. value for this item. **Experience Point Value**: 400 **G. P. Value**: 2,000 **Location**: 2-24.

Arcanum: Arcanum is an orange-colored mineral that is a powerful enhancer of magical properties. It appears naturally in the mountains near Arden Vul, typically in one of two forms: large geodes up to 50' in diameter, or (paradoxically) enormous nuggets some 10'-15' in diameter. The arcane power of large pockets poses significant dangers to explorers, as the concentrated power of the arcanum causes arcane spell-casters and inherently-magical creatures to be overwhelmed with desire to stay within or near the arcanum pocket.

When a large pocket is encountered, such beings must successfully save vs. spells or else be compelled to remain in the arcanum pocket for 2-5 days, studying the substance and basking in its potency. For each day in the pocket, the caster or magical creature must roll on the table below to determine the effect(s) imparted on that day. At the end of the compulsory period, a magic user or magical creature has conquered the compulsion and can elect to stay in or near the pocket for as long as he/she/it likes; for each day of close access and study, roll again on Table 1. It should

be noted that for each day in close contact with a large pocket of arcanum, 1-3 fist-sized, 'portable' lumps of 2 lb weight can be carefully chiseled off of the main source. After 3-12 such lumps have been removed, the main pocket becomes inert.

Results of Exposure to Arcanum Pocket (per day)

2D6	Type of Effect
2-3	No effect
4-6	1-2 side effects
7-8	Negative effect
9-10	Positive, plus 1-2 side effects
11-12	Positive, with no side effects

D8	Side Effects
1	Lose 1-4 WIS for 4-6 days
2	Temporary delusion for 1-3 weeks: believe self to be 1-2: archmage, 3-4: famous historical person; 5-6: animal (dog, cat); 7-8: fighter
3	All hair falls out; regrowth at extremely slow pace. -10% to reaction rolls for 1-3 months
4	Temporary Paranoia, resulting in: 1-2: refusal to talk; 3-4: hostility towards all party members; 5-6: immediate attack on any enemies. Duration is 4-6 days.
5	Temporary loss of 2-5 CON for 4-6 days
6	Ability to breathe water for 2-5 days, but with requirement of full immersion in water for at least 1 hour per day. Skin grows dry as immersion requirement grows near; subject feels need to hydrate.
7	Move is halved for 2-5 days, but AC is bettered by 2 due to strange trans-dimensional flux (subject's form is slightly hazy throughout)
8	Epidermis glows dully with a yellow light for 2-5 days. Good for reading, bad for sneaking.

D8	Negative Effects
1	Sink into catatonic state for 3-6 days; at end emerge with half HP and permanent loss of 1-4 HP.
2	Permanent delusion (GM's choice)
3	Permanent paranoia, about 1-2: fellow party member(s), 3-4: specific sentient group or race; 5-6: political group; 7-8: natural element or object (e.g. plants)
4	Permanent loss of 1-2 WIS. Subsequent rolls produce penalties of -2 to all saving throws for 4-9 days.
5	Permanent loss of 1-2 CON. Subsequent rolls produce penalties of -2 to all saving throws for 4-9 days.
6	Addiction to arcanum: sweat profusely and incur -1 penalty to all rolls when away from arcanum of any sort. Curable only by *atonement* or *heal* spells.
7	Stubborn Error: choose one known spell at random. Its effect, duration, or range is reduced by 50% permanently. Only invention of a 'new' version of the spell can resolve this problem.
8	Permanent disfiguring mark, to be determined jointly by PC and GM. Causes permanent -1 CHA. Subsequent rolls that produce this result impose temporary CHA losses of 1 month in duration.

D8	Positive Effects
1	Gain 2-5 spell slots for one day
2	Next 1-4 spells enhanced by 50% in either effect, duration or range
3	Next 1-4 spells enhanced by 50% in effect, duration AND range
4	Permanent gain of +1 INT. If this has already been acquired once, INT gain is temporary (1 week) if INT is higher than 19
5	Gain insight into spell creation, write one new standard spell of level 1-4 in spell book (determined randomly)
6	Gain insight into spell creation, write one new standard spell of level 3-6 into spell book (determined randomly)
7	Gain insight into spell creation, devise one new spell of level 1-3 (subject to GM's approval)
8	Gain insight into spell creation, devise one new spell of level 2-5 (subject to GM's approval)

Small, fist-sized lumps of arcanum are obviously more portable and significantly less dangerous. They impose no negative effects, and can be used in a number of beneficial ways. To 'use' one, a magic user (or essentially magical being) must hold the lump in his/her/its hand and concentrate on the task to be performed. The potency of the arcanum is transferred to the task, and the lump becomes an inert piece of orange mineral.

The following are tasks to which arcanum can be put:
1. Recharging a charged magic item: one lump restores 2-8 charges
2. Enhancing either the effect, range or duration of a single spell by 50%, the spell to be enhanced must be cast within 5 minutes of the 'use' of the arcanum
3. Recalling a cast spell: the caster is able to recall and recast a single spell that he/she has already cast that day.
4. Adding a one-time bonus of +2 to any roll.

Other uses for lumped arcanum may be devised by the GM. **Experience Point Value**: 100 per lb **G. P. Value**: 500 per lb **Location**: AV-29, 2-10, 2-23, 2-71, 3-76, 4-31, 4-51A, 4-63, 4-153, 4-155, 5-18, 5-85, 5-89, 5-107, 5-125, 5-128, 5-137, 6-33, 6-61, 6-85, 7-22, 7-24, 7-55, 7-70, 8-104, 8-148, 8-169, 9-55, 9-60, 9-64, 9-65, 9-95, 9-118, 9-130, 9-138, 10-8, 10-48, 10-54, SL1-11, SL5-7, SL5-32, SL6-16, SL6-47, SL6-51, SL6-55, SL7-16, SL9-4, SL9-20, SL9-27A, SL9-48, SL9-52, SL9-71, SL9-73, SL9-77, SL10A-19, SL12-19, SL12-24, SL13-37. **Class Limit**: IM

Arcanum Jelly: When smeared on the forehead of a magic user or illusionist, this orange jelly made from a distillate of powdered *arcanum* grants the caster two extra spell slots (one for 2nd-level spells, and one for 3rd-level spells). The jelly leaves an unsightly rash that only dissipates in 2-4 days. **Experience Point Value**: 500 **G. P. Value**: 900 **Location**: 4-62, SL5-4 **Class Limit**: IM.

Armor of Arrow Attraction, **Cursed**: This cursed armor can come in any form, although banded mail is most common. It provides a +1 bonus to AC to all attacks except arrows, for which it imposes an AC penalty of -2. **Experience Point Value**: — **G. P. Value**: 2,000 **Location**: AV-40, 5-29.

Armor of Marius: A suit of battered, archaic Archontean legionary's armor with numerous scorch marks across the chest, this relic provides any wearer with armor the equivalent of banded mail +2. Yet for wearers of lawful alignments, it provides two impressive powers: 1) immunity to fire-, cold-, and acid-based attacks, and 2) the ability to raise the morale of allies in a 50' radius (+30% to morale). **Experience Point Value**: — **G. P. Value**: 40,000 **Location**: 6-135.

Armor of Secret Storage: This rusty suit of man-sized ceremonial armor is not fit for combat. Resting on an armor stand and topped with an elaborate, dog-faced helmet, it is actually a strange form of extra-dimensional space. The armor acts as a sort of *bag of holding*, albeit one that can hold up to 1,000 cubic feet of material. One deposits goods to be stored through the helmet's visor. When one wishes to recover something, one must state the nature (and quantity, if appropriate) of the object desired, and it will drop out of the right gauntlet. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: SL4-22.

Armor of Sulla: This set of high-quality, archaic Archontean banded mail, complete with cuirass, greaves, arm guards, and a polemarch's helmet, was the property of the famous warrior, Sulla. It acts as banded mail +2, +5 versus missiles. **Experience Point Value**: 2,500 **G. P. Value**: 14,500 **Location**: 8-107.

Arrow of Striking: These +1 arrows automatically hit their target. There is a 10% cumulative chance that they are destroyed after a successful hit. **Experience Point Value**: 20 **G. P. Value**: 120 **Location**: 2-27, 3-5, 4-111, 9-50.

Asp Eggs, **Kaliyani**: These products of kaliyani techno-sorcery resemble 6"-tall eggs made of leather, ivory, and metal straps. They are handmade, and typically carved to show an asp's face. Kaliyani sorcerers are able to charge them with a potent magical effect. Known types of asp eggs are:

- *Fire Egg* – explodes for 5-30 fire damage to all in a 15'-diameter area.
- *Cold Egg* – explodes for 3-18 cold damage to all in a 15'-diameter area, save or move halved for 1-3 rounds.
- *Egg of Torment* – egg releases gas made from mushroom spores, save at -2 or laugh uncontrollably for 3-6 rounds, during which time combat maneuvers are impossible. Flight is possible, although at half speed.
- *Egg of Blinding* – explodes in a strobe light, causing all within 40' too save (at -2 penalty) or be blinded for 2-4 rounds.

Eggs are hurled (as darts, but only one per round) and must make contact with a living creature for their magic to activate. There is a 2% chance per egg that they are defective. **Experience Point Value**: 500 **G. P. Value**: 4,000 **Location**: 10-54, SL9-60, SL9-64, SL9-65, SL9-73.

Aulos of Frenzy: This set of double-pipes (or aulos) was the personal property of Eustachius the cantor. When played it produces a shrill, middle-range set of tones. It can be played normally, but if the command word is invoked ("madness" in Mithric), then it plays by itself, producing an insistent drone of increasing tempo. This magical music has two effects. First, it causes distress in enemies of the owner, causing them to save vs spells (with a +1 bonus) or flee in distress. Second, it causes martial courage in the friends of the owner, granting them +1 to hit and +1 to saves vs fear or other morale-sapping effects. These effects last for 4 rounds. If played by a bard, the save vs spells is made at a -2, and the duration is 8 rounds instead of 4. **Experience Point Value**: 7,000 **G. P. Value**: 40,000 **Location**: 8-149.

Aulos of Undead Command: This double-reeded instrument produces a haunting tone that allows the musician to turn or command some corporeal undead. The aulos functions as a 3rd-level cleric for the purpose of attempting to command corporeal undead. If played by a bard, it functions as a 6th-level cleric. The musician automatically turns corporeal undead that a cleric of the appropriate level has a chance of turning, but must succeed at a 'turn undead' roll to be able to command them. **Experience Point Value**: 5,000 **G. P. Value**: 25,000 **Location**: SL13-10I.

Axe of the Wastes: This famous battle axe was most recently in the possession of Skalla of Westholm, a well-known Wiskin warrior and reaver. The axe has a silver-chased haft and a leather-wrapped hilt. It glows softly with a pale green light (10' radius). It grants the wielder a +1 bonus in general, but is +3 versus ogres, giants, and trolls/varumani. The axe also renders the wielder less vulnerable to thirst and hunger; he/she can survive twice as long without necessities before taking damage from thirst and hunger. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 2-27.

Backpack of Capacity: Each of the Sun-Scarred Knights wears one of these useful items atop his/her gothic armor. Backpacks of capacity look like normal leather rucksacks, but are enchanted such that they can carry 10x the normal weight without encumbrance. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: On Sun-Scarred Knights, and 10-53.

Banion's Dice: These sets of three six-sided dice come in a variety of materials (wood, bone, ivory, silver). They appear as normal dice except for the face that normally would have six pips on it; an image of a golden coin stands in place of the six pips. The dice are associated with the Archontean deity Banion, the god associated with decision-making and trickery. The dice can be difficult to recognize, as *detect magic* does not reveal them to be magical. Those who have used them in the past, as well as all sages, may recognize them by the distinctive coin found in place of the number six. Any cleric of at least 5th level will recognize them as magical, although he/she won't know how or why. Clerics of Banion, however, will immediately understand their nature and function. While anyone may throw the dice, clerics of Banion and those of chaotic neutral alignment generally obtain more beneficial effects.

To use the dice, one rolls them as normal. The result is determined by the die that rolls the highest result, with 1 as low and the 'coin' (six) as high. For example, a PC rolls 2, 4, 1. The result is determined by the high number, '4'. If the dice all produce the same number, then extraordinary results are obtained. The following tables summarize results:

Result	Effect for Ordinary Persons	Effect for CN persons
High of '2'	Thrower is *cursed*	Thrower is *cursed*
High of '3'	-1 to all rolls for 1 hr	-1 to all rolls for 3 turns
High of '4'	+1 to all rolls for 1 hr	+1 to all rolls for 2 hr
High of '5'	*Bless* for 1 hr	*Bless* for 2 hrs
High of 'coin'	*Augury*	*Augury*
1-1-1	*Geas* on thrower	*Geas* on thrower
2-2-2	Thrower is *cursed*	Thrower is *cursed*
3-3-3	*Detect minerals and metals* (per wand) for 1 hour	*Detect minerals and metals* (per wand) for 3 hours
4-4-4	*Enemy detection* (per wand) for 1 hour	*Enemy detection* (per wand) for 3 hours
5-5-5	*Secret door and trap detection* (per wand) for 1 hour	*Secret door and trap detection* (per wand) for 3 hours
Coin-Coin-Coin	*Divination*	*Divination*

Result	Effect for Clerics of Banion
High of '2'	-1 to all rolls for 3 turns
High of '3'	*Augury*
High of '4'	*Augury*
High of '5'	*Augury*
High of 'coin'	*Divination*
1-1-1	*Geas* on thrower
2-2-2	*Divination*
3-3-3	*Detect minerals and metals* (per wand) for 1 day
4-4-4	*Enemy detection* (per wand) for 1 day
5-5-5	*Secret door and trap detection* (per wand) for 1 day
Coin-Coin-Coin	*Commune*

The quality of the materials used to create the dice determines how often they may be rolled to achieve a magical effect. Wooden dice may be thrown once per month; bone dice once every two weeks; ivory dice once a week, and silver dice once per day. **Experience Point Value**: — **G. P. Value**: (wooden) 5,000; (bone) 10,000; (ivory) 15,000; (silver) 30,000 **Location**: 6-61, 8-136, 9-21, SL7-24.

Basin of Evaporation: A basin formed from a giant clam shell, this object serves to hasten the evaporation of water or other liquids placed in it when full. It evaporates at the rate of 1 gallon per minute. It is often used in conjunction with a *decanter of endless water*, creating a self-sufficient water fountain. **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: 3-133.

Beekeeper's Rod: Upon utterance of the command word ("smoke" in Mithric), this 3'-long rod of blackened steel emits puffs of a greyish smoke that serves as a soporific for bees and other insects. The smoke fills a 15'-radius sphere. Insects, including giant insects, must save versus spells at -5 in order to be able to attack anyone within the smoke. In addition to this power, the rod can be used as a mace; as such it is normally +1, but +3 against insects. Finally, the bearer gains a +2 to all saves against insect venoms. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 8-12 **Class Limit**: BCDMT.

Bhima: A unique glaive of extraordinary craftsmanship, Bhima acts as +2 for any wielder. Those of lawful alignment find Bhima a glaive +3, +5 versus demons. In addition, Bhima surrounds lawful wielders with a 5'-diameter circle of *protection from evil*, and allows them to see through demonic illusions and to detect invisible demons. **Experience Point Value**: 2,000 **G. P. Value**: 12,000 **Location**: 8-125.

Black Iron Spear: These 5'-long spears are forged of black iron, and feature a single barb on the business end. They act as spears +1, +2 versus humanoids. Due to their weight, only those with STR 17 or greater can wield them. They are sometimes found with the animated spearmen type of Archontean constructs (see new monsters). **Experience Point Value**: 600 **G. P. Value**: 3,750 **Location**: 2-23, SL5-13B.

Black Light of Useful Necromancy: This 3'-tall rock-crystal lamp emits an unceasing black light out to 40'. So long as the black light is present, any undead within 20' regenerate 2 hp per round. The lamp can be destroyed by inflicting 5 hp damage on it. Hooding or cloaking the lamp blocks the visual emanations from the lamp (i.e., the black light), but does not prevent regeneration. The black light of the lamp doesn't interfere with infravision. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-213.

Blacklight Torch, Cursed: This item can only be obtained from the statue of Anubis in area 8-8, although there can be many such torches at any given time. Those who remove the apparently solid gold torch from Anubis's hand find the torch to be actually made of fool's gold and cursed. The curse prevents the taker from dropping the torch until he/she has died or until *remove curse* is cast. The cursed blacklight torch emits black light in a 20' radius. This black light has the opposite effect of the yellow light of the torch found in Anubis's hands; that is, the black light serves to attract rather than repel undead, and particularly shadows. Not only are shadows able to penetrate the 'light' of the torch, they are 50% more likely to attack the bearer of the cursed torch than any other available foe. **Experience Point Value**: — **G. P. Value**: 500 **Location**: 3-16, 4-121, 8-8.

Blackthorn: This heavy spear is formed of ironwood that has been shellacked and varnished until it appears to be deep black. Its point is leaf-shaped. Blackthorn acts as a spear +2, +4 versus clerics. It has the potent ability to absorb six levels of clerical spells per day, provided the spell are cast directly at the wielder. In absorbing the spells, Blackthorn negates their effect (but cannot use them itself). **Experience Point Value**: 1,750 **G. P. Value**: 15,000 **Location**: 4-10.

Boar's Helm: This helmet is made of copper and shaped like the head of a raging black boar: mouth vents show tusks, the eyes are boar-like, and the top of the helm features some bristles. The helm detects of evil and, indeed, may only be worn by those of lawful evil alignment; all others take 1-4 electrical damage per round

the helm is worn. The helmet is a powerful minor artifact of the ancient Archontean cult of Set, one of the symbols of which was the black boar. So long as the helm is worn, it provides the following powers: 1) a bonus of +2 to STR (maximum of 18; for fighters who already have STR 18, the helm increases exceptional STR by +25% up to a maximum of 18/00); 2) immunity to spells and effects that target the mind, including *hold person*, *charm person*, *sleep*, etc.; 3) immunity to fear; 4) addition of 10 HP to the character's normal total; 5) immunity to gas, smoke, and poison; and 5) *cause fear* in all within 10' who fail a save versus spells. Prolonged wearing of the helm has two side effects, however: 1) after 1-3 months of possession, the owner's reaction rolls are reduced permanently by 20%, even if he/she ends up losing the helm; 2) the owner has a 1% cumulative chance per month of becoming insane with homicidal mania. Experience Value: —. **G. P. Valu**e: 30,000. **Location**: 4-61 **Alignment Limit**: LE.

Bolts of Fire: These crossbow bolts act as bolts +2 but also cause a small explosion of fire if they hit their victim. The fire inflicts 5-8 HP damage the first round, and 1-3 HP the second. **Experience Point Value**: 20 **G. P. Value**: 120 **Location**: AV surface ruins, 2-20, 4-60, 4-91, 4-123, 4-124, 8-53.

Bone-Biter: This spear was owned by the heqeti hero, Tissiq One-Claw. It is normally a +3 weapon, but against humans it is a +5 weapon. In addition, Bone-Biter does double damage whenever a natural 19 or 20 is rolled to hit. Unless its tip is bathed in the blood of a human once per week (through combat or other means), Bone-Biter begins to lose some of its power. It loses one 'plus' to hit and damage for each week after the first in which it does not bathe in human blood. Thus, after six weeks without human blood, it is effectively a magic weapon without bonuses to hit or damage. Each time it tastes human blood thereafter, its bonus increases by one. **Experience Point Value**: 2,000 **G. P. Value**: 20,000 **Location**: 7-92.

Bone Ring of Jagri-Naz (aka the Bone Ring of Jarnegus Argenteus): This minor artifact was the creation of the ancient Archontean sorcerer, Jarnegus Argenteus, i.e., Jarnegus 'the silver'. Over the centuries his name and identity has been corrupted into "Jagri-Naz", and the ring is most commonly known by this name.

Although modern legend has it that "Jagri-Naz" somehow removed pieces of his own femur to form the ring, the reality is slightly different, although no less creepy: Jarnegus amputated all four of his pinky fingers and toes, whittled down and smoothed the distal, intermediate, and proximal phalanges from these digits, and mounted them vertically on a thick silver band using magic and silver wire. Given its ungainly size and components, the ring is large, and must be worn on the thumb of most humans or humanoids. How the ring entered the treasury of the archons of Arden Vul is disputed, but it was certainly part of the archonal regalia by the death of the archon, Julian Grex (died AEP 1006). It remained a chief treasure of the archons until the fall of Arden Vul, when it was acquired by the rudishva survivor, Psalor-Ki.

The bone ring is at base a *ring of protection +4*. In addition, it provides regeneration of 1 HP every 2 rounds. By twisting various of the phalanges to a horizontal position, it also allows the wearer to produce other spell-like effects: *protection from evil 10' radius* (3/day), *protection from good 10' radius* (3/day), *globe of invulnerability* (2/day), and *spell immunity* (1/day; only usable on the wearer, lasting 20 turns).

Due to the notoriety of its creator, and the fearsome spectacle that it presents when worn, the ring decreases CHA by 1 and imposes a -25% penalty to reaction rolls. Despite these penalties, the ring is not necessarily evil, and can be worn by those of any alignment. **Experience Point Value**: — **G. P. Valu**e: 75,000 **Location**: 5-74.

Bones of Jaken the Proud: Housed in a carved ivory coffer, the charred bone-fragments of Jaken the Proud convey *protection from evil*, *10' radius* on anyone who bears them with respect. The bones can be used to contact Jaken's spirit once per month, for one hour. Jaken is bluff and martial, but not stupid, and can only converse in Mithric. He knows little of Arden Vul, but is well-versed in ancient history, mythology, and tactics; he will also offer sharp, but useful, tactical criticism on the bearer of his relics. **Experience Point Value**: 1,000 **G. P. Value**: 25,000 **Location**: 3-48.

Boots of Attraction, **Cursed**: These beautiful fawn leather boots are topped with soft wool. They detect as magic, but are unfortunately cursed, imposing a penalty of 2 upon the wearer's AC. **Experience Point Value**: — **G. P. Value**: 1,000 **Location**: AV-23, 2-43, SL12-19.

Boots of Insulation: These heavy, knee-high boots are fashioned from blue dragon hide. They confer a +2 bonus to saves vs electricity, and reduce damage from electricity by 1 point per die. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 4-110, 9-18.

Boots of the Ogre: These sturdy knee-high boots are shaped out of ogre hide. They provide +1 to the wearer's STR, or +10% if the wearer's strength is already 18 and percentile strength is allowable by class. The boots can increase a wearer's strength to a maximum of 18/00. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 4-51, 8-136 **Class Limit**: ABCFPRT.

Boots of Subtlety, **Cursed**: These burgundy leather boots with elaborate blue-tooled designs carved into the leather detect as magic, and fit any wearer, regardless of size. The wearer will find that they are the most comfortable boots she/he has ever owned. The boots are cursed such that they conceal the true extent of the wearer's injuries; the wearer believes his wounds to be only ⅔ as severe as they really are. For example, the wearer receives a hit for 9 HP damage. The GM announces "6 HP damage" but privately records the full 9. This means, of course, that at some point the GM may have to announce that the wearer has simply keeled over and died. As the wearer becomes injured, the boots' color gradually moves from burgundy to crimson and shine from dampness. When the wearer dies, the boots are found to be blood-red, damp as a sponge, and leaking blood. **Experience Point Value**: — **G. P. Value**: 2,000 **Location**: EX-10.

Box of Trapping: This lead box is 3' long, 2' wide, and 18" tall; all facets are carved with a myriad of faces, each with an open mouth. Some faces appear to be laughing, some moaning, some gaping, and so forth. The box can be owned by only one person at a time (the person who has carried it for the longest time in the past 24 hours is considered the owner). The box is imbued with powerful compulsion and imprisonment magic. Should anyone other than the owner open the box and look within, that person is instantly sucked into a windowless, door-less cell in a pocket

dimension; there he/she/it is held captive indefinitely. The owner can release any trapped soul by stating the person's name or giving a reasonable description of that person. The pocket dimension can hold up to seven captives; strangely, captives do not require food or drink while trapped, nor do they age. **Experience Point Value**: 4,000 **G. P. Value**: 40,000 **Location**: SL13-10.

Bracers of Haste: These copper bracelets are incised with images of wings. The wearer's base movement increases by 30', and the wearer can choose to go even faster, acting as if a *haste* spell had been cast upon him. The haste lasts for 5-20 rounds, and ages the user by 1 year for each use. **Experience Point Value**: 2,000 **G. P. Value**: 15,000 **Location**: 3-225, 4-139C, 5-46.

Bright-Blade: A fine ash spear with a gleaming steel tip, this spear acts as a spear +2. Against undead, however, it offers substantially greater powers: 1) it acts as a spear +4; 2) it emits a pure bright light in a 20' radius whenever undead are within 100'; and 3) when it delivers a killing blow to any undead creature, it instantly summons true sunlight in a 100' radius (this 'bright' light lasts for 1-6 turns). Needless to say, sentient and powerful undead, such as the vampire, Cinna Minux (7-122), or Meskenit the greater mummy (4-139C) know of Bright-Blade's fearsome reputation, and would do much to destroy it. **Experience Point Value**: 2,000 **G. P. Value**: 20,000 **Location**: SL4-43.

Brooch of Confident Action: This modest-looking brooch is prized by thieves, especially those working long cons. Made of silver, it takes the form of two crossed daggers. While it is useful for mundane purposes, its true value lies in the fact that it conveys on the wearer immunity from *ESP*, *telepathy*, and detection spells of all kinds (i.e., *detect alignment*, *detect evil*). What is more, the magic of the brooch provides a false reading to those kinds of spells: it suggests a pure neutrality of alignment for the wearer, and masks or modifies thoughts to make them appropriately mundane. **Experience Point Value**: 4,000 **G. P. Value**: 17,500 **Location**: 4-2, 6-19.

Brooch of the Everlasting Brotherhood: This unique brooch takes the form of a skull molded of silver, with tiny pieces of jet for eyes. It radiates strong evil. If worn by any good or neutral character, the wearer takes 1-6 HP damage per turn until the brooch is removed. If worn by any being of evil alignment it provides immunity to death magic and raises the wearer's CHA by +2 when interacting with evil creatures. If worn by a being of lawful evil alignment, it also allows the user to command undead of 4 HD or fewer. Undead of greater power act as if under a *friends* spell towards the wearer. **Experience Point Value**: 2,000 **G. P. Value**: 15,000 **Location**: SL15-12 **Alignment Limit**: LE, NE, CE.

Bruning of Westholm's Cursed Grammar: This terrible, cursed volume appears on first inspection to be a valuable magical tome of 200 folios that is appropriate to the class of the person who inspects it (e.g., a *book of exalted deeds* for a cleric, a *manual of stealthy pilfering* for a thief). When the victim begins to study it however, he/she realizes that it needs a bit of correction. The curse compels the reader to correct the grammar of the volume, spending 1 hour per folio. If the victim has ready access to ink, he/she uses the ink until it is gone; if the victim does not have any ink, or runs out, he/she will begin to use his/her own blood to make the corrections, thereby causing 1-2 hp damage per folio. If the victim manages to make it to the end of the book before his/her ink or blood runs out, he/she will feel an irresistible urge to start again from the beginning, seeking to correct the new errors introduced by his own edits.

The only way to break the curse is to cast *remove curse* on the victim. Friends of the victim could also restrain and bind the victim, but he/she will prove inconsolable, shouting constantly about the need to 'perfect the grammar!' If the victim expects to be restrained, he/she will use all means at his/her disposal to protect his/her right to continue editing, including combat. **Experience Point Value**: — **G. P. Value**: 7,500 **Location**: 3-41A.

Cap of Serenity: A red-and-yellow woolen knit cap with extending ear-protectors and strings for tying under the chin, this useful headwear acts to deflect hostile spells directed at the mind by providing a +2 bonus versus such spells (*hold*, *paralysis*, *confusion*, *feeblemind*, etc.). It also promotes in the wearer a serene, non-aggressive state, making it difficult to use in combat (-2 to all to hit rolls). **Experience Point Value**: 750 **G. P. Value**: 3,500 **Location**: SL4-19, SL6-17A, SL13-8.

Cauldron of Boiling: These large cauldrons create heat enough heat to boil water whenever their command word (usually inscribed on the bottom or side) is spoken. They are typically about 4' tall and 6' in diameter. Many subterranean peoples use them for cooking. **Experience Point Value**: 300 **G. P. Value**: 1,500 **Location**: 2-65, 5-77, 9-62, SL5-11, SL9-13.

Cers: Cers is an intelligent scimitar +3. The blade is 4' long and made of damascened steel, with gold-filled etchings of a half-dozen ancient words of power. The haft is wrapped in supple, tanned crocodile skin. It is a twin to *Mistral* (c.f.), but has great enmity towards its brother blade. Cers is LE in alignment, has INT 15, has an ego of 7, and is capable of speaking the LE tongue and Mithric. Its primary abilities are these: 1) *detect precious metals*, kind and amount in a 20' radius; 2) *detect magic* in a 10' radius; and 3) and *detect secret doors* in a 5' radius. Cers has a shifty, paranoid, secretive personality. It remains silent in the hands of good or neutral characters, but in the hands of an evil character it will whisper constantly to its owner about potential secret treasures and magical scrying, and about how dangerous its twin blade is. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 7-122.

Chaos Blade: The Chaos Blade is an intelligent long sword dedicated to chaos and the elimination of law. Its grip is red leather, and its blade is slightly curved (like a falchion). It is a long sword +2. It has INT 13 and ego 10, is chaotic neutral in alignment, and communicates via empathy. Its primary ability is to *detect law/chaos* in a 10' radius. As an extraordinary ability, it can impart *strength* 1/day on the wielder. The Chaos Blade has an overriding special purpose, which is to overthrow law; in pursuit of this purpose, it inflicts paralysis on a successful hit (victim saves versus spells or be paralyzed for 1-4 rounds).

The Chaos Blade was originally created for a notorious Thorcin criminal, Maestic the Sot. Maestic hated all kinds of authority, and especially the Archontean hegemony over Irthuin; he used this passion to mobilize support among his people against the Archonteans for a decade before the Thorcinga realized

that Maestic hated all law, not merely the Archonteans. He was murdered in an ambush, and his blade fell into shadow. It was rediscovered by the modern cult of Set and was being studied by the deacon Herbert when he was killed by a succubus (see 4-58). **Experience Point Value**: 1,690 **G. P. Value**: 8,450 **Location**: 4-58.

Chaplet of Father Utar: This headband is made of lotus blossoms entwined around a narrow silk band. It provides WIS +1 and allows a cleric to memorize one extra 3rd-level spell per day. The lotus blossoms are hardy and specially treated, and remain fresh for a month. Unfortunately, after a month they slowly begin to fade, and the chaplet progressively loses its powers: month two provides one extra 2nd-level spell and month three provides one extra 1st-level spell. The flowers die in the fourth month, making the chaplet powerless. **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 6-28 **Class Limit**: C.

Choker of the Great Tongue: This potent item appears as a thick torc of beaten copper with writhing salamanders, giant worms, and snakes incised into its surfaces. It is the symbol of authority of the heqeti Great Tongue of Arden Vul. In addition to providing an armor class bonus of 4 and a to hit bonus of +2 against good creatures, it allows the wearer to *detect good* 3/day, *detect magic* 3/day, *detect alignment* 3/day, *detect lie* 1/day, use *true seeing* 1/day, and cast *commune* 1/week. The choker is clearly evil and usable only by clerics. If worn by a neutral or good cleric, it causes instant insanity and has a 5% cumulative chance per week of permanently altering the victim's alignment to chaotic evil. **Experience Point Value**: 6,000 **G. P. Value**: 65,000 **Location**: 10-47 **Class Limit**: C.

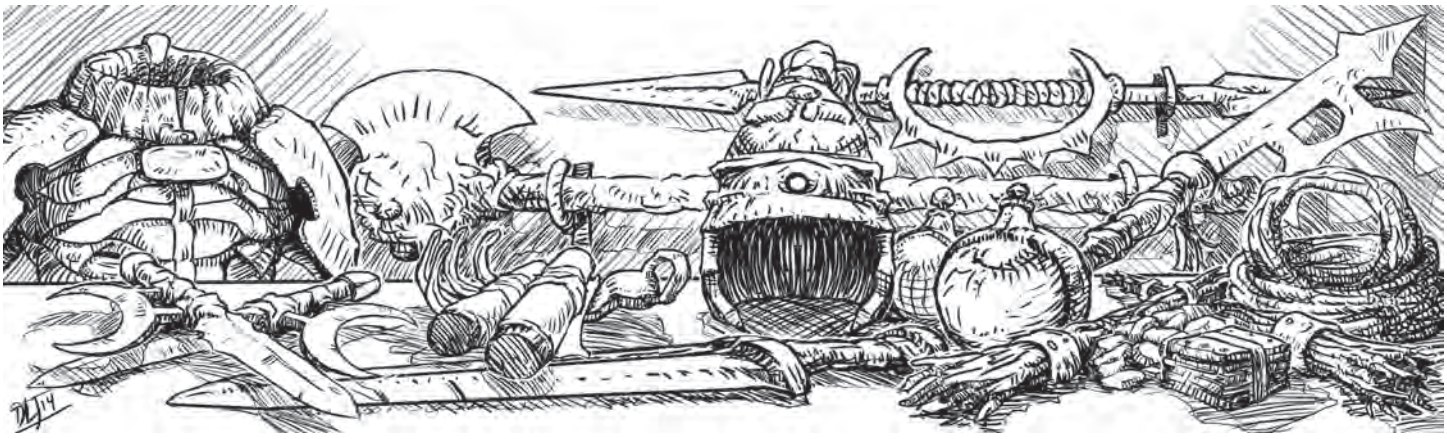
Circlet of Command: These platinum circlets set with a single emerald are part of the standard equipment of each of the Sun-Scarred Knights (see new monsters). As typically worn underneath a knight's helmet, a circlet allows a knight to, at will, 1) *detect alignment*; 2) *detect lies*; 3) issue *commands* (3/day); and 4) *charm person or monster* (2/day). All of these effects operate as if cast by a 10th-level caster. **Experience Point Value**: 5,000 **G. P. Value**: 25,000 **Location**: On Sun-Scarred Knights, and 10-53 **Class Limit**: BFIMMkT.

Circlet of Pearls, **Golden**: This item appears as a heavy gold circlet from which depend twenty large pearls on thin gold chains. Although the pearls are evenly spaced and thus may dangle in front of one's eyes, the circlet is extremely useful. If a pearl is consumed while the circlet is worn (by placing it in one's mouth and letting it dissolve), the user gains two powers for a period of 4-6 turns (provided he/she continues to wear the circlet): first, he/she is immune to *charm* or other mind-affecting attacks for a period of 4-6 turns; second, he/she gains *telepathy*, that is, the ability to silently communicate with other minds in a 100' radius. Unlike *helms of telepathy*, the circlet's pearls do not allow one to implant suggestions; in addition, sentient beings contacted by the user via telepathy can make a save versus spells to shut out the voice of the circlet's user (if they wish to do so). When all pearls have been consumed, the circlet is bereft of magical powers and can be sold for 250 gp. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: SL2-1F **Class Limit**: ABIMMkT.

Cloak of the Dwarves: In the sunlight this appears to be a dull, slate-grey traveling cloak. But as soon as it is surrounded by a substantial amount of stone (i.e., when underground), the cloak ripples with scores of shades of grey, black, and white. It allows the wearer to blend in to stone environments. The wearer is 95% invisible in torch/lantern light; 90% invisible to infravision; and 50% invisible in *light*/*continual light*. It also allows the wearer to detect new construction, depth underground, slopes, stone-based traps, and sliding walls just as a dwarf. Note that fast movement (more than 90') exposes the wearer regardless surroundings. **Experience Point Value**: 1,000 **G. P. Value**: 6,000 **Location**: AV surface ruins, 3-151, 6-59, SL4-40, SL9-76.

Cloak of Wise Negotiating: This silver, hooded cloak is made of silk. Wearing it allows comprehension of all languages as well as a chance to respond in broken, halting, but still mildly comprehensible speech (there is a flat 25% chance that any utterance is comprehensible to the other speaker). When the hood is raised, the wearer becomes *invisible*. **Experience Point Value**: 2,500 **G. P. Value**: 12,500 **Location**: 3-131, 5-2, SL1-11.

Coffer of Zox: Appearing as an ivory box carved with blasphemous images of tongues caressing all manner of beings, this item radiates evil of such intensity that all corporeal undead within 150' are compelled to try to locate and seize the box. The box has two potential uses to those of evil alignment. First it is possible to use the box as a portal to the Negative Material Plane. After saying the command word 'portal' in Mithric, and opening the box, one merely approaches, leans one's head towards it, and is sucked magically to that location. Second, the box can be used to trap corporeal undead and hold them in an interdimensional space. To do this, one must open the box when any such undead are within 20', and pronounce the command words "Store Allies" in Mithric.



For the next turn, any corporeal undead with fewer than 5 HD within 20' must save vs petrification or be sucked into the box.

The box can hold a maximum of seventeen undead; the number of undead contained in the box can be inferred by noting how many of the carved tongues on the exterior of the box have withdrawn into their mouths. When the owner wishes to release the undead, he/she must open the box and speak the phrase 'Summon Allies'; stored undead will consider the box owner an ally and will even fight for him/her.

Should the owner unwisely attempt to trap an eighteenth undead, the magic of the box becomes overloaded, and the lid springs open, releasing all seventeen undead to attack the owner. **Experience Point Value**: 3,000 **G. P. Valu**e: 45,000 **Location**: 2-17, SL7-39 **Class Limit**: ABCIMMkT **Alignment Limit**: LE, NE, CE.

Cold Rocks: These coconut-sized boulders radiate cold. The cold is not damaging (being about 40-degress Fahrenheit), but serves nicely as a source of refrigeration. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: SL4-39, SL12-24.

Collar of Servitude: This despicable device is used to bind another sentient being to the owner's will. It appears as a bronze collar about ½" wide with a locked clasp. Once fastened around a sentient being's neck, that being is unable to remove the collar and is compelled to follow all orders of the owner of the collar short of suicide, and even that request only allows a save vs spells to resist the compulsion. **Experience Point Value**: 500 **G. P. Value**: 25,000 **Location**: SL6-46, SL12-25 **Alignment Limit**: LN, LE, N, NE, CN, CE.

Conch of Amplification: An enormous (2'-long) conch shell, this device allows the listener to eavesdrop on any and every sound produced within a 50' cone extending from the shell. The practical benefit is obvious; it can be used to listen to whispers, even through closed doors. Sadly, it cannot sift 'noise' from desired sounds, so its use in noisy environments may well be limited. **Experience Point Value**: 1,500 **G. P. Value**: 15,000 **Location**: 2-40.

Conch of Crustacean Assistance: If sounded, this beautiful parti-colored conch shell summons a pair of giant crabs that fight for the owner of the shell until they are slain or sent back whence they came. If a crab lives through successive summonings, it develops an affinity to the owner of the conch, allowing him/her to command or ride it. Without this affinity, the crabs attack all enemies, but cannot otherwise be controlled. The crabs always have affinity when the conch is sounded by a bard. **Experience Point Value**: 3,000 **G. P. Value**: 30,000 **Location**: SL9-27.

Control Rod and Collar, **Rudishva**: These linked items were created via rudishva techno-sorcery in the fire pits of creation (5-89). The purpose is to allow the wielder of the rod to compel the wearer of the collar to do his/her bidding. The thick collar is made of a silvery metallic alloy. The rod is 3' long and made of the same material; it has a 4"-diameter circle at one end. The wielder of the rod can a) direct motor control of the wearer of the collar and b) apply jolts of electricity (from 1-4 to 6-24 in damage). **Experience Point Value**: 500 **G. P. Value**: 25,000 **Location**: 5-89.

Creator's Breath: This potent enchanted mace +3 can only be wielded by lawful good clerics. It takes the form of a 2'-long column formed of rings of polished copper, starting with a ring 1" in diameter and ending with one that is 6" in diameter. The mace dispels enchantments and illusions as per a *dispel magic* spell cast by an 8th-level cleric. In addition, it grants *true seeing* to the wielder 2/day for 8 rounds. **Experience Point Value**: 1,750 **G. P. Value**: 17,500 **Location**: 7-120 **Class Limit**: C **Alignment Limit**: LG.

Dancing Houris: Variations of this odd set of items exist, but the one known to Arden Vul is a set of twelve, 1'-tall statuettes of scantily-clad female dancers. When the command word is spoken, the twelve figures begin to dance the Archontean 'dance of the silk veil'. In addition to general entertainment value, the dance acts as a more powerful version of the illusionist spell, *hypnotic pattern*, entrancing up to 50 HD of creatures who fail their saving throws. While entranced, the power of the houris allows the owner to make a *mass suggestion* (per the illusionist spell) to all who are transfixed. The transfixion lasts for 3-6 turns; the ability to suggest ends with the transfixion. **Experience Point Value**: 1,500 **G. P. Value**: 30,000 **Location**: SL6-46.

Darts of Sleeping: These large darts typically have a cork shaft and a vicious, sharpened steel point. On a hit, the victim must save or fall asleep per the 1st-level magic user spell *sleep*. The darts won't affect those with more than 5 HD. **Experience Point Value**: 20 **G. P. Value**: 120 **Location**: EX-14, 4-2, 6-61, 8-164, 9-18.

Death Mask of Ptoh-Ristus: The death mask of Ptoh-Ristus, companion of the heroes Arden and Vul, and first high priest of the temple of Thoth in Arden Vul, is a thin beaten gold helmet (with soft leather interior) to which is attached a beaten gold mask on which appear the features of Ptoh-Ristus himself. Facial features are indicated by subtle shaping of the gold, as well as by strategic application of a durable paint. The mask is valuable for its materials and antiquity, but is also a powerful magical item.

If worn, the mask imparts infravision 60' on the wearer. It also allows *true seeing* once per day (as the spell), and enhances the wearer's ability to detect lies (a successful save versus spells detects a lie) and illusions (+5 to disbelieve illusions). Finally, the mask also raises its wearer's WIS by one (+1) for so long as the mask is worn. The mask does have some negative effects: it instantly and permanently changes the wearer's alignment to LN (even if the wearer removes the mask); it produces in the wearer an intense, visceral hatred for heqeti which causes the wearer to act impulsively and possibly foolishly around frogs and salamanders and other such beings; and for every occasion on which it is worn for at least a turn, it produces a 5% cumulative effect that the wearer will come to permanently believe him-/herself to be Ptoh-Ristus. **Experience Point Value**: — **G. P. Value**: 5,000 **Location**: 3-66.

Deck of the Magi: Like a *deck of many things*, this magical deck of cards can provide either beneficial or baneful effects. Unlike the more familiar deck, it can only be used by magic users or illusionists; those of other classes will see a fancy deck of cards with strange images on the reverse, but will not recognize its magic. A deck of the magi is formed of a set of twenty-two ivory plaques (2"x5") or heavy parchment cards, with the creator's sigil on the obverse of every card and a unique image illustrating the effect produced by that card on the reverse. When a magic user or illusionist decides to draw from the deck, he/she must announce how many cards he/she is drawing from the deck (a user may draw 1-4 cards per day). The deck contains the following cards:

Card Name	Card Equivalent	Image	Effect of Drawing Card
Dimwitted Apprentice	Ace of Clubs	An apprentice accidentally knocks a pile of scrolls into a fireplace	Lose 2 points from INT
Ambitious Apprentice	Ace of Spades	An apprentice surreptitiously reaching into a treasure chest	Lose all wealth (coin, gems, jewelry, real estate)
Faithful Apprentice	Ace of Hearts	An apprentice presents a candlestick to the viewer	Gain a bequest of either 20 jewels or 50 gems, plus 3-6 scrolls
Useful Apprentice	Ace of Diamonds	An apprentice holds a grimoire open in both hands for an unseen master	Gain +2 INT
Trickster	2 of Clubs	A potion, fizzing at its mouth	Potions drunk and/or created by PC have 50% shorter duration; such potions must always roll on the miscibility table, even if only one is consumed
Prestidigitator	Jack of Clubs	An alembic and retort	PC inherits a fully equipped alchemical laboratory, with 10,000 gp in materials and a monthly credit line for supplies of 500 gp
Magician	Queen of Clubs	A magic user steps obliviously onto an open pit	PC gains permanent -4 penalty to all attempts to disbelieve illusions
Illusionist	King of Clubs	A mage points a staff to the right	PC gains a *staff of illusions* (see new magic items) and all cast illusions have their duration enhanced by 50%
Evoker	2 of Spades	A demonic head, complete with horns	A type V demon appears, either to give boons and advice or to attack; response determined by alignment of PC and by a reaction roll
Conjurer	Jack of Spades	A deva in silhouette	An astral deva appears, either to give boons and advice or to attack; response determined by alignment of PC and by a reaction roll
Demonist	Queen of Spades	A brooding castle made, seemingly, of iron	PC is instantly transported into a demonic prison cell in an isolated fortress on one of the planes of the Abyss
Summoner	King of Spades	A lamp, with mysterious fumes coming out of one end	Gain 1-3 *wishes*
Shaman	2 of Diamonds	A smiling mage, with arms folded in contentment	Permanently lose one spell slot of level 1-3 (loss is delayed if PC is not yet high enough level for this to take effect)
Theurgist	Jack of Diamonds	A distraught mage, his face twisted in anguish, tearing at his hair	Permanently gain one spell slot of level 1-3 (PC may need to wait to utilize this boon if he/she is not yet high enough level to enjoy it)
Thaumaturge	Queen of Diamonds	Two smiling mages, with arms folded in contentment	Permanently lose one spell slot of level 4-6 (loss is delayed if PC is not yet high enough level for this to take effect)
Enchanter	King of Diamonds	Two distraught mages, each with his face twisted in anguish, tearing at their hair	Permanently gain one spell slot of level 4-6 (PC may need to wait to utilize this boon if he/she is not yet high enough level to enjoy it)
Warlock	2 of Hearts	A pickpocket lifting a purse from a robed person	Lose 10,000 XP and a magic item (dice for which)
Witch	Jack of Hearts	A featureless representative of a factor presents a wand on a red silk pillow	Gain 10,000 XP and a wand (dice for which)
Magus	Queen of Hearts	No image; the card is completely black	All magic items are instantly destroyed
Wizard	King of Hearts	Images of a staff and a hooded robe	Gain a *staff of the magi* and a *robe of the archmagi* (of the appropriate alignment)
Archmage	Joker (color)	A seated mage approvingly pats a kneeling mage on his shoulder	Gain 2 experience levels
Necromancer	Joker (b&w)	A grinning skull with faceted, gem-like eyes	Character is subject to *destruction* (reverse of *resurrection*)

Once drawn, the magic of a card takes effect immediately. Once drawn, a card must be reinserted into the deck (users who try to avoid this rule find that the cards magically reappear in the deck), except if the card drawn is a king, a queen, or a joker; in those cases, the card disappears in a puff of smoke after the magic takes effect. **Experience Point Value**: — **G. P. Value**: 10,000 **Location**: 4-52 **Class Limit**: IM.

Deino's Dagger: A beautiful, copper-hilted, wavy-bladed blade, this dagger is one of the signature items of Deino the witch (3-158). It is +3 to hit and damage, and can inflict a paralytic poison 2/day (save vs poison or be paralyzed for 1-4 turns). **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 3-158.

Deino's Ring: This gold band is set with a huge opal, and is the possession of Deino the witch (3-158). It offers several protections: 1) *protection from normal missiles*, per the 3rd-level magic user spell of that name; 2) immunity to *hold person*; and 3) *haste* 2/day. Its powers are tied to Deino's life force, however; if Deino is killed, the ring will gradually lose its enchantments (this takes 60-90 days). If somehow stolen from Deino (and the witch still lives), it functions normally (until, of course, Deino dies or is killed). **Experience Point Value**: 3,000 **G. P. Value**: 10,000 **Location**: 3-158.

Desmesure: This beautiful broadsword possesses a long hilt wrapped in the tanned hide of a green dragon, with a pommel made of a huge crystal. It is a sword +2, dragon slayer (focus on green dragons). Desmesure is also intelligent, being NG in alignment and with INT 14, ego 9, and the ability to speak Archontean and the NG tongue. Its primary powers are these: 1) *detect evil* in a 10' radius; 2) *detect gems*, kind and number, in a 5' radius. Desmesure is an old and wise blade, having seen much combat in the hands of Archontean heroes of old. For all its glories, which it is fond of recounting to its wielder, Desmesure has never encountered a green dragon, and will urge its owner to seek out the hated draconic race and slay them as swiftly as he/she can. **Experience Point Value**: 1,260 **G. P. Value**: 6,300 **Location**: SL5-41.

Djed Amulet: These rare devices were constructed by the priests of Osiris in antiquity. Only a handful have been found by modern explorers, although others may once have existed. The amulet is of solid gold, with a gold pin on the reverse. Its form is that of the djed pillar, that is, a 10"-long slightly tapering column, into the shorter end of which five crossbars have been placed. A djed amulet confers +1 CON to whoever bears it, and permits *true seeing* three times a day (per the spell). These powers are only good so long as the amulet is worn openly. In addition, if a djed amulet is broken in half and the pieces placed in a recently deceased person's mouth, the person will be subject to *resurrection* per the 7th-level cleric spell (at 20th level) of that name. **Experience Point Value**: 4,500 **G. P. Value**: 25,000 **Location**: 5-60, 8-122, SL4-19, SL4-40F.

Draught of Fidelity: This clear potion is brewed by Malachite, the master of the Sun-Scarred Knights (see SL10A-32). It is consumed ritually as part of the bonding ritual of the Knights. One consumption renders the drinker permanently susceptible to *suggestion* or *charm person* cast by Malachite (-4 to saves). Taken over time, the potion extends the lifespan of the drinker by 50%, one dose every four months for five years does the trick. **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: SL10B-30.

Druva's Claymore: This massive weapon was the property of Druva, second of the original three varumani Thegns. The blade is toughened black ceramic, and is about 50" long; the hilt is plasteel coated in supple, grey, kaliyani hide. Although it is a large blade, it is much less heavy than traditional two-handed swords; it takes 1-8 combats before even those with proficiency in two-handed blades can use it without a non-proficiency penalty. The claymore is +2 to hit and damage, is immune to acid and corrosion, and severs extremities on a natural 20 (1-4: arm; 5-7: leg; 8: head). **Experience Point Value**: 5,000 **G. P. Value**: 25,000 **Location**: 5-137.

Dwarven Life-Stone: Life-stones are carved oblongs about 4" long; they are frequently threaded upon a leather cord. Members of the powerful clans of Kazildor are given a life-stone when they reach adulthood; through an enchantment known only to dwarven rune-smiths, the stone is enchanted such that it glows with a low, yellow light so long as its owner lives. Should the owner die, the stone loses its enchantments. The life-stones allow trained dwarven delvers to locate missing members of the clan (via a locate object-type enchantment). The life-stones are considered sacred by the clans, and great effort is expended to locate and recover the life-stones of dead clansmen (of course this is difficult to do once the life-force that has enchanted a stone is dead). Those dwarves who are clanless lack life-stones.

Typically each life-stone is carved from a specimen of the stone for which the clan is named (i.e., malachite stone for clan Malachite). In addition to the basic enchantment, runes identifying the clan and the specific dwarf in question are carved into the life-stone. **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: EX-10, 2-32, 4-2, 5-52, 6-164, 7-75, 7-76, 7-81, 8-97, 8-100, 8-115, 8-134, SL12-25.

Earring of Protection: This powerful device takes the form of a 2"-diameter hoop earring formed out of yellow gold. When worn by a creature of CN, LN or true N alignment, the earring provides a bonus to AC of +2 to +5 (depending on the enchantment), as well as a +1 bonus to saves. In addition to the alignment restriction, the earring only functions when the user is wearing no armor. **Experience Point Value**: (+2) 1,000; (+3) 1,500; (+4) 2,000 (+5) 2,500 **G. P. Value**: (+2) 2,000; (+3) 3,000; (+4) 4,000 (+5) 5,000 **Location**: 2-31, 3-36C, 4-2, 8-31, 9-32, 8-37 **Alignment Limit**: LN, N, CN.

Earthfriend: A fine ash spear with a deep, old patina and several Wiskin runes for power carved on its haft, this spear was originally wielded by the great Wiskin hero of song, Olaf White-Beard. It acts as a spear +2 until/unless the bearer learns its name, Earthfriend. Should the name Earthfriend be chanted rhythmically for 1 round, it will confer regeneration of 1 hp/round on its bearer, for a maximum of 2 turns and for so long as the bearer is touching earth (not stone, but earth). In addition, after the first chanting the owner of Earthfriend may choose to multi-class as a druid so long as the spear remains in his/her possession, even when such is not permitted by race, ability scores, or alignment. **Experience Point Value**: 6,000 **G. P. Value**: 40,000 **Location**: 7-76E.

Ebon Spear, The: This powerful weapon resembles the standard, 5.5'-long, heavy thrusting spear of the Archontean heavy infantry. Unlike the usual ash-and-iron construction of the Archontean army, however, it is composed of an ebony shaft with a double-

barbed mithril tip. The shaft is incised with various Mithric inscriptions to Wadjet, the ancient goddess of warfare. The spear was borne by the great hero Arden in the later stages of her storied career and is thus sometimes referred to as the spear of Arden (a confusing reference, since upon ascension to demi-godhood, Arden came to possess a different, more powerful spear - see the spear of Arden Ascended). The spear was one of the prized possessions of the archons of Arden Vul and was wielded in battle by military archons such as Marius Tricotor. It was 'borrowed' during the last decades of Archontean rule in Arden Vul by the archmage Kentillian, who took it to her private residence for 'protection'; it remains there to this day.

The spear may only be wielded by those of non-evil alignments. For any such persons capable of wielding spears, it functions as a spear +4. In the hands of a good or neutral fighter, however, it provides several additional powers.

First, when wielded by a fighter, the ebon spear is able to attack twice as many times per round as is normal for the fighter's level (i.e., a fighter wielding the ebon spear receives 2 attacks per round at levels 1-6, 3 attacks per round from levels 7-12, and 4 attacks per round at level 13). In addition, in the hands of a fighter one attack routine with the spear hits automatically (other attacks must be rolled normally). Finally, once per turn a fighter who wields the spear can inflict a small explosive ball of fire on a target that has already been successfully hit with the spear; this ball of fire does 3-24 HP damage (save vs spells for half damage).

The ebon spear is heavy, however, and may only be wielded by those with STR 17 or greater; those with lesser STR, even if they are fighters, find the spear acting as a spear +2 without any of its other powers. **Experience Point Value**: — **G. P. Valu**e: 85,000 **Location**: SL5-13B.

Efreeti Sand: This fine black sand is reputed to come from a special garden within the fabled City of Brass on the plane of fire. If a dose is thrown on any entity whose home is the elemental plane of fire (fire elemental, efreeti, etc.), that entity is immediately returned to that plane and unable to return for one year. Intelligent entities so banished from the Prime Material Plane are likely to resent their banishment. A typical bag holds 2-3 doses of sand. **Experience Point Value**: 300 **G. P. Value**: 2,000 **Location**: 4-24, 7-79, 8-125.

Elven Rope: Elves weave these 75' coils rope out of silk before enchanting them. The rope can hold a ton of weight, and will not release its hold on an anchorage point unless the owner so desires. The coil weighs 5 lb. **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: AV-19, TS-4, 6-20, 9-102, SL4-46, SL11-19.

Erdenion's Spear: This fine ash spear was the property of Erdenion, the last known descendant of the great Arden (she was the great, great, great, great-niece of Arden). It is a spear +2 of wounding (as a sword of wounding). **Experience Point Value**: 5,000 **G. P. Value**: 25,000 **Location**: SL7-29.

Eustachius's Cithara: This beautiful cithara was the personal instrument of Eustachius the cantor. The sounding box is basswood and the arms and crosspieces olivewood. Originally it had eight strings, but the strings are long gone. The sounding box is carved with grape and olive vines entwined around the letter E. If restrung, a skilled player can use the cithara to achieve several effects. First, it can soothe the tempers of wild animals; animals encountering the citharist must save versus spells or prove unwilling to attack him/her. Second, it can render sentient beings amenable to the musician; in game terms, the citharist operates as if under a *friends* spell for as long as he/she plays, and those encountered by the citharist get a +15% to reaction rolls. In the hands of a bard, wild animals are always soothed, and the temper of plants and fungi can be soothed as well with a failed save. **Experience Point Value**: 1,500 **G. P. Value**: 15,000 **Location**: 8-149.

Ever-alert Head: Through foul necromantic rituals, a preserved head of any sentient creature can be turned into an enchanted watcher of sorts. An ever-alert head is able to detect motion in a 30' radius in front of its eyes; it can then bark forth a programmed response that serves to warn its owner of potential trespass. Other effects can be instilled in the head, including the ability to *see invisibility*, *detect magic* or alignment, and so forth. A few ever-alert heads are said to retain independent speech, although usually this is insensible speech and not the product of reason. **Experience Point Value**: 500 (+250 per additional effect) **G. P. Value**: 2,000 (+1,000 per additional effect) **Location**: 4-1B, SL12-23.

Ever-full Chest: Every morning this 25-lb stone chest creates 300 new gold coins. The chest holds up to 3,000 coins, and it will not create new coins if already full. If ever emptied of all coins and left empty for more than a few minutes, the ever-full chest's enchantment fails. **Experience Point Value**: 2,500 **G. P. Valu**e: 25,000 **Location**: SL6-17A.

Ever-full Inkwell: This simple, practical item is carved out of onyx. It never runs out of ink, and is thus invaluable to sages, scholars, and magic users. 10% of these items create ink suitable for scribing magic scrolls, and are worth ten times normal value. **Experience Point Value**: 500 **G. P. Valu**e: 3,500 **Location**: 5-29, SL6-17A.

Ewer of Fadil the Clear: This brass ewer was created by the legendary padisha of the marids, Fadil the Clear. By pouring clear water from the ewer, 1-3 jannee are instantly summoned to serve the pourer. The jannee are compelled to serve for one combat or one century. It is possible to summon particular jannee by name, if the names are known; if not known, three random jannee are summoned. A maximum of three jannee may be bound to the ewer at any one time. It is said that the marids are greatly angered at the loss of this powerful object, and that they seek both its return and retribution against any human possessor of the ewer. **Experience Point Value**: 9,000 **G. P. Valu**e: 45,000 **Location**: SL15-16.

Eye of Seeing: This useful item appears as a solid silver or gold orb inset with lapis, crystal, and jet to form the semblance of an eye. When brandished it reveals all hidden, invisible, ethereal, or incorporeal creatures or objects in a 30'-long cone in front of the wielder. Each use drains a charge, but charges may be replenished by immersing the eye in a pot of quicksilver and fresh eyes over which a *wizard eye* is then cast. The scarcity and magical qualities of the eyes used in this broth determines how many charges are renewed (e.g., a goblin eye is worth ½ charge, but a dragon eye is worth 25). Eyes can hold up to 50 charges, but most are found with 20 + 2-12 charges. **Experience Point Value**: 3,000 **G. P. Valu**e: 30,000 **Location**: 4-158.

Eyes of Fenth: These foul objects are associated with Fenth, the pitiless Thorcin god of the old forest. Fenth priests take a pair of eyes from a human sacrificed to Fenth on the night of a full moon, and mount them in a set of over-sized copper spectacles. The eyes provide *true seeing* per the 5th-level clerical spell for 2-6 days. All the while the eyes drip blood and ichor as a part of the enchantment. Wearing the eyes of Fenth in public marks one as a devotee of Fenth, and thus as an evil person. **Experience Point Value**: 250 **G. P. Valu**e: 1,000 **Location**: SL13-10F.

Eyes of Pol: The creation of the morbid sense of humor of Pol, the 'laughing mage' of Arden Vul, these bizarre objects are the product of the curse that Pol imbued in his infamous *Pol's Treatise On Scrying* (see new magic items; currently found at 2-72).

Each set of eyes of Pol includes a copper bowl about 6" in diameter and 4" deep; the bowl is filled with mercury, in which twitch a pair of human eyeballs. The eyeballs rotate, blink, and otherwise perform as eyes. They transmit whatever they see back to the appropriate crystalline sheet within *Pol's Treatise on Scrying*. Using the *Treatise* can create new sets of eyes of Pol (see entry on the *Treatise* for its operation).

The bowl can be moved easily enough, and Pol's magic keeps the mercury and eyeballs from spilling out of the bowl. If *dispel magic* is cast on a set of eyes, the binding properties are eliminated, and the mercury can be poured out and the eyes discarded (or used); in such cases, the appropriate page within the *Treatise* will also lose its images. **Experience Point Value**: 100 **G. P. Valu**e: 1,000 **Location**: 4-147, 5-29, 5-83, 7-127, 8-125, SL6-85.

Eyes of Set: This set of lenses allows the wearer to see heat signatures within magical darkness provided that the darkness has been caused by a priest or minion of Set. The eyes of Set appear as huge goggles set with strange, greenish, crystalline lenses; the effect renders the wearers somewhat intimidating. **Experience Point Value**: 250 **G. P. Valu**e: 1,000 **Location**: 4-21, 4-23.

Feather: A finely made two-handed sword, with demon-skin grip and a spherical red malachite pommel cap, this is one of Zhorak's finest creations. It weighs a massive 75 lb unless/until one speaks the command word ("unburden" in Dwarvish), at which point it becomes 'light as a feather'. Once usable, the sword acts as a two-handed sword +4, +6 versus demons and devils. Additionally, any demon hit by Feather may be subject to a turning attempt provided it falls under the special category: check as if the turn was from a 10th-level cleric. **Experience Point Value**: 5,000 **G. P. Valu**e: 20,000 **Location**: 8-99.

Feather of Maat: These rare items are typically bestowed by the gods themselves, or at least by powerful high priests of good deities. They appear as 2'-long, pure white ibis feathers. If worn visibly (say, by attaching to a helmet), the feather protects the postulant (and only him/her) from level drain until it has successfully cancelled 10 drained levels. Each cancelled level drain causes the feather to blacken slightly, starting at the edges and working inward; when the tenth level drain has been cancelled, the feather crumbles into black dust. **Experience Point Value**: 500 **G. P. Valu**e: 2,500 **Location**: SL2-1D.

Finisher: This steel mace features four prominent flanges carved in the shape of teeth. It is +1 in general, but is +2 versus all forms of undead. It also reduces energy drain attacks against the bearer by one level of intensity. **Experience Point Value**: 750 **G. P. Valu**e: 7,500 **Location**: 3-63.

Fishgutter: This massive iron trident +2 is wielded by Nisslok, the lizard king who rules the Lagrok tribe of lizardmen. It also allows one to breath water as a fish. **Experience Point Value**: 1,250 **G. P. Valu**e: 7,500 **Location** SL9-27.

Foebane Necklace: These necklaces are typically made by primitive peoples or races, and are coveted for their protective properties. The Lagrok lizardman tribe of Sub-Level 9 form their foebane necklaces of cowrie shell, amber, obsidian and green beryl strung on dried animal tendons. Each necklace provides a bonus of +2 to armor class provided the wearer is not wearing other armor or protective magic. **Experience Point Value**: 500 **G. P. Valu**e: 2,500 **Location** SL7-14, SL9-11, SL9-17, SL9-27, SL9-36.

Founder's Mattock, **The**: This enormous mattock was the personal weapon of the ancient heqeti hero, Glivtep. It is a lesser artifact with many powers. Among them are the abilities to cause the following spell-like effects, 3/day each: *transmute rock to mud*, *wall of stone*, *passwall*, and *stone shape*. It can also detect changes in stonework as a dwarf.

If wielded in combat, it is a heavy, two-handed weapon with a +3 bonus to hit and damage; it is, however +5 versus humans. Damage is 1-10 (+3/+5) versus small or medium creatures, and 3-18 (+3/+5) versus large creatures.

The founder's mattock detects strongly of evil, and it is so thoroughly chaotic evil that it will eventually convert any wielder to that alignment. This process takes 6-8 months for those of good alignments, 3-6 months for those of neutral alignments, and 1-3 weeks for those of evil alignments. **Experience Point Value**: **— G. P. Valu**e: 40,000 **Location** 9-12.

Fox Crests: A pair of fox pelts tied together and meant to be attached to a helmet as a form of adornment, these items were the property of the long-forgotten legionary and hero, Spiculus Carbo. They confer a bonus to saves versus fear (+2) and a general +1 to all to hit rolls (but not to damage). They are highly flammable, though. **Experience Point Value**: 1,000 **G. P. Valu**e: 10,000 **Location** SL6-77 **Class Limit**: ABFMkPRT.

Freki's Bow: This enchanted short bow was the possession of the famous Wiskin trickster, Freki Long-ears. It is a short bow +2, and also provides its user DEX +2 (to a maximum of 20). **Experience Point Value**: 2,000 **G. P. Valu**e: 12,000 **Location** SL10B-16.

Frog-Biter: This spear was enchanted in antiquity to help the early Archontean colonists battle the heqeti. Frog-Biter acts as a spear +2, but is +3 versus amphibians, and +4 versus heqeti. It also reduces damage from acid by 1 point per die. **Experience Point Value**: 1,250 **G. P. Valu**e: 7,500 **Location**: 5-16.

Gauntlet of Fire Absorption: This heavy leather gauntlet provides protection from fire. Hostile fire attacks are sucked into the gauntlet, thereby reducing damage from fire by 2 points per die. If more than 30 HP of fire damage is taken in a single round, however, there is a 25% chance the glove will explode in a burst of sparks, inflicting 2-8 HP damage on the wearer. It is otherwise immune

to fire damage. **Experience Point Value**: 1,000 **G. P. Valu**e: 5,000 **Location**: 2-27, 3-157.

Gemini Blades: These matched broad swords have hilts wrapped in yellow silk and come with beautiful red leather scabbards. They were the weapons of Taticus and Tekla, the Archontean fraternal twins who became famous by defeating the troll of Helmdorf. It is much less widely known, however, that the twins also helped the imperial authorities defeat the varumani thegn in Arden Vul and that they and their blades were consequently buried there (SL6-88). Each of the gemini blades is a potent weapon on its own, but when the blades are wielded together (by a single, dual-wielding owner) or in close proximity (by partners fighting within 50' of each other), they demonstrate additional powers.

As individual weapons, each is a broadsword +1, +2 versus trolls (including varumani). When wielded in proximity to each other by allies, they become broadswords +2, +3 versus trolls (including varumani), and also provide telepathy between the wielders. When dual-wielded by a single character, they act as broadswords +2, +3 versus trolls (including varumani), and also provide the following powers: 1) *ESP*, 30' range; 2) wounding, as a sword of wounding.

The blades can only be wielded by twins or by those of chaotic good or chaotic neutral alignment. Normal penalties for dual-wielding still apply. **Experience Point Value**: 1,500 (each) **G. P. Valu**e: 10,000 (each) **Location**: SL6-88 **Alignment Limit**: CG.

Ghost Paste: This off-white paste must be smeared across a user's entire body. When this is done, it provides *improved invisibility* for 6-12 turns. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: SL5-4.

Giant's Tooth: The incisors of the hill giant chief, Bandoth Four-Fingers, are mounted in this silver coronet. The forces of Archon Agapion slew Bandoth and his entire household, and created this item from the giant's remains. The coronet provides +2 STR to the wearer (but cannot provide exceptional strength; it can only raise STR to 18). **Experience Point Value**: 1,250 **G. P. Value**: 7,500 **Location**: SL7-12 **Class Limit**: ABFMkPRT.

Glass Activation Squares: see *Thothian Teleportation Rings* (q.v.)

Glass Sphere of Arcane Assistance: These useful magical aids come in a variety of forms that are distinguished by the color of the gas swirling within them. Each is about 3" in diameter and formed of translucent (and delicate!) glass. Known types of glass spheres are as follows:

Name	Color	Effect
Protection	Light blue	As the 4th-level magic user spell, *minor globe of invulnerability.*
Dispelling	Pale green	As the spell *dispel magic* (6th-level).
Arcane Warding	Lemon yellow	Encases target in a yellow, shimmering sphere. The sphere impedes spell casting, preventing spells of levels 1-3 from being cast by anyone within the sphere. Area of Effect: 6' radius sphere; Duration: 2-5 rounds.
Martial Warding	Yellow-green	Encases target in a yellow-green, shimmering sphere. The victim is at -2 to hit and damage (minimum 1) for the duration. Effect: 6' radius sphere; Duration 2-5 rounds.
Destruction	Fire-red	As the 3rd-level magic user spell *fireball* (6 dice).

They are activated by breaking them, whether at one's feet or against the body of an enemy. **Experience Point Value**: 200 **G. P. Value**: 1,500 **Location**: 2-47, 7-79, 8-25, 9-8, 9-14, 9-20, 9-62, 10-3, 10-57, SL4-40D.

Globe of Sulfuric Distress: These globes are made of intestinal linings and filled with sulfuric gas collected from the mudflats of Sub-Level 9. The Lagrok tribe uses them as missile weapons. A direct hit on a man-sized foe does 1-3 hp damage and causes burning and choking for 1-2 rounds, rendering the victim incapable of attack. Globes which burst on a hard surface within 5' of a victim release their gas, but victims can make a saving throw to avoid the choking effect. **Experience Point Value**: 200 **G. P. Value**: 1,000 **Location**: SL9-27.

Goggles of Seeing: This strange apparatus resembles a WWI aviator helmet: a cracked leather cowl with large, 2"-diameter circular yellow lenses embedded in the eye holes. The device grants the wearer these abilities: 1) invisible beings and objects become visible; 2) secret doors are easier to spot (1 in 4); 3) illusions cast at less than 8th level are recognized as false.The downside of the goggles is that they limit vision to 20', and render the wearer more prone to surprise by 1. If worn in combat, they inflict a -2 penalty to 'to hit' rolls. **Experience Point Value**: 1,000 **G. P. Value**: 15,000 **Location**: SL3-3D, SL3-6.

Golden Ankh: This object serves, in the right hands, as a powerful talisman against undead. Although it can be picked up by those of any alignment, it only conveys useful powers on those who are neutral or evil; it actually works as a cursed object for those of good alignment. Within the necropolis of Set (4-136 to 4-146) and when wielded by a neutral or evil character, the ankh turns undead as if it were a 12th-level cleric. If taken outside the necropolis of Set by one of neutral or evil alignment, the ankh's powers are reduced: a) its turning effect is replaced by a simple a +2 bonus to AC when combatting undead; and b) the wielder and any companions within 15' will be cursed with the mark of Set (a magical sign indicating those so affected as inimical to Set).

Should a PC of good alignment pick up the ankh, he/she will find himself/herself cursed such that he/she cannot willingly give up the ankh; what is worse, the ankh will act as an undead-attractor for the cursed person, attracting any undead within a 100' radius and worsening the wielder's AC versus undead by 3. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 4-138A **Alignment Limit**: LN, CN, LE, NE, CE.

Golden Band of Singalok Ket: A thick band of gold, studded with small rubies, this ring provides potent defense against magic. It provides a permanent *protection from evil in a 10' radius* around the wearer. It also offers other effects, each of which can be activated by pressing a distinct ruby along the band: 1) *invisibility*; 2) demon control: acts like a *charm person* spell on minor demons, bypassing

their magic resistance if they have any; 3) Energy blast: a circle of green energy emanates from the band and extends in a 50' radius around the wearer, inflicting 4-24 HP on any demons within the radius. These stud-based powers can be used 3/day.

Golden bands are created for the Order of Planar Explorers by niravairi (see new monsters) sorcerers; they are rare, and typically only allotted to the leader of a planar expedition (e.g., Singalok Ket). **Experience Point Value**: 1,500 **G.P. Value:** 10,000 **Location**: SL1-11 **Class Limit**: BFIMT.

Guard Cap: This tall, conical, bronze helmet grants a +1 bonus to AC and a +3 bonus saves versus fear or comparable effects. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 2-12, 4-109, 6-138, 7-22, 7-76, 8-147, SL13-22. **Class Limit**: ABCDFPRT.

Guardian Caryatid: This valuable object is prized by those travelers concerned with robbery on the road. It takes the form of a 20"-tall columnar statuette (specific details of the carving vary), formed usually out of ivory or bone. When set on a flat surface and given the proper command word, the guardian caryatid will watch over its owner until a second command is spoken. If certain parameters outlined by the owner occur (motion, noise, light), the caryatid grows to 5' tall and defends its owner as if it were a 5th-level fighter with AC 6, HP 40; and one attack per round (4-9 HP damage per successful hit). A guardian caryatid may only be hit by magic weapons or spells. It is susceptible to fire, taking double damage from it. **Experience Point Value**: 5,000 **G. P. Value**: 40,000 **Location**: 7-31.

Hag's Eye: Some hags are able to infuse a large ruby with a portion of their life force; the ruby is mounted in a piece of jewelry (a necklace, or an amulet) and has a minimum value of 1,300 gp. The hag is able to see through the ruby, so long as the piece of jewelry is within ½ mile of her. At the cost of 1,000 gp and 1-6 hp (permanent), a magic user or illusionist can recalibrate the ruby so that he/she can see through it. Destroying the ruby inflicts 2-12 damage on the hag (or magic user or illusionist) and renders her (or him) blind for 2-12 days. After this period, any hit points lost in calibrating the hag's eye can be regained through normal healing. The remnants of a destroyed hag's eye can be sold for about 250 gp. Although a hag's eye detects as magic, only a sage or true seeing reveals its real nature. **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 3-222.

Hand of Glory: The mummified hand of a hanged murderer, this foul object is created through complicated and lengthy necromantic rituals. Usually a hand comes with 1-3 thick candles wedged between the fingers of the hand; the candles are made of the rendered fat of the murderer as well. Hands of glory have two uses. First, if any one of the candles is lit, they will all give off an oily black smoke for precisely 1 round, after which they will burn cleanly; once lit (and the smoke gone), the candle(s)'s light provides *invisibility* and *silence* to the possessor (note: this is not an area affect, but one limited to an individual). Second, when worn around the neck on a string, the hand allows the wearer to use a third magic ring by placing it upon one of the fingers of the hand.

Hands of glory are clearly evil, and those of good alignment who employ one will be at -2 to all rolls for the duration of such use. Some very powerful hands are also said to be able to switch a user's alignment to LE. **Experience Point Value**: 5,000 **G. P. Value**: 50,000 **Location**: 3-95, 9-33.

Harp of Charming: This full-sized, 8'-tall harp is made of ebony inset with ivory. When the harp is played for at least two rounds, its beautiful tones act as a *charm person* spell on all those within 40' (who are able to hear the music). The magic is powerful enough that the harpist does not need to be trained to effect the charm. When used by a bard, the harp's music acts as a *charm monster*. **Experience Point Value**: 3,000 **G. P. Value**: 30,000 **Location**: 3-22, SL12-19.

Head of Thoth: One of the most potent sorceries developed by the priesthood of Thoth was the ability to preserve the consciousness and memory of a human in a stone receptacle. Given the fate-altering nature of such magic, and the frequent unwillingness of a sentient to be so 'channeled', only a few such heads were ever made. What is more, they were a closely guarded secret, with only the high priest, the prior, and a few trusted aides aware of even the possibility of such sorcery. Once created (through a dangerous and expensive ritual), the mind, personality, and memories of a living being were trapped in (usually) a specially-prepared bust. The resulting sentient heads could speak, reason, argue, and experience emotions; they could not, however, cast spells, but some retained a few magical abilities. In essence, the process ensured that knowledge could be preserved and passed down through time. As there is no soft tissue to decay, the process also created a form of immortality, as the only way to silence a head was to smash its receptacle. Given the age of the few surviving heads, it is not surprising that there is a flat 50% chance that a given head is now insane. Heads are also usually quite heavy, and thus are not practical for mobile consultation.

In general terms a head can impart useful information to a questioner. Several caveats apply. First, a head is never compelled to be friendly or even to answer a question; a head that prefers silence might well be overlooked in a quick survey of loot. Second, the head's information is limited to its experiences; it is certainly not an oracle, nor does it possess clairvoyance or clairaudience. The most valuable information possessed by heads is often of a historical, explanatory, or directional sort. Third, heads have distinct personalities.

The GM should feel free to develop as many distinct heads as is desired (remembering their essential scarcity, of course). A few are given below:



Name	Personality	Description	Knowledge Possessed
Stamelis the Librarian (2-69)	Voluble, obsequious, inquisitive	Male, mostly bald, many wrinkles, broken nose, pronounced wart on cheek, large ears	Layout of all of Thothian regions of Levels 1-3; location of library; nature of Litany of Light; theories about Obsidian Gates; history of Archontean interaction with rudishva, varumani, heqeti; ideology of Sortians (but not their betrayal).
Nertet-Indra (3-206), high priestess of Thoth	Personable, inquisitive, helpful	Nertet-Indra stands 10' tall, with arms folded across her chest holding ankhs. She wears a tall cylindrical hat. Only once her eyes are restored (3-204) will the magic still present in the statue become manifest. Nertet-Indra still acts as a conduit between Thoth and this world, being able to *bless* 3/day (see right).	As a Head of Thoth, Nertet-Indra retains her personality. She eagerly questions those in her range of vision, and in turn answers questions about the history of the cult of Thoth. She is interested to know who reigns in the halls (especially Levels 2 and 3), what has become of the priests, what god the PCs worship, what their intentions are, and what they might do to restore the cult of Thoth. She attributes the slow demise of the city to the insidious influence of Set, and offers advice on how to stamp out Set and his followers. Only too aware of the power of Set during her own day, she is able to give clear information about the Set temple and neighboring precincts. She can provide a good general layout of Levels 1-3. If treated well, Nertet-Indra will be willing to incant a *Blessing of Thoth* three times per day; each blessing cures 3-18 damage and also cures all poisons.
Licinus Bonus Apsus (4-29)	Sour, sarcastic, uninterested	Male, close-cropped ringleted hair; short nose, one missing ear; piercing eyes	16th claustral prior of Thoth. Licinus is unwilling to talk and it takes an extraordinary effort and personal revelation to get him to do so. If the current state of the chapter house (3-58) and/or the fate of the last prior (3-61) are mentioned, he may (50%) open up. If he begins to talk, he has information about the layout of the Thothian areas of Levels 2 and 3; he knows the Litany of Light; he has solid information about the southern portions of Level 4, although 50% of it has been rendered useless due to cave-ins
Vipsania Torquil (SL10B-7)	Eager and enthusiastic, to the extent of appearing naive; but actually quite intelligent and canny	Female, hair in side-buns; snub nose; mole on left cheek	19th claustral prior of Thoth. Vipsania knows, of course, the layout of the Thothian areas of Levels 1-3, as well as the Set regions of Level 4 (although her knowledge is out of date given cave-ins). She has a strong interest in folklore, and was an expert on Larel, Jacinth and other trickster figures. She was also an expert in art and magic, and can still cast *identify* twice per day. She despises Set, and is quite racist about goblins and other demi-humans.
Paratus Vitrunius, logothete (SL12-23)	Blustering, over-confident, name-dropping,	Male, military haircut, weak chin, bags under eyes	Logothete in the archonal administration of Vafer Telator (AEP 1087-1106); one of the first to volunteer to become a *head of Thoth*; has information about early Archontean military and political structures, figures, campaigns, and secrets (most of little value in the present). A statue to him is found at 8-9.

Experience Point Value: 1,000 **G. P. Value**: 10,000 **Location**: 2-69, 3-206, 4-29, SL10B-7, SL12-23.

Headband of the Kallistos: A 2"-wide headband of beaten silver plates mounted on cords of silvered linen, this unique item is the rightful possession of the kallistos, or first gladiator, of the Arena (area 6-68). It enhances CHA by 2 (maximum of 19), and improves reaction rolls by +20%. **Experience Point Value**: 2,000 **G. P. Value**: 20,000 **Location**: 6-78.

Helm of Infravision: Typically found in the form of classical Archontean legionary helmets, complete with cheek guards, these helmets provide the wearer with infravision in a 40' range. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-154, 4-2, SL4-46.

Helm of Marius: One of the relics of the great Archontean military archon, Marius Tricotor, this helm is no more than the battered helmet of a simple legionary, covered in nicks, scratches, and dents. On the inside, scratched into the steel, is the name 'Marius'. For all of its unassuming appearance, the helmet provides a +2 bonus to AC; it also ensures that the wearer will never be surprised. **Experience Point Value**: 3,000 **G.P. Value:** 40,000 **Location**: 6-85.

Heqeti Ring: This simple band is made of stone, with a flattened section on which is sketched a crude salamander. To activate one of the ring's two powers, the wearer must say "Ia! Rimmaq-Isfet!" The wearer may then summon a giant salamander (SZ L, 6 HD, AC 4, Attack: bite for 1-6 plus poison) or *charm* salamanders, frogs, toads, and heqeti. The salamander can be summoned once per day, and the charming affect can be used 3/day. Long term possession of the ring corrupts the user by opening the user's

mind to the oily thoughts of Kauket or Rimmaq-Isfet. Each week of possession inflicts a 10% cumulative chance that the user will switch alignment to Chaotic Evil, with appropriate personality shifts. Once alignment is switched, the user will be unwilling to relinquish the ring. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: TS-16, 5-11, 7-79, 8-94, 9-14, 10-13, 10-40, 10-47, 10-49, SL9-30.

Horn of Arden: Made from the horn of a water buffalo, this object is reputed to have been possessed by the great hero, Arden the Defender (although its provenance, and hence the accuracy of this claim, is dubious). The low, throbbing sound emitted by the horn serves to instill courage in the allies of the sounder within 300': this effect serves as the equivalent of a *remove fear* spell, and also provides a bonus of 20% to base loyalty for 1 turn. When sounded by a bard, the range increases to 600'. **Experience Point Value**: 2,000 **G. P. Valu**e: 20,000 **Location**: SL7-29 **Class Limit**: BFPR.

Horn of Carousing: This ivory drinking horn features elaborate feasting and carousing scenes carved along its length, and a gold cap with a decorative tassel. If anyone hoists the horn and shouts 'cheers' (or the equivalent in his/her native language), the horn will fill with a potent amber ale. If used in social settings, the owner of the horn receives a +20% boost to reaction adjustments. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 5-9.

Horn of Chaos: These horns are made from exotic, extraplanar tusks and horns, and therefore vary greatly in size, shape and color. They tend to be inscribed with alien glyphs and unsettling non-representational figures replete with tongues, bulging eyes, and long, pointed ears. When sounded, they produce a random effect:

D10	Effect
1	Summon 3-6 Wiskin berserkers (fighters two levels lower than that of the sounder [minimum one]); they attack any enemies first, then sounder and allies.
2	Summon 3-4 giant frogs; they attack the nearest targets, whether friend or foe.
3	Darkness: produces an inky black cloud which spreads from the horn to cover a radius of 50'.
4	Echoes of Chaos: produces a series of chaotic utterances in an alien language; the utterances alternate between deep and high tones, all of which echo like thunderclaps. All but wielder must save vs petrification or be paralyzed for 1-6 rounds.
5	Eye of the Spider: the sounder grows a temporary film over his/her eyes. The film grants enhanced sight, if in an octagonal way. Wielder is +3 to hit for 2 turns, but loses 1-10 HP from the alien nature of the film
6	Second Sight: the sounder is granted the following abilities for 1 hour: perfect direction sense (cardinal points, distance underground, etc.), the ability to *detect traps and secret doors* (as wand), *clairvoyance*, and *clairaudience*. The downside is that the chances for wandering monsters are tripled.
7	Aura of Fear: the horn sounds a single fell note, which forces all but sounder to save vs spells (at -1) or flee in abject terror for 3-18 rounds
8	Kiss of Chaos: the sounder is cured 4-32 HP, and his/her allies are cured 1-8 HP. A tattoo of a circle with 8 arrows emanating from it appears on the sounder's forehead, and lasts for 3-18 days.
9	Treasure Sense: the sounder knows instinctively the location of the largest treasure hoard within 250'. The sounder does not necessarily know how to get to that location, as the ability does not reveal secret doors or maps.
10	Roll twice.

The horn may be blown once per day. The first use of the horn has a 10% chance of summoning a major demon who will assault the sounder. This chance increases by 2% each time the horn is blown by the same owner. The chances of demon summoning are reduced in half when the horn is sounded by a bard. **Experience Point Value**: — **G. P. Value**: 25,000 **Location**: 5-14.

Horn of Domination: This off-white ivory horn was taken from some huge elephant-like creature, and is nearly 3.5' long. A braided leather cord attached to either end allows it to be slung across one's back. The horn is carved with elaborate scenes of ancient Archontean legionaries marching towards a pyramidal structure in a tropical environment. Sounding the horn produces a sound that can be heard clearly a mile away, and that produces a magical effect on those within 150' feet. The magic of the horn stuns those who fail a saving throw vs. spells for 1 turn. In addition, it renders those stunned listeners susceptible to *suggestion* for the duration of the period that they are stunned; the sounder must be able to communicate orally in a language that the listeners comprehend for the suggestion to take effect. The horn may be sounded once per day, twice if sounded by a bard. **Experience Point Value**: 6,000 **G. P. Valu**e: 60,000 **Location**: SL6-62. **Class Limit**: BFPR.

Icon of Kauket: Usually carved of a hard, dark stone (e.g. onyx), these 3" statuettes take the form of a salamander. In the hands of a heqeti weaver of Kauket, or any CE person who knows the command word, the icon transforms into a 12 HD keqemander (see new monsters) and fights under the direction of the possessor of the icon. If the incarnation is slain, the icon disappears; if the incarnation survives a battle, it can return to icon form at a second command. Incarnations do not regain HP while in icon form, however. The icon can be used twice per month. **Experience Point Value**: 1,500 **G. P. Value**: 15,000 **Location**: 4-121, 5-49, 8-94, 9-14. **Alignment Limit**: CE.

Idol of Camozotz, **Cursed**: Possession of this powerful icon of the bat god, Camazotz, slowly turns the owner into a hybrid bat creature. The process takes three months, during which time the owner will be completely unwilling to part with the idol. Only a *remove curse* spell will allow him/her to discard the idol. At the end of the period, the possessor is permanently transformed into a part-bat, part-human(oid) creature. The possessor gains wings and the power of flight, echolocation abilities, fangs, and the belief that he/she is a bat. **Experience Point Value**: — **G. P. Value**: 1,500 **Location**: 6-167.

Immobilizing Mesh: This useful sorcerous aid allows one to immobilize a summoned creature in a flexible net of metal mesh.

The mesh is usually found as a 6"-square packet of netting folded up in a leather satchel. If shaken out, it will cover a 20'-diameter area. To enmesh a target, the wielder must hit AC 10 less any DEX modifiers. This immobilizes any summoned or gated creature or being, preventing combat actions and spell use. Attacking an immobilized being is possible, of course, but attacks will also damage the mesh, which typically possesses 25 to 50 HP. Use the following chart to determine what proportion of damage inflicted on an immobilized creature is also borne by the mesh:

Damage Source	Damage to Mesh*
Arrows, bolts, bullets, darts	¼
Slashing weapons	full
Piercing weapons	¼
Bludgeoning weapons	⅙
Magic missile	none
Elemental spells (e.g. fireball)	½

*Damage to the mesh is always a minimum of 1 HP, unless the attack form cannot harm it (e.g. *magic missile*)

Summoned or gated creatures can smell the metallic taint of this item upon a person. Any interaction with such creatures while in possession of immobilizing mesh is done at a -20% penalty. **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 3-127A, 6-8, 7-22, 7-39, 7-124, SL4-44.

Incense of Attraction: Typically appearing as a cone of a sweet-smelling reddish substance, this incense, when burned, serves to cause those who smell it to look with great favor on he or she who burned it. The range is a 20'-diameter circle. The person burning the incense gains 2-8 points of CHA, and the incense acts as a *friends* spell (it is so powerful that saving throws are at -2). A cone burns for 3-4 hours. Once a victim is ensnared by the incense, he/she remains friendly until the incense is gone. Once gone, victims are ready to depart with nothing but pleasant memories of the time spent and favorable feelings towards the owner of the incense. As the incense lowers sexual inhibitions considerably, it is a favored item among the highest class of Archontean ladies of the night. **Experience Point Value**: 250 **G. P. Value**: 500 **Location**: 1-19, 8-37, SL4-19, SL6-46, SL6-96, SL10B-15, SL10B-21, SL11-24.

Incense of Relaxation: These cones of sweet-smelling incense are 6" tall and colored a pleasing sea-green. When burned, the incense serves to ease suspicions and inhibitions among all those who smell it. Effectively it causes all within a 20' radius who fail to save versus poison to suffer a -4 penalty to all saving throws for the duration of the effect; it also favorably adjusts reaction rolls toward the burner of the incense by +40%. The duration of a cone is 3-4 hours. **Experience Point Value**: 200 **G. P. Value**: 400 **Location**: 4-146, 8-76, SL8-20.

Infernal Effigy: These terrible objects radiate great evil, and are typically possessed only by those with evil intentions or aspirations. They take the form of solid brass heads carved realistically to depict a particular devil. Should the name of that devil be known, the infernal effigy can be used to summon the devil into the effigy for a number of rounds equal to twice the summoner's level. Should a pint of blood be dripped over the effigy while it is inhabited by the devil, the devil will be summoned in person to the spot where the effigy is located. A summoned devil, whether one confined to the effigy or appearing in person, is not obligated to the summoner in any way, nor can it be forced to act in ways contrary to its own nature. Devils summoned into the effigy typically converse with the summoner about matters arcane and evil. **Experience Point Value**: 1,000 **G. P. Value**: 7,000 **Location**: 3-157, 4-51, SL12-23.

Insidious Bone Flute: This horrific object is made from a leg bone of a mammal that has been enchanted by evil necromancers. It possesses six finger holes. Most flutes are also carved with obscene images or glyphs. Any multi-note song played on the flute will be perceived as a series of atonal, obscene pipings; these emanations act as a *confusion* spell on all those within 20' (friend or foe); even the player of the flute must save vs spells or be affected. Playing a single note produces different effects, depending on the note that is played. After one day, the effect of each note will be re-randomized; that is, each day the GM should re-determine the effect of each note/hole.

D6	Effect
1	Clarity: all invisible or ethereal creatures are revealed, for 1 turn
2	Rage: all creatures, friend or foe, within 20' must save vs spells or attack nearest
3	Charm: one creature (wielder's choice) is subject to *charm person/monster* at -5 saving throw
4	Chaos: all within 20' radius except wielder must save vs spells or perform random act: 1: run for 1-4 turns in random direction 2: attack nearest enemy 3: attack flute wielder 4: destroy one random personal item 5: gain +3 to hit and +5 HP for 1 hour 6: immediately devour 1-3 days' rations
5	Aid: summon 1-4 giant frogs which attack wielder's enemies; if no enemies, attack wielder's friends
6	Stasis: all creatures in 20' radius except wielder are paralyzed (save negates) for 3-12 rounds

Any bard playing an insidious bone flute instantly summons an apparition that targets the bard as its chosen victim. If the bard is slain, the apparition claims the flute for itself before traveling back to the Ethereal Plane. **Experience Point Value**: — **G. P. Value**: 2,500 **Location**: 2-48, 7-31, 9-33, SL6-17A.

Iron Circlet of Ghanor: This potent minor artifact appears as a circlet of black iron, surmounted with a black opal of enormous size; for these reasons is it sometimes called 'the iron crown.' It was one of the four pieces of regalia held by the archon of Arden Vul during the height of the ancient Archontean Empire, and is still sought by sages, wizards and rulers.

The circlet conveys several powers on the user: 1) CHA +2; 2) *true seeing*; 3) *clairvoyance*, 3/day; 4) *clairaudience* 3/day; 5) *charm monster*, 3/day; 6) *feeblemind*, 1/day; 7) *mass charm* 1/day.

The powers of the Circlet draw upon the life force of the wearer: every year a save vs. magic (at +4) is required to avoid the

Circlet draining an energy level. Were it known that the Circlet had been recovered, the possessor would undoubtedly become the target of numerous embassies, both peaceful (i.e. sales or trades) and hostile (assassinations or thievery). **Experience Point Value**: — **G. P. Value**: 65,000 **Location**: 3-127A.

Jade Cup of Life Restoration: This potent Archontean-era object permits users to *raise dead* per the spell. It works by placing the blood of a recently slain (within 6 hours) person in the cup, and then pouring the blood into the corpse's mouth. Each cup works 3-5 times before cracking and becoming useless. **Experience Point Value**: 5,000 **G. P. Value**: 30,000 **Location**: 5-33, 8-40, 8-164, 9-14, SL1-11.

Jug of Purple Mist: This brass ewer emits a thick purple mist for as long as it remains unstoppered. The purple mist pours out quickly, obscuring vision in a 50,000 cubic foot area in 1 turn. If still unstoppered, the mist volume increases by 10,000 cubic feet every turn until a maximum of 200,000 cubic feet is reached. **Experience Point Value**: 500 **G. P. Value**: 2,500 **Location**: 5-38, 5-101.

Kalifer's Sword: This blade is formed of blackened steel, with a single line of gold incised down its center. The hilt is particularly long, and topped with a chunk of inert, polished *arcanum* (see new magic items). The blade is a two-handed sword +2, +4 versus magic-using and enchanted creatures. **Experience Point Value**: 900 **G. P. Value**: 4,500 **Location**: 3-36C.

Larel's Cloak: This ratty hooded cloak is covered with patches from different fabrics, rendering it a veritable cloak of many colors. It is in fact a great historical artifact, being the actual cloak worn by Larel One-Eye in most of the adventures that made his reputation. The cloak improves reaction rolls for wearers by +25%, while providing a bonus of +2 to AC. It also allows one to become *invisible* for three turns, 3/day. A powerful conceal magic effect has been placed on this item: only if *detect magic* is cast by a 9th-level caster will the fact that it is enchanted be revealed. **Experience Point Value**: 4,000 **G. P. Value**: 24,000 **Location**: 3-46.

Larel's Pin: This simple dagger appears to be an ornamental, silver, letter opener (albeit a 2'-long letter opener). It is in fact a great historical artifact, being the famous dagger employed by Larel One-Eye in many of his adventures, known to the stories as "Larel's Pin". The blade is a dagger +3, with several other powers: 1) it provides a bonus of +1 to DEX to its wielder, and 2) any successful hit using the dagger inflicts *slow* on the victim (save vs spells to avoid). A powerful conceal magic effect has been placed on this item: only if *detect magic* is cast by a 9th-level caster will the fact that it is enchanted be revealed. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 3-46.

Larel's Sack: This ordinary-looking cotton sack is in fact a potent item. It is, moreover, a great historical artifact, as it is the actual magic sack employed by Larel One-Eye to great effect in many of his adventures. At base, it serves as a *bag of holding* (500 lb limit). More usefully, however, it also possesses some of the features of a *robe of useful items*: the owner can reach it into it and instantly locate whatever small, mundane item required at that moment.

There is no effective limit to the number of items the sack will produce, although some restrictions apply: the sack will not produce items larger than 15 lb in weight or worth more than 15 gp; it will also not produce sentient creatures or monsters (although chickens, mice, etc. are possible); it won't produce weapons or magical items. A powerful conceal magic effect has been placed on this item: only if *detect magic* is cast by a 9th-level caster will the fact that it is enchanted be revealed. **Experience Point Value**: 7,000 **G. P. Value**: 50,000 **Location**: 3-46.

Leather Armor of Shadows: This suit of darkly stained leather armor +2 is enchanted to aid thieves by providing a +10% bonus to Hide in Shadows and Move Silently. **Experience Point Value**: 1,500 **G. P. Value**: 10,000 **Location**: 7-124.

Leviathan's Teeth: This set of 3-18 1"-tall teeth are carved from the teeth of a sperm whale and are usually carried in a blue silk purse. The teeth are enchanted so as to impart luck on the possessor. To benefit from this luck, the owner must cast the entire set of teeth as if making an augury; one of the teeth magically disappears, and the owner is infused with luck for 4 hours. Within this time frame, all saving throws receive a bonus of +1 and, what is more, the lucky owner is able to reroll any one roll of the dice or add/subtract 3 from any one roll of the dice. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: SL6-17A.

Lion Cloak: This potent item is crafted from the pelt of a huge male lion, including its head and ears. Worn as a cloak, the lion cloak adds +2 to STR (but only to a maximum of 18) and +1 bonus to AC. If the head is worn like a hood, it also provides infravision. Unfortunately the wearer tires more easily (-2 CON) and experiences constant hunger pangs that can only be satisfied by consuming meat. **Experience Point Value**: 2,000 **G. P. Value**: 20,000 **Location**: 4-180.

Lithast: An oddly-smithed, 'serrated' long sword known to Wiskin warriors as the 'snake blade', Lithast is currently borne by the well-known fighter, Kormak the Snake (see 8-128). Lithast functions as a long sword +2, +4 versus reptiles, dragons, and amphibians. It is not sentient, but its fame is great among the Wiskinga. Non-Wiskins who bear the blade will be greeted by any Wiskinga they encounter with great suspicion (-25% reaction rolls) and possibly (5% chance) with outright hostility. **Experience Point Value**: 900 **G. P. Value**: 5,000 **Location**: 8-182.

Living Mosaic: Each piece of living mosaic is made of hundreds of multi-colored tesserae. The mosaic is enchanted to depict a fixed area within the Halls; the picture is relatively clear, and will even show the movement of creatures within that area. While the mosaic is fairly indistinct when first viewed, a user can zoom in by tapping on the mosaic; this allows one to get a detailed view of the surroundings and inhabitants of the designated area. Of course, if the user does not know the location of the area viewed, the living mosaic may not seem immediately useful.

The mosaics are set into the stone of floors and walls. It is theoretically possible to carve them out of the wall into which they are set; doing so requires appropriate tools, the knowledge of a master craftsman, and some luck to avoid irreparably damaging the mosaic. **Experience Point Value**: 500 **G.P. Value:** 1,000 **Location**: 2-7, 2-29, 2-31, 2-42, 3-58, 3-176, 4-51, 4-181, 7-76, 8-15, 8-98, SL3-4, SL6-47, SL6-88, SL7-8.

Lover's Token: Despite their name and their use in conveying romantic messages to an inamorata or inamorato, these devices have a wider and more fundamental usage. The token allows the holder to effect a one-time verbal communication with the giver of the token; the duration of the communication is one hour, or until the holder of the token snaps it in half to end the link. Tokens can take any shape; common shapes are simple silver hearts, silver gilded feathers, a simple bronze ring, and so forth. **Experience Point Value**: 200 **G. P. Value**: 500 **Location**: 1-12, 9-18, SL3-2A.

Mace of Dispelling: This unusual-looking mace has a curved haft, ending in a circular sphere about 8" in diameter. It is enchanted as a mace +1, but has two other special powers: 1) it is able to cast *dispel magic* 3/day as if by a 9th-level cleric, and 2) it dispels summoned beings whenever it makes a successful 'to hit' roll against that being if they fail a save versus spells with a -4 penalty. **Experience Point Value**: 1,000 **G. P. Value**: 7,000 **Location**: SL1-4.

Mace of Enforced Harmony: Formed from a single piece of 3"-wide black steel, the shaft of this mace is inscribed with silver runes and symbols of the Set Animal. Only those of lawful evil alignment can wield it. It functions as a mace +2, except when it faces an entity that is chaotic by alignment, in which case it is +3 and delivers and extra 1-4 of damage on successful hits. **Experience Point Value**: 750 **G. P. Value**: 5,000 **Location**: 4-117 **Alignment Limit**: LE.

Mace of Muirasso: This powerful mace appears as a simple steel ball attached to an oak handle carved with skulls. In combat it is +2 to hit and damage, but it also bestows +2 bonus to saves versus poison and enhances CHA by +2 so long as it is actively wielded (i.e., held in one's hand). **Experience Point Value**: 1,000 **G. P. Value**: 7,000 **Location**: 5-40.

Magebane: The grip of this long sword is wrapped in azure-blue linen, while its blade is inscribed in Mithric with the words "sorcery must be smitten". It is a long sword +1, but becomes a long sword +3 when wielded against magic users or illusionists. It also has one unusual power: on a successful roll to hit against a magic user or illusionist, the victim must save vs spells or lose one of his/her prepared spells for the day (roll randomly to determine which). Any multi-classed magic user or illusionist who wields Magebane in combat must save as if struck by the sword every round. **Experience Point Value**: 800 **G. P. Value**: 4,000 **Location**: AV-43.

Mantle of Fenth: This strange half-cloak is comprised of pieces of oak bark, stitched together and held around one's neck by a silk cord. The mantle absorbs the first 3 HP of damage from any successful attack on the wearer. The mantle can absorb up to 50 HP of such damage before falling to pieces. The mantle can, however, be replenished with the blood of the wearer; for each HP self-inflicted on the wearer, the mantle recovers one point of absorption. Such self-inflicted damage heals twice as slowly as normal wounds, and cannot be healed by magic. **Experience Point Value**: 5,000 **G. P. Value**: 35,000 **Location**: 2-69.

Marrow-Drainer: This truly ancient spear is made entirely of wood, including its tip, and it appears to be purely decorative. It is, however, a spear +2, with significant powers. For one, it returns instantly to the hand of its owner after being thrown. For another, it is +3 versus snakes and reptiles (including kaliyani). Third, when wielded as a hand weapon, any hit has a 5% chance of causing significant additional damage to the tune of 3-12 HP. Finally, it is only usable by persons of lawful neutral alignment, bending like steamed wood in the hands of others. **Experience Point Value**: 1,250 **G. P. Value**: 10,000 **Location**: 5-95 **Alignment Limit**: LN.

Mask of Revelation: This beautiful unique mask is formed of gold and silver and takes the shape of a Set animal. Looking through the mask offers the equivalent of a *true seeing* spell. It comes attached to a 5'-tall iron pole, rendering it difficult to use in any but fixed settings. It might be possible to separate the mask from the pole by making a roll of 4d6 under STR; if it fails, the mask is ruined. **Experience Point Value**: 2,000 **G. P. Value**: 25,000 **Location**: 4-2F.

Mask of the Skull: Once per day the wearer of this ivory mask carved to resemble a skull can command the mask to attack a target up to 50' away. The mask attacks with the same hit probability of the wearer and the target must save vs death magic or be slain on the spot, with a save resulting in 4-24 HP of damage instead. After resolving its single attack the mask flies back to the owner. Every time the skull slays a target, there is a 10% chance the skull turns upon its wearer for a single attack, with a failed save dealing 4-24 HP of damage, and a successful one 2-12. **Experience Point Value**: 1,000 **G. P. Value**: 15,000 **Location**: 5-52, 7-26 **Class Limit**: AIMMkT.

Mask of Thoth: These elaborate masks were used by the priests of Thoth who staffed the Tower of Scrutiny. Each mask is a unique work of art depicting one aspect of great Thoth. Of the ten that remain, five represent ibises, three represent baboons, and two represent stylized, male humans. All of the masks are elaborately made of papier-mâché, with leather, silver, gold, colored glass, gemstones, and ivory adornments. All ten completely enclose the head and extend below to the wearer's neck.

Seven of the ten masks have but one (albeit useful) function: they provide *true seeing* per the spell. Three more have additional enchantments: one of the ibis masks also allows *clairvoyance* and *clairaudience* 3/day each, one of the baboon masks allows *suggestion* 3/day, and one of the human masks is cursed. It prevents the wearer from removing it, and also causes evil creatures within 60' to be drawn to the wearer and to attack him/her by preference.

All ten masks are heavy and bulky, and reduce the wearer's movement by 50%. They are also fragile (excluding the cursed mask, of course). If exposed to rain or immersed in water, they are instantly ruined. Even if kept dry, there is a 15% chance per each donning and doffing that the mask will simply break. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: TS-7.

Mattock of the Troll Thegn: This unique item was the personal weapon of Vanara, first and most revered of the three original varumani thegns. He took it with him when he abandoned the varumani in their new abode (Level 7), and it is found in the shrine built to honor him by his housecarls (5-139). The mattock is enormous, with a 5' haft and a 4' head; the haft is plasteel, while the head is enchanted steel. The mattock acts as either a battle axe or a heavy pick; either way it conveys +3 to hit and damage. It also provides a +1 bonus to AC and can dig quickly through rock without losing its effectiveness (10 cubic feet per 4 hours). **Experience Point Value**: 1,500 **G. P. Value**: 12,000 **Location**: 5-139.

Melchior's Beads of Escape: This potent item was popularized by the mage Melchior the Magnificent, who enjoyed a reputation as a notorious rogue. It appears as a simple necklace of a six brown-glazed porcelain beads threaded over a rawhide cord. If one of the beads is consumed, by pulling it off the necklace and ingesting it, the subject is immediately teleported to a location of his/her choosing (the user must verbally state the location as he/she eats the bead). It is rumored that Melchior created several of these necklaces, some for friends and lovers. It has obvious thieving benefits, as well. When found, there will be 2-6 beads remaining. **Experience Point Value**: 500 (per bead) **G. P. Value**: 2,000 (per bead) **Location**: 5-128, SL3-2, SL12-20.

Mistral: Mistral is an intelligent scimitar +3. The blade is 4' long and made of damascened steel, with gold-filled etchings of a half-dozen ancient words of power. The haft is 10" long and wrapped in supple, tanned crocodile skin. Mistral is a twin to *Cers* (q.v.), but has great enmity towards its brother blade. It is LG in alignment, has INT 16, ego 8, speaks the LG tongue and Mithric, and can read text in Mithric. Its primary abilities are these: 1) detect elevator/shifting rooms/walls in a 10' radius; 2) detect secret doors in a 5' radius; and 3) *locate object* in a 120' radius.

Mistral has a confident, righteous, even arrogant personality; it is completely assured of the rightfulness of law and goodness, and is quick to condemn evil and any sort of 'half measures' (neutrality). In the hands of a wielder who is not lawful good, it will remain silent and will refuse to use its powers. In the hands of a lawful good wielder, it confidently comments on actions around it, urging its wielder to seek out evil and destroy it. It also constantly seeks Cers, its twin, hoping to destroy 'that festering piece of evil steel.' **Experience Point Value**: 1,760 **G. P. Value**: 8,800 **Location**: 4-156.

Moon of Bastet: Each of these objects appears as a long silver chain (20") on which is strung a 2" depiction of the crescent moon formed from solid silver. The silver moon is imbued with some of the divine power of the cat goddess, Bastet. Clerics of Bastet who wear one of the necklaces gain several powers: 1) infravision; 2) the ability to vertically leap up to 15'; and 3) the ability to transform into a maubaste (see new monsters). Transformation is voluntary and its duration depends on the will of the priestess.

Those of strictly neutral alignment who are not clerics of Bastet only gain infravision by wearing a moon of Bastet. Those of other alignments recognize the necklace as magical, but gain no powers from it. Normal cats always hiss at any non-cleric of Bastet who wears one of the necklaces. **Experience Point Value**: 500 **G. P. Valu**e: 1,000 **Location**: 4-2, 8-31, 8-32, 8-37 **Alignment Limit**: N.

Mud Salamander Charm: These items appear as pieces of dried mud shaped like a salamander, with small bits of jade for eyes and a hole to allow them to be worn on thongs around the neck. Each one provides a temporary form of magical protection, lasting for 3 uses before the mud shatters. The charms were among the earliest form of magical item created by the heqeti, and are somewhat rare today, being favored only by archaicizing elders (sometimes known as 'mud priests'). Mud charms may provide one of the following benefits: 25% magic resistance; *shield* (as the spell); *protection from magic* (as the scroll); *protection from fire* (as scroll, but only lasting 5 rounds). **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: SL9-30.

Narses: Narses is an ancient, highly intelligent, long sword +3. Its hilt is made of fine goblin-hide, and its blade is etched with images of peering eyes. Narses has Int 17 and ego 11, and is LE in alignment. It can communicate telepathically or orally, using Mithric, Dwarvish, or the LE alignment tongue. It has the following primary abilities: 1) detect elevator/shifting rooms/walls within a 10' radius; 2) detect sloping passages in a 10' radius; and 3) *detect magic* in a 10' radius. Narses also has the extraordinary ability to determine directions and depth underground (2/day).

Narses is highly intelligent and grasping; it prefers to wait until it has observed the temperament and proclivities of a new user before introducing itself. Once it has announced itself, Narses is ruthless in pressing its wielder to seek power over men at every stage, regardless of the cost or risk. Narses was forged in antiquity by the great dwarven smith, Zhorak (see 8-97), for the Archontean taxiarch, Afranius Dexter. It is rumored that a part of Afranius's soul was bound into the blade in the forging. Most recently, Narses has been wielded by the mercenary Kallion the White (see 8-15). **Experience Point Value**: 2,120 **G. P. Value**: 10,300 **Location**: 8-15.

Necklace of the Berserker: This unique magic item appears as a rather primitive necklace, with thirteen yellowed bear-claws strung on a thick leather cord; between each claw are three pieces of polished jet. Those who wear it are able to enter a berserker battle lust once per day; in the battle lust, they are able to strike twice in a round or strike once with a +2 to hit. The battle lust lasts for one hour, after which the wearer must rest for at least three turns. During the hour of its effect, the necklace causes the wearer to be unusually aggressive, picking fights and seeking combat wherever and however he/she can (although it does not require the user to attack his/her friends). Beyond its magical powers, this is a priceless item as it is the actual necklace that Arden seized from the berserkers whom she defeated in her 4th Labor (see SL13-10D for a later Archontean recreation of that labor). When worn by a true berserker the necklace grants +2 to STR and CON, and any true berserker will recognize the necklace for its power. **Experience Point Value**: 3,000 **G. P. Value**: 10,000 (100,000 if provenance is established) **Location**: SL13-22 **Class Limit**: F.

Necklace of Harmony: These beautiful necklaces are formed of sixteen thick but irregular trapezoids of gold strung along a platinum chain; each trapezoid is inscribed with the Mithric word for harmony. A necklace of harmony's purpose is to help the wearer persuade listeners of the reasonability of his/her proposed actions, provided those actions are not antithetical to the basic world-view of the listeners. The necklace provides a permanent *friends* effect (although listeners get a save vs. spells) and allows the wearer to impart one *suggestion* per day. Those who save versus the friends effect, however, are not just uneasy with the wearer, they are immediately distrustful. **Experience Point Value**: 4,000 **G. P. Value**: 45,000 **Location**: 5-17, SL9-76.

Nightwind: The spear is heavy and almost impossible to wield (-5 to hit) until its name (carved in Mithric on its shaft) is spoken, at which point it becomes light and perfectly balanced. Once the name is spoken, Nightwind functions as a spear +1, +3 versus humanoids (including giant-class humanoids). Needless to say, the goblins of the Halls will be instantly suspicious of any who bears Nightwind openly. **Experience Point Value**: 800 **G. P. Value**: 4,000 **Location**: 1-11, SL9-76.

Niravairi Astral Crossbow of Accuracy: This item is one of the special astral magic items developed by the Niravairi (see new monsters) for use by their elite exploration unit, the Order of Planar Explorers. While on the Astral Plane, the crossbow functions without penalty as a *crossbow of accuracy*. On any of the material planes, however, the crossbow functions as a mundane, non-magical weapon although it detects of magic. **Experience Point Value**: 500 **G. P. Valu**e: 2,500 **Location**: 9-48, 9-50, SL1-11.

Niravairi Astral Dripping Sword: This item is one of the special astral magic items developed by the Niravairi (see new monsters) for use by their elite exploration unit, the Order of Planar Explorers. While on the Astral Plane, the blade constantly drips acid, thus giving it its name. There the sword functions without penalty as a long sword +3, inflicting an additional 1-6 HP of acid damage on a successful hit. On any of the material planes, however, it reverts to a simple long sword +1. **Experience Point Value**: 500 **G. P. Valu**e: 2,500 **Location**: 5-74, SL1-11.

Niravairi Astral Staff of Power: This item is one of the special astral magic items developed by the Niravairi (see new monsters) for use by their elite exploration unit, the Order of Planar Explorers. While on the Astral Plane, the staff functions without penalty as a *staff of power*. On any of the material planes, however, it reverts to a simple staff +1. **Experience Point Value**: 5,000 **G. P. Valu**e: 25,000 **Location**: SL1-11 **Class Limit**: M.

Niravairi Astral Staff of the Magi: This item is one of the special astral magic items developed by the Niravairi (see new monsters) for use by their elite exploration unit, the Order of Planar Explorers. While on the Astral Plane, the staff functions without penalty as a *staff of the magi*. On any of the material planes, however, it reverts to a simple staff +1. **Experience Point Value**: 6,000 **G. P. Valu**e: 30,000 **Location**: 9-50, SL1-11 **Class Limit**: M.

Niravairi Astral Tulwar: This item is one of the special astral magic items developed by the Niravairi (see new monsters) for use by their elite exploration unit, the Order of Planar Explorers. While on the Astral Plane, the tulwar functions as a long sword +3. On any of the material planes, however, it reverts to a simple tulwar +1 (long sword). The tulwar also has the special power of severing silver cords whenever it rolls a natural 20 to hit. **Experience Point Value**: 800 **G. P. Valu**e: 4,000 **Location**: 9-48, 9-50, SL1-11.

Oathbow: This white-wood composite long bow is +2 to hit and damage. When nocked and pulled, it whispers "Swift defeat to all enemies. Swear the oath and we shall be one ..." If the wielder names a target by name or specific feature and then swears aloud to slay it, the bow's whisper will become a shout: "Swift death to those who have wronged me!" After swearing, the bonus is +5 to hit against the sworn enemy, and damage is an extra +1-6 per arrow. However, the bow will now be +1 against all other enemies until the sworn enemy is killed. The bow only recognizes specific individuals as sworn enemies, preferably those mentioned by name. Hence 'that halfling" does not count, but "Phlebotomas" (the halfling leader) would count. **Experience Point Value**: 2,500 **G. P. Value**: 15,000 **Location**: 4-54.

Obsidian Skull of Comprehension: When this grapefruit-sized, grotesquely carved, vaguely demonic skull is held with both hands, it allows comprehension of any spoken languages within earshot. If the holder is ignorant of the language spoken, small wisps of bluish smoke emanate from the skull's ears. If the language is already known, no smoke emerges. The skull palpably radiates evil, a fact that causes good creatures that see it in use to treat the holder with suspicion (-25% penalty to reaction rolls). **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 4-121, SL12-23.

Olifant of Command: These extremely powerful horns are made from large ivory tusks (elephant or mammoth, usually), and tend to be carved with elaborate scenes. What scene is found carved on an olifant is a clue to some of its powers. All such olifants can project a very loud *command* 4/day (for those with 13+ INT or 6+ HD, a save will negate the command). Four different command tones may be blown (flee, surrender, charge, die) out to a range of 200', affecting all enemies of the blower. Advanced features may be uncovered through study or consultation with sages or other magical authorities; such additional powers are produced by playing a particular rhythm of blasts on the horn. Some samples are given below:

Scene	Modification to *Command*
Woodland animals	Opponents save at -2 in forests
Warriors locked in battle	Fighters save at -2
Demonic entities	Demons, aberrations save at -2
Fortifications	None

Scene	Advanced Powers
Woodland animals	*Animal summoning* (2-5 bears, 1/day) *Entangle* (3/day)
Warriors locked in battle	**Ally** (1/day): make henchmen/allies fanatical for 1-10 rounds; they may resent this enforced loyalty **Berserk** (2/day): 1-4 fighters, including possible allies, save at -2 or go berserk for 3-9 rounds. +2 to hit, +2 to damage, -2 to AC **Heroism**: (1/day) allied warriors gain +2 to hit, +2 to AC
Demonic entities	**Enchant weapon** (1/week): causes any weapon to be imbued with demon-hunting hatred, making it act as a +3 weapon in terms of to hit, damage, and ability to strike demons. **Gate**: (1/week): a Type 1 demon is summoned and is bound to the sounder of the horn for 6 turns. May have alignment implications **Isolate** (1/day): prevents gating/summoning abilities of demons and others for a day, at least while on Prime Material Plane; side effect is that any demons present gain +3 to hit for 1-4 rounds due to desperation
Fortifications	*Earthquake* (1/week): as spell; *Shield* (4/day): as spell *Wall of Force* (1/day): as spell

These horns are potentially quite powerful, and all are extremely valuable. Possession of one is likely to make one a target for thieves, rulers, and powerful wizards. Each time an advanced power is used, there is a 5% chance that the horn will split in half, effectively destroying it (this liability can usually [66%] be detected by sages as one of the features of these olifants). Bards may use advanced powers without a chance of splitting the horn. **Experience Point Value**: 4,000 **G. P. Value**: 40,000 **Location**: 4-2, 6-75, 7-127, SL6-17A, SL9-73.

Pearl Necklace of Invisibility: Appearing as a set of 11-20 large freshwater pearls strung on a platinum or silver chain, these valuable magical items are treasured by the vain and by those occasionally in need of a swift escape from dangerous settings. In time of need, one need only pry a pearl off of the chain and pop it in one's mouth; it will dissolve in 1 round, rendering one *invisible* per the spell.

It is said that powerful wizards have a recipe for recharging these devices: required materials include freshwater pearls of the largest size and purest quality (200 gp each), knowledge of *invisibility*, precious metals worth 100 gp per pearl, and 1 week of enchanting time per pearl. **Experience Point Value**: 2,500 **G. P. Value**: 7,500 **Location**: 3-127A, SL5-4.

Penny, **Cursed**: These coins appear as normal ancient silver pennies (see Arden Vul items). Each is cursed in a slightly different way. In addition to one of the effects from the following table, cursed pennies cannot be given or thrown away until *remove curse* is cast on them:

D6	Curse Name	Effect
1	Shrieker	The penny utters a piercing high-pitched shriek whenever monsters of a particular class (GM's choice) are within 100'.
2	Firestarter	The penny rapidly grows white hot in the proximity of other precious metals (silver, gold, platinum). The heat causes combustibles to burst into flame in 1-4 rounds, and is likely to melt the nearby precious metals into a mixed lump
3	Weakener	The penny causes one ability to be reduced to 5 for 2 days. After the two days, it affects a new ability (roll randomly).
4	Truth Teller	The penny causes its possessor to only speak the truth in social interactions, including (or perhaps, particularly) during commercial transactions.
5	False Luck	The first time it is held, the penny gives off a magical sense of being lucky. Indeed, the next roll made by the PC are automatically successful; but thereafter, every subsequent roll is penalized: -5 on a d20 roll, -25 on a d100 roll, -1 on a d4, -2 on a d6, -2 on a d8, -3 on a d10, -4 on a d12, etc. The penalty should be about -25% of the possible outcome.
6	Distraction	The penny causes its possessor to be distracted by shiny objects, instilling a -2 penalty to hit rolls when in the presence of anything that gleams. This includes visible treasure, of course, but also reflective armor.

10% of cursed pennies become *blessed pennies* when a *remove curse* is cast upon them. These pennies act as a *stone of good luck*. **Experience Point Value**: — **G. P. Value**: 2,000 **Location**: 2-25, 3-23B, 3-43, SL11-8.

Periapt of Discord: This polished, fist-sized piece of amber has a quarter-moon incised on one side (a symbol of Jael). The gem is enchanted with positive and negative effects. On the one hand, it serves as a *stone of good luck*, granting the usual bonuses to rolls. On the other hand, however, it causes intense jealousy among those who know of its existence. This jealousy is extreme, and builds over time, until leading finally to conflict. The type of conflict is appropriate to the individuals affected. **Experience Point Value**: — **G. P. Value**: 15,000 **Location**: SL15-18.

Periapt of Finding: These valuable objects are essentially precious stones into which a permanent *locate object* spell has been cast. The result is a stone that will pulse with light appropriate to the color of gemstone when the object to which it is attuned is nearby: the closer the object, the brighter the pulse that is emitted. Regular periapts of finding are created using a precious stone worth at least 1,000 gp; such stones can be attuned to a single 'object'. Use of a gem worth 5,000 gp or more allows the creator to attune the periapt to two objects. **Note**: objects can also be defined as specific types of creatures (unicorn, dragon, heqeti, etc.). **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: SL5-42.

Phineas's Silver Slide-Whistle: This slide whistle is formed of solid silver with the name Phineas inscribed on it. Playing any sequence of notes on it provides a 33% chance to stun 3HD of animals for one round. The whistle only affects those of animal intelligence or below. It was the property of the famous (to halflings) halfling hunter, Phineas Greenshoes. If played by a bard, it has a 33% chance to stun 3 HD of any type of creature, regardless intelligence, for two rounds. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: SL4-46.

Phocion's Dividers: This set of builder's or architect's dividers is made of copper and can be used in several ways. First, by opening them and pointing them at any worked chamber, an accurate set of dimensions can be instantly intuited by the holder. Second, the dividers provide dwarf-like abilities concerning underground construction. Third, the dividers can be used, over 2 rounds, to sketch out a cube in the air that provides instant access to an interdimensional space (like *rope trick*); the wielder and his friends can step into the cube and effectively disappear for as long as supplies remain. When ready to depart the cube, the wielder need only sketch a smaller cube with the dividers. **Experience Point Value**: 2,000 **G. P. Value**: 15,000 **Location**: 8-144.

Plantsbane: This finely-made, intelligent blade is regularly a short sword +1, but functions as a short sword +4 versus plants and vegetal creatures (including mushrooms, fungal foresters, etc.).

Plantsbane has INT 14 and ego 8, and is lawful neutral in alignment. It can speak in Mithric and the lawful neutral alignment tongue, and favors loud, boastful declarations of its prowess and hatred of plants, delivered in a poor approximation of iambic hexameter. It has the following primary abilities: 1) *detect evil* in a 10' radius; and 2) *locate object* (deadly plants only) in a 120' radius. **Experience Point Value**: 980 **G. P. Value**: 4,900 **Location**: 3-174.

Pledge of Rimmaq-Isfet: These chaotic evil objects can take various forms, but are always carved representations of one of Rimmaq-Isfet's many aspects; they are typically carved from a rare, but unusual substance. For instance, the fishmen of SL6-15 have a 1'-tall jade statuette of a striking eel. Each pledge serves as a literal representation of Rimmaq-Isfet's promise to aid his followers in bringing chaos to all planes of existence.

After possessing a pledge for a day, the owner will begin to hear a dull roar in his/her ears, a roar that is punctuated by unearthly squawks and screams; at this point the owner will only part with the pledge if he/she makes a successful save vs. spells.

The pledge provides several benefits: the ability to swim (90'), the ability to breathe underwater, and the ability to speak with amphibians, marine snakes, eels, and reptiles. The possessor also has a chance to *command* unintelligent amphibians, marine snakes, eels, and reptiles: that chance is 50% if the possessor is chaotic evil, 20% if the possessor is neutral evil or chaotic neutral, and 5% for all other alignments.

Pledges also carry some serious side effects: the possessor is more susceptible to attacks by servants of Rimmaq-Isfet (effective -1 to AC) and to spells cast by servants of Rimmaq-Isfet (-1 to saving throws); and the possessor has a 5% chance per month of switching alignment to chaotic evil and seeking a cult of Rimmaq-Isfet to serve for the rest of his/her life.

Finally, in the hands of a chaotic evil devotee of Rimmaq-Isfet, the pledge can summon a keqemander demon to assist the summoner; such a summoning has a 75% chance of working. If used to attempt a summoning, the pledge will be used up – shattered and broken – regardless of whether or not the summoning effort is successful. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 7-79, 9-78, 10-13, 10-40, 10-47, SL6-15, SL9-73.

Pol's Treatise on Scrying: This cursed codex can provide some useful information to the casual reader, but can also impose a serious and lasting penalty. The volume is thick (6") and bound in blue leather; a gold, lidless eye is stamped into the leather cover. Within, a few folios of parchment surround ten crystalline sheets. The first parchment folio carries the following title and attribution: "How to Use Your Eyes for Better Scrying. By Pol the Magnificent, Archmage of Arden Vul." Below this, in smaller letters, is a description: "Use the folios within to gain a truer perspective on the goings on of our fair city. I, Pol, have prepared them in such a way as to delight and inform."

The crystalline sheets are about ¼" thick. The first six crystalline sheets are filled with real-time, moving images that seem to derive from first-person perspective. The last four sheets are blank. The Treatise on Scrying can be used without harm so long as only the filled crystalline sheets are examined. The filled sheets are linked to magical items known as *eyes of Pol* (q.v.); each sheet displays the perspective of a different set of *eyes of Pol*. For the location of the six existing eyes of Pol, and the scene that is displayed on a particular sheet of the Treatise, see below.

If, however, a reader turns to an unfilled crystalline sheet, negative effects occur. Instantly the reader's eyes are plucked out (causing 2-16 damage and blindness) and are magically transported to a random location within the halls, to serve as a new set of *eyes of Pol*. The formerly empty sheet now displays real-time images of the location at which the new set of *eyes of Pol* was created. Once all the sheets are all filled, the cursing qualities of the Treatise go into possibly temporary abeyance; that is, the book can be used without danger. *Eyes of Pol* can be disenchanted, however, through the use of *dispel magic*; if a set is disenchanted, then the appropriate crystalline sheet will again be blank, and the curse will again be operative.

Current contents of the Treatise on Scrying:

Crystalline Sheet #	Location of Eyes of Pol	Scene Displayed in Treatise
1	7-127	Two sarcophagi in a room with shut door, fine vases, a puppet theater, gilded armor, desk
2	4-147	A stone chamber, about 20'x20', with rough-hewn walls. No exits are visible.
3	5-29	A chamber with a door, several chests, frescoes of legionaries and an archon, several piles of treasure
4	SL6-85	A room in which sits a sarcophagus with wood planks for a lid
5	5-83	The nave of a temple, with a large statue of ibis-headed Thoth. In front of statue is a red settee on which lounges a large human(?) figure in orange robes and holding a white ibis-headed wand; surrounded by gaunt sickly-looking human attendants
6	8-125	Four daybeds with silk sheets, silk pillows, thick carpets, and numerous small tables packed with treasure. Two statues of glaive-wielding demon warriors stand guard, and several well-dressed humans move about.
7	Blank	
8	Blank	
9	Blank	
10	Blank	

Experience Point Value: — **G. P. Value**: 10,000 **Location**: 2-72.

Porter's Carpet: This less powerful cousin to the flying carpet acts as a permanent *floating disk* spell. It may carry up to 500 lb in weight, including persons (but not its owner). It hovers 18" above the ground and follows its owner at a speed of 60'. Unfortunately it will not cross water, nor can it travel vertically. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 7-31, 8-125, SL12-19.

Potion of the Berserk: This potion temporarily transforms the imbiber into a berserk fighting machine: it grants +10 HP, +2 to hit, and -3 AC for 7-12 rounds, but the user must attack something, whether friend or foe, during this period. **Experience Point Value**: 200 **G. P. Value**: 400 **Location**: 2-21, 2-23, 3-5, 6-159, SL4-12.

Potion of Clarity: Drinking this potion increases INT by 2 for 2-5 days. **Experience Point Value**: 500 **G. P. Value**: 900 **Location**: 2-7, 4-62, 4-146.

Potion of Deafening Light: These midnight blue potions are intended to be thrown as missiles. On hitting a solid surface, the material within combusts with a small explosion and a brief flash of light. Any foe within 10' must save versus petrification or be blinded for 1 round and deafened for 1-4 rounds. In addition, a direct hit on a living being causes 1-6 damage to that creature. **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: AV-40, 5-40, 8-112, SL9-20.

Potion of Dispelling: A midnight black liquid flecked with motes of amber, this potion works in an identical fashion to the spell *dispel magic*. It can be drunk, but also can be thrown; the latter use (as a grenade) won it popularity with adventurers of all sorts. The dispelling acts at the 12th-level of ability. **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: 2-22, 5-40, 9-18.

Potion of Explosive Acid: This potion is greenish-yellow in color, albeit with black lumps floating in it. If drunk, it inflicts 3-18 HP damage immediately, and then explodes, causing another 6-36 HP of internal damage. It was designed to be hurled as a grenade, however; used in this way, it inflicts 3-12 HP of acid damage on the victim of a successful hit, but then explodes, bringing 3-6 HP acid damage to all within a 10' radius. **Experience Point Value**: 500 **G. P. Value**: 4,000 **Location**: 3-149, 8-112.

Potion of Frost Cage: Plotina the Alchemist created this potion, which causes those who drink it or are hit by it to be immediately encased in ice, literally freezing them in place. Those affected can try to bend bars to break free every round, with each round after the 2nd adding +10% to the attempt. **Experience Point Value**: 500 **G. P. Value**: 2,000 **Location**: 3-37, SL6-96.

Potion of Greek Fire: Hurled as a grenade, this concoction spreads a smelly, viscous jelly on victims. It ignites on contact, causing 4-16 HP damage to the target and 2-12 HP damage on any others within 10' in the first round, and 2-8 HP or 1-6 HP on the second. **Experience Point Value**: 500 **G. P. Value**: 4,000 **Location**: 3-149, 7-76I, 7-96, 7-124, 9-31, SL6-96, SL11-24.

Potion of Hostile Levitation: Another of Plotina the Alchemist's inventions, this convenient concoction causes those doused in it to float uncontrollably in the air, 4' above the ground. The effect lasts for 2-5 rounds on a failed save versus spells, and 1-2 rounds on a successful save. While levitating, victims may be incapable of some kinds of action. **Experience Point Value**: 200 **G. P. Value**: 800 **Location**: AV-20, 7-127, 8-155, SL6-96, SL7-29, SL11-24.

Potion of Molasses: Plotina the Alchemist devised this potent concoction as a way of slowing down enemies (or any romantic targets who may be running away). Thrown or consumed, the potion halves movement and actions of those it strikes. The effects last for 2-5 rounds on a failed save versus spells, and 1-2 rounds on a successful save. **Experience Point Value**: 200 **G. P. Value**: 800 **Location**: AV-40, 3-63, 7-94, 7-127, 9-31, SL4-12, SL6-96, SL7-29.

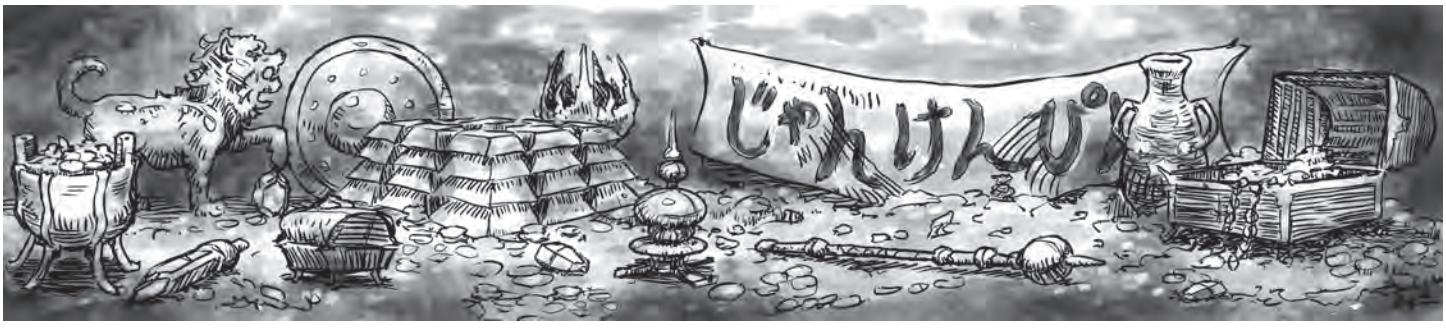
Potion of Rock Melting: The recipe for these potent potions is known only to the doppelgangers, who use them in the Endless War to destroy dwarven structures. Each potion causes 10 cubic feet of stone to melt into a thick slurry for five rounds, after which it rehardens. **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: 4-10, 7-75, 8-100, SL4-40.

Potion of Singing Birds: This invention of Plotina the Alchemist appears as a golden liquid with bright red motes. It may be consumed or thrown as a grenade. Either way, the victim must spend 1-3 rounds stumbling about in a daze (watching the illusionary 'singing birds'). **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: 3-5, 7-76I, 7-127, SL6-96, SL10B-26, SL11-24.

Potion of Truthfulness: Anyone drinking this off-white potion will be unable to lie or conceal information for 2-5 hours. A minority (33%) of consumers instantly start babbling unusual, and often highly personal, information, but the majority must be questioned for the potion to have much effect. **Experience Point Value**: 400 **G. P. Value**: 800 **Location**: TS-2, 3-63, SL6-79, SL9-70, SL10B-26.

Potion of Waterbreathing: This sea-blue potion allows the drinker to breathe normally when under water. It also has the advantage of lasting ten times as long as normal potions; that is, it last for 40 turns plus 10-40 turns. It is 75% likely that a potion of waterbreathing contains two doses, and 25% likely to contain three. **Experience Point Value**: 250 **G. P. Value**: 1,500 **Location**: 3-56, 3-164D, 7-14.

Potion of Watery Form: This potion is colored slate blue, with tinges of green. It turns the drinker, and all his/her possessions, into water, and allows him/her to flow at a rate of 30'/round on dry land or 60'/round in water. When in watery form, the user is immune



to most magic, although electricity and cold do normal damage. Magic designed to purify water is highly effective against those using potions of watery form. The spells *purify food and drink*, and *purify water*, inflict 3-18 HP damage on one in watery form, while a *potion of sweet water* (thrown as a grenade, with a successful roll 'to hit') instantly cancels the effect of the potion of watery form and inflicts 3-18 HP damage as well. **Experience Point Value**: 200 **G. P. Value**: 500 **Location**: AV-32, 3-24, SL7-23, SL7-23.

Potion of Youth: This pale orange potion is distilled from the blood of a vampire rudishva and a variety of unique mushrooms and herbs. Consuming one dose prevents aging for 6 months. **Experience Point Value**: 200 **G. P. Value**: 250 **Location**: 6-20.

Pouch of Capacity: This soft belt pouch is made of purple leather, and features a sewn velvet lid with a yellow draw-string. It can hold 500 gp worth of coins without incurring any encumbrance. **Experience Point Value**: 1,000 **G. P. Value**: 7,500 **Location**: 2-27, 8-5, 9-22, SL9-76, SL13-10C.

Predictive Tokens: This set of 24 ancient ivory backgammon pieces has been enchanted so as to allow any user to perform an *augury* as per the 2nd-level clerical spell, up to 3/day. The pieces must be used to play backgammon prior to performing the augury, and naturally the winner of the game is the one whose question is answered. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 8-125.

Priscian Chain Mail: A modern replica of *Sortian chain mail* (see new magic items), this armor is as light as elven chain and may be employed by spellcasters without penalty. Unlike the ancient Sortian version, however, Priscian chain mail has a limited duration in its magic; it must be bathed in the waters of the Arcanum Forge (9-60) every two months or it reverts to regular (elven) chain mail. What is more, Priscian chain mail permanently loses its special enchantment allowing spell-casters to wear it without penalty if it is not bathed in the Arcanum Forge at least once in a 6 month period. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 6-48, 6-49, 7-24, 7-39, 7-44, 7-72, 7-143, 9-31, 9-59A, 9-60-64, 9-63A, 9-64A, SL4-44.

Priscian Gladius: This stabbing short sword is a product of Priscian smiths, who enchant it with *arcanum* at the Arcanum Forge (9-60). Both Circularii and Conversi employ them. These swords are +2 to hit and do 3-9 damage. Some gladii are enchanted with additional effects. Unless a Priscian gladius is renewed in the Arcanum Forge on a regular basis (once every 2 months), it permanently loses its enchantments and becomes a simple, if extremely well forged, ordinary short sword that is +1 to damage. These swords are a new invention of the current smiths, and were not known to the ancient Sortians. **Experience Point Value**: 400 **G. P. Value**: 2,000 **Location**: 6-48, 6-49, 7-24, 7-39, 7-44, 7-72, 7-143, 9-31, 9-59A, 9-60-64, 9-63A, 9-64A, SL4-44.

Priscian Rings: These rings appear as simple gold bands set with a small, silver knot. They can be enchanted to contain 1-2 of the following spells: *blink*, *comprehend languages*, *detect evil*, *detect invisibility*, *detect magic*, *dispel magic*, *extension I*, *feather fall*, *floating disk*, *friends*, *infravision*, *invisibility*, *knock*, *levitate*, *polymorph other*, *protection from evil*, *read magic*, *shield*, or *tongues*. Typically a ring starts with 25 charges, and each use costs as many charges as the level of the spell cast (i.e., a ring charged with *detect evil* and *invisibility* would cost 1 charge for each *detect evil* and 2 charges for each *invisibility* cast from it). The rings are the product of modern Priscian sorcery; they were unknown to the ancient Sortians. Recharging requires casting a contained spell twice, gaining enough charges to cast it from the ring once. In addition, unless the Arcanum Forge is used during the recharge, 100 gp worth of special oils and powdered gems per gained charge is also required. **Experience Point Value**: 3,000 **G. P. Value**: 30,000 **Location**: 6-49, 7-44, 7-143, 9-31, 9-60-64, SL4-44.

Pukel-mander: These 10'-tall idols are carved out of oily soapstone and exude a faint whiff of brimstone; they radiate evil in a 5' radius. Pukel-manders are shaped like crouching salamanders ready to spring forth on massive hind legs, with toothless mouths open wide. Where the eyes should be are gaping holes, 2' in diameter. Should a *tear of Kauket* (see new magic items) be placed in either of the eyes, a stream of viscous clear liquid will start to pool, and then drip, from the eyeholes. This liquid is none other than the *sweat of Rimmaq-Isfet* (see new magic items). Three potions-full of the substance may be collected for each tear deposited in the eyeholes. Should *tears* be placed in both eyeholes at the same time, however, all within 10' will be teleported to the pediment in front of the Great Pukel (9-40). Pure white *tears* used to activate the pukel-mander's powers are transported to the eye-holes of the Great Pukel, while *tears* of other colors are destroyed in the process.

It is also possible to destroy items - even powerful magical ones - by tossing them into the pukel-mander's maw. In essence, the maw functions as does a *sphere of annihilation*, with the (useful!) caveat that it cannot affect living matter. Destroying anything worth 1,000 gp, or a permanent magic item, provokes a roll on the following chart:

D6	Duration	"Gift" of Kauket
1	3 months	Infravision through the appearance of a third eye on the forehead
2	3 weeks	Gills appear, allowing water breathing
3	3 months	Tongue grows 100% in length; much drooling occurs, but tongue can 'taste' tracks (tracking like a ranger) on stone, earth, and water
4	3 days	A film grows over eyes, allowing detection of invisible and hidden, but which is sensitive to light (-2 to all rolls in bright light)
5	3 months	Friendly to amphibians and reptiles, plus ability to talk to both. -2 CHA to all others
6	3 days	Regenerate 1 HP/round

Even though their enchantments make their soapstone bodies unnaturally hard, Pukel-manders can be destroyed. Doing so requires concentrated effort with stonemasonry tools, though. If the Great Pukel is destroyed all pukel-manders lose their powers, becoming ominous, vaguely evil statues of normal composition. **Experience Point Value**: 1,000 **G. P. Value**: 60,000 **Location**: 2-49, 2-56C, 3-11, 4-74, 4-151A, 5-104, 6-107, 6-165, 8-26, 8-159 (destroyed), SL5-28.

Purse of Asters: This object appears to be a simple purse of yellow leather tied up with a string, albeit with an image of an aster flower tooled into one side. In reality it is a powerful item produced by the fey House of Asters to aid its members in their travels. So long as the image of the aster is still apparent on the side of the purse, the purse always contains exactly as many coins as are needed for any transaction, up to a limit of 50 gp. Each time the purse is used, a portion of the tooled image is erased; the purse can be used 7-10 times before the image is gone and the purse becomes non-magical. Depositing a fresh aster flower into the purse, however, recharges 1-3 uses. A steady supply of asters can thus maintain this item's utility for a long time. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 6-1.

Qisstep's Ring: This granite ring is greasy with age and use. It detects as evil, and can only be used by an evil character. Those of other alignments who attempt to wear it receive a jolt of electricity for 2-12 HP. For evil characters, it acts as a ring of protection +3, with several other powers: 1) immunity to *hold person*; 2) *ESP* in a 30' radius; and 3) the equivalent of a *tongues* spell centered on the wearer. **Experience Point Value**: 2,000 **G.P. Value:** 20,000 **Location**: 8-165 **Alignment Limit**: LE, NE, CE.

Qisstep's Spear: This ancient spear was the possession of the famous heqeti weaver, Qisstep. It is made of red ironwood that gleams from long years of polishing, and has a jagged iron tip. It may only be wielded by those of evil alignments. It acts as a spear +3, +5 vs varumani, varuda, kaliyani, and rudishva. The spear also has two special properties: 1) *fear*, in a 15' radius; 2) enfeeblement on a natural to hit roll of 20 (the enfeeblement weakens the victim by 33%). **Experience Point Value**: 2,500 **G.P. Value:** 25,000 **Location**: 8-162 **Alignment Limit**: LE, NE, CE.

Red Welt: This bullwhip acts as a whip +2, but successful hits against foes leaves large red welts. Each welt has a 15% chance of contracting a disease. This whip has a range of 15' and requires 15' to use; it inflicts 2-3/2-4 HP damage (not including magical bonuses). **Experience Point Value**: 200 **G. P. Value**: 1,000 **Location**: 3-99.

Returning Javelin: This javelin is +2 to hit and to damage, and will return unerringly to the hand of the wielder after being thrown. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 4-47, SL13-10C.

Returning Pebble: Appearing as an ordinary pebble, this object has the dubiously useful property of returning to its owner after three turns, no matter where it was lost or given away. The pebble may be alienated by dying or by getting someone else to request the gift of the pebble (at which point it is possible to give it away). Many have attempted (mostly unsuccessfully) to come up with a practical or tactical function for the pebble. Only the most-powerful magics (*alter reality*, *limited wish*, *miracle*, *wish*) let the bearer drop the pebble: a *remove curse* is not enough. **Experience Point Value**: — **G. P. Value**: 100 **Location**: EX-4, 2-61, SL4-40F.

Ring of Acid Resistance: This useful ring protects the wearer from many of the effects of acid. The wearer gains a +4 to any saves against acid attacks, the ring completely negates splash damage from thrown acid if less than 10 HP, and it lowers damage from other acid attacks by 2 pips per die of damage. The ring cannot save its wearer from full immersion in acid, however. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: AV-7, 10-10.

Ring of Change Self: This simple copper ring carries a powerful dweomer that allows the user to use the illusionist spell *change self* three times per day, with a duration of four hours per use (or until the wearer chooses to dismiss the illusion). **Experience Point Value**: 500 **G. P. Value**: 2,000 **Location**: 1-20, SL15-16.

Ring of Friendly Defense: These rings come as a mated pair, and in a variety of metals. Although they may feature mundane inscriptions, they detect strongly as magic. All such rings, regardless of metal, function as *rings of protection +1*, but their true potency arrives when they are used in tandem. The wearer of one ring of a pair can command, at any time, one of the following effects to be instantly imposed on the wearer of the other ring. Each effect inflicts some cost on the wearer who instigates the effect, and rings of different metals are known to carry a different array of effects. In most cases the duration of a cost is exactly the same as the duration of the beneficial effect (exception: Life). In most cases there is no limit to the number of uses per day (save for the instigator's ability to bear the cost of each effect).

Effect	Cost to Instigator	Explanation
Shield	-2 AC penalty	Recipient is affected by a *shield* spell (duration per spell)
Health	4 HP/level	Recipient gains up to 4 HP per level of instigator (instantaneous). The recipient cannot exceed his normal maximum HP using this effect.
Stealth	Blindness	Recipient is affected by an *invisibility* spell (duration per spell)
Speed	Max speed of 20'	Recipient's speed increases by 50% (duration 2 hours)
Life	Death	If the recipient has died in the past 4 rounds, the instigator trades his/her life force with his/her partner. Instigator dies and recipient is restored to life at ¼ HP.

Metal	Included Effects
Copper	Health
Silver	Shield
Gold	Stealth
Steel	Speed, Stealth
Iron	Speed
White gold	Stealth, Shield
Platinum	Life, health
Arcanum	Shield, health, stealth, speed, life

Rings of friendly defense each possess a unique command word, which must be determined using magic or intensive (and costly) research. **Experience Point Value**: 2,500 (copper, silver, gold, iron); 5,000 (steel, white gold, platinum); 7,500 (arcanum); **G. P. Value**: 15,000 (copper, silver, gold, iron); 25,000 (steel, white gold, platinum); 35,000 (arcanum) **Location**: 3-17, 7-96, 7-124, SL6-45.

Ring of Higher Purpose: Many centuries ago, Isocorax carved a set of six wooden bands from the same piece of ironwood with which he created the Peace Door (6-7A). These rings – the rings of higher purpose – allowed the wearer to circumvent the anti-magic effect that covered the Inn of the Lost. Each of the six rings has the same inscription, in Mithric: "Necessity Before Peace".

A caster who wears one of the bands is able to cast spells within areas 6-7 to 6-18. In addition, the wearer has a 50% chance to circumvent anti-magic effects found elsewhere, and rings of higher purpose reduce the magic resistance of all targeted creatures by 25%. The location of the rings is as follows: one worn by Justin the Nose (6-7), one held by Thegan Whitemane (6-19), one in area 5-46, one in the tower of Walid (9-70), one in area 4-148, and one in the Tower of Pol (SL6-17A). **Experience Point Value**: 5,000 **G. P. Value**: 20,000 **Location**: 4-148, 5-46, 6-7, 6-19, 9-70, SL6-17A.

Ring of Levitation: This ring allows the wearer to activate a *levitation* spell on himself/herself. Speaking 'rise' in Elvish moves the wearer upwards, while saying 'descend' in Elvish causes the wearer to descend. The ring can be used for 1 turn every hour, and can lift a weight of up to 3,000 gp. **Experience Point Value**: 500 **G. P. Value**: 2,000 **Location**: 3-39, 6-85, 8-4, SL3-2.

Ring of Marius: A simple, wide copper band, with the name 'Marius' scratched on the interior face, this unimposing ring is a potent relic of the great Marius Tricotor (6-154). The ring can be worn by anyone, but only provides its magical powers to wearers of lawful good or lawful neutral alignments. Such users find that the ring provides CHA +2 and complete immunity to all mind-based magical attacks (*sleep*, *charm*, *confusion*, *hold*, etc.). It also renders the wearer immune to first through sixth level illusion/phantasm spells. **Experience Point Value**: — **G. P. Value**: 60,000 **Location**: 6-148 **Alignment Limit**: LG, LN.

Ring of Protection from Normal Missiles: These rings are highly coveted by magic users, as they provide permanent *protection from normal missiles* as per the third-level magic user spell of that name. **Experience Point Value**: 5,000 **G. P. Value**: 40,000 **Location**: 3-158, 3-176.

Ring of Set: These copper rings are set with a scarab of a blood-red pig. The rings are extremely valuable as symbolic objects to the cult of Set. Each ring allows the wearer to cast *true seeing* 2/day and *fear* 2/day; it also provides a +2 bonus to armor class and grants a magic resistance of 15%. Although broadly similar, all known rings bear clear differences in the carving of the scarab, and each is known by a unique name (perhaps the name of their first wearer?). The location of four of the rings is known to the modern Set cult, one each in the possession of the three ranking Pontifexes and a fourth lost in the behir caves (but whose general location is known). The cult presumes that others existed in antiquity. The names of the four rings known to the Set Cult (with current locations in parentheses) are Batzas (4-51), Fronto the Wise (4-56), Sittas (4-57), and Fragar (4-111). A fifth ring, Lorica, is unknown to the cult; it is found in SL8-4

Set will be most displeased with any who steal one of his priest's rings; anyone who is not of lawful evil alignment who wears and uses one of the rings will be cursed by Set. The curse takes the form of a progressive weakening of CON (-1 CON per week) and of a sort of homing beacon effect that allows the possessor of any other ring of Set to track the blasphemer; in such a way Set hopes that his people will be able to recover the lost ring. **Experience Point Value**: 5,000 **G. P. Value**: 40,000 **Location**: 4-51, 4-56, 4-57, 4-111, SL8-4.

Ring of Shield: This gaudy silver ring features an over-sized, 1"-diameter silver disk that rests against the knuckle of the wearer. If the wearer rotates the disk and speaks the command words ("Protect me!" in Mithric), the equivalent of *shield* spell instantaneously affects the wearer. This effect can be produced three times per day. **Experience Point Value**: 5,000 **G. P. Value**: 40,000 **Location**: 2-70, 6-71, 7-76, 7-79, 8-5, SL6-17A.

Ring of the Snake: This copper ring takes the form of twisting snake's body culminating in a snake's head with eyes of jet. Whoever wears the ring can turn into a viper 3/day. **Experience Point Value**: 2,000 **G. P. Valu**e: 10,000 **Location**: 9-64A.

Ring of Spider Climbing: This powerful ring allows the wearer to move as if permanently under the effect of the spell *spider climb*. It appears as a simple copper band with a web-pattern roughly incised in the copper. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-197, 4-181.

Ring of the Stalker: This ring is formed from an ivory band, with a large white pearl mounted on one side. Those who know the command word can use the ring to summon an invisible stalker once per week. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-151, 7-76D.

Ring of Water Breathing: This gaudy ring is made of gold with a large pearl as its centerpiece. It allows the wearer to breathe naturally when underwater. **Experience Point Value**: 250 **G. P. Value**: 2,500 **Location**: 4-121, 7-76D.

Ring of Zox: This ring is made of beautifully worked jade, on which has been carved a set of calla lilies. It detects as evil. It acts as a *ring of human influence*, but with an important catch: every time either the *suggestion* or *charm person* abilities is used, there is a cumulative 1% chance that the character becomes a wraith. The soul of an ancient, thoroughly evil, magic user named Zox inhabits the ring. Those who wear the ring will not immediately realize that it is possessed. Sages might be able to identify the ring as that of Zox; once done, the evil nature of the ring might be revealed. **Experience Point Value**: — **G. P. Value**: 5,000 **Location**: 5-2.

Ritha Ferk: This potent enchanted battle axe is a product of the fabled dwarven smithies of Kazildor. It operates generally as a battle axe +2, but when wielded by a lawful good dwarf it becomes a battle axe +3, +5 versus demons (against whom it always inflicts twice the usual damage). **Experience Point Value**: 1,200 **G. P. Value**: 9,000 **Location**: 4-177.

Rod of Turning: These powerful objects were created by the priests of Thoth in the old days to assist in the Archontean exploration of the lower Halls. They appear as 3'-long pieces of ebony pierced at one end to allow a silver chain to pass through (the chain loops around one's hand). Rods of turning allow any user to automatically turn undead. They are charged, but the procedure for creating (and recharging) them has been lost, rendering them extremely

valuable. The number of charges expended per use depends on the power of the undead to be turned:

1 charge: skeletons, zombies, ghouls
2 charges: shadows, wights, ghasts
3 charges: wraiths, mummys, spectres

The rod cannot turn vampires or more powerful undead. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 5-40, 6-159, 7-79, SL6-53, SL13-10C.

Rod of Wind Control: This rod is formed of copper, incised with symbols of Set animals (see new monsters). It allows the wielder to perform a number of feats: 1) *gust of wind*, per the 3rd-level magic user spell (1 charge); 2) *control winds*, per the 5th-level druid spell (2 charges); 3) *wind walk*, per the 7th-level clerical spell (4 charges); and 4) summon a raging vortex of swirling air 60' in diameter that lasts for up to 1 turn. Those within the vortex may not move and must save vs spells or be tossed 10-30' in a random direction (1-4 HP damage). The wielder of the rod is protected by a personal 'eye' that is 3' in diameter (2 charges). **Experience Point Value**: 5,000 **G. P. Valu**e: 20,000 **Location**: 4-51 **Class Limit**: BDCIM.

Rudishva Useful Palms: The rudishva created a variety of techno-sorcerous objects shaped like a rudishva hand (analogous to human hands, but with longer and more spindly fingers). Each hand was about 3" tall, was formed of flesh-colored plasteel, and took the form of a gesture with the thumb and first finger touching, with the other fingers erect. A stylized third eye appears in the center of the palm; sometimes this is a colored dot, other times it is a fully depicted eye. All useful palms have a rod-shaped handle extending below the hand, which the operator uses to hold the device. A useful palm is activated by pointing the third eye in the palm at the desired target and thumbing a tiny stud on the handle.

Once activated, a colored beam projects from the eye towards the target; typically the color of the beam matches the color of the eye. Targets get a saving throw where appropriate. The devices are charged, but the process of recharging them was lost with the rudishva. Even the few rudishva survivors – e.g., the Arena Lord or Psalor-Ki – are unable to recharge these devices.

To determine how many charges a useful palm retains, roll d20: 1-10: 1-4 charges; 11-15: 5-10 charges; 16-19: 11-20 charges; 20: 21-40 charges. Useful palms came in a variety of forms, each with a specific function. Some of the surviving palms are as follows:

Palm of Cancellation: The third eye is dead black. It produces a pale violet beam 5' in diameter that serves to drain all magic items it touches of their powers. The beam lasts for 4-7 rounds per charge, and can drain one item per round. Only artifacts gain a saving throw (each artifact must exceed 5 on a roll of d20 to save). **Experience Point Value**: 10,000 **G. P. Value**: 30,000 **Location**: 9-33.

Palm of the Cleansing Wind: The third eye and resulting beam are pale blue. The beam produces a physical effect that feels like a *gust of wind*, and acts like the 3rd-level magic user spell, although for only 5-12 rounds. In addition, the beam acts to *dispel magic*, both in terms of spell effects and in terms of lesser magic items like potions (as the 3rd-level cleric spell). **Experience Point Value**: 5,000 **G. P. Value**: 20,000 **Location**: 5-95A.

Palm of Correction: Both the third eye and the beam are ruby red. Range is 20'. If the target fails to save, the beam freezes the target in place (i.e., *paralysis*) indefinitely. Using the device a second time on a frozen victim releases that person from the effect. **Experience Point Value**: 5,000 **G. P. Value**: 20,000 **Location**: 2-48, 7-24.

Palm of Size Adjustment: Both the third eye and the beam are azure. Range is 30'. One charge causes target to shrink to 3" in height. A second charge restores the target to full size. **Experience Point Value**: 5,000 **G. P. Value**: 20,000 **Location**: 3-36E, 5-18.

Palm of Repelling: The third eye is canary yellow, but the beam is a sickly green. Range is 40'. A charge causes an invisible force field 30' square to push any being up to 500 lb in weight backward at the rate of 10' per round for a turn (i.e., the effect is analogous to the magic user spell, *forceful hand*). Once the force field reaches an immovable object (e.g., a stone wall) it effectively pins the target for the remainder of the duration. Certain types of apparently solid construction (e.g., wooden walls, trees) may be unable to resist the force and will be knocked over. **Experience Point Value**: 5,000 **G. P. Value**: 10,000 **Location**: SL6-45, SL7-2.

Palm of Temporal Flux: Both the third eye and the beam are amber colored. Range is a 40'-diameter sphere around the palm. One charge causes time to stop for all but the wielder of the palm, who has 12 plus 1-6 segments to act as he/she pleases. Use of a second charge can end the effect; of course, the user can simply allow the effect to expire naturally as well. **Experience Point Value**: 10,000 **G. P. Value**: 40,000 **Location**: 6-9A, 7-124, SL9-77.

Rug of Instant Access: This item comes in the form of a pair of beautiful and valuable prayer rugs (3'x4'). The imagery on the rugs can vary widely, but is always identical for a given pair. The pair serves to instantly teleport anyone who steps on one rug and speaks the command word to the other rug. The command words are typically prosaic ("Now", "Move", etc. in Mithric). Should either rug of a pair be destroyed, the enchantment is broken.

About a dozen pairs were made by Archontean-era wizards before their applicability to thievery and assassination became apparent and production was discontinued (Sligo the Devious gave one rug as a 'peace offering' to his enemy, Leonidas of Archontos, and then sent his assassins through Leonidas's defenses via the rugs). **Experience Point Value**: 3,000 **G. P. Value**: 15,000 **Location**: 3-66, SL4-10, SL12-19.

Salt Lamp of Protection: These magical lamps are carved from rock crystal and then imbued with protective spells, usually against one of the usual forces (evil, good, law, chaos, negative energy). They come in lesser and greater varieties. Both varieties require a power source, which can come in one of two forms: 1) specially prepared packets of 'protective essence' or 2) the blood and life essence of a willing donor. The former is obviously the more useful variety, and arcanists who own such lamps are known to possess recipes for the creation of such packets of 'fuel.' The latter is a process used only in extremis, for it requires a willing donor to hold the lamp and let the lamp draw life-blood for fuel.

Lesser lamps provide a protective bonus (+2 AC and saves versus the relevant creatures), and drain 1-4 HP per hour when fueled by a donor. The greater lamps produce a magical barrier that is impervious to the relevant force, but extract a much steeper toll when powered by sentient life essence (2-12 HP per turn). It can be difficult to distinguish the lesser from the greater versions without the assistance of a trained sage or magic user **Experience Point Value**: (lesser) 2,000; (greater) 4,000 **G. P. Value**: (lesser) 10,000; (greater) 30,000 **Location**: 4-148, 6-90, 9-59, 9-148, SL5-5, SL6-17A, SL10B-26.

Sandals of Agility: This unique pair of heavily worn sandals were the property of the ancient hero, Spiculus Carbo. They convey +3 to saves against any sort of area attack (e.g., *fireball*, dragon's breath, etc.). **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: SL6-77.

Sarcophagus of Entombment: A red basalt sarcophagus some 4' high, 6' long, and tapering from 4' to 3' wide, this evil item usually bears a painted black eye on one or more of its faces. It comes with a brass lid and eight long spikes or nails with which to affix the lid to the base. If the sarcophagus is empty, the lid will appear to be blank and undecorated. If the sarcophagus is found with the lid attached to the base, a hideous image of a trapped, screaming, and clawing person will appear imprinted on the brass lid from below.

The ancient cult of Set used these sarcophagi as a terrible form of judicial punishment. Those guilty of heinous crimes were forced into the sarcophagus while still living (often drugged); the lid was then fastened to the base and the poor victim was allowed to die slowly of thirst and madness. The magic of the sarcophagus lies in its ability to turn its dead victim into undead creatures. The sort of undead depends on the amount of time the victim is left in the sarcophagus:

Duration of Entombment	Type of Undead
0 to 2 years	Skeleton
2-19 years	Zombie
10-49 years	Ghoul
50-99 years	Ghast
100-199 years	Wight
200+ years	Mummy

Only a few sarcophagi of entombment are known to exist. Of these, at least one is reputed to possess an extra enchantment (a sort of *domination* effect) which will lure the unsuspecting or unlucky into the sarcophagus. **Experience Point Value**: 5,000 **G. P. Value**: 20,000 **Location**: 3-129.

Scorcher: This intelligent blade is finely made from the best steel, with a well-tooled varumani-skin grip. Scorcher is normally a short sword +2, but is more potent against trolls (including varumani). It emits red sparks when trolls are within 50', is +3 to hit and damage versus trolls, and prevents troll regeneration when it strikes the killing blow. Scorcher is also sentient, albeit a sleepy entity; it will not reveal itself to its wielder until trolls are nearby (within 50'), when it will emit red sparks and shout in Thorcin "My enemy is nigh! Let the Scorching begin!" Once activated, Scorcher can carry on simple conversations with its wielder, but is remarkably uninterested in anything but killing trolls. It will, however, be difficult to control around trolls, as it truly lives for the troll-slaughter. Scorcher has INT 16 and ego 10; it is chaotic good in alignment, and speaks Thorcin and the chaotic good alignment tongue. Its primary powers are these: 1) detect sloping passages in a 10' radius; 2) detect traps of a large size in a 10' radius; and 3) detect precious metals, kind and amount in a 20' radius. **Experience Point Value**: 1,440 **G. P. Value**: 7,200 **Location**: 3-197.

Scepter of the Goblins: The legendary symbol of regnal authority for the goblin king in Arden Vul appears as a bronze rod about 3' long, with an apple-shaped head. A faint inscription around the neck, below the apple, reads in Mithric: "Dulce pomum quum abest cultos" (tr.: Forbidden fruit is the sweetest). The scepter serves as a club +2, +4 versus goblins and allows the bearer to charm goblins (as *charm person*, but only towards goblins) as many times per day as is desired. It also renders the bearer unable to be surprised.

The scepter was lost centuries ago, and its exact appearance is recalled only vaguely. Recently Gislu the mystic (4-2) has re-energized interest in locating the scepter, and has linked the legitimacy of Weskenim to its possession. Any non-goblin familiar with ancient Archontean artifacts will easily recognize this as imperially-made, and as originally an object designed to subdue goblin slaves. Still, should it be known that a non-goblin possesses the scepter, the goblins of Arden Vul will instantly treat that person as a mortal enemy. **Experience Point Value**: 1,000 **G. P. Valu**e: 7,000 **Location**: 8-69.

Scroll Case of Potency: These delicately-carved ivory scroll cases bear images of animals with horns: elephants, narwhals, unicorns, rhinoceros, etc. Placing a spell scroll inside the case for at least a turn activates the case; when removed, the spell on the scroll will be twice as potent as initially. The owner may choose to have one of the following factors doubled (but not all): duration, range, or effects (e.g., damage or # affected). The scroll case may only be used once per day. **Experience Point Value**: 3,000 **G. P. Value**: 10,000 **Location**: 9-22, SL3-5.

Scrying Ball: A scrying ball is a lesser version of a crystal ball. It can be attuned to one location at a time and allows the user the ability to watch activity in that location. It does not permit *clairaudience* or other advanced types of magic. To attune a scrying ball, one must bring the ball to the desired location and then cast *clairvoyance* and *enchant an item* on the scrying ball (the ball is already enchanted, of course; the spell just serves to fix the desired location). **Experience Point Value**: 1,000 **G. P. Value**: 4,000 **Location**: 4-61, 4-121.

Set Animal Masks: The masks are semblances of the Set animal (long curved snout, square ears), and are enchanted. They enhance sight and hearing by 100% (reducing the wearer's chance of being surprised in half), but will eventually drive insane those who wear them. For every day of use, the chance of insanity is 1% (cumulative). They can be taken on and off at will. **Experience Point Value**: — **G. P. Value**: 2,000 **Location**: 3-24, 3-108, 7-96.

Set's Bane: This halberd is made of brass and is quite heavy. In the hands of anyone but a lawful good character, it is merely a halberd +1. When wielded by a lawful good character, however, it is a halberd +2, +3 versus evil clerics, and +4 versus clerics of Set. Against clerics of Set, it scores double damage on a to hit roll of 20. **Experience Point Value**: 800 **G. P. Value**: 4,000 **Location**: 3-35.

Shawl of Warmth: This modest-appearing, homespun woolen shawl is actually of great aid to travelers. The shawl keeps out all ill effects from cold, and even reduces damage from cold spells by 1 per die. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 4-13.



Shield of Dubious Faith, **Cursed**: This medium metal shield is painted azure blue, and was formerly owned by the commander of the local sept of the Knights of the Azure Shield (see AK-1). The shield provides a magical bonus of +1 to AC against all opponents except demons and devils, against whom it provides a penalty of -3 to AC. Unfortunately, the shield does not detect as evil. **Experience Point Value**: — **G. P. Value**: 1,000 **Location**: AV-11.

Shrunken Head: Shrunken heads are formed from the wizened heads of animals or sentient beings. Despite having their eyes and mouth sewn shut, they possess *true seeing* and love to jabber about what they see (as well as 1-3 other subjects). Heads are famously vulgar, and one of their 'subjects' is often copulation; others may include local personalities, directions to specific locations, famous scandals, etc. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 3-163D, 9-4, SL4-11, SL6-17A, SL12-23.

Sistrum of Bastet: This instrument is about 3' long and made of bronze; a thick handle leads to a u-shaped frame, through which slide ring-covered rods. When shaken, the sistrum can produce rhythmic percussion ranging from soft susurration to loud clanking. As one of the favored items of Bastet, the item has several powers. First, it can be wielded as a mace +2. Second, shaking it serves to summon and command ordinary cats; all cats within hearing range (approx. 200') will be drawn to the wielder, who will be able to command them to act on her behalf. Third, when the command word "joy" is spoken in the secret tongue of cats, the sounds of the sistrum are able to produce enforced merriment on all who listen (and who fail a save vs. spells); this effect works identically to the spell *irresistible dance* except that the duration is for as long as the sistrum is shaken and those subject to the sistrum's merriment fail their saving throws. In the hands of a bard the sistrum may produce a fourth effect: *infravision* (as spell) upon all within 10'. **Experience Point Value**: 5,000 **G. P. Valu**e: 55,000 **Location**: 8-37.

Skull of Gneis Valor: This human skull is completely coated in a purple waxy substance that is extremely difficult to remove; in its eye sockets are bronze disks depicting the Set animal (see new monsters). It is in fact the skull of Gneis Valor, the first high priest of Set in Arden Vul. A portion of Gneis Valor's evil spirit still inhabits the skull (although it is not sentient), and this spirit, along with Set himself, powers the object. The skull radiates the darkest evil; indeed, possession of the skull slowly changes the bearer's alignment to lawful evil (5% cumulative chance per month).

The skull has many powers: 1) *protection from good*, constant and permanent; 2) magical protection: the skull absorbs all hostile magic cast at the caster, including death magic, *hold person*, mind-affecting magic, and up to 50 HP worth of magical damage per round (*magic missile*, fire, etc.). The skull provides no protection versus melee damage. Should more than 50 HP of magical damage be inflicted in a single round, the skull provides no protection at all (i.e., all damage goes to the owner); what is more, the owner must thereafter reapply the waxy purple coating (a ritual costing 25,000 gp and requiring live sacrifices) before the protection power is again enabled; 3) *unhallow*: the skull performs the equivalent of an evil *hallow* spell (see new spells) if left for 1-3 days in the same location and if appropriate rituals are performed; 4) unholy blast: once per day the possessor can hold the skull in both hands, invoke Gneis Valor, and produce a circle of magical power that explodes outwards in a 50' radius from the holder. The blast does 6-36 HP damage to all creatures within range, and will also stun any survivors unless they save vs petrification (with a -2 penalty); 5) *gate*: once per day the possessor can open a gate to the Nine Hells. If the possessor knows the names of no devils, then there is a flat 25% chance of being able to gate in 1-2 horned devils (50%) or 1 ice devil (50%). If the possessor invokes the name of a major devil, then that devil is 90% likely to appear (or send appropriate agents).

Stephania, high priestess of the modern cult of Set would go to great lengths to recover this object. The possessor of this artifact is sure to attract the attention of all manner of thieves and foes. **Experience Point Value**: — **G. P. Valu**e: 90,000 **Location**: 4-148.

Slippers of Stealth: These slippers are highly valued by thieves. They provide the following powers: 1) *invisibility* 1/day; 2) *silence*, 5' radius 3/day; 3) bonus of +20% to Hide in Shadows. **Experience Point Value**: 1,500 **G. P. Value**: 7,500 **Location**: 4-146, 8-97.

Smokeless Torches: These functional items are enchanted such that they emit no smoke and never burn out. They can be extinguished and relit as normal torches. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-158, 3-165, 8-125.

Snapper: This black-leather bullwhip is normally a whip +1 to hit, but is +3 versus animals. If wielded against – or even demonstrated to – the baboons of Arden Vul, the baboons automatically have reduced morale and are twice as likely to flee. This whip has a range of 10' and requires 10' to use; it inflicts 2-3/2-4 HP damage (not counting magical bonuses). **Experience Point Value**: 200 **G. P. Value**: 1,000 **Location**: 3-99.

Solar Ring: Each member of the Sun-Scarred Knights (see new monsters) wears one these copper rings set with a silver scarab beetle on top of their gauntlets. Solar rings have various powers: at will they can summon sunlight in a 50' radius; at will they act as *rings of feather fall*, or *rings of jumping*; finally, they can also produce an air bubble around the head of the wearer which will permit travel under water for a period of 1 day. **Experience Point Value**: 5,000 **G. P. Value**: 40,000 **Location**: On Sun-Scarred Knights, and 7-82.

Sorrow's Vial of Tears: This small ivory vial is carved with words for 'grief' in at least a dozen languages. A unique item, it is the personal property of Sir Sorrow, the sun-scarred knight (SL4-19). The enchantment on this vial serves to protect the memory and emotion of instances of grief. It works when the holder sheds a single tear into the vial. Until that tear is replaced (by another one), it is possible to uncork the vial, inhale deeply, and relive the moment of grief that spawned the tear. **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: SL4-19.

Sortian Baculus: A Sortian baculus is a bronze rod about as long as a human forearm; its head is carved in the form of a complex knot and its shafts bear the Mithric inscription Causa occulta, sors manifesta (trans: "The cause may be hidden, but its fate is obvious"). All baculi act as enchanted clubs (+1 to hit and damage), but some few are also enchanted with one additional spell effect. Some possible effects that may be enchanted in a baculus include: *detect magic*, *detect evil*, *infravision*, *suggestion*, or *blink*. If imbued with an additional enchantment, the item is charged (up to 15 charges), with the cost of each use equal to the level of the spell being replicated. Recharging requires casting a contained spell

twice, thereby gaining enough charges to cast it from the baculus once. In addition, unless the *arcanum* forge (9-60) is used during the recharge, 100 gp worth of special oils and powdered gems per gained charge is also required. **Experience Point Value**: 500 **G. P. Value**: 4,000 **Location**: 1-19, 6-169, 4-24, 5-26, 7-24, 7-56, 7-62, 7-88, 7-96, 9-31, 9-61, 9-62, 9-64, SL6-16, SL10B-21.

Sortian Chain Mail: Forged with a special formula that employs *arcanum* (see new magic items), this chain mail is as light as elven chain but is far more powerful, as the *arcanum* in it allows it to be used without penalty by magic users and illusionists. The use of *arcanum* results in chain links that are tinged orange and glow slightly. The Sortians developed the technology near the end of the Archontean period, and it aided them immensely in the War of the Sortians and Theosophs (see World of Archontos appendix). **Experience Point Value**: 3,000 **G. P. Value**: 30,000 **Location**: 2-47, 7-88, 9-148, SL4-40D.

Sortian Eyes: These enchanted objects were used by the ancient Sortians to activate various magical devices (*Sortian faces*, *Sortian portable sages*, etc. – see new magic items). The eyes detect of magic, but do not possess specific effects; rather, they help to activate other magic. Eyes are always solid, eye-shaped exemplars of the substance in question; most have the features of a human eye (lashes, pupil, iris) incised on the surface of the eye. The following varieties (in increasing level of rarity) are known: silver, gold, and sapphire. Individual Sortian apparatuses usually have sometimes-obscure inscriptions detailing which eyes must be used to activate the device in question. Thanks to Nerub Null (9-64), the modern Priscians have figured out how to use the eyes to navigate the Sortian face network.

Just a few months ago, the Priscian forge team (Palestrina and Big Theo – see area 9-60) made a breakthrough in reproducing Sortian eyes. Still, their procedure is slow (the ritual magic takes 3 months), costly (3,000 gp per eye) and morally suspect (their procedure requires the use of a pair of fresh human eyes as material components). As a result, the Priscians have only been able to make a few new Sortian eyes. They would clearly like to improve the process so as to make better use of the Sortian faces (q.v.), but are currently stymied; what they do not know (but what Big Theo suspects) is that they are missing an entire quire of Jace Far-Seer's manual (see *Forging with Arcanum* in Arden Vul books), and thus will be unable to replicate the eyes in the same manner as the ancient Sortians. **Experience Point Value**: 100 **G. P. Value**: (silver) 150; (gold) 650; (sapphire) 2,000 **Location**: 2-47, 3-80, 3-155, 3-172B, 4-2D (stall 4), 4-24 (Galadnor), 4-24 (Horace Trych), 5-3, 6-85, 7-76C, 9-63, 9-64, SL3-12, SL3-27, SL6-70, SL10B-21 (silver); 2-29, 2-56, 3-155, 3-172B, 3-173, 4-2D (stall 4), 4-24 (Horace Trych), 6-85, 6-104, 7-22, 7-24, 7-76C, 7-88, 9-63, 9-64, SL3-10, SL5-22, SL5-36, SL6-16, SL6-70, SL10B-21 (gold); AV-random encounters; 3-144, 3-155, 3-172B, 3-220, 4-2D (stall 4), 4-24 (Horace Trych), 6-64, 6-85, 6-129, 7-21, 7-22, 7-56, 7-76C, 7-76J, 8-5, 9-63, 9-64, 10-54, SL4-40F, SL6-16, SL10B-21 (sapphire).

Sortian Face: These objects are immobile but puissant. Each is a 4'-tall, high-relief carving of a human face, one depicting a close-cropped, bearded man of late middle age, complete with age lines, crow's feet, and blemishes. The only unrealistic element is the eyes, which appear as empty sockets. The face is meant as an approximation of the classical Archontean figure of the Philosopher. The faces detect as magic. They served several practical effects to the Sortians of antiquity, provided the user possessed one or more *Sortian eyes* (see new magic items). These effects are triggered by placing *Sortian eyes* into the empty eye sockets on the face. Some effects are fixed, and some are individual to a given face. Eyes may be placed in either eye socket; that is, it does not matter whether a silver eye is in the right socket and a sapphire eye is in the left socket (or vice versa). As there are three sorts of *Sortian eyes* (silver, gold, and sapphire), nine combinations, with concomitant effects, are possible:

First Eye	Second Eye	Sortian Face Effect	GM Notes
Silver	None	***Magic Mouth***: *I cannot see the path. Help me to see clearly*.	The point is that two eyes are necessary to activate the face.
Silver	Silver	Healing: all within 10' are healed of 3-24 HP damage	Self-explanatory. This combination consumes both eyes.
Silver	Gold	***Magic Mouth***: *The League has formed, The Theosophs scorned, Priscus persuades, and Livia dissuades, while Macrinus crusades. Whither the league? Wherefore this intrigue?*	League= the Sortian League; Priscus= Priscus Pulcher, a major Sortian; Livia= Livia Cuspianus, the Lictor (see SL11-13), another Sortian leader; Macrinus= Macrinus Furiosus (see SL11-13), another Sortian leader. For Priscus and the Sortians, see the World of Archontos appendix.
Silver	Sapphire	***Magic Mouth***: *The Theosophs have pounced, The League is trounced. The Greywand is afraid, Livia unmade, Priscus is betrayed and Macrinus acts a renegade. Should an anxious Sortian wish for aid to obtain, Let her search near the fire pool in the Ibis-Lord's domain, Or seek the subterranean pool where mist perpetually rains.*	Theosophs= enemies of the Sortians; Greywand= Hortensius Greywand, a powerful member of the ancient order of Thoth (see SL11-14); 'fire pool in the Ibis-Lord's domain'= area 3-49; 'subterranean pool where mist perpetually rises'= 9-65, hinting at the location of the Sortian outpost (9-58 to 9-64). For the War of the Sortians and Theosophs, see the World of Archontos appendix.
Gold	None	***Magic Mouth***: *I cannot see the path. Help me to see clearly.*	See Silver and None above.

Gold	Gold	Teleportation: all within 5' are immediately teleported to the other face linked to this one.	Each face is attuned to a different location. See entries for individual Sortian faces for the destination for the teleport effect. This combination consumes both eyes.
Gold	Sapphire	***Magic Mouth***: *The message varies according to the face being employed.*	See entries for individual Sortian faces.
Sapphire	None	***Magic Mouth***: *I cannot see the path. Help me to see clearly.*	See Silver and None above
Sapphire	Sapphire	1. First ***Magic Mouth*** Speaks the other three messages in order, that is, the messages obtained by using the silver-gold, silver-sapphire, and gold-sapphire combinations 2. Second ***Magic Mouth*** After the preceding words, the mouth carefully identifies the location of the face to which it is linked 3. Teleportation Two rounds after the second mouth speaks, all within 10' are teleported to the other face linked to this one	Self-explanatory. This combination consumes both eyes.

Thanks to Nerub Null (9-64), the modern Priscians have figured out how to use the *Sortian eyes* to navigate the *Sortian face* network. **Experience Point Value**: 500 **G. P. Value**: — **Location**: 3-188, 4-167, 6-48, 8-6, 9-59, SL3-17.

Sortian Portable Sage: These strange objects take the form of a life-sized, bronze, bust of a man in late middle age, with close-trimmed beard, kind eyes, laugh-lines, well-proportioned nose and chin, and a few discrete blemishes. The only non-lifelike aspect of the portable sage is his empty eye sockets. The face of the sage is almost identical to that found in *Sortian faces* (q.v.), and is meant to depict the platonic ideal of the wise philosopher. The modern Priscians, who have only encountered a couple of these portable sages, state definitively (and quite wrongly) that it is the likeness of Priscus Pulcher himself.

Portable sages are enchanted in several ways. First, the sage bobs in the air about five feet from the floor (permanent *levitation*). Second, provided one knows the command word, one can interact with the sage: interaction includes commanding it to move, follow, or seek a particular location, but is especially devoted to asking true/false questions of the sage. Each portable sage has the same two major fields (Humankind and Supernatural and Unusual), but each has one specialty within each major field (and no minor fields). So, one portable sage might have a special knowledge of Archontean law and customs, while another might have special knowledge in dweomercraeft.

How the portable sage answers the questions is a matter of some dispute. Who answers the questions? A planar being? A god (but which one)? The spirit of some long-dead Sortian?

Recall that all questions must be answerable in a 'true/false' manner; the portable sage cannot offer long disquisitions, but merely replies 'true' or 'false' to any query or statement. The magic of a portable sage is finite, although capable of renewal. A portable sage may answer 100 questions before needing recharging; when found, therefore, a head will have 1-100 questions remaining. To recharge a portable sage, one must insert two sapphire *Sortian eyes* (see new magic items) into the empty sockets; these will vaporize instantly, and the sage will be fully charged (100 questions). **Experience Point Value**: 4,000 **G. P. Value**: 20,000 **Location**: 3-33, SL4-58.

Soul Stone: A polished white stone about 3" in length, this item is used by folk magicians and hedge wizards to prevent the souls of dangerous persons from escaping. Once the stone is enchanted, it must be placed in the mouth of a person recently deceased (within 3 hours); this prevents the person's soul from departing. It also prevents a person so bound from rising as an undead. **Experience Point Value**: 500 **G. P. Value**: 2,000 **Location**: 3-79, 5-52.

Spear of Arden Ascended: This is the spear wielded by Arden the demigod. As such it is unlikely to come into mortal hands, unless, of course, Arden chooses to bestow it on a worthy champion for a specific (and temporary) purpose. The demigod will only allow her spear to be wielded by one of good alignment, and then only by one whose motives are pure and laudable and who has vowed to combat strong evil. Should a mortal to whom Arden has bestowed the spear fail in his/her task, or neglect to pursue it properly, or turn away from the path of good, the spear will instantly teleport back to the hands of Arden. Since Arden's ascension more than 1,800 years ago, the spear has only appeared seven times, and always in times of great collective need.

The spear of Arden Ascended is not to be confused with the *ebon spear* (q.v.); the former is the weapon of an immortal demigod, while the latter is the powerful but mortal weapon that Arden wielded in her lifetime. Like the *ebon spear*, however, the spear of Arden Ascended takes the form of the heavy thrusting spear of the Archontean legions. Its shaft is made of unbreakable black iron, while its head is made of mithril-coated meteorite. An unworthy person (see above) will find the combination incredibly heavy, such that a bend bars roll must be made to even lift it from the ground; such persons will find it impossible to wield in combat. Those to whom Arden has freely bestowed the spear, however, find it light and perfectly weighted.

As a mighty artifact of good, the powers of the spear are many. First, it acts as a spear +5, doing 7-17 HP damage against all targets regardless of size. It can be used for thrusting, or it can be thrown. If thrown it returns unerringly to the hand of its wielder. If wielded in melee, it permits three attacks per round, regardless of the level of the wielder. One of these attacks always hits; the other two attacks must be rolled to hit normally. By uttering a command word, the wielder is also able to cause the spear to burn with blue flame; when flaming, the spear inflicts an additional 1-6

HP damage on good or neutral creatures or an additional 2-12 HP damage on any creature of an evil alignment. In mortal hands, the blue flame can be activated 3/day. On a successful hit versus an evil creature, the spear also imposes *dispel evil* on that creature.

The wielder can also employ the following spell-like abilities: *detect lie* (at will), *detect evil* (at will), *detect invisible* (at will), *protection from evil 10' radius* (5/day), *true seeing* (3/day), and *dispel magic* (3/day). **Experience Point Value**: — **G. P. Valu**e: 100,000 **Location**: SL13-10L.

Spear of Kauket: As the personal weapon of the dread demon lord Kauket, the spear of Kauket is a potent artifact of evil. It is 12' long and made of cold iron with a barbed copper tip. It may be wielded easily and with full powers by those of evil alignment. For neutral characters, however, it loses its level- and HP-draining powers, acting only as a spear +5 doing 3-18 HP damage. A good character who attempts to wield the spear is instantly cursed (GM's choice) and takes 2-8 HP damage per round he/she remains in contact with the spear; it will have no powers in such a person's hands.

The spear has many powers. It is +5 to hit, although it inflicts a flat 3-18 HP damage upon a successful hit. A successful hit also has a chance to drain 1-2 energy levels and to halve the victim's remaining hit points. The chance for draining levels and hit points is based on the foe's experience level or HD: those with up to 6 HD have a 90% chance of being affected, those with 7-12 HD have a 75% chance of being affected, and those with 13 or more HD have a 50% chance of being affected. If affected, a victim is entitled to a saving throw versus death magic. If the save is successful, he/she loses one energy level; if it is failed, he/she loses two levels. Regardless of the save, such a hit drains half of the victim's remaining hit points. In addition, hit points drained by the spear serve to cure the wielder, at a ratio of 2:1; that is, if the spear drains 20 HP from a victim, the wielder is cured of 10 HP damage (up to his/her normal maximum HP).

The wielder also gains the following spell-like powers: *resist fire* (at will), *detect good* (at will), *true seeing* (at will), *dispel good* (3/day), and *dispel magic* (3/day). **Experience Point Value**: — **G. P. Valu**e: 100,000 **Location**: 10-35.

Staff of Anubis: A traveler's staff made of ebony, this unique item is found in the hand of the statue of Anubis (see area 8-8) and must be prised loose to be usable. Since the statue is large, the staff is also large (approx. 6' tall). Although anyone can carry the staff without fear or penalty, its magic powers are only usable by someone of lawful alignment. In the hands of such a person, it functions as a staff +3, with the following additional powers: 1) *light*, 5/day; 2) *detect invisibility* 2/day; 3) *protection from chaos* (as *protection from good*, but against any chaotic alignment instead), 3/day. **Experience Point Value**: 5,000 **G. P. Value**: 25,000 **Location**: 8-8 **Alignment Limit**: LG, LN, LE.

Staff of Blue Light: This staff acts as a staff +1 in combat. It also sheds pale blue light in a 30' radius. The name 'Balthazar' is inscribed in silver along the staff. The notorious magic user Balthazar the Blue had several of these staves enchanted. **Experience Point Value**: 250 **G. P. Value**: 1,500 **Location**: 3-39, 3-201, 9-62.

Staff of Fenth: This gnarled and knotty staff is carved from the wood of a beech tree, and is named after Fenth, the ancient evil Thorcin deity of the woodlands, the First Seed and Lord of Trees. It is usable by evil magic users or clerics. In addition to functioning as a staff +1, it has the following powers: 1) *animate dead* per spell 5/day (no charges; animated zombies are Fenth zombies, see new monsters); 2) control trees 5/day (see below) (no charges); 3) *hold person* (2 charges); and 4) blast of Fenth (see below).

When the wielder uses the staff to control trees, it allows him/her to control 3-12 branches from trees within a 100' radius; those limbs strike as 4 HD monsters and do 2-5 HP damage per hit. The blast of Fenth is a retributive strike that inflicts 6-36 HP damage on all creatures within a 30' radius. **Experience Point Value**: 7,000 **G. P. Value**: 35,000 **Location**: SL13-10F **Class Limit**: CM **Alignment Limit**: LE, NE, CE.

Staff of Fermentation: This powerful wooden staff is carved with grapes and grapevine images, and can be used to cause several effects, each with a cost in charges.

Water to Wine (1 charge): Changes any non-alcoholic liquid (up to 10 cubic feet) into a potent golden ale.

Belligerence (1 charge): The subject saves vs spells at -3 or begins an argument with anyone nearby. After 3 rounds the belligerence turns into violence unless a second save is made.

Instant Courage (2 charges): The blood of a living creature is affected as if by strong alcohol, granting +1 STR, -6 WIS, -3 DEX, and +1 CHA for 1-6 turns. The victim must save vs poison once per turn after the 2nd turn or else pass out for the remainder of the effect.

Drunkard's Fog (2 charges): Causes a golden haze to appear in a 15' radius around the staff, causing those viewing the staff-wielder to lose sight of him/her, providing the wielder 3 rounds of invisible movement.

Rapid Ripening (3 charges): Instantly ages and weakens any organic substance; this will rot all provisions (no save), foul water and other beverages (no save), cause leather and clothing to weaken and rot (save vs petrification prevents), and age a living subject by 6 years, causing 10 hp of damage in so doing (save to avoid aging; no save vs HP loss).

The staff of fermentation can be recharged, but only while all involved are thoroughly soused. **Experience Point Value**: 6,000 **G. P. Value**: 30,000 **Location**: 5-9 **Class Limit**: BCDIM.

Staff of the Frog: A long (8') staff made of oak and carved in floral and geometric patterns. It is a staff +1, but is +4 versus amphibians and amphibian-like creatures (frogs, toads, salamanders, heqeti, Kauket). It allows the bearer to breathe water, and allows him/her to *jump* up to 6/day as per the spell. It also allows the bearer to understand the speech of all amphibians and to communicate with them in their own croaking languages. **Experience Point Value**: 6,000 **G. P. Value**: 30,000 **Location**: AV-40, 3-231, 9-114.

Staff of Illusions: This potent staff has numerous powers, all connected to the creation, detection, and manipulation of illusions. The following powers require no charges: *change self*, *detect illusion*, *detect invisibility*, *detect magic*.

The following powers drain 1 charge per use: *audible glamer*, *dispel illusion*, *hypnotic pattern*, *illusionary script*, *improved phantasmal force*, *misdirection*, *non-detection*, *spectral force*.

The following powers drain 2 charges per use: *phantasmal killer*, *projected image*, *shadow monsters*.

One final power costs 3 charges per use: *programmed illusion*.

The staff can be broken to form a retributive strike. It can also be recharged. **Experience Point Value**: 12,000 **G.P. Value:** 60,000 **Location**: through the deck of the magi (q.v.) **Class Limit**: I.

Staff of the Necromancer: This staff is potent and evil (usable by only those of evil alignment). Possession of it marks one as evil, and brings the attention of imperial authorities.

It allows the wielder to produce the following effects without using a charge: *detect good*, *detect magic*, *protection from good*.

The following powers drain one charge per use: *curse*, *dispel magic*, *fear*, *animate dead*.

The following powers drain three charges per use: *cacodemon*, *death spell*.

In addition to these spell-like powers, the staff enables the necromancer to project a bluish-gray beam of negative energy that drains an energy level from whomever it touches. The necromancer must succeed with a roll to hit (the staff acts as a 9th-level fighter for this purpose), and the victim gets a saving throw vs. death. Energy levels consumed by the staff serve to recharge it at the rate of five charges per level drained. This is the only way for the staff to be recharged. **Experience Point Value**: 12,000 **G. P. Valu**e: 60,000 **Location**: 4-139C, 9-91 **Class Limit**: M **Alignment Limit**: LE, NE, CE.

Stalker: Formed of ebony, the long bow Stalker is +2 against all creatures. Against animals, including giant or monstrous varieties, it is a long bow +4. Stalker also provides its bearer the surprise abilities of halflings and elves, and under the same circumstances. **Experience Point Value**: 1,000 **G. P. Value**: 7,000 **Location**: 5-85.

Statuette of Bastet: This unique icon of the cat deity, Bastet, is formed of solid gold with jet gems for eyes and nose; it is 3' tall. Although clearly and obviously magical, it offers little benefit to the greedy, and much potential danger. Anyone who touches the statuette is raked by spirit-form cat claws for 2-8 damage; the claws also inflict poison on the victim (save at +2 or die; take 3-24 damage even if save).

Those who examine the statuette (without touching it) for a round or more will begin to hear telepathic thoughts: these will start as meows, purrs, and hisses but, if one listens for another five minutes, the cat noises gradually coalesce into accented, but intelligible speech: "Avenge this wrong. Return me to my sister-people. Touching me is forbidden!." These words will be repeated over and over.

If returned to the shrine of Bastet in 8-38, the Cat Goddess will reward the PC who restores the statuette with the following benefits: a) she will communicate the location of one treasure hoard in the Nether Reaches (Level 8); b) she will bestow a +1 'luck' bonus to all rolls for a month; and c) she will ensure the friendliness of all cats towards the PC who restores the statuette. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-215.



Statuette of the Camel: A solid gold piece some 8" tall, this statuette is shaped like a camel and has small chips of carnelian for eyes. It conveys the legendary powers of the camel, namely the ability to eat and drink one quarter as often as normal. It also offers a +1 bonus to saves versus poison. Should a person who has been relying on the statuette for more than a month subsequently lose the item, however, he/she must make a system shock roll as his/her digestive organs readjust to a normal state. If the roll is failed, he/she loses 1-6 HP permanently. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 4-115.

Statuette of Faithful Service: Through a short-lived program pursued by Archontean archmages in antiquity, the service of certain favored soldiers or administrators was rewarded by preserving a non-sentient portion of their personality and skills in the form of gold statuettes (2' tall). The statuettes are perfectly carved, and valuable as art objects (average 5,000 gp).

But if addressed by the proper name of the individual depicted in the statuette, its magical powers are revealed. So addressed, the statuette grows to man-sized height and accompanies its owner as needed until either asked to return to miniature form or until destroyed. Should its owner be killed, the statuette reverts to its golden form.

Each statuette has slightly distinct skills, although most are military in nature. It should be noted that because the statuettes are not fully sentient, they cannot be interrogated about history, dungeon locations, etc. Statuettes cannot be 'healed', however, which means that they crumble to gold fragments (500 gp) when their hit point total is reached. A few examples of such statuettes are as follows:

Lucius Minux: The statuette depicts a warrior clad in the distinctive attire of the ancient (and elite) Archontean legions. The figure is identifiable to those who know their legends and history by the unusual tulwar (scimitar) that the figure bears, marking him as Lucius Minux. Lucius Minux was a lesser figure in the mythology of Arden the Defender, one who played a minor but important role in the Sixth Labor of Arden (The Lost Legion – SL13-10F). When activated by name, Lucius Minux proves a formidable warrior who is particularly adept at fighting undead and non-Archontean barbarians. Lucius Minux: SZ M; AL N; AC 3; MV 90'; HD 8; HP 50; #AT 1; Dmg 5-10; can affect foes hit only by +2 weapons; is +2 to hit and +2 damage versus undead; is +1 to hit and +1 to damage versus barbarians; immune to mind-affecting spells; fights as an 8th-level fighter. **Experience Point Value**: 3,000 **G. P. Value**: 20,000 **Location**: SL4-24.

Festus: The statuette depicts a hulking gladiator wearing a lion skin and nothing else. He carries a big club. Festus was one of the earliest prototypes for this program, and the Archontean mages naturally experimented on a rather dull bruiser from the III Legion Scutarii. Festus is particularly adept against animals and monsters. Festus: SZ M; AL N; AC 5; MV 90'; HD 8; HP 50; #AT 1; Dmg 6-11; can affect foes hit by +2 weapons; is +2 to hit and +2 damage versus animals and unintelligent monsters; immune to mind-affecting spells; fights as an 8th-level fighter. **Experience Point Value**: 3,000 **G. P. Value**: 20,000 **Location**: SL9-73.

Nestor Plumbatorix: The statuette depicts a warrior clad in scale mail and equipped with shield, gladius, and a dozen

plumbata, or lead-weighted darts. Nestor is expert at the hurling of plumbata, and prefers them to hand-to-hand combat. Nestor: SZ M; AL N; AC 5; MV 90'; HD 8; HP 50; #AT 3 (darts) or 1 (sword); Dmg 3-6 (plumbata) or 3-8 (sword); can affect foes hit by +2 weapons; +4 to hit with the plumbata; and +2 to damage versus magic users; immune to mind-affecting spells; fights as an 8th-level fighter. **Experience Point Value**: 3,000 **G. P. Value**: 25,000 **Location**: SL12-23.

Statuette of Feline Friendship: This 6"-tall ebony statuette depicts a seated cat with a tiny gold earring in its left ear. It is a depiction of the cat deity Bastet, and has several powers. First, it provides its owner with a +50% reaction bonus for interactions with felines and feline-like creatures. Second, it allows the owner to summon a local incarnation of Bastet once a month, on the full moon; this representative will answer any three questions that are put to it in the language of cats. Bastet's representative will be displeased if bothered too often or if the questioner is imperious and demanding. Suitable gifts, although not strictly necessary, are advisable when summoning a Bastet or her representative. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-165.

Sterling Flail of Set: This unique magic item appears as a 3'-long footman's flail formed of solid silver. It is found in the hands of the statue of Set in the necropolis of that deity (4-138A). Although made of silver, the flail functions as hardened steel in combat. As an artifact associated with Set, it can only be wielded by one of evil alignment; others who touch it take 2-16 HP damage.

In the hands of an evil being, the flail functions as a footman's flail +2, +4 versus good. On a successful hit versus a good-aligned creature, it also inflicts blindness if a saving throw versus spells is not made. It allows its wielder the following additional powers: 1) *detect good* 3/day; 2) *detect invisible* (creatures only) in a 10' radius; 3) *cure serious wounds* on wielder 3/day; 4) *divination*, per the clerical spell, 1/day.

Wielding the sterling flail of Set makes the owner a target for good-aligned clerics, paladins, and the like, and the wearer can be turned as a special creature. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 4-138A.

Stone Salve: This unguent restores life to a petrified creature as does the *stone to flesh* spell. Each alabaster vial contains enough unguent for 2-5 man-sized creatures. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-174, 6-140, 7-26.

Stone of Passage: These oblong pieces of stone are enchanted to allow the holder to pass safely through a *wall of force*. Each time a stone is used to pass through a wall of force there is a 10% (cumulative) chance that the stone is destroyed after the passage is completed. **Experience Point Value**: 250 **G. P. Value**: 1,000 **Location**: TS-20, SL7-33, SL12-25.

Stone of Striking: These stones usually take the form of thumb-sized, deep-copper-colored nuts, albeit of a hard, stony substance. If hurled at an enemy within 25' while the thrower shouts a description of the target (name or identifying feature), the stone will speed unerringly towards its target (it automatically hits). A hit from a stone of striking causes several effects, none of which are good for the victim: first, if the target is wearing metal armor, the AC of the armor is degraded by 1 point as the stone burns through the metal (leather and cloth are singed, but unaffected; magical armor gets a save to avoid being degraded); second, regardless of armor, the stone explodes when it eventually hits flesh, causing damage based upon the potency of the stones as generated below.

D100	Damage
1-10	3-12
11-20	4-16
21-30	5-20
31-70	6-24
71-80	7-28
81-90	8-32
90-00	9-36

The stones are used up by the impact. It is most common for stones to be discovered as part of a group (5-10 stones), usually in a valuable silk purse. The formula for enchanting these stones is very rare. **Experience Point Value**: 1,500 **G. P. Value**: 20,000 **Location**: 4-14A, 6-4, 6-61.

Sulla's Battle Axe: An unusual weapon from the Archontean golden age (as they preferred swords), this large double-bladed axe features a maple haft carved with images of legionaries. It is a battle axe +2, +4 versus constructs. In addition, if wielded by a fighter (not a ranger or paladin), it has a small chance of petrifying those whom it hits. If the wielder rolls a natural 20, he/she must then roll a d6: on a roll of 5-6, the axe will petrify the victim (unless, of course, the victim saves vs. petrification). **Experience Point Value**: 1,400 **G. P. Value**: 7,000 **Location**: 8-107.

Sweat of Rimmaq-Isfet: This liquid is a dangerous extrusion from the dread god Rimmaq-Isfet (see new monsters). Although quite dangerous, its form is actually deceptive: it appears to be a clear, slightly viscous liquid. It is possible to mistake it for water, although it is found mostly in locations where its character should rightly be in doubt. The liquid may be safely ingested in small amounts (good and bad effects), but is otherwise caustic to human flesh: if smeared on human flesh or thrown as a grenade-like weapon it inflicts 1-4 HP of caustic damage per flask.

If carefully consumed in small quantities (up to 1 flask), the sweat of Rimmaq-Isfet grants the drinker the ability to breathe in any environment - air, water, gas, void, etc. - for a period of 4-7 turns. It also renders the drinker immune to poisons or irritants that attack the lungs, such as *stinking cloud*, etc. If consumed in larger quantities, it is toxic and will produce one or more unpleasant and permanent chaotic effects on the consumer:

D10	Chaotic Effect of Overdose
1	Grow grotesque but useless gills
2	Webbing grows between toes (50%) or fingers (50%)
3	Nose flattens and nostrils become slits: vaguely amphibian (-1 to CHA)
4	All hair falls off body permanently
5	Drinker's thighs grow disproportionately large and strong (+10% to prior abilities of jumping, leaping, running), but at a cost of hideousness (-2 to CHA)
6	Tongue grows in length and fungibility (-1 to CHA)

7	Body begins to continuously sweat a viscous and highly noxious yellow-tinged sweat
8	User attracts flies wherever he/she may be; always d20 flies buzzing around body
9	User becomes inimical to birds; small birds avoid him/her, and aggressive birds (rooks, crows, raptors) will buzz and/or attack him/her
10	Roll twice, ignoring further rolls of 10

These chaos effects may only be removed by *dispel magic* cast by a 12th or higher level spell-caster. **Experience Point Value**: 300 **G. P. Value**: 600 **Location**: 2-48, 3-116, 7-79, 9-40, 9-74, 9-122, 10-8.

Sword of Marius: This weapon appears as a standard, archaic Archontean legionary's gladius: it has a fine steel blade, a grip wrapped in red linen, and a simple wooden sheath. In combat it acts as a short sword +3, luckblade (with 2 *wishes* remaining). **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 6-135.

Sword of Shadows: This short sword +1 drains 1 point of strength from any living creature it hits if the target fails a save against spells. Drained strength is regained at the rate of 1 point per day. In the hands of a black skeleton (see new monsters), this drain is in addition to the skeleton's drain. The blades of these short swords have flaky carbon deposits throughout their length, as if they have survived a strong fire. **Experience Point Value**: 600 **G. P. Value**: 3,000 **Location**: Level 4 random encounters, 7-75.

Syagria's Circlet: This enchanted circlet is worn by the lich Syagria Aitón. It appears like the circlets worn by her minions, that is, as a silver band with moon-shaped front piece to which is bound a large yellow corundum (3,000 gp). The circlet is enchanted and affords the wearer the benefits of *comprehend languages*, *true seeing* and *ESP*. It also allows one to *teleport* instantly and without error to area 9-56, provided one is within 200' of that location.

Because Syagria was long obsessed with *arcanum* (see new magic items), she infused it into the circlet. This has led to a side effect: the wearer finds his/her thoughts slowly but surely fixating on *arcanum*. For 1-4 months this manifests merely as a curiosity and intellectual interest, but after this period there is a cumulative 10% chance per week that the wearer succumbs to the obsession and departs to seek and study *arcanum* to the exclusion of all else. At this phase, only *remove curse* will allow the circlet to be removed and the obsession ended. **Experience Point Value**: — **G. P. Value**: 50,000 **Location**: 9-55.

Tear of Kauket: These gem-like objects are solidified extrusions of pure chaos, allegedly collected from the Abyss where Kauket (see new monsters) and/or his servitors shed tears of rage or joy at the outcome of the demon lord's inscrutable plans. A tear is generally fist-sized, but can take many forms and colors. Some are absolutely spherical and smooth, others are irregular and rough. Some are the purest white, some are translucent, some are deep red, and others take other colors. Tears are sometimes mounted in settings, but are also found as unique objects. All convey a beneficial effect and a chaotic effect.

D8	Beneficial Effect
1	+1 WIS
2	+1 CHA in general, +3 CHA for chaotic persons/ monsters
3	Magic resistance, 5% or 10% (roll to determine)
4	Infravision
5	Climb walls as a thief of same level
6	Ability to swim at 120'
7	+1 STR
8	+10% monetary treasure yield

D10	Chaotic Effect
1	Ears shrink to slits, -1 on listen checks, +10% reaction with reptiles and amphibians
2	Skin slowly transforms into scales; -30% reaction to humans
3	Becomes hairless; all hair on body disappears
4	Grows many green warts on neck and temples
5	Cannot sweat; must pant when hot
6	Attracts amphibians of all sorts whenever conditions permit
7	Mammalian animals fear and loathe person; avoid or attack
8	Skin requires frequent immersion in water; if not done 1/day, -2 CON
9	Hair changes color and consistency; becomes thicker, stringier, and a greenish color
10	Susceptible to cold; -2 CON in conditions below 50 degrees (F); takes +2 damage per die of cold damage

The above beneficial and chaotic effects are examples, not limitations. The GM is particularly welcomed to create new effects for this stuff of pure chaos. **Experience Point Value**: 500 **G. P. Value**: 2,500 **Location**: 2-48, 4-127, 5-29, 6-1, 6-159, 7-79, 7-96, 7-139, 8-161, 8-162, 9-40, 10-13, 10-25, 10-37, 10-37, 10-40, 10-47, 10-48, 10-51, SL5-2, SL5-30-32, SL5-35, SL6-4.

Tears of the Twins: Extrusions from the zodiacal twins found in the shrine of Thoth the Astronomer in the Hall of Shrines (SL2-1), the tears appear as small rubies worth 500 gp each. If swallowed, however, they regenerate lost hit points at a rate of 2 hp/round for 2 days (10%), 2 weeks (20%), 2 months (40%), 2 seasons (20%), or 2 years (10%). The regeneration cannot heal wounds caused by acid or fire. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 9-55.

Theodorus's Chair of Great Ease: This useful item takes the form of a miniature, overstuffed armchair. When the command word ('sit' in Archontean) is uttered, the chair grows to a full-size, comfortable leather chair. As a bonus, one can always find 2d6-1 gp under the cushion once per day. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-66, 4-187.

Theodorus's Bed of Convenient Respite: Another of Theorodus's series of miniaturized useful items, this object typically appears as a 3"-long sleigh bed with comfortable bedclothes. When the command word is spoken ('sleep' in Archontean) it transforms into a full sized bed that is as comfortable as it looks. As a bonus, the sheets are always clean each time the bed is used. **Experience Point Value**: 500 **G. P. Value**: 2,500 **Location**: 2-69, 7-122.

Thieves' Mask: This potent item appears as a mask made of supple, face-fitting red leather, which is tied behind the neck with a red linen cord. It can be worn by anyone as a novelty, but only conveys its magic to those with thief abilities. For such, the mask provides a +20% bonus to each thief function (pick pocket, open locks, etc.), limited only by the maximum percentages for a 17th-level thief. In addition, when worn by a thief or bard, the mask itself (but not the thief or bard) turns invisible at a command word.

The mask was one of the legendary possessions of the master thief, Tettius Invisus. Tettius is broadly credited with founding two significant Archontean institutions, the Benevolent Brotherhood and the Drome, more than two thousand years ago. According to popular legend, he was the Oldest Brother, that is, the founder of the empire-wide thieves' guild that still exists to this day. His success was so great, however, that the imperial authorities led a decade-long search to locate him; when they did, they offered him a choice between death and founding an imperial spy agency (known colloquially as the Drome). Whether this legend is accurate in every detail is highly uncertain; some sages believe that the legend conflates at least two and possibly several different persons. **Experience Point Value**: 4,000 **G. P. Value**: 35,000 **Location**: 3-41A **Class Limit**: ABMkT.

Thorstein's Oculae: A pair of mica lenses bound together by some copper wire, these odd devices increase chances of spotting secret doors by one pip (i.e., from 1 in 6 to 2 in 6), but also reduce vision to a 10' range. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-86.

Thothian Teleportation Rings: The priests of Thoth developed a network of stationary teleportation rings, which they used to travel between the various levels of Arden Vul. The rings are composed of a series of 2"-tall paving stones that are arranged in a 6'-diameter ring. Inset into the floor next to every ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square.

To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel; the six activations squares are respectively green, red, yellow, blue, black, and white. The squares are made of a arcanum-enriched glass, and are ½" thick. They are fragile and should be treated as 'mirrors' for the purpose of saving throws.

Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to the address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The following table lists the locations within the Halls that feature a teleportation ring, as well as the address of each ring:

Location of Ring	Address of Ring	Locations where Address may be Discovered
AV-27	GR-RE-YE-BL-BK-WH	4-55, 9-107, SL10A-32
AV-29	GR-RE-YE-WH-BK-BL	2-72, 9-107, SL10A-32
1-19	GR-WH-RE-BL-BK-YE	9-107, SL10A-32
2-19	WH-YE-BL-GR-RE-BK	4-55, 9-107, SL10A-32
2-42	WH-YE-BL-RE-BK-GR	9-107, SL10A-32
3-33	YE-BL-GR-RE-BK-WH	9-107, SL10A-32
3-159	YE-BL-GR-WH-BK-RE	3-80, 9-107, SL10A-32
4-122	BK-RE-BL-WH-YE-GR	9-107, SL10A-32
4-171	BK-RE-BL-GR-YE-WH	6-133, 9-107, SL10A-32
5-2	RE-GR-WH-BL-BK-YE	9-107, SL10A-32
5-76	RE-GR-WH-BK-BL-YE	2-72, 9-107, SL10A-32
6-64	BL-GR-BK-YE-WH-RE	9-107, SL10A-32
6-141	BL-GR-BK-WH-RE-YE	2-72, 6-133, 9-107, SL10A-32
7-131	YE-RE-GR-BL-BK-WH	5-78, 9-107, SL10A-32
8-17	RE-BK-BL-GR-YE-WH	4-55, 9-107, SL10A-32
9-98	BL-YE-GR-RE-BK-WH	9-107, SL10A-32
SL2-1	YE-BL-RE-GR-BK-WH	2-72, 9-107, SL10A-32
SL4-49	BK-RE-YE-GR-BL-WH	6-148, 9-107, SL10A-32
SL6-28	RE-BK-YE-BL-GR-WH	3-220, 9-107, SL10A-32
SL7-30	YE-RE-BL-GR-BK-WH	9-107, SL10A-32

Notes: GR=green; RE=red; YE=yellow; BL=blue; BK=black; WH=white.

Few of the modern denizens of the Halls understand how the teleportation rings work. What is more, the sets of colored glass activation squares are scattered throughout the Halls in unusual locations. A few addresses may also be found in the Halls, but without addresses, explorers must experiment in order to find appropriate combinations. It must also be noted that only a few of the written addresses actually describe the location indicated by the address; using such an address for the first time can thus pose risks for the incautious. **Experience Point Value**: 1,000 **G. P. Value**: — **Location**: see above for rings.

Full sets of all glass activation squares may be found at: 2-19, 3-158, 3-162, 5-2, 7-122, SL3-2, SL5-14, SL7-30, and SL10A-32. Individual squares may be found as follows: black: TS-16, 2-29, 3-174, 4-62, 6-4, SL15-16; red: AV (Searching the Ruins - Table 4), 2-14, 3-174, 4-2D (Stall 2: Exotica), 6-9A, SL13-2; blue: AV (Searching the Ruins - Table 4), 3-28, 4-2 (Meral the key-monger),

4-24 (Galadnor's box), 6-19, SL6-15; white: TS-16, 3-8, 3-164A, 4-81, 6-19, SL4-12; yellow: 3-58, 3-71, 4-24 (Galadnor's box), 4-62, 6-140, SL4-3; green: 1-6, 3-58, 3-123, 3-164A, 6-140, SL3-12.

Tooth of Pol: A total of sixteen of these strange items exist. Each is formed from a piece of yellowed ivory, about 6" tall and 4" wide. Each tooth is carved in slightly different ways to reflect the variety of human teeth (incisors, canines, premolars, and molars). Each also has a different arcane glyph tattooed with blue ink on the inside of the tooth, along with the tiny letters "POL." If one fortunate enough to possess a tooth of Pol wears it against his or her skin, the user gains a bonus of +1 to INT; possessing and wearing two teeth of Pol confers +2 to INT, but a third tooth adds no bonus. The teeth, however, do cause subtle alterations to the wearer's personality: they render him/her quarrelsome and prone to sarcastic comments aimed at all and sundry. Beyond these individual powers, the teeth of Pol can also be used to re-activate the personality of Pol at area SL6-8. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 2-4, 3-123, 4-146, 5-10, 6-19, 7-31, SL6-13, SL6-20, SL7-13, SL12-25.

Torc of Authority: This item comprises a heavy silver torc, roughly 8" wide and 3" thick, that is attached to a heavy silver chain to ensure it stays secure around one's neck. The torc confers a bonus of +20% to reaction rolls and a +1 bonus to CHA. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-168A, 5-17, 6-4.

Torc of Domination: This powerful item allows the wearer to *charm* up to two persons per day (as the spell *charm person*). The effect is initiated when the wearer touches the torc and speaks to the subject in a mutually comprehensible language. The duration of the charm is calculated normally according to the victim's intelligence. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-154, 6-85.

Torc of Protection: This torc is made of thick silver, with the words "I guard" incised in gold Mithric letters. It hangs around the neck on a silver chain. The torc acts as a great helm (AC 1 for head) without limiting vision, and confers a +1 bonus to AC and to saving throws, while also providing +3 to AC versus arrows, bolts, and sling stones. **Experience Point Value**: 2,000 **G. P. Value**: 10,000 **Location**: 2-47, 3-116, 9-22.

Treefeller: This fine ash spear is a potent weapon. It carries a +1 bonus against all foes, but is +3 to hit and damage and inflicts 4-24 damage when wielded against giants. **Experience Point Value**: 800 **G. P. Value**: 5,000 **Location**: 4-171.

Trident of Reiv-Tor: A large trident that functions as a +3 weapon, it has also been enchanted via techno-sorcery to allow it to perform the following functions: 1) shoot up to 3 spiny, poisoned darts per round (2-5 damage, save at +2 versus poison or be incapacitated for 1-3 turns; functions like *magic missile*); 2) summon a water weird 3/day; and 3) freeze water in a 10'-diameter sphere (those within save vs paralyzation or are imprisoned and will suffocate in 2-4 rounds; frozen water can be chipped apart by inflicting 15 hp damage on it). **Experience Point Value**: 4.000 **G. P. Value**: 35,000 **Location**: SL7-23.

Trident of Water Breathing: This trident +2 is formed of black steel. In addition to its combat bonuses, it grants its user the ability to breathe underwater when a command word is uttered. **Experience Point Value**: 1,250 **G. P. Value**: 10,000 **Location**: 5-11.

Tripod of Heating: These braziers are often made of bronze, and can be of great use to underground dwellers. They burn continuously without a fuel source and provide warmth and light (without smoke). **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 1-6, 3-158, 4-8B, 4-14, 4-31, 4-62, 4-135, 7-30, 7-38, 7-69, 7-73, 7-76J, 7-77, 7-94, 8-1, 8-4, 8-73, 8-116, 9-70, 9-101, 9-107, 10-54, SL6-17A, SL8-21, SL9-27, SL9-68, SL9-77, SL9-78, SL10A-21, SL11-21-23, SL12-25.

Troll Flute: This 36"-long flute is carved from the femur of a giant intelligent troll. Playing any tune on the flute, no matter how simplistic, provides a +1 bonus to all rolls (saves, 'to hit', etc.) made by the player or his/her companions against trolls for as long as the flute is played plus 1-4 rounds afterward. Bards provide the standard +1 bonus when playing the flute, but also impose a -1 penalty to all rolls made by trolls as well.

Visible possession of the flute imposes a -50% reaction penalty to all dealings with the troll thegn and his subjects. Gislu the goblin (4-2) and his followers (SL4-57) are very likely to mistakenly identify this object as the long lost *scepter of the goblins* (see new magic items). The two are actually quite distinct, but as no one knows what the scepter looks like, the case of mistaken identity will be difficult to disprove. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: 3-168.

Troll-Hammer: This rudishva-era weapon is formed of an oak haft and an oval head made of a strange, bluish metal not native to this planet. The kaliyani imbued it with enchantments, such that it functions as a mace +3 normally, but as a mace +6 versus varumani. In addition, the mace does an additional 2-8 HP of fire damage when it successfully hits a varumani or a normal troll. Trolls cannot regenerate damage inflicted by Troll-Hammer. **Experience Point Value**: 1,500 **G. P. Value**: 15,000 **Location**: 4-155.

Trollsbane A bastard sword +2, with a hilt wrapped in black-and-yellow salamander hide, this blade is specially enchanted to affect trolls. Against trolls (including varumani - see new monsters) it is +4. Trolls cannot regenerate damage inflicted by trollsbane. **Experience Point Value**: 1,000 **G. P. Value**: 5,000 **Location**: AV-35.

Varumani Flensing Knife: This filleting knife is enchanted such that it is +1 versus varumani and trolls, and impedes their ability to regenerate for 4-7 hours. Against others it is a normal, if sharp, kitchen knife. **Experience Point Value**: 200 **G. P. Value**: 1,000 **Location**: 5-72.

Wand of Alarms, **Cursed**: This wand functions normally as a *wand of enemy detection*, yet is also infused with a powerful curse: whenever a charge is expended, the user will be surprised by any enemy encountered in the next 1-3 turns (the user is treated as if rolling the worst possible roll for a surprise check). In addition, friends of the wielder within 20' suffer a penalty of 1 pip to surprise rolls for the same duration. **Experience Point Value**: — **G. P. Value**: 1,000 **Location**: 2-23, SL2-1B.

Wand of Alignment Detection: This rare wand allows the user to *detect alignment*. It must be pointed at the creature to be examined; when a charge is expended, the wand glows briefly with a color appropriate to the alignment detected (e.g., blood red for chaotic evil, pure white for lawful good, etc.). **Experience Point Value**: 1,500 **G. P. Value**: 7,500 **Location**: 2-12, 4-121.

Wand of Life-Stealing, Cursed: This wand functions as a powerful *wand of magic missiles*, inflicting 1-8 damage per missile, and releasing one missile per charge (up to 3 per round). The cursed part, however, ensures that the damage to opponents is taken from the wielder. So, the wielder might use two charges against a foe and inflict 2-16 damage on it; but the wielder would be drained of 2-16 damage himself/herself. Furthermore, the wielder refuses to believe that the wand is the cause of his/her injuries, and will look for any and all explanations to justify them, no matter how apparently ludicrous. Finally, the wielder will feel strong compulsion to use the wand in any situation in which he/she thinks it appropriate (save vs wands or use the wand instead of a weapon/spell). **Experience Point Value**: — **G. P. Value**: 1,000 **Location**: 4-148, SL2-1B.

Wand of Shielding: This wand allows the wielder to cast *shield* (1 charge), *minor globe of invulnerability* (3 charges), or *stoneskin* (3 charges). These effects can be cast on any willing recipient. **Experience Point Value**: 2,000 **G. P. Value**: 15,000 **Location**: 3-99 **Class Limit**: M.

Wand of Spectral Force: This wand is an improved version of the *wand of illusion*. It allows a user to cast *improved phantasmal force* for 1 charge, or *spectral force* for 2 charges. **Experience Point Value**: 3,500 **G. P. Value**: 25,000 **Location**: SL7-34 **Class Limit**: I.

Was Sticks of Set: These wooden wands possess a curved neck (like a prybar) and a forked tail, such that they resemble Set animals. They take their name from the ancient Mithric word for power (was). The sticks carry both symbolic and practical value to Set Priests. As symbols, they mark the authority of the priestly cast, such that any carrier of a was stick will receive a certain degree of respect (within reason) from cultists, guardsmen and some trained monsters/pets. Practically, their magical enchantments allow the bearer to control the impious.

Was sticks come in three different varieties. Acolytes' sticks are made of ash and can cast *hold person* 2/day. Deacons' sticks are made of maple and can cast *hold person* 2/day and *silence 15' radius* 1/day. Pontifexes' sticks are carved of ebony and can cast *hold person* 2/day, *silence 15' radius* 1/day, and *cause light wounds* 2/day.

A few rare varieties may have other cleric spells cast into them; for example, the Forum Inspectors (4-2) carry a special was stick enchanted to cast *detect lie*. An uncommon variety manufactured for the Guild of Service (c.f. 4-3 to 4-20) can cast *hold person* and *cause light wounds*. **Experience Point Value**: (acolyte) 1,000; (deacon) 2,000; (pontifex) 3,000 (special) 1,000 (uncommon variety) 2,000 **G. P. Value**: (acolyte) 10,000; (deacon) 20,000; (pontifex) 30,000 (special) 10,000 (uncommon variety) 20,000 **Location**: AV-44, 3-89, 3-92, 3-95, 3-106, 3-107, 3-109, 3-111, 3-125, 3-143, 4-2-5, 4-7, 4-23, 4-42, 4-43, 4-49-51, 4-61, 4-65, 4-84, 4-95, 4-123, 4-124, 4-128, 4-170A, 4-173, 5-85, 5-100, 5-101, SL4-23, SL4-40F, SL8-4, SL8-7, SL8-18 **Class Limit**: C (acolyte, deacon, pontifex)

Watcher Nataraja: These constructs are magically-animated, 4'-tall stone statues of the nataraja, that is, the lord of the dance. The figure balances on one leg, with the other folded across its front. It is hermaphroditic and boasts six arms that swirl in a rough circle around its head; the arms hold important symbols: a knife, a heart, a lily, a miniature eagle, an ascetic's sandal, and an eye. When commanded to do so by its owner, the watcher nataraja hops on one leg after any who enter the area it was set to watch (it has a movement rate of 60'). Its eyes transmit whatever it sees to either the original caster or to one who takes possession of the watcher (by learning a control word).

The watcher nataraja has no attacks; it is AC 0, with magic resistance of 50%, immunity to cold and fire, and 35 hit points. At the moment when/if it is destroyed, it shrieks in a high-pitched, piercing tone that causes *confusion* in all those who fail to save versus spells. Creation of a watcher nataraja requires 2-4 months of labor, 25,000 gp in supplies, and the casting of the *wizard eye* spell. **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 5-70, 7-44.

Whip of Persuasion: This ancient crocodile-leather whip was used by Archontean overseers to drive laborers. At base it is +1 to hit and damage. It also has a 20% chance of casting the first level magic user spell, *friends*, on a successful hit. This whip has a range of 15' and requires 15' to use; it inflicts 2-3/2-4 HP damage (not including magical bonuses). **Experience Point Value**: 200 **G. P. Value**: 1,000 **Location**: SL4-8.



Winged Statuette: These entertaining items appear as finely carved statuettes about 3" in length. Form varies, although common iterations include lizards, cats, pigs, and snakes. When the command word (usually inscribed somewhere on the item) is spoken, the statuette springs to life; the statuette will fly lazily around the holder's head (in a 5'-diameter circle), performing a handful of aerial tricks such as loop-de-loops, barrel rolls, plunges, and so forth. When activated, each statuette brightly sounds (once per round) its own likeness' signature sound (hiss, meow, grunt, etc.). **Experience Point Value**: 250 **G. P. Value**: 1,500 **Location**: 3-149, 5-16.

Wondrous Flute: Wondrous flutes are enchanted so as to perform a spell effect when the proper melody is played. Up to three distinct effects can be imbued in a flute, although some only have one or two. Most such flutes are named for their creator or owner. The lone wondrous flute in Arden Vul is known as Anders's Wondrous Flute, after Anders the Dancer, a legendary Thorcin bard. This flute contains two effects: 1) nearly irresistible dance: save vs spells or dance uncontrollably for 1-3 rounds, -4 to AC and fail all saves; 2) entrancement: save vs spells or become entranced by the music. Only sentient, civilized beings can be so entranced. Entranced beings relinquish hostility and become susceptible to *suggestion* per the spell. If played by a bard, the flute can *cure light wounds* 1/day per creature. **Experience Point Value**: 2,000 **G. P. Value**: 20,000 **Location**: 6-30.

Zhorak's Bracelet: This well-crafted bracelet is 6" wide and formed of copper and silver. A pair of copper studs protrude from the bracelet. The item was devised by the great dwarven smith Zhorak (see 8-97) to allow him to control his mining constructs, known as Zhorak's miners (see new monsters). One stud activates any miner within 20'; the user can ten issue simple commands in Dwarvish ("Dig coal", "Bring ore to the forge", etc.) to miners within range. The other stud effectively renders all miners within 20' inert, causing them to cease activities immediately.

It should be remembered that the miners require rudishva power supplies (see new technological items) to operate. This means that the bracelet is useless if the miners are not charged up. **Experience Point Value**: 3,000 **G. P. Valu**e: 10,000 **Location**: 8-97.

Zhorak's Hammer: The legendary dwarven smith, Zhorak, used this smithing hammer to forge some of his most important work. It can be used in melee as a light hammer +3, +5 versus constructs and/or golems. Against constructs, it automatically does double damage on any successful to hit roll. The hammer can also be used as a missile weapon. It then acts as a throwing hammer +3, one that returns instantly to the hand of its owner.

In addition to its combat powers, the hammer proves highly useful in smithing items in Zhorak's Forge (8-100). The hammer is enchanted to allow it to impart magical effects to items, so long as appropriate amounts of *arcanum* (see new magic items) are employed in the smithing process. To enchant an item using Zhorak's hammer requires the following: a competent smith; a supply of *arcanum*; the hammer; and a week per magical effect. The below table some of the enchantments that the hammer can impart.

The GM may rule that the hammer can enchant other objects; these will need to be detailed separately. **Experience Point Value**: — **G. P. Valu**e: 100,000 **Location**: 8-97.

Zhorak's Ring: This beautiful ring is forged of alternating swirls of yellow and white gold, with a large, 2"-diameter shaped piece of jade mounted on it. It was specially crafted to serve as the 'key' to the secret door leading to area 8-97 (although objects of a similar shape will also serve the same purpose). In addition, the ring has the following magical powers: 1) protection, as a *ring of protection +3*; 2) *invisibility* 3/day; 3) bonus of +2 to STR, up to a maximum of 19. The ring is famous among dwarves, and will cause instant hostility if seen on the fingers of a non-dwarf. **Experience Point Value**: 5,000 **G. P. Valu**e: 40,000 **Location**: 8-115.

Item Class	Zhorak's Hammer Magical Effect	Quantity of Arcanum	Time Required
Weapon	Bonus of +1 to +4 to hit/damage	5 lb per plus	1 week per plus
	Detection (any one of the types listed for exceptional magic swords)	10 lb per type of detection	1 week per type
	Double damage on a successful hit roll against a particular class of creature (this is in addition to an additional plus; so a **hammer +2**, **+3 versus goblins** would require 20 lb of *arcanum*, 15 for the three pluses and 5 lb for double damage against the special target)	5 lb per effect (plus a body part from the creature)	2 weeks per effect
Armor	Bonus of +1 to +4 to AC	5 lb per plus	1 week per plus
	Additional effects	5 to 15 lb per effect, at the GM's ruling depending on the power of the effect	1-3 weeks per effect
Rings	*Feather falling*	10 lb, plus feathers from a giant eagle	2 weeks
	Fire resistance	10 lb, plus a salamander scale	2 weeks
	Free action	20 lb, plus the ichor of an invisible stalker	4 weeks
	Protection	10 lb per plus	2 weeks per plus
	Shield (see new magic items)	10 lb, plus a tortoise shell	2 weeks
	Spider Climbing (see new magic items)	10 lb, plus a fistful of spider silk	2 weeks

NEW TECHNOLOGICAL ITEMS

Almost all of these devices were created by the rudishva and arrived in Arden Vul with the crash of the Beacon. The age of these devices has rendered them fragile and prone to breakdowns: unless specified otherwise, there is a 10% per use that the device fails permanently. Items that are not subject to this decrepitude are described as non-fragile in their descriptions.

Anti-Venom Kit: A 1'-long cylinder of yellow plasteel covered with Rudishva glyphs, this useful device neutralizes any poison when it is placed against flesh and the injector button is pressed. A kit held originally 4 charges, so those found in Arden Vul will have 1-4 charges remaining. There is a small (10%) chance that the anti-venom has decayed and no longer functions. **Experience Point Value**: 400 **G. P. Valu**e: 1,000 **Location**: 5-118, SL12-15, SL14-5.

Aquafactor: A bulky and sensitive device for producing water out of the humidity in normal air, the aquafactor appears as a set of copper piping 15' square attached to a plasteel cylinder (3'x2'). Holes in the tubing allow moisture to condense and drip into a catchment device below. **Experience Point Value**: 1,000 **G. P. Valu**e: 10,000 **Location**: 5-121, SL10A-20 (non-functional).

Ballistic Baton: A 40"-long rod of hardened plasteel, this non-fragile, collapsible baton is used for non-lethal crowd control. It functions as a hammer (2-5/1-4) with an encumbrance of 2. It is usable by any class. **Experience Point Value**: 100 **G. P. Valu**e: 200 **Location**: 5-74, 5-118, 7-18, 7-26, 9-93.

Battle Helmet: Constructed of plasteel, with a translucent faceplate, this device offers AC 0 to the head without vision limitations. It also provides infravision (120') and immunity to gas. It is usable by any class. Battle helmets are non-fragile. **Experience Point Value**: 1,500 **G. P. Valu**e: 10,000 **Location**: 5-137, 7-18, 7-30, 8-67, SL10A-20, SL10A-33, SL14-5.

Biohazard Suit: This item appears as a bulky, florescent green, full-body suit with a hood and soft plastic face plate. It takes 3 rounds to don and provides full immunity from biological agents, including disease, spores, molds, and slimes. By masking the wearer's pheromones and scent, it also renders the wearer invisible to insects, both mundane and giant (if the wearer attacks such insects, they respond, albeit with a -2 penalty to hit). The suit is sized for rudishva, although humans and elves (but not dwarves or halflings) can wear it and it and can be worn over padded, leather, and chain armor, but not bulkier types (scale, banded, plate). It is bulky, however, and inhibits vision, causing the wearer to move at a lower rate (90'). **Experience Point Value**: 2,000 **G. P. Valu**e: 15,000 **Location**: 5-131, SL9-45, SL10A-20, SL12-15.

Biometric Protection Cards: These non-fragile plasteel cards provide protection from automated weapons systems such as point defense arrays and battle robots. They identify the holder as a friend, allowing him/her to pass such systems without initiating a hostile response. **Experience Point Value**: 100 **G. P. Valu**e: 200 **Location**: SL9-34, SL9-44, SL10A-20.

Blasting Rod, **Kaliyani**: These rods are made of dull black metal and are about 18" long. Each end is partially hollow (the indentation is about 2" long on each end). A small black stud is found at one end. One operates the rod by holding it with the stud-end in one's hand; thumbing the stud causes a beam of plasma energy to burst forth and strike an opponent or object.

If used in combat, one must roll to hit an opponent (with a bonus of +1). The plasma beam explodes on contact, inflicting 6-24 damage on living targets and incurring a chance to disintegrate a portion of the target on an unmodified to-hit roll of 19 or 20, provided such a result hits the target. Roll d8 to determine what is gone: 1-4: armor plus 1-2 other objects (if no armor, reroll ignoring results of 1-4); 5-6: main weapon plus 1-6 other objects; 7: extremity (leg or arm); 8: torso.

An extremity that has been disintegrated can only be re-covered via *regeneration* or *limited wish* or other such powerful, reality-altering magic. The disintegration of the torso means death with no chance of resurrection. Originally these devices were used for mining purposes, but the kaliyani adapted them to combat. Each rod initially had 100 uses, but most now have only 4-16. **Experience Point Value**: 3,000 **G. P. Valu**e: 20,000 **Location**: 4-51A, 5-125, 6-33, 7-76C, 9-118, SL9-27A, SL9-65, SL9-71, SL9-73, SL9-77, SL10A-20.

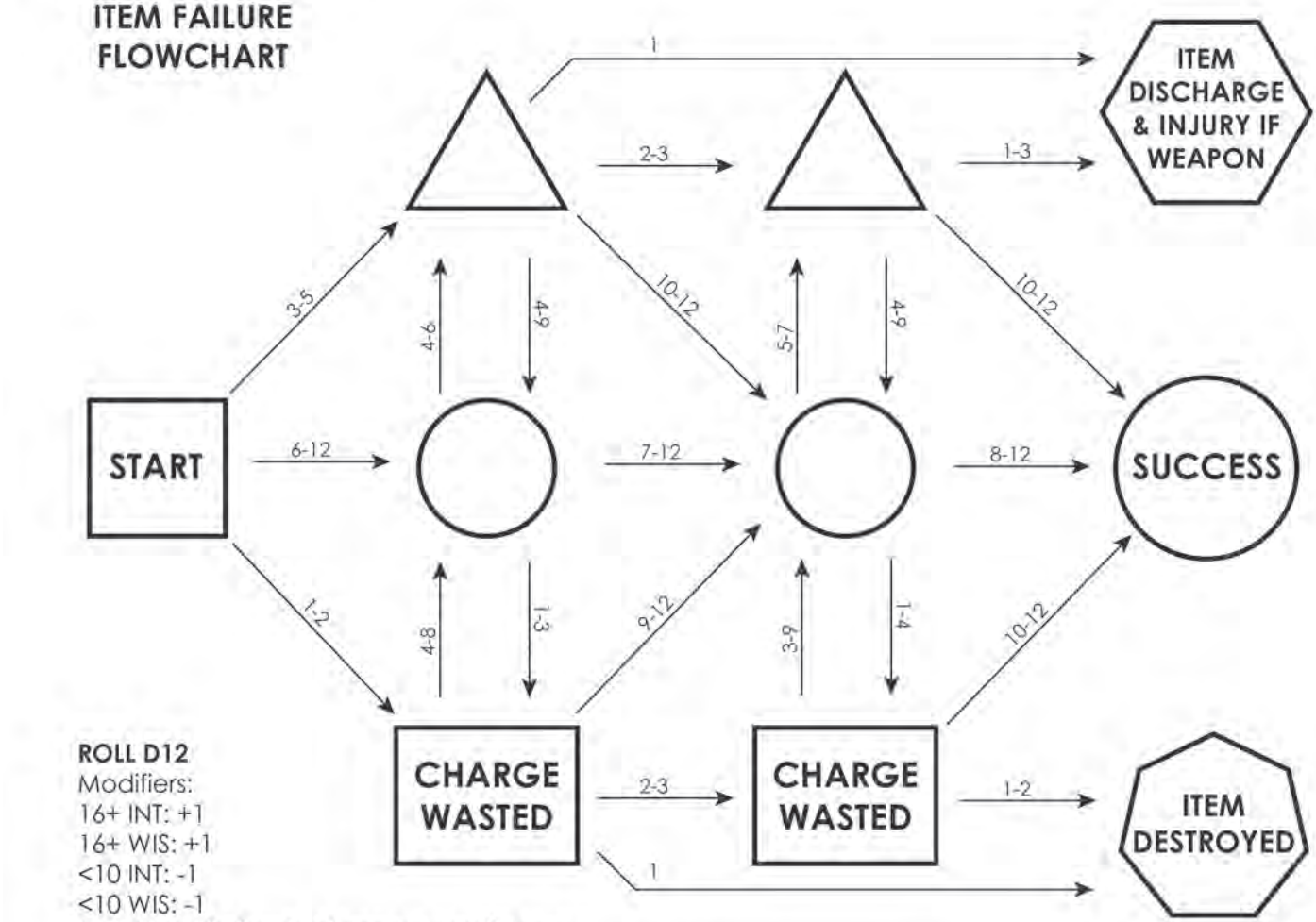
Breast-Plate, **Plasteel**: This simple piece of orange plasteel armor provides AC 6 with an encumbrance of 10 lb. It can be worn by any class. It is non-fragile, non-bulky, with a base movement of 120', and is treated as leather armor for thieving abilities. **Experience Point Value**: 200 **G. P. Valu**e: 2,000 **Location**: 5-118, 5-134, 5-134.

Breather: This oval item is about 10"x4" in size and made of a soft, gel-like substance that adheres to flesh. When placed over one's nose and mouth, it filters all contaminants; this means the wearer is immune to harmful effects from smoke, gas, stench, air-borne

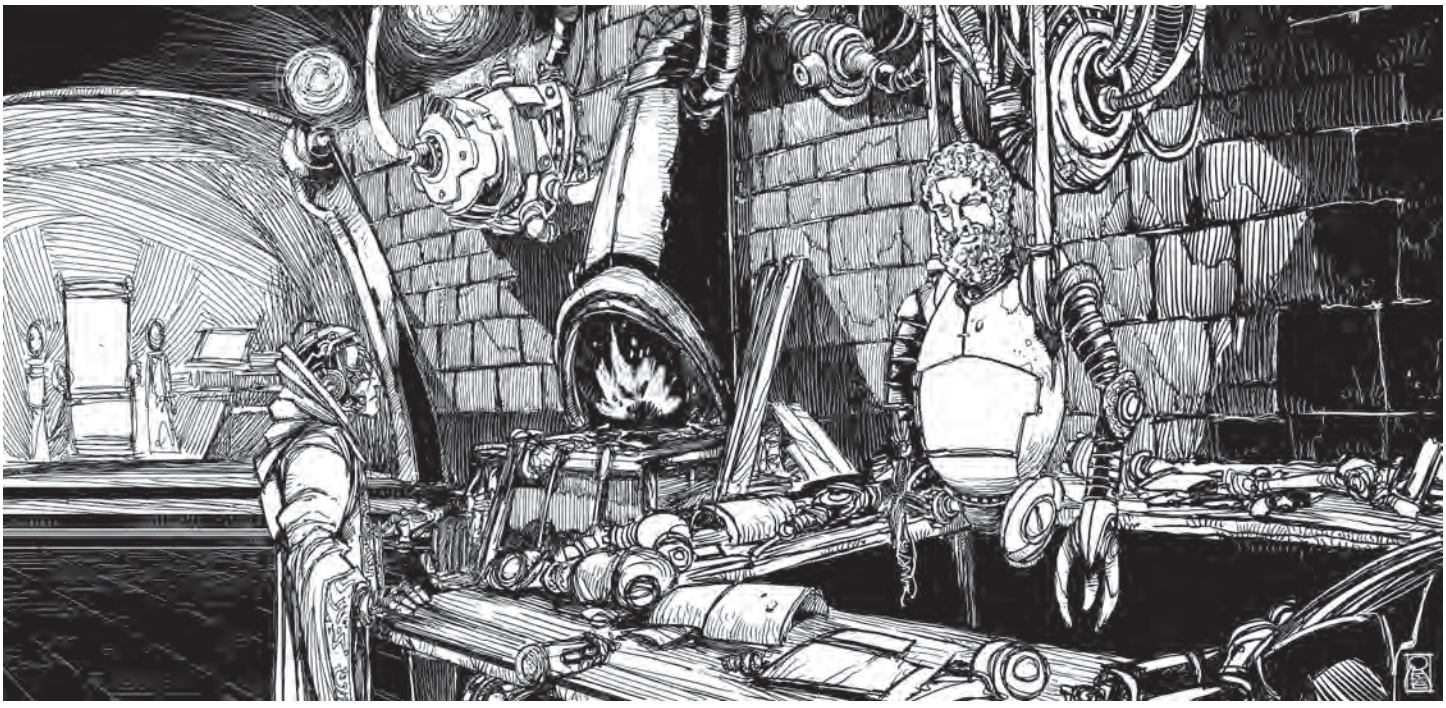
New Materials Saving Throws

Material	Acid	Blow, Crushing	Blow, Normal	Cold, Magical	Disin-tegrate	Electric Shock	Fall (5 ft.)	Fire-ball	Fire, Magical	Fire, Normal	Light-ning
Plasgel	4	10	6	10	20	10	1	18	15	10	15
Plasteel	7	3	1	1	15	1	1	3	1	1	1
Plastic	10	4	2	6	20	5	1	15	10	5	15

TECHNOLOGICAL ITEM FAILURE FLOWCHART



ROLL D12
Modifiers:
16+ INT: +1
16+ WIS: +1
<10 INT: -1
<10 WIS: -1
Item Used Before*: +1 per successful use
Has Watched *Military Instruction Manual*: +4 (only rudishva weapons)
Has Read *Rudishva Devices*: +3 (all rudishva items)
*After 3 uses, item is always used without error



poisons, and spores. Breathers were customizable when initially purchased, and thus there is a 25% chance that any surviving breather has been customized to resemble a strange bug or flying animal from the rudishva homeworld. **Experience Point Value**: 1,000 **G. P. Valu**e: 10,000 **Location**: 5-108, 5-137, 6-30, 6-39, 8-120, 8-124, 8-125, 8-157, 8-167, SL6-55.

Command Bracelet: A rarer version of the communication bracelet (q.v.), this non-fragile device made of red plasteel is also worn on the wrist. It allows the wearer to use all the functions of a communication bracelet, but also allows him/her to issue binding commands in Rudishva to any technological device capable of receiving commands; such devices include rudishva security constructs and rudishva battle robots (see new monsters for both), as well portable medical units, point defense arrays, and all devices from the Nutri-Vore, GnuCoder, CRUD-Ore, and CompositScan companies (see new technological items for all).

In the case of security constructs and robots, the wearer can direct them from a distance of 100' through voice-activated commands (including combat); he/she will also be able to over-ride any previously-programmed defense protocols. In the case of the mechanical devices, the wearer can operate them remotely from a distance of 100'. Unlike communication bracelets, command bracelets have unlimited charges. **Experience Point Value**: 5,000 **G. P. Valu**e: 40,000 **Location**: 6-85, 9-95, SL10A-32.

Command Tablet: This non-fragile device appears as a 12"x9" oval of plasteel, with two LED screens, a series of buttons with Rudishva glyphs and a pair of joysticks. While it has no use as an object on its own, it is essential to the operation of starships such as the Beacon. Two were present on each starship (for the sake of redundancy), in the possession of the Captain and the First Officer.

A command tablet fits snugly into an indentation on either armrest of the captain's seat on the bridge of the Beacon (area SL14-10A). Once installed, it allowes the operator to activate all advanced operations of the communications, security, and astrogation stations (see areas SL14-10C, SL14-10D, and SL14-10E for specific functions activated by a command tablet). In addition to these functions, a tablet can, when it is installed in the captain's seat, issue binding commands to any of the Beacon's artificial intelligences; the two surviving AIs are RAJ-750 (6-27) and AKL-600 (SL14-13). While the latter obeys any command from the Bridge, RAJ-750 has a 20% chance of ignoring a command due to its insanity.

The Archonteans discovered one of these devices (the tablet at 9-107), and came to refer to it as the tablet of the Beacon (q.v.). Although they made use of it in area SL14-10, they never were able to fully master the device. **Experience Point Value**: 1,000 Gold Piece Value: 5,000 **Location**: 9-94, 9-107.

Communication Bracelet: These bands are worn on the wrist and can either decipher speech in any language, or communicate to another bracelet within 25 miles. Each function drains one charge per cumulative hour of use. Each bracelet currently has 6+d6 charges remaining. **Experience Point Value**: 1,000 **G. P. Valu**e: 5,000 Location: 6-117, SL2-4, SL6-55, SL7-13, SL7-20, SL12-15.

CompositScan 3000 Mineral Detector: Appearing as a 2'-long cylinder with smoked glassteel ends and yellow-and-blue plasteel bodies, these devices can be programmed to locate a particular inorganic element within 75'. One must first insert a lesser power supply (see new technological items), manipulate a series of buttons and slides, and then point the device in the desired direction. If the desired mineral or element is within range, a lemon-yellow LED lights up and blinks with increasing rapidity as one approaches the source of the mineral. One charge is expended from the lesser power supply for every turn in use. **Experience Point Value**: 1,000 **G. P. Valu**e: 10,000 **Location**: SL9-41.

CRUD-Ore 7500 Ore Processor: A standard item on all interplanetary exploration vessels, the CRUD-Ore series of processors is non-fragile and designed to take sample of local ore samples and separate them into their core elements. The 7500 model is shaped like a conical beehive, some 13' in diameter at the base and 6' tall. It works as follows. Raw ore is deposited in a 4'-square drawer on one side of the processor; the operator turns a dial 90-degrees, and the machine works for about a turn. The component elements are deposited through six chutes on the opposite side of the device. The processor is powered by a greater rudishva power supply. **Experience Point Value**: 3,000 **G. P. Valu**e: 15,000 **Location**: 9-26.

Cryogenic Chamber: This non-fragile, coffin-like object is about 8' long and 4' tall. It is made of grey plasteel, with an opaque plasteel lid. So long as it is powered, it will cryogenically 'freeze' anyone who is placed inside the chamber; while frozen, one's life is preserved in the state in which one entered the chamber. A dial on the lid allows the user to set a desired time limit for freezing; this limit can range from hours to decades. Although intended to be used to prevent critically wounded members of away teams from expiring, it also works to prevent aging; after the collapse of the rudishva hegemony, the three cryogenic chambers were primarily employed to extend the lives of the few rudishva survivors. The location of only one of the original three is known. **Experience Point Value**: 4,000 **G. P. Valu**e: 20,000 Location: SL6-17A.

Dart Thrower: These rudishva hand-held devices resemble slightly oversized handguns. They fire darts of various types (see below) that come in special 10-dart clips that take a round to reload. Rate of fire for this non-fragile weapon is 3 darts/round. Without specialized training (acquiring a proficiency) it is difficult to reload a clip (3 rounds), and the rate of fire is 1 every round. Unless otherwise indicated in the text, clips found in Arden Vul are assumed to be full (i.e., with 10 darts).

Darts, *Ordinary*: Darts cause 2-7/1-6 damage per dart; 1% cumulative chance per use that the dart becomes inoperable.

Darts, *Explosive*: Darts tipped with small explosive warheads; these do 2-12 damage to the target and have a chance to inflict 1-4 HP on all those within 10' (save vs breath weapons for no damage). Explosive darts are expended after each use. There is a 20% chance per dart that the explosives have failed due to age; if this is the case, the dart does 1-3 damage.

Darts, *Immobilizing*: Hollow darts that inject a chemical compound into a victim on a hit. The darts do 1-4 HP damage but require the victim to save vs paralyzation at -3 or else be unable to move for 7-12 rounds. There is a 33% chance that the chemical compound has decayed. If so, the altered compound either has no effect (50%) or acts as a lethal poison (50%).

Darts, *Narcotic Gas*: Darts tipped with a small canister of narcotic gas. The target gets a save versus paralysis or is knocked

unconscious for 4-7 rounds; those within a 10' radius must also save (at +4) or suffer the same fate. Due to the age of these devices, there is a 50% chance that the gas has become inert; in such cases, the dart inflicts 1 HP of damage.

The niravairi version of the dart thrower is cosmetically different, but works in an identical fashion, using identical ammunition. Both types of dart throwers are non-fragile, and both have the range of a short bow (50/100/150). **Experience Point Value**: 500 **G. P. Valu**e: 2,500 **Location**: 5-108, 5-111, 5-118, 5-137, 6-27, 7-7, 7-17, 8-67, SL1-11, SL10A-33, SL14-5.

Data Crystals: These 2"-long, ¾"-diameter rods of crystal are marked with a glyph on one end; they are usually stored in special grey plasteel cylindrical containers marked with the same glyph. Data crystals are non-fragile. **Experience Point Value**: 100 **G. P. Valu**e: 250 **Location**: 5-95A, 5-98, 5-111, 6-85, 6-117, 7-25, 7-67, 7-108, 7-143, 9-90, 9-93, 9-94, SL9-47, SL8-48, SL9-52, SL10A-23, SL12-28, SL13-37, SL13-37B.

Dehydrated Rations: A packet of dehydrated rations provides enough nutrition for one day, provided it is mixed with a pint of water. While both rudishva and niravairi possess such packets, the rudishva used up all of theirs prior to their demise within Arden Vul; the only such items are currently found with niravairi. Each packet weights 1/4 lb. **Experience Point Value**: 10 **G.P. Value:** 100 **Location**: 9-48, SL1-11.

Defense Array, **Personal**: The pinnacle of rudishva defense technology, the personal defense array improves upon the personal force shield (q.v.). It works like the personal force shield with the following additional powers: 1) unlike the force shield, it provides 360-degree defense to the wielder in a thin shell 2" from the wielder's body; 2) it defends against all attack forms, not just lasers or missiles (i.e., it deflects damage from natural and non-technological weapons). A single charge from a lesser power supply absorbs 60 HP of potential damage. A personal defense array is non-fragile. **Experience Point Value**: 6,000 **G.P. Value:** 55,000 **Location**: 5-118, 7-27, SL10A-33, SL14-3.

Diplomat's Voice: A non-fragile niravairi device, worn as a collar over the vocal chords, this device serves to translate the wearer's speech into almost all known languages. It also presents the wearer's voice in a mellifluous, convincing manner, thus acting as a *friends* spell. **Experience Point Value**: 4,000 **G.P. Value:** 45,000 **Location**: 9-48, SL1-11.

Dust Ionizer: A disk, some 18" in diameter and 3" tall, made out of yellow plasteel with a red power light on its top. It has track balls on its underside, allowing it to roll about fulfilling its cleaning mission. It ionizes cleanly and safely all dust and dirt that it encounters (but it cannot dispose of large items, like corpses). The ionizer is powered by the dust it removes, a fact which means it does not need power supplies for operation. It is non-fragile. **Experience Point Value**: 500 **G.P. Value:** 5,000 **Location**: 8-106, 9-93A.

Fire Extinguisher: This device appears as a set of six narrow cylinders of plasteel (2' tall and 3" in diameter) welded together, with a double-headed nozzle and spray system attached to the top. It has six charges (one per cylinder). One charge will extinguish 30 square feet of fire, or will inflict 4-24 damage to fire-based creatures (fire elementals, salamanders, etc.). **Experience Point Value**: 2,000 **G. P. Valu**e: 20,000 **Location**: 5-131, 8-157, SL4-30, SL7-24, SL12-15, SL14-3.

Force Shield, **Personal**: This potent non-fragile device was a recent innovation by rudishva scientists at the time of the Beacon's voyage. As a result, only a few were available to the crew. The device is belt-worn, and powered by a lesser power supply. It projects a 7'-tall by 4'-wide rectangle of buzzing energy 3' in front of the wielder. The shield neutralizes laser fire and physical missiles; each charge from a lesser power supply absorbs 50 points of damage from such devices. A personal force shield is non-fragile. **Experience Point Value**: 3,000 X **G.P. Value:** 35,000 **Location**: 5-118, 8-157.

GnuCoder 1000 Image Screen: The most basic entry in the GnuCoder line, this device allows the simple playback of data crystals on a 3"x5" screen. The device is made of black plasteel with a crystalline display; holes for a lesser power supply and a data crystal are found in one edge. The GnuCoder 1000 boasts no recording or image-manipulation capabilities. It is powered by a lesser power supply. **Experience Point Value**: 1,000 **G.P. Value:** 2,500 **Location**: AV-searching, 7-143, 9-90, 9-95, SL12-15, SL12-28.

GnuCoder 3000 Data Recorder: This portable entry in the GnuCoder line appears as an egg-shaped piece of black plasteel some 3' in height; telescoping legs emerge from holes in the base to form a tripod up to 5' tall. The front has a sophisticated camera capable of capturing (or projecting) holographic images; the rear has a set of buttons and pads that allow a knowledgeable user to record, modify, and edit holographic recordings. The controls also allow one to project a holographic image from a pre-recorded data-crystal; the image appears 4' from the projector. The device is powered by a lesser power supply. **Experience Point Value**: 3,000 **G.P. Value:** 10,000 **Location**: 6-117, 7-67, 9-94, SL6-55, SL10A-20, SL13-37.

GnuCoder 5000 Full-Immersion Sensory Experience: The king of the GnuCoder line, this immobile, non-fragile device appears as a hooded, desktop unit about 4' square. Once users place their heads into the hood, they can enjoy a full immersion virtual reality experience with pre-recorded data crystals. The viewer can move about (virtually) within the scenes, thus allowing him/her to experience the recording from multiple perspectives. Although impressive, the device does not allow the viewer to actively interact with the recording. Slots for data crystals are located on the front of the unit, as are several control buttons and pads. **Experience Point Value**: 5,000 **G.P. Value:** 25,000 **Location**: 5-74, 5-97, SL10A-23, SL13-37.

Gothic Armor: All of the Sun-Scarred Knights (see new monsters) possess suits of non-fragile plate armor fashioned out of a strange black substance that is as hard as steel but as light as cloth. The armor varies in form, but commonly features elaborate gold- or silver-chasings worked into the arm and leg pieces and decorative extrusions on the shoulders and helmet (like Polish winged hussar armor). All suits show the symbol of the Order, a setting (or rising?) sun, on the breast plate.

The armor is highly effective, granting a base AC of -2. It also provides a 33% reduction of damage taken from fire, cold, and

electricity. Each helm is customized by its wearer, usually with an exotic creature, animal, or symbol atop the helm proper; the helmets provide immunity to gas (and bliss pollen – see Level 8). Suits grant fast recovery of wounds, that is, they foster regeneration of 2 pts/round. This only continues as long as the knight is alive and it does not regrow lost limbs. A few suits are reputed to crackle with their own electricity, acting as *shocking grasp* spells (10th-level, 11-18 damage) to those who touch them. Gothic armor is considered a non-bulky armor for purposes of movement.

Suits of gothic armor were once a rare type of rudishva powered armor that were highly modified by Master Malachite and his original band of paramilitary friends. As a result, although they don't 'look' like technology, they are in fact technological. Part of Master Malachite's genius was converting the powered armor to run on neutrinos, effectively powering them forever. Gothic armor only weighs 5 lb, and may be worn by any class. **Experience Point Value**: 9,000 **G.P. Value:** 90,000 **Location**: on Sun-Scarred Knights, and 10-53.

Grav Disk: This device was designed for use in extra-vehicular exploration of difficult environments. It appears as a black plasteel disk about 3' in diameter. When charged with a lesser power supply, it manipulates gravitational forces to allow a user to levitate upwards (and downwards) and to move forward and backwards. In essence it is a *floating disk* that can move in any direction. The user controls the grav disk by tapping his/her feet on designated areas of the disk; learning to use the disk thus requires a fair amount of dexterity (minimum DEX 12) and practice. A lesser power supply provides four hours of use. **Experience Point Value**: 2,500 **G.P. Value:** 20,000 **Location**: 7-31, SL1-8.

Grenades: Rudishva grenades appear as 2"-diameter, 8"-tall cylinders of grey plasteel. The type of grenade is indicated by a glyph found on the outside of the canister.

Fragmentation: These grenades explode for 4-24 damage to all within a 30' radius. Those who save vs breath weapons only take half damage.

Gas: A small explosion disperses an irritant gas within a 50' radius. The gas causes blindness for 1-3 turns to all those who fail a save versus breath weapons; if the save is made, blindness is avoided, but combat penalties of -1 to hit and damage still apply.

Stun: These concussion devices stun all those who fail a save versus breath weapons for 4-7 rounds.

Twisting the ends of the cylinder in opposite directions activates a grenade. They explode 1 segment after activation. Grenades have a range of 10 ft. per point of Strength and weigh 2 lb. **Experience Point Value**: 500 **G.P. Value:** 2,000 **Location**: 5-118, 6-27, 7-27, 8-157, SL10A-33, SL14-5.

Herbicide Dispenser: This device is a plasteel cylinder with a flexible plastic hose and trigger nozzle attached to one end. One fills the cylinder with herbicide, and then uses the nozzle and hose to spray the herbicide at desired targets. The one remaining intact and filled dispenser is found in 6-4. It can be used against normal plants, killing them in 1-2 rounds. It can also be used successfully against plant-based monsters (e.g. shambling mounds, assassin vines, etc.), slimes, puddings, and oozes: each discharge does 3-18 HP damage to such creatures. A cylinder holds 30 applications. **Experience Point Value**: 2,000 **G.P. Value:** 10,000 **Location**: 6-4.

Hover Sled: These non-fragile practical items allow a small team to fly through the air atop a mobile platform. The sled takes the form of a 10'x6' oval. The front of the sled is protected by the equivalent of a permanent personal force shield (q.v.); the shield is 7' tall and wraps around the front third of the sled. The sled is operated by a floor-mounted set of pedals and levers, and is powered by a greater power supply. The sled can move easily in three dimensions at a speed of 90', and with maneuverability class A. In addition to the operator, three other medium-sized bipeds can ride on a sled (in fact, the rudishva used them as mobile fighting platforms). **Experience Point Value**: 8,000 **G.P. Value:** 40,000 **Location**: 6-4, 6-100, 7-36, SL10A-20, SL13-37.

Hyperbaric Chamber: These non-fragile devices appear to the technologically illiterate as sarcophagi: orange plasteel sides and bottom, with a clear plasteel top. An access panel on the bottom allows the insertion of a greater power supply (q.v.) which provides power to the device. These were originally used for the usual medical reasons by the crew of the Beacon, but the two chambers that survived the crash were repurposed by Psalor-Ki (5-74) and Artax-Ris (3-39) to create giant rudishva and/or varumani skeletons. The one in area 3-39 creates intelligent giant skeletons, whereas the one in area 5-74 creates semi-intelligent ones. **Experience Point Value**: 10,000 **G.P. Value:** 60,000 **Location**: 3-39, 5-74.

Industrial Tools: This entry covers several types of non-fragile, hand-held tools used in construction. These include a soldering iron, an industrial stapler, a portable cutting tool, and a lesser welding tool. Each tool is powered by a lesser power supply. Each could be used as a weapon: the soldering iron might inflict 1-2 damage; the stapler 1-2 damage (with a range of 10'); the cutting tool 1-6 damage; and the welder 1-3 damage. **Experience Point Value**: 1,000 **G.P. Value:** 5,000 **Location**: SL12-28.

Instant Heat Sources: Each instant heat source is a 3"-long stick of flexible purple plasgel filled with a viscous green compound. Bending the stick 90 degrees causes a chemical reaction that produces a heat of great intensity (without melting the plasgel). One stick produces sufficient heat to boil 5 gallons of water in 1-2 rounds, or to heat a 20'-square chamber for an hour. Other uses may be devised by the GM. **Experience Point Value**: 100 **G.P. Value:** 1,000 **Location**: 5-71, SL12-15.

Jet Ski: Made of a super-light plasteel alloy, this non-fragile vehicle resembles a snowmobile: it has a main body with a seat and steering joystick, two 5'-long, fixed skis attached to the center and rear of the body, and two 3'-long maneuverable skis at the front. It is powered by a greater power supply, which creates nine jets of super-pressured air, allowing the jet ski to skim across the surface of any liquid or semi-liquid surface with a maximum speed of 360'; effective use is something like 9,000 hours before the power supply must be replaced. It is designed for one person, but a second could be supported if he/she clutched the driver closely. **Experience Point Value**: 5,000 **G.P. Value:** 35,000 **Location**: SL13-37.

Laser Deflector Shield: This opaque plasteel shield is 5' tall and 2' wide. It provides a -2 bonus to AC versus all attacks. So long as it is powered, it also has a 50% chance to attract and deflect (i.e., neutralize) laser damage. Not only does it neutralize damage directed at the holder, it will also attract laser fire directed

anywhere within 20' of the user. The shield is powered by a lesser power supply, each charge of which provides sufficient energy to neutralize 25 hit points of laser damage. Laser deflector shields are non-fragile, non-bulky, and weigh 5 lb **Experience Point Value**: 1,000 **G.P. Value:** 5,000 **Location**: 5-118, 7-31, 8-67, SL14-3.

Laser Pistol: The rudishva version of this standard galactic weapon has a scissors-like grip; the user fires shots by squeezing the two plasteel portions of the grip together. A casing for the lesser power supply that activates the pistol is located under the barrel. Above the handle is a laser-dot sight. The pistol fires twice per round, with each strike doing 3-12 HP of damage; each lesser power supply provides sufficient power for 240 shots. The niravairi version has a standard pistol-grip and a more bulbous barrel; it does 2-12 HP damage per shot. Range increments for pistols: S = 40 ft. M = 80 ft. L = 120 ft.. Both varieties are non-fragile. **Experience Point Value**: 3,000 **G.P. Value:** 30,000 **Location**: 4-138B, 5-74, 5-95, 5-111, 5-118, 6-27, 6-85, 6-122, 7-7, 7-31, 9-95, SL1-11, SL2-4, SL6-55, SL7-24, SL9-44, SL10A-33, SL14-5.

Laser Rifle: Standard galactic laser rifles contain a pair of lesser power supply casings mounted horizontally on either side of the barrel. The stock is feather-light plasteel, and most versions have a red-dot sight. The rudishva version fires one shot per round for 4-24 hp damage; the niravairi version has the same rate of fire, and does 3-24 Hp damage per shot. Each lesser power supply provides energy sufficient for 60 shots. Range increments for laser rifles: S= 60 ft. M=120 ft. L=240 ft. The rudishva also made a sniper variant of their standard laser rifle: it has double the normal range and does 5-30 HP damage per hit, but expends two charges from a power supply per shot. All varieties are non-fragile. **Experience Point Value**: 4,000 **G.P. Value:** 40,000 **Location**: 5-108, 5-118, 5-137, 6-27, 6-85, 6-100, 6-113, 6-122, 7-31, SL1-11, SL2-4, SL9-58, SL10A-33, SL14-3, SL14-5.

Light Globe: Pear-shaped globes about 18" tall, these devices are made of a hard, crystalline substance filled with a mixture of gases. The interaction of the gas with the crystalline shell causes the globes to continuously emit light and heat, enough to both light rooms and provide the raw materials for photosynthesis. One end of the globe has a threaded hole, allowing the globes to be screwed onto metallic or plasteel rods. **Experience Point Value**: 500 **G.P. Value:** 2,000 **Location**: 6-64, 6-85, 7-4, 7-13, 7-31-33, 7-51, 7-68, 7-75, SL10A-32, SL10A-33.

Medicaderm: Medicaderm was a recent and highly significant advance in rudishva biotechnology. It appears as a spongey, pellucid, semi-rigid gel-like substance, and requires constant temperature and electronic power (via power supplies or nuclear cores). Medicaderm is only found in medical facilities (such as area SL12-11), where it is fixed in a large hemisphere about 7' in radius; it forms a protective shield around a subject placed within it. The consistency of medicaderm allows a medical professional to mold it to a patient's body without compromising the sterile environment within. In addition, the qualities of med-icaderm can be altered on a molecular level to allow objects to pass through the gel; in this way, patients can be placed within or taken out of the shielding gel.

In practical terms, medicaderm offers four major abilities: 1) it can diagnose any disease or ailment, so long as it is connected to a medical console; 2) it can deliver narcotic pain relief to subjects; 3) it can deliver drugs and medicines to subjects; the operator injects the appropriate drugs into a drip tube attached to the medicaderm, and then molds the gel to touch the subject's flesh; and 4) it can heal all wounds, injuries, and disease in a matter of hours or days (depending on the severity of the injury). Medicaderm is not portable, as it must be connected to an appropriate console and power supply. **Experience Point Value**: 6,000 **G.P. Value:** 60,000 **Location**: SL12-11.

Mines: The crew of the Beacon possessed two types of mines, structural and anti-personnel. They had far more of the first, which they used for scientific and explorative purposes. Still, the arms lockers of the beacon held at least two dozen anti-personnel mines.

Structural mines are pyramidal, with a 1'-square base; the base contains an adhesive patch that allows it to be affixed to rock, metal or wood. These mines do 5-60 points of structural damage against wood and soft stone, and 5-30 points of structural damage against earth and hard stone. They can be altered to provide either broad, area-effect damage in a 30' radius, or a shaped charge capable of punching a 5' hole through 20' of rock. Unfortunate living beings caught in the blast of a structural mine take 6-36 HP damage (saves do not apply).

Anti-personnel mines appear as hexagonal pices of grey plasteel with 6"-long sides. The mines have proximity sensors; motion within 15' causes the mine to detonate, inflicting 5-40 HP damage to those within 30' and 3-18 HP to those between 30' and 45' from the mine. With some practice, these mines could be thrown as grenades, albeit with a -2 penalty to hit given the awkwardness of their shape. **Experience Point Value**: 500 **G.P. Value:** 5,000 **Location**: 5-95A, 5-118, 9-90 (Structural); 5-118, SL13-36 (anti-personnel).

Mobile Stone Cutter: This tracked automated mining machine boasts a conical-shaped, diamond cutter-head about 4' long and 3' in diameter at its base. The stone cutter is powered by a greater power supply. It can operate in one of two modes: 1) pulverization, in which rock is ground into a micro-fine dust; 2) rock cutting, by which the head delicately cuts shaped pieces of rock from the mine face (for use elsewhere, say as sheathing). A full power supply allows 5,000 hours of rock cutting. **Experience Point Value**: 2,000 **G.P. Value:** 20,000 **Location**: 6-96, 8-157.

Molecular Analyzer, **Niravairi**: These tablet-sized devices project a turquoise beam that analyzes the composition and nature of any organic or metallic object. The readout screen provides full details, albeit in niravairi glyphs. Molecular analyzers are non-fragile, and have fixed power supplies allowing for two years of use before powering down. **Experience Point Value**: 2,000 **G.P. Value:** 10,000 **Location**: 9-48.

Neuroderm: This yellow, gel-like substance has two fixed properties: 1) it is the material that allows cryogenic stasis; 2) it is the material from which living bioforms can be created anew (see 5-131) or mutated (see SL7-23). Neuroderm is alive, but not sentient. It is non-fragile and can also replenish itself, although its rate of growth is controlled by the temperature of its environment. It is recommended that the GM develop additional properties beyond the two above. **Experience Point Value**: 500 **G.P. Value:** 1,000 **Location**: 5-131, SL2-2, SL2-2A, SL7-23.

Nutri-vore 2000: This non-fragile workhouse unit of the ubiquitous Nutri-vore Corporation is about 3'x4'x2' in size, and produces 6"-diameter, 1"-thick 'cakes' of highly nutritious, if slightly unappetizing, protein and carbohydrate matter. A variety of buttons allow the consumer to select various flavors, most of which are almost indistinguishable from one another. One such cake will feed a medium-sized being for a day. If kept dry, the cakes last for a very long time. For this reason they are known as Arden Vul Cakes (see Arden Vul Items), and can be sold to adventurers for 15 gp per cake. The unit is powered by lesser power supplies; one such power supply can produce 500 cakes. **Experience Point Value**: 1,000 **G.P. Value:** 10,000 **Location**: 5-106, 7-16, 7-31, SL10A-20, SL14-3.

Nutri-vore 2500: This device is identical to the 2000 model in all respects except that it adds a rudishva aquavit dispenser. Using the aquavit function takes one charge from a lesser power supply. **Experience Point Value**: 1,000 **G.P. Value:** 15,000 **Location**: SL9-46, SL10A-21, SL12-25, SL14-13.

Pep Pills: If ingested, a pep pill acts as a *haste* spell for 1 turn; after the turn, the user is at one quarter movement for 1-4 hours. **Experience Point Value**: 200 **G.P. Value:** 500 **Location**: 5-95A.

Personal Shield, **Niravairi**: Appearing as a scarab-shaped object attached to niravairi web belts, this non-fragile device projects a force shield that provides AC 2. The shield also absorbs (i.e., nullifies) 25 HP of physical or laser damage; once that limit is reached, it provides AC 4. The absorption function cannot be repaired once exhausted, although if the limit is not reached, the shield will repair itself after 3 turns. **Experience Point Value**: 4,000 **G.P. Value:** 40,000 **Location**: 9-48, SL1-11.

Point Defense Array: These titanium-alloy turrets stand at the pinnacle of galactic defensive systems. Each non-fragile array has a rotating set of barrels that shave projectiles the size of a sand grain from a dense block of metal contained within the weapon's body and hurl them outward in a 270-degree arc. The array can modify its vertical firing paths as well (120 degrees of movement). Arrays are fitted with advanced sensors, allowing them to detect movement within 90', and to discern broad categories of potential foes (so that they do not attack flies or small spiders, for instance).

An array attacks as a 10th-level fighter, doing 6-36 damage per round. It is also quite tough: SZ S; AC -2, HP 50, immune to fire and cold. In addition, the arrays project a 3'x5' personal force shield (q.v.) between the barrel and the rest of the unit; this shield absorbs 50 HP of laser or physical projectiles before collapsing.

A point defense array can be programmed to follow up to six simultaneous tactical protocols, each with a sophisticated range of conditions (i.e., 'fire on motion', 'wait 60 seconds to see if an identity card is displayed before firing', etc.). Arrays can also be controlled manually, either from a fixed-location console (e.g. 9-89) or from a portable controller (q.v.).

Point defense arrays are powered by internal power supplies analogous to a greater power supply; effectively their power and ammunition are inexhaustible. **Experience Point Value**: 7,000 **G.P. Value:** 70,000 **Location**: 5-95A, 6-27, 6-39E, 7-76K, 9-88, SL10A-20.

Point Defense Controller, **Portable**: This non-fragile device is about 4' long, 3' tall, and 2' deep, and is powered by a rudishva greater power supply. It requires an operator's key-card to activate. The controller has a single screen divided into four sub-screens, plus four switches, two dials, and four joysticks. The screens are connected wirelessly to cameras on the point defense arrays; currently that means they reveal most of the area in a 30-degree arc and 75' in front of each array. While the arrays are fully automated, and can be used as such in several modes (motion-sensitive, sweep, arc-control, etc.), the joysticks allow manual control as well. **Experience Point Value**: 100 **G.P. Value:** 1,000 **Location**: 5-95A, 7-11, SL10A-20.

Portable Medical Unit: This non-fragile egg-shaped device is about 6' tall, 3.5' wide, and made of white plasteel. A 3'x 3' hatch allows access to the interior. To operate it, one crawls inside, sits on the featureless bench, and presses a black button. The egg seals itself for 2-4 hours (depending on the severity of the injuries to be healed) and, when the time has elapsed, the operator is cured of all disease, injury (HP), and aging (1-20 years per use). It is powered by a greater rudishva power supply. **Experience Point Value**: 10,000 **G.P. Value:** 100,000 **Location**: 6-85, SL10A-20, SL10A-32.

Power Supply, **Greater**: These non-fragile devices take the form of 3'-long cylinders of white plasteel, on which a flat panel with glowing Rudishva glyphs reveal the % charge remaining in the device. These devices serve as exceptionally powerful 'batteries', and can be attached to rudishva devices via a small plasteel-coated cord that links one end of the cylinder to a 1"-diameter, disk-shaped interface (so that it can be used in the same manner as lesser power supplies). If used to power a device, they last for 100-400 years.

It is 85% likely that any greater power supply found randomly in Arden Vul will be completely depleted of power. Even those that still retain a charge are typically badly depleted, and their utility should be measured in hours rather than centuries; those with a charge have 1-100 hours remaining. **Experience Point Value**: 5,000 **G.P. Value:** 50,000 **Location**: 3-38, 7-11, 9-22, 9-89, SL6-17A, SL12-28, SL14-5.

Power Supply, **Lesser**: As a more efficient way of powering their devices, the rudishva extensively used these non-fragile, disc-shaped, 1"-diameter, orange-colored 'batteries'. Each had a limited duration, best expressed in game terms as allowing 24 uses (or charges) when at maximum capacity. When found in Arden Vul, there is a flat 75% chance the power supply is empty; those with a charge have 2-24 remaining. **Experience Point Value**: 1,000 **G.P. Value:** 5,000 **Location**: AV-searching, 4-24, 4-138B, 5-74, 5-108, 5-118, 6-27, 6-114, 6-122, 7-7, 7-27, 7-96, 7-108, 7-143, 8-67, 8-143, 8-146, SL5-2, SL5-28, SL6-70, SL9-44, SL10A-7.

Power Supply Charger: This non-fragile device allows one to re-charge depleted lesser power supplies. It appears as a cylinder about 4' long. To use it, one inserts empty lesser power supplies into the four slots lining the long side and hits the 'charge' button. It takes 8 hours to recharge a lesser power supply. The charger is itself powered by a greater power supply with 112 years of charge remaining. **Experience Point Value**: 10,000 **G.P. Value:** 100,000 **Location**: SL12-28.

Rebreather, **Niravairi**: This non-fragile mask covers the niravairi mouth and olfactory slits; given the location of the latter, it

resembles a surgical mask that wraps nearly entirely around the lower portion of a niravairi head. The rebreather allows the wearer to breathe in even the slightest of atmospheres (although not in deep space); more practically, it allows the wearer to ignore the effects of gas, smoke, stenches, and airborne poisons. **Experience Point Value**: 2,000 **G.P. Value:** 20,000 **Location**: 9-48.

Repli-cube: This device appears as a 3"-square cube with a button on one face and a slot for a lesser power supply. If one presses the button, the cube will record video and audio on each face until the button is pushed again. One charge from a power supply will permit recording for up to 1 hour, or playback for 1 hour. Playback begins immediately, unless the power supply is removed; if the power supply is reinserted, the repli-cube automatically begins playback of whatever had been recorded on it. **Experience Point Value**: 1,000 **G.P. Value:** 5,000 **Location**: 6-121, 6-122, 8-143.

Rocket Launcher, **Portable Recoilless**: These rare devices are exceptionally deadly. Comprised of a plasteel tube, with pistol grip and folding stock, the launcher is capable of firing a rocket up to 500' away (range 180/300/500'). The launchers are efficient, absorbing recoil and gasses from the launch; this renders them highly valuable for assassinations and other covert work. Launchers are accompanied by a bandolier of 4 rockets, each of which explodes for 7-42 HP damage in a 40' radius of impact. **Experience Point Value**: 4,000 **G.P. Value:** 40,000 **Location**: 5-118, 6-27.

Rudishva Identity Plaques: These non-fragile plaques are oval pieces of plastic or metal about 6" long and 2" wide on which are stamped some alien glyphs. The plastic plaques were issued to the crew of the Beacon and are exceedingly rare; they come in eight colors: rust, brown, sky blue, pale green, orange, pink, silver, and yellow. Plastic plaques have tiny micro-chips embedded in them; these chips not only allow the bearer to open rudishva iris doors, they also render the bearer immune to the attacks of rudishva portable defense arrays and battle robots. More common are the metal ones, forged after the crash of the Beacon. These come in copper, bronze, and silver varieties, and are purely symbolic; they were used to indicate status, and open nothing (they lack the chips). The color of the identity plaques define the command hierarchy of the Beacon and the general status of their holders: **Experience Point Value**: 500 **G.P. Value:** 500 **Location**: see below.

Security Encoder: This device appears as a 16"-square piece of flattened plasteel with 12"-diameter circles of silver on each side. The device is used to set and transmit a particular handprint code

Rudishva Identity Plaques

Color	Material	Original Users	General Use	Original Number	Current Locations
Rust	Plastic	Any crew-member	Doors to non-secure areas, a crew-member's living quarters	275	5-137, 6-19, 6-85, 6-114, 6-122, 7-26, 7-31, 7-49, 8-67, SL2-4 (x2), SL9-6, SL10A-32, SL12-15, SL13-35, SL14-4 (x2)
Copper	Copper	Any-crew member	Symbolic only; opens nothing	300	3-214, 5-74, 5-111 (x5), 5-90, 6-3, 6-85, 6-98, 6-114, 7-17 (x5), 7-18 (x3), 7-25 (x4), 7-26 (x2), 7-31, 7-51 (x2), 7-96, 7-143 SL2-4, SL14-4 (x3)
Brown	Plastic	NCOs of any race	Doors to non-secure areas, doors to all living quarters, storage lockers	75	4-24, 5-115, 5-128, 6-85, 6-114, 6-117, 6-122, 7-17, 7-18, 7-25, 7-31, 7-143, 8-67, SL10A-32, SL12-15, SL14-4
Bronze	Bronze	NCOs, junior officers	Symbolic only, opens nothing	175	5-74, 5-111 (x3), 6-85, 6-104, 6-114, 7-17 (x3), 7-18 (x2), 7-125, 7-31, 8-53, 9-29, SL2-4, SL14-4 (x2)
Sky blue	Plastic	Junior officers of any race	All areas opened by brown cards, plus some secure areas	50	5-74, 5-111, 5-137, 6-85, 6-117, 6-120, 7-7, 7-22, 7-143, 8-67, 9-96, SL1-8, Sl9-44, SL10A-32, SL14-4
Pale green	Plastic	Senior officers of varuda race	As a sky blue card, but opens high security areas	12	Level 5 Random encounters (Sir Calculor), 5-111, 5-108, 6-85, 8-67, 9-29, SL2-4, SL14-4
Pink	Plastic	Senior officers of varumani race	As a sky blue card, but opens high security areas	12	5-30, 5-128, 5-137, 6-85, 7-18, 7-25, 7-26, 7-30
Orange	Plastic	Senior officers of the kaliyani race	As a sky blue card, but opens high security areas	12	5-30, 5-74, 5-115A, 6-36, 6-122, 7-18, SL4-40F, SL9-77
Silver	Plastic	Senior officers of the rudishva race	As a sky blue card, but opens high security areas	12	5-86 (destroyed), 5-98, 6-85, 7-27, 8-157, 9-95, 9-96, SL7-23, SL10A-32
Platinum	Platinum	Senior officers of any race	Symbolic only, opens nothing	50	5-74, 5-108, 6-85, 6-117, 9-96, SL1-8, SL2-4, SL9-6, SL9-77, SL10A-32, SL14-4
Yellow	Plastic	Captain only	As a silver card, plus access to teleporter T24	2	5-98, 9-96

to a troll chest (see new technological items). One places one of the circles against the locking mechanism of the troll chest and, while it is touching the lock, holds one hand on the other silver disk for 30 seconds. This process imprints the lock to the new handprint. **Experience Point Value**: 500 **G.P. Value:** 2,500 **Location**: 7-18, 7-67, SL10A-20.

Shield, **Plasteel**: These non-fragile, translucent plasteel rectangles were intended for riot control. The medium shield (2'x3') provides -2 to AC and has an encumbrance of 5 lb; the large shield (3'x5') offers a -3 bonus to AC but weighs 10 lb. These shields can be wielded by any class, although classes that are not normally allowed shields suffer a -1 reduction in their efficacy. **Experience Point Value**: 250 (small), 500 (large) **G.P. Value:** 2,500 (small), 5,000 (large) **Location**: 5-118, SL14-5.

Sonic Fence: This 1'-square device made of plasteel projects a sonic field in a 50' radius. Animals will not cross the field, and sentient creatures that do so take 1-10 damage. **Experience Point Value**: 1,000 **G.P. Value:** 5,000 **Location**: 5-118, 6-120, 6-122, 7-31, 8-67, SL2-4, SL6-55, SL14-5.

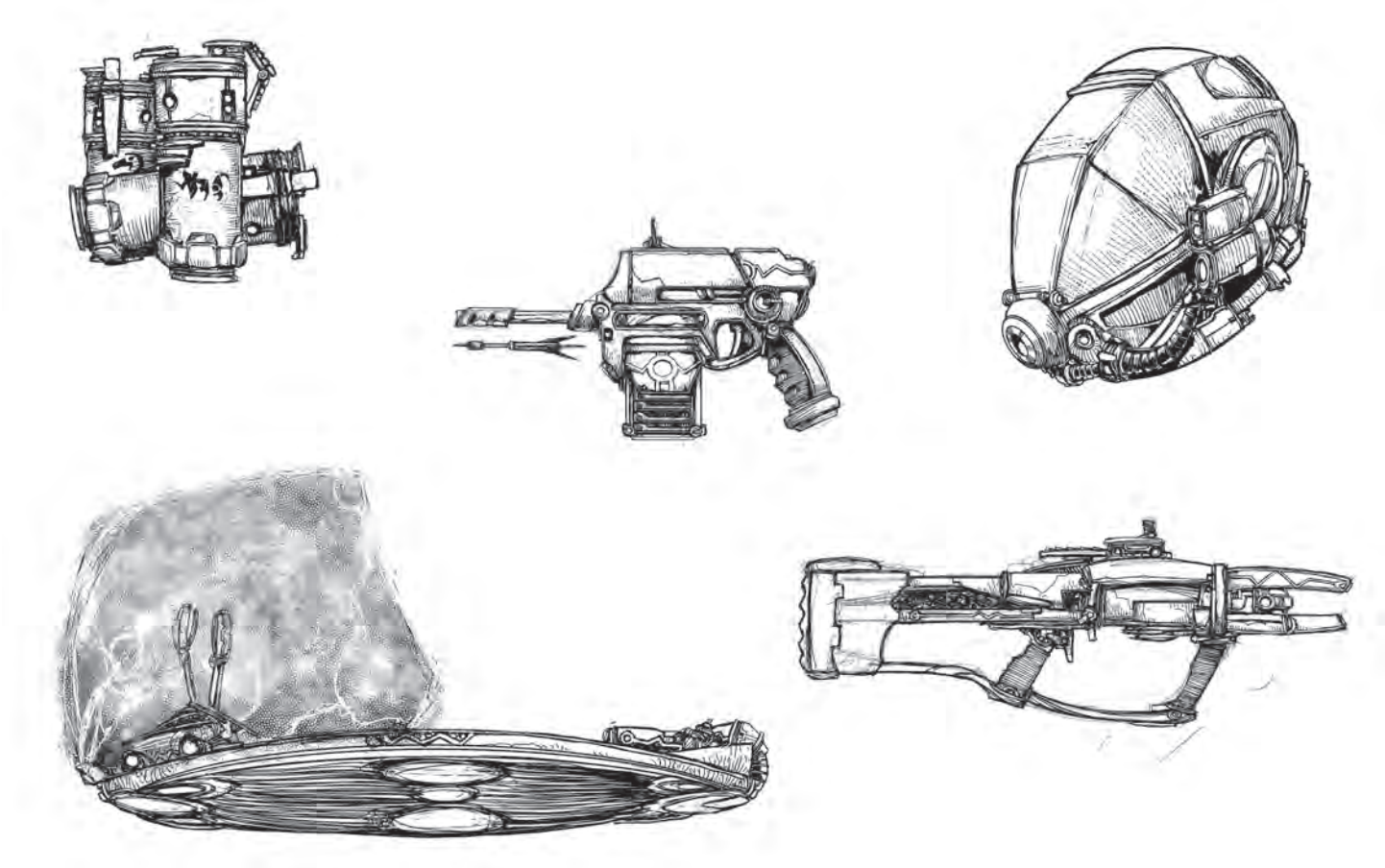
Spear Gun: Intended for aquatic defense, this relatively rare rudishva device has many uses. It fires barbed spears that come in clips of four. The gun has a range of 40', and a rate of fire of one per round. Spears are made of hardened plasteel with barbed steel tips, and do 3-8 HP damage. They work equally well above the water as they do within.

Reiv-Tor (SL7-23) has modified the usual mechanism to allow loading a clip of 6 spears, with a rate of fire of two per round. Reiv-Tor's techno-sorcery has allowed him to create spears that inflict special effects: explosive spears explode for 2-12 damage on the target, plus 2-5 damage to all others in a 10' radius; immobilizing spears stun those who do not save vs paralysis (at -2 penalty) for 2-5 rounds; blinding spears inflict blindness on target (save vs paralysis with -2 penalty) and those within a 10' radius (save vs paralysis with +1 bonus); submission spears do only 1-3 damage but act as a *charm person* spell unless a save vs spells (-1 penalty) is made.

Standard spear guns are fragile devices, but Reiv-Tor's gun is non-fragile. **Experience Point Value**: 500 (standard), 1,000 (modified) **G.P. Value:** 2,500 (standard), 5,000 (modified) **Location**: 5-118, 8-67, SL7-13, SL7-23.

Spell Tablet, **Niravairi**: This 8"x4" non-fragile tablet with a plasglass screen serves as the spell book for niravairi sorcerers. An interactive screen allows one to locate spells and page through the data. The small size of the screen means that if one tried to cast a spell directly from the tablet, one would need to double the casting time; the benefit, however, is that the spells are not erased from the tablet. Another flaw for non-niravairi users is the fact that the spells are recorded in niravairi glyphs. A spell tablet can contain up to 1,024 spell-levels worth of spells. **Experience Point Value**: 5,000 **G.P. Value:** 50,000 **Location**: SL1-11.

Stun Baton: These rare non-fragile devices are similar to ballistic batons, except that they have a conductive metal strip running up the length of the baton to a copper tip. A 3'-long wire leads from the end of the baton to a belt-worn electrical generator that is powered by a lesser power supply. The baton does minimal damage



(1-4 HP), but delivers an electric jolt that stuns opponents who don't save versus paralysis (at -1) for 3-6 rounds. Those wearing metallic armor save at -2. **Experience Point Value**: 500 **G.P. Value:** 2,500 **Location**: 5-118, 5-131, 7-31, 8-157.

Sun Lance: Each of the Sun-Scarred Knights (see new monsters) carries one of these 4'-long non-fragile lances. The business end is formed of a black metal alloy, with a slot in it into which a silver metallic disk may be slipped (for charges). The metallic end is attached to a handle of varying substance (more metal, or wood, or even ivory). A sun lance can discharge a powerful burning ray of variable power: 1 charge (2-12 heat damage), 2 charges (4-24), 3 charges (6-36). It can also be used to inflict a burst of fiery energy (4 charges) which will do 6-36 damage to everyone in a 25' radius.

As lesser power supplies are growing scarce among the order of knights, most of the current knights are loath to use their lances ... except when faced with overwhelming need. **Experience Point Value**: 4,000 **G.P. Value:** 40,000 **Location**: on Sun-Scarred Knights, and 10-53.

Tablet of the Beacon: This is the Archontean name for one of the two surviving rudishva command tablets (q.v.). The Tablet of the Beacon came to assume a totemic value to the late-period archons, who cared little about its technological functions and used it primarily as a symbol of their general mastery. For details on the functions of the tablet, see 'command tablet.' **Experience Point Value**: 1,000 **G.P. Value:** 5,000 **Location**: 9-107.

Tactical Suit: An all-black, flexible jump-suit constructed of ballistic fibers and used by rudishva security forces for crowd control and other sorts of dangerous environments. The chest, back, thighs, and upper arms are reinforced with light-weight plasteel plates. All told, the tactical suit provides AC 0 without limiting movement (treat as leather armor, although any class can wear a tactical suit without penalty). It also provides partial resistance to fire and cold (½ damage). Although non-fragile, surviving examples of tactical suits are still incredibly old, and slashing weapons have a 1% cumulative chance per hit of tearing the suit. Each tear in the suit reduces its AC by 1 (so, one tear gives AC 1; two tears gives AC 2, etc.). Once a tear occurs, the chance of another tear resets back to 1%. **Experience Point Value**: 6,000 **G.P. Value:** 60,000 **Location**: 5-83, 5-95A, 8-47, SL10A-33.

Teleport Nodes: Rudishva teleporters deconstruct matter to the molecular level before reassembling them in an alternate, but matched, location. Each non-fragile node is comprised of a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. Each square has a different rune etched into the silvery material. To activate a node, one stands on the circle and touches one's hand to the square; one is then instantly teleported to the corresponding silvery circle. A pair of teleporters can be rendered inoperable if a thick, non-conductive material is placed over any pad; a slab of marble (as at 5-110) would do the trick, as would wood or even leather. To ensure lack of operation, the rudishva also preferred to glue a clear plastic covering over the appropriate silvered square. Teleporters are marked on the map with a T and a number (e.g., T6). It is still possible to create new teleport nodes (see area 5-89). **Experience Point Value**: 100 **G.P. Value:** — **Location**: See below

T1: between 5-92 and 5-94
T2: between 5-92 and 5-132
T3: between 5-92 and 6-124
T4: between 5-92 and 6-95A
T5: between 5-109 and 5-118
T6: between 5-109 and 5-110
T7: between 5-112 and 5-118
T8: between 5-112 and 5-110
T9: between 5-132 and 5-137
T10: between 5-106 and 6-37
T11: between 5-95 and 7-144
T12: between 5-31 and 5-118
T13: between 5-31 and SL6-3
T14: between 5-31 and 6-162
T15: between 6-27 and 6-39G
T16: between 6-162 and 7-6
T17: between 7-6 and 7-110
T18: between 7-110 and 8-52
T19: between 8-52 and 9-97
T20: between 9-97 and SL13-38
T21: inoperable (it formerly connected 8-157 with an area near 5-122 that is now destroyed)
T22: inoperable (potential for GM expansion)
T23: between 6-32 and SL9-53
T24: between 9-97 and SL14-7
T25: between SL14-8 and 5-95A

Troll Chest: These non-fragile chests are 4' long, 2' wide, and 2' tall. They are made of a strange alloy of metal which, when polished, shines with a bluish gunmetal sheen. Although pieces of rudishva technology, they have, over the centuries, gained their name from their association with the varumani. The Troll Chests are incredibly light (10 lb), and remain so regardless of what is put into them. Such chests also provide near-immunity to their contents, protecting them from fire, cold, acid, and magic (but not from breakage if said items are fragile and get jostled!). Finally, troll chests have an 18"-diameter circle on their lid which can be keyed to a particular individual's hand- (or claw-) print using a security encoder (see new technological items). Unkeyed chests are extremely valuable, but keyed ones are doubly so. Of course, if the owner of a keyed chest is killed or disappeared, the contents of that chest are as good as lost until the chest is re-keyed. Keying a chest is a process known only to the varumani of the troll thegn's court. **Experience Point Value**: 2,000 **G.P. Value:** 15,000 **Location**: 5-54, 5-137, 5-139, 6-85, 7-1, 7-18, 7-22, 7-31, 8-157, 9-62, SL1-8, SL7-24, sl9-58, SL10A-20, SL10A-32.

Vibrablade: A monofilament wire that vibrates at ultrasonic speed, this non-fragile weapon is perfect for shearing through just about any substance. It acts as a +2 weapon for purposes of hitting creatures hit only by magic. It inflicts 3-12 HP damage per hit, and uses one charge from its lesser power supply per hour.

Vibrablades cannot parry: instead they subject the weapons of an attacker to a crushing blow save every round the weapon is used against the wielder of a vibrablade. Magic weapons gain a +3 to their roll for every magical +1 possessed. Vibrablades can be used by any class. The only known vibrablade in Arden Vul is wielded by the rudishva tactical advisor (see new monsters). **Experience Point Value**: 4,000 **G.P. Value:** 20,000 **Location**: 5-118.

ARDEN VUL ITEMS

Ankh-Key: These enchanted ankhs were devised by Archontean sorcerers for use as keys used to activate important sites or objects. Appearing as 1'-tall silver ankhs chased with red glass, they are used by pressing them into an ankh-shaped recess on the appropriate object. In Arden Vul, for example, they are necessary to activate the obelisks (AV-5, AV-28, AV-41) in the ruins of the city. It should be noted that the ankh-keys' enchantment allows them to save as hard metal; until that enchantment is broken by a *dispel magic* (12th-level caster), they are unable to be melted at their normal temperatures. **Experience Point Value**: 100 **G.P. Value:** 125 **Location**: AV-searching the ruins (table 4), AV-23, AV-29, AV-35,1-6, 2-22, 2-23, 3-24, 3-36E, 3-41A, 4-48, 6-140, 9-107.

Anti-Slime Paste: A creation of the kaliyani, this thick yellow paste is a marvelous at repelling slimes, oozes, puddings, jellies, and the like. If painted in a line, the slimes cannot cross the line (although those with pseudopods could, obviously, lash out across the line). If used to coat an entire room, it provides a safe haven (albeit a smelly one) from slimes. Finally, if successfully thrown as a grenade, the paste does 6-36 damage to any slime, ooze, etc. **Experience Point Value**: 100 **G.P. Value**: 500 **Location**: 6-122.

Arden Vul Cakes: These edible objects appear as 6"-diameter, 1"-thick 'cakes' of highly nutritious, if slightly unappetizing, protein and carbohydrate matter. One cake will feed a medium-sized being for a day. If kept dry, the cakes last for a very long time. They are produced by rudishva Nutri-Vore 2000 machines (see new technological items), but can also be discovered separately. **Experience Point Value**: — **G.P. Value**: 15 **Location**: 5-106, 5-134, 7-108, 7-124, 8-157, 9-18, 9-31, 9-33, 9-59, SL4-30, SL12-25

Coinage, **Ancient Archontean**: The weight, size, and relative value of coins minted by the Archontean empire has changed over the centuries. Unlike modern coins which are all 50 coins per lb, ancient coins come in various sizes.

Copper Bits: About the size and weight of a nickel, these coins are worth the same amount as a modern silver piece. Ancient bits have a pine tree on the obverse and the legend 'Credo' ('I believe') on the reverse. 90 copper bits weigh 1 lb.

Silver Pennies: These coins are about the size of a dime (1/2" diameter), although they are thicker (⅛") and heavier. They are equivalent in value to a modern gold piece. On the obverse most feature a bust of the emperor wearing a military helmet, surrounded by the letters of his name; the reverse contains a gladius with the words "Conquerendum est" [It shall be conquered]. A few unusual mintings have been recorded, however, so not all silver pennies are similar. 125 silver pennies weigh 1 lb.

Gold Solidi: Solidi (aka 'shillings') are thick (¼") and large (1" diameter); they are worth 10 modern gp, but are 10x as heavy as an ordinary gp. The obverse features a bust of the emperor wearing an olive wreath surrounded by the letters of his name; the reverse has an image of the emperor in a chariot pulled by four horses. 5 gold solidi weigh 1 lb.

Octagonal Platinum Coins: Very large (2" across) and thick (½" thick), these coins are worth 375 modern gp and are 75x as heavy as a modern platinum piece. On the obverse they feature either a dragon's head or an obelisk with an eye in it; this image is surrounded by the legend "Imp. Archon. Regn. est" [Short for "Imperator Archontii regendum est", or, "the Archontean Emperor shall rule"]; on the reverse is the legend "Auc. est Potest." (Short for "Auctoritas est Potestas", or "Authority is power"). These rare coins were issued on symbolic occasions, e.g. coronation of a new emperor, a major victory, a political marriage, etc.; their relative scarcity is one factor in their value. 1 octagonal platinum coin weighs 1.5 lb.

Generally speaking, the ancient coins are valued more, although this is more true in urban environments than rural ones. That is, in a small village, a silver piece is a silver piece, regardless of whether it is ancient or modern. But in towns and cities, ancient coins have both greater inherent value and a degree of historical value, and can be exchanged for more than their usual worth. **Experience Point Value**: — **G.P. Value**: Varies **Location**: Innumerable.

Heqeti Spore Bombs: A spore bomb appears as a leathery oval object about 4' x 3' in size. Those unfamiliar with the devices may imagine them to be eggs, although of an unknown species. The bomb is activated in one of two ways, either by inflicting significant force on it (such as by dropping it, or striking it with a weapon) or by absorbing heat from warm-blooded creatures (such as humans). The first method is fairly obvious, but the second is truly insidious, for it means that any handling by warm blooded creatures produces a 20% chance (cumulative) per round of causing the bomb to explode. Furthermore, even proximity to warm-blooded creatures (such as by carrying in a backpack) will cause the device to activate, albeit more slowly: there is a cumulative 10% per turn of such proximity causing the bomb to activate. The heqeti filled their spore bombs with a variety of nasty substances, including green slime, molds, jellies, puddings, and other floral or fungal agents. To determine the contents of a spore bomb, roll on the following chart:

D10	Contents
1	Green slime
2	Olive slime
3	Yellow mold
4	Russet mold
5	Brown mold
6	Zygom milk
7	Cave lily spores (see new flora)
8	Slow stepper spores (see new flora)
9	Bliss flower pollen (see new flora)
10	Ichor of Rimmaq-Isfet (see new monsters)



Experience Point Value: — **G.P. Value**: 500 **Location**: 8-155, 8-162, Level 10 Random Encounters, 10-13, 10-20, 10-38, 10-40, 10-41, 10-46, 10-51, 10-58, SL2-5.

Houlios's Bee Suit: This unique item was created by Houlios (see 8-21 and 8-68) to allow him to work among the giant bees of areas 8-69 and 8-70. It is formed from two huge turtle shells, sewn together along the sides, with boiled leather arm and leg extensions. The helmet of the suit is made from the chitinous head of an ankheg. The suit functions as a suit of bulky armor providing AC 5, weighing 40 lb, and allowing 60' movement. It also imposes a -5 penalty to hit on giant bees that attack the wearer. **Experience Point Value**: 100 **G.P. Value**: 1,000 **Location**: 8-68.

Hunter's Friend: Appearing in small vials and meant to be smeared on a weapon (blade or arrowhead), hunter's friend is a neurotoxin. On a successful hit, targets must save vs poison at -1 or be slowed (as spell) for 4-7 rounds. It takes but one segment after a failed save for the effect to take hold. **Experience Point Value**: — **G.P. Value**: 200 **Location**: 6-129, 7-14, Level 9 Random Encounters, 9-4.

Imperial Field Plate: The sorcerer-smiths of the ancient Archontean empire developed a special formula for light steel that they used in creating these suits of armor. Sadly, the formula for that light steel has been lost, and as a result the armor is no longer made. Surviving exemplars are incredibly valuable, although they attract immediate and greedy attention from the powerful and from imperial officials. It is said that the Emperor's personal guard in Archontos is still equipped with this armor.

Imperial field plate conveys a bonus of 8 to armor class (i.e., it is AC 2); what is more, due to the ancient smithing technique, these suits weigh only 30 lb, are only fairly bulky, and have a base movement of 90'. A few suits were enchanted, rendering them even more valuable treasures (e.g., 4-52 and 4-184). **Experience Point Value**: 500 **G.P. Value**: 5,000 **Location**: AV-12, 4-24, 4-54, 4-183, 5-12, 5-13, 5-14, 5-95, 5-133, 6-19, 6-154, 7-31, 7-122, 8-16, 9-104, 9-121, 10-49, SL1-4, SL4-10, SL4-36, SL6-17A, SL6-24, SL6-77, SL7-28, SL9-73, SL10B-23 (partial), SL13-22, SL15-7.

Jelly, **Sweating**: This brown jelly aids in the respiration of lizards by relaxing muscles that aid in breathing. When smeared on the body of a lizard (or lizardman), the jelly serves as a *haste* spell for 3 rounds. For non-lizards, however, the relaxation of muscles serves to *slow* the user for 3 rounds. **Experience Point Value**: 100 G.P. 500 Value: **Location**: SL5-4.

Kaliyani Refreshening Liquid: Appearing as a viscous, cloudy liquid that can be smeared on a surface, this liquid allows kaliyani to operate away from their preferred humid or watery environment. Kaliyani encountered away from their home bases carry vials of the liquid, which they must apply every 3-4 days. If the liquid is not applied, or the kaliyani is not able to immerse itself in clean water, the kaliyani will begin to ail; it will start to take 3-6 HP damage per day and, after a week (if still alive), its movement will be halved. The liquid has no known uses for non-kaliyani. **Experience Point Value**: — **G.P. Value**: 5 **Location**: 4-51A, 5-125, 6-33, 9-118, 10-54, SL9-20, SL9-42, SL9-52, SL9-65, SL9-66, SL9-69, SL9-70, SL9-72, SL9-77.

Kauket's Vision: This is a strong psychotropic poison that the heqeti brew using an obscure slime. It causes immediate and severe hallucinations in those that do not save versus poison. The hallucinations commence in 2-3 rounds and last for 1-4 hours, although they are most intense in the first hour. While hallucinations vary, they invariably involve terrifying visual and auditory experiences, often in which enormous salamanders creep menacingly just out of sight, in the corner of one's vision.

A victim who fails to save versus poison (with a -2 penalty) to the roll will spend the first 1-6 turns of hallucinations either in flight (33%), paralyzed from fear (33%) or in active attempts to combat (fight) the hallucinations (33%). After this initial period of intensity, the hallucinations persist but do not force action; the victim can, at this point, act normally, albeit with a -2 roll to hit and save and with a -25% roll on relevant reaction tables. **Experience Point Value**: 50 **G.P. Value**: 200 **Location**: 9-36, 9-62, 10-5, 10-13, 10-40, 10-56, SL6-2.

Obsidian Gates, **Keys to**: Opening the fabled Obsidian Gates (area 5-6D) requires the simultaneous insertion of two rod-shaped keys into the openings on the portals. Each key is 15" long and 1.5" in diameter. One key must be made of platinum, and the other of gold. The existing keys are enchanted, and ordinary rods, even if coated in the proper material, will not work. The following table summarizes the locations of all the keys to the Obsidian Gates.

Gold Keys	Platinum keys
10-36 (inner fane of the ziggurat of Kauket)	10-36 (inner fane of the ziggurat of Kauket)
5-95A (secure rudishva treasury)	5-95A (secure rudishva treasury)

9-94 (rudishva captain's quarters)	9-94 (rudishva captain's quarters)
9-70 (tower of Walid)	9-70 (tower of Walid)
8-53 (rudishva detention block)	SL4-4 (in use as the scepter of Reskim, bailiff of the goblin court)
1-6 (Lankios the hermit)	3-214 (Idris the thief)
5-65 (sinkhole)	8-126 (rakshasa trophy room)
AV-40 (tower of the wyrm)	SL5-28 (pool of the pukel-mander)
6-39 (lock cavern)	2-48 (ancient monolith)
AV-35 (brooding lake)	7-79 (lesser heqeti ziggurat)

The heqeti weavers who erected the gates some 4,000 years ago created only ten sets of keys. Although the rudishva located several complete pairs of keys, the Archonteans never did; as a result, the empire never penetrated behind the gates. The gold key weighs 19 lb and the platinum key weighs 34 lb. Their enchantment allows them to save as hard metal, and until it is broken by a *dispel magic* (12th-level caster), the keys are unable to be melted at their normal temperatures. **Experience Point Value**: 500 **G.P. Value**: 1,000 (gold key), 8,500 (platinum key) **Location**: see table.

Ring of Arden: These rings were issued to members of the elite Archontean cult, 'the Defenders of Arden' (see Sub-Level 13). Membership rings comprise a heavy gold band with an oval disk of gold on the face; in the center of the oval disk is an intaglio amethyst. An inscription in the gold disk reads 'nunc defensus est' ('Now she must be defended'). The carved amethyst depicts, in high detail, Arden the Defender in the same pose as the colossus at EX-6 (kneeling, with sword in one hand and outstretched palm in the other). In addition to their inherent value, the rings are used to open doors within the precincts of the Defenders of Arden. **Experience Point Value**: 100 **G.P. Value**: 1,000 **Location**: SL13-14, SL13-22.

Rudishva Aquavit: This rare liquor is typically found in light-blue plasteel flasks that date back thousands of years to the rudishva hegemony. The liquor is pale yellow and incredibly potent. Drinking more than a few sips renders one tipsy, thus reducing WIS and DEX by 2-5 points and increasing one's belligerence appropriately. Despite its intoxicating effects, it is delicious and causes no hangover. **Experience Point Value**: — **G.P. Value**: 50 **Location**: 6-82, 9-63, SL10A-20, SL10A-21, SL10A-32, SL12-15.

Set Animal Repellent: This slightly-viscous clear liquid masks the scent of the user from Set Animals. As a result, the user is effectively invisible to Set Animals; what is more, the user can attack without losing this advantage. The repellent is efficacious for 3-6 hours. **Experience Point Value**: — **G.P. Value**: 50 **Location**: SL8-10.

Set Armor: Special armor worn only by the priests of Set (see new monsters), this armor is formed of blood-red steel and copper. It takes the form of an ensemble similar to that of a Roman legionary, i.e., scale body armor (steel), copper leg and arm greaves, and a copper helmet shaped like a Set animal. The armor is worn by Set guardsmen and priests of the Set cult. As a group the basic ensemble provides AC 4 and a max move rate of 120'. Set deacons (see new monsters) usually possess enchanted *Set armor +1*, while Set pontifexes (see new monsters) possess *Set armor +2*.

All versions of Set armor in Arden Vul project a menacing image and emanate a vague sense of evil; as such, wearing a suit in public draws immediate attention to the wearer. The armor weighs 30 lb and is fairly bulky. **Experience Point Value**: — **G.P. Value**: 450 **Location**: Innumerable.

Thothian Passkey: This simple-seeming iron skeleton key will open all locked doors in the precincts of Thoth, except for those specifically excluded in an area's description. **Experience Point Value**: — **G.P. Value**: 500 **Location**: 2-41, 3-36E, 3-71, 5-83.

Token of Arden: These objects appear as oblongs of platinum about 6" long, with an image of Arden the Defender (in the same pose as EX-6) on one face and the inscription "Nunc defensus est" (Now she must be defended) on the other. As the reward for completion of one of the Trials of Arden (see SL13-10), they constituted proof that a member of the Defenders of Arden (see Sub-Level 13) was sufficiently devoted to the cult to undertake (and complete) at least one of the trials. The tokens could also be used to open the doors leading to the cult precincts. **Experience Point Value**: 100 **G.P. Value**: 1,000 **Location**: 4-171, 5-18, 5-74, 5-30, 6-3, 6-138, 7-18, 7-76C, 7-124, 9-100, SL13-2.

Troll Thegn's Passport: These oblong pieces of bronze are 1/4" thick, 3" wide, and 8" long. On one side is stamped the image of a grinning varumani face. On the reverse is a hammer. All non-varumani who wish to enter the thegn's domain must present a passport to the varumani guardians of the lower Troll Lift (7-1). Holders of such passports are allowed access, although questions about how the passports were obtained might also be forthcoming. The thegn and some of his trusted advisors have been known to distribute passports to trusted allies amid the Halls.

It is a forgotten fact that the earliest passports were not made of bronze, but rather of plasteel, and featured a much more classical and moderate image of the thegn (see 5-90B). **Experience Point Value**: 100 **G.P. Value**: 250 **Location**: AV Searching Tables (Table 4: Puzzling Clues), 3-163D, 3-172B, 3-214, 4-95, 4-150, 5-2, 5-54, 5-90, 6-1, 6-114, 6-158, 7-1, 7-38, 7-73, 8-5, 9-4, SL5-2, SL5-28.

Varumani Knock-Out Juice: One dose of this narcotic liquid administered orally renders a medium creature unconscious for 3-12 hours; two doses serve the same function for large creatures. If used on weapons, the knock-out juice is only effective if the victim fails a save vs poison (at +3). **Experience Point Value**: — **G.P. Value**: 200 **Location**: Level 3 Random Encounters (areas 3-111 to 3-115), 7-14, 8-37, 8-55, 8-73, 8-131, 9-6.

Virgoolian's Special Brew: This special brew is mixed by the goblin chemist, Virgoolian (see 6-28), out of distillates from a range of psychotropic mushrooms. It induces a hallucinogenic state in he/she who consumes it; the effect lasts for 3-6 hours. During this time, actions and even combat are possible, albeit with a penalty of -2 to hit and to saving throws due to its powerful effects. And yet, the brew also allows the consumer to infer courses of action in a way analogous to an *augury* spell; in effect, the drinker can use *augury* as many times as he/she likes during the period of effect. **Experience Point Value**: 300 **G.P. Value**: 1,000 **Location**: 6-28.

NEW FLORA

Many new types of plant life are found in Arden Vul, most of them mushrooms, lichen, or fungi. Each entry below contains the four following abbreviated descriptions: T for type, C for coloration, S for size, and E for environment. G.P. Value is for a single "dose" of whatever size needed to cause the described effect.

Acid Drops: The thalli of these lichens are relatively fragile. While not toxic to the touch, they ooze a potent, yellow acid if the thalli are snapped or crushed. The acid inflicts 2-5 HP per round of contact with any mammal. The heqeti are immune to the acid drops, and consider them a delicacy. (**T** giant, fruticose lichen; **C** sickly yellow-green; **S** up to 12' tall and 5' in diameter; **E** very damp, humid, marsh-like conditions) **G. P. Value**: 10 **Location**: 10-15, 10-22, 10-26.

Aqua Vitae: These mushrooms are juicy and filled with liquid. They are edible raw, and an entire specimen can feed a person for a day. Should the cap alone be sautéed so as to release its liquid, the liquid acts as a minor cure, healing 1-8 hp per cap. One cap will produce enough liquid to fill a small vial, and the liquid remains potent for up to two weeks. (**T** mushroom; **C** large heavy white caps with brown stems and yellow ribs; **S** the caps are 5-8" in diameter, and grow about 4' tall; **E** moist (but not too wet) regions underground, or in heavy forests) **G. P. Value**: 60 **Location**: 3-155, 3-186, 4-97, 6-28, 7-57, 8-134, 9-4, 9-6, SL4-12, SL4-27, SL4-30, SL9-2, SL10A-7.

Bliss Flowers: While the flowers and stems have no special effects, the pollen of these plants is potent. Inhaling the pollen of single plant causes a mild feeling of well-being and euphoria. But when bliss flowers are massed, their rapid metabolism creates hazy clouds of pollen that can be as dense as mist. Those who enter one of these pollen clouds must save vs petrification with a -3 penalty or find themselves wandering for 1-6 hours in random directions, blissfully unaware of their surroundings. A large patch of bliss flowers can extend for several acres, making it easy for those trapped in bliss to become lost in the pollen effects. (**T** flower, with pollen; **C** sun-yellow petals surrounding a dense cluster of black pollen-bearing stalks; **S** stalks 6' tall, flowers 2' in diameter (although the Arden Vul strain is 8' tall and 3' in diameter); **E** sandy soil, lots of sun (or imitation sun) **G. P. Value**: 1 **Location**: 8-67.

Blue Haze: This lichen is nutritious and curative, but also psychotropic. Those eating it will be cured of 2-6 HP, but will experience severe hallucinations randomly determined from the table below.

D6	Effect
1	Terrible nightmare or enemy appears
2	Warm and fuzzy appearance of old loved-ones
3	Environment changes in impressive and potentially dangerous ways
4	Good trip turns bad; after one hour, run for CON rounds in random direction
5	Happy trip
6	Happy trip

Duration of effect is 1-6+8 hours, although a poison save will reduce this by half. Those on a 'bad trip' are 50% likely to respond with violence to all around them, 50% likely to turtle in a catatonic state. Changes in environment may not make a trip less evident to companions, but will provoke either fear or obsession with otherwise normal environmental features. A happy trip makes the person a silly goofball, full of undeserved compliments and gushy statements to companions and/or enemies; combat is impossible in this state. The lichen exerts a powerful addictive attraction on xorn. (**T** lichen; **C** a faded pale-blue, tinged with grey and a few white tips; **S** patches range from 4' across to more than 50' in diameter; **E** cool subterranean environments) **G. P. Value**: 90 **Location**: 4-24, 4-96, 8-108, SL4-46, SL5-2, SL6-30.

Blue Trumpets: The flesh of these mushrooms is edible but unappetizing. One stalk feeds a person for 3 days. The caps are 75% likely to be filled with 1-6 gallons of water. (**T** mushroom; **C** blue; **S** 14' tall, with 2'-diameter cup-shaped caps; **E** damp subterranean environments) **G. P. Value**: 20 **Location**: 3-163D, 3-172B, 6-28, 7-45, 7-91, 9-4, 9-6, 9-73, SL4-62.

Cave Lilies: These plants superficially resemble water lilies, but are in fact a rare species of aquatic fungi. They consist of a fruiting bulb floating on a thin layer of fungal material. The bulbs do bear a slight resemble to the more familiar water lily flower, but are actually full of dangerous spores, which if inhaled cause extreme euphoria. Under euphoria, victims are unable to perform gross motor functions and thus may drown. Touching a bulb releases the spore cloud, which affects a 15'-diameter area. A successful save vs poison prevents the euphoria. (**T** aquatic fungi; **C** pigmentless (pale white); **S** 18" bulbs, stalks that can extend for up to 75'; **E** subterranean pools and lakes) **G. P. Value**: 60 **Location**: 8-164, 8-166.

Cloud Caps: These meaty, satisfying mushrooms are excellent for eating and offer a small restorative effect if consumed. One specimen will feed a person for three days, or can be cooked to produce a curative liquid (one specimen provides 12 doses) that restores 1-3 HP. They are also the prime ingredients in Deino's exotic potions (see 3-158). (**T** mushroom; **C** white and blue mottled caps; **S** 9' tall, with 2'-diameter caps; **E** damp subterranean environments) **G. P. Value**: 40 **Location**: 3-163D, 3-172B, 6-28, 7-26, 7-45, 7-91, 9-4, 9-6, 9-73, SL4-27, SL4-29, SL4-30, SL4-62.

Delver's Reward: This is the name for both a rare subterranean tree and the nuts it produces. Twenty of these nuts can sustain a man-sized being for a meal. The trees produce a large crop of nuts twice per year. (**T** tree and nut; **C** gray tree with pink leaves,

brown nut with pink meat; **S** 1"-diameter nut, 6'-tall tree; **E** damp subterranean environments) **G. P. Value**: 100 (tree), 1 (20 nuts) **Location**: 7-4.

Eye-Openers: If ingested, these fungi produce a psychedelic high that reduces INT by 6 for 2-12 hours, but allows the user a +1 bonus to detect secret doors and to listen checks. A typical specimen has 12 doses. They have no nutritional benefit. (**T** mushroom; **C** light blue caps spotted with yellow; **S** 9' tall, 5'-diameter caps; **E** damp subterranean environments) **G. P. Value**: 35 **Location**: 3-163D, 3-172B, 3-180, 6-28, 7-45, 7-91, SL4-62.

Glowing Friend: A mutation of the better-known green friend, the glowing friend also traces its origin back to the rudishva homeworld. The pneumocysts emit a low, yellow-green phosphorescence. Its holdfasts require water, but the fronds can thrive in water or air. The pneumocysts are buoyant enough to raise fronds 10' off the ground, Glowing friend has no other useful properties, although the heqeti are able to consume it. (**T** algae; **C** yellow-green; **S** forms large (10-15') stipes, with fronds and pneumocysts; **E** very damp, mineral-rich subterranean surfaces) **G. P. Value**: 1 **Location**: 10-15, 10-22, 10-26, 10-40, 10-47, 10-48, 10-51, 10-55.

Green Friend: Originally native to the rudishva homeworld, this strange plant has flourished in the dungeon setting of Arden Vul. Amid its long, curtain-like strings of rubbery 'fronds' grow pocket-like bubbles, in which ferments a strange dark green juice with healing properties. A 3' strand of dried green friend is enough for a nutritious single meal, but if a 1' section of freshly picked green friend is chewed like jerky, the juice from the bubbles cures 2-7 HP.

A maximum of three doses per day can be safely imbibed by humans and demi-humans; if more is consumed, nausea sets in, causing -1 to all rolls for 2-8 hours and halving movement. Lizardmen have no limit to the amount of green friend they can consume. Freshly-picked green friend retains its healing ability for 2-24 hours after picking. (**T** algae; **C** pale green; **S** large growths on very moist walls, especially near standing dungeon water, and grows in curtains along walls; **E** very damp, mineral-rich subterranean surfaces) **G. P. Value**: 1 (meal), 50 (fresh) **Location**: 4-2C, 7-76, Sub-Level 5, SL9-8.

Heqeti Sign Mold: A heqeti weaver (see new monsters) can impose a pictographic message in a patch of this mold before placing it. Then, whenever motion is detected within 10' of the colony, the mold's hyphae rearrange themselves to reveal that message. (**T** mold; **C** vermillion; **S** produces signs in patches 10' or more in diameter; **E** subterranean environments) **G. P. Value**: — **Location**: 8-158, 8-163, 10-2.

Lotus Powder, **Gethite**: Smoking Gethite lotus powder produces a pleasant, powerful, dreamlike experience for 10 + 3-30 minutes; during this period the user is incapable of other action. After that initial phase, the user feels euphoric and lucky; he/she gains +1 to saving throws, but -1 to all combat to hit and damage rolls. The powder is highly addictive: each dose smoked after the first adds 10% to the base 25% chance of addiction. Once addicted, the victim suffers withdrawal symptoms for 4-7 weeks if a dose isn't taken every week: these symptoms impose -1 to all rolls and cause the victim to actively seek new sources of the powder. The powder is imported from Sweetwater Hold, where a handful of traders hold a monopoly on its distribution. (**T** powder of the rare Geth lotus, mixed with secret ingredients; **C** a sticky black mass; **S** one dose is ½ oz; **E** desert oases) **G. P. Value**: 50 **Location**: 6-90, 7-14, 7-42, 7-76G, 7-96, 7-124, SL13-15.



Lotus Powder, **Rastite**: Inhaling the smoke of this powerful narcotic renders one non-aggressive and weak-kneed for a period of 6-11 rounds. Archonteans, Thorcinga, and Wiskinga are ignorant as to the locations in which this plant grows; they acquire it from a handful of traders in Sweetwater Hold, who have an effective monopoly on distribution throughout the empire. It is similarly addictive as Gethite lotus powder. (**T** powder of the Rast Lotus, mixed with honey and spices; **C** a sticky red mass; **S** one dose is ½ oz; **E** desert oases) **G. P. Value**: 10 **Location**: 6-86, 6-89-91.

Lover's Aid: This rare subterranean orchid gives off a pleasant, mildly sweet aroma of honeyed raspberries. Unless a save vs. poison is made, any inhaling the scent becomes susceptible to most suggestions for 1-6 hours. A drugged person is not slowed, and perceives no change in his/her mental abilities; he/she is merely highly likely to agree to most reasonable requests. Clearly antithetical suggestions ('kill yourself', 'attack your friends', etc.) will be met by incomprehension and/or amusement. (**T** orchid-like flower; **C** light peach flower, with purple center; **S** flowers grow up to 8" in diameter; **E** subterranean humid environments) **G. P. Value**: 200 **Location**: 6-4.

Midnight Rose: This unusual plant is sometimes known as the 'reverse rose', for it generates chlorophyll in darkness but dies in sunlight. The sap of a cut midnight roses is curative; drinking it cures 2-16 hp. A plant will have 2-5 sap-bearing flowers in bloom at any given time; new blooms take 1-10 weeks to appear. (**T** enchanted flower; **C** black rose; **S** stem grows to 3' tall; **E** dark caverns) **G. P. Value**: 1,000 **Location**: 3-179, SL4-44, SL9-2.

Mind Eater: These mushrooms taste good and are nutritious, and will sustain those who consume them, but are also deadly: for each specimen ingested a PC must save versus poison or go permanently insane. Two specimens will feed a person for a day. (**T** mushroom; **C** pale yellow with a red dot in center of the cap; **S** about 1' tall with 2" caps; **E** warm and humid regions underground) **G. P. Value**: 30 **Location**: 4-97A, 6-28, 7-57, 7-91, 9-4, 9-6, SL4-12.

Orange Lamps: These edible, but unappetizing, mushrooms emit low, orange-colored phosphorescence in a 30'-diameter area. The phosphorescence continues for 1-4 hours after the cap is picked. A single specimen will feed a person for two days. (**T** mushroom; **C** orange; S 10' tall, 3' diameter-caps; **E** subterranean environments) **G. P. Value**: 10 **Location**: 3-163D, 3-172B, 6-28, 7-26, 7-45, 7-91, 9-4, 9-6.

Pink Delight: The fruit of a wild subterranean creeper found on the floating garden, these fruits are refreshing and delicious. Consuming at least one fruit cures 1-4 HP per day (but consuming more will not increase the HP gain beyond 1-4 HP/day). (**T** fruit; **C** coral; S 6"-diameter globes; **E** subterranean humid environments) **G. P. Value**: 40 **Location**: 6-4.

Red Veil: If ingested, the red veil causes violent madness for 1-6 turns. This means -8 WIS, -2 AC, +3 to hit, and a temporary boost of +10 HP. Any character who drops below 3 WIS is functionally insane and will act chaotically according to the following table (roll once per turn):

D8	Action
1-2	Attack nearest (including, possibly, friends)
2-4	Run at full movement in a new direction (i.e., one not previously explored)
5-6	Sink into a stupor and destroy one random bit of personal gear (helmet, weapon, etc.)
7-8	Throw self against the wall repeatedly, incurring 1-6 damage per turn for duration

A few sages claim to be able to distill the red veil into a potent liquid form. (**T** mushroom; **C** blood red caps with pale yellow stems; **S** about 3' tall with caps 1' in diameter; **E** damp regions underground) **G. P. Value**: 40 **Location**: 2-23, 3-155, 3-190, 4-97, 6-28, 7-26, 7-57, 7-96, 9-4, 9-6, 9-33, SL3-2, SL3-16, SL3-20, SL4-12, SL4-46, SL6-30, SL9-69.

Red Lotus Blossoms: Inhaling the smoke of this mild narcotic reduces the will of the inhaler, resulting in a -1 penalty to all saves against mind-affecting attacks. However, with repeated use, the red lotus blossom strengthens the inhaler's will, providing a +1 bonus to all saves against mind-affecting attacks. The transition from negative to beneficial requires several months of exposure. (**T** lotus blossom; **C** deep scarlet sticky mass; **S** one dose is ½ oz; **E** warm and temperate shallow and murky waters) **G. P. Value**: 10 **Location**: 3-90.

Slow Steppers: If crushed or damaged the mushrooms emit spores that cause an effect analogous to a *slow* spell to all those in a 10' radius who fail a save versus poison. The effect lasts for a turn. (**T** mushrooms; **C** corpse-white with black flecks; **S** 2' tall; **E** damp underground areas) **G. P. Value**: 75 **Location**: 6-28, 9-4, 9-6.

Whispering Fungus: This phosphorescent and slightly furry fungus possesses a basic collective sentience in patches of 20 square feet or more, and one of its acts of volition is to ripple the air so as to create a breeze, filtering microscopic life to feed upon. (**T** fungus; **C** pale yellow; **S** large patches (20 square feet minimum, with ¾" stalks); **E** subterranean regions) **G. P. Value**: — **Location**: 8-148.

White Bulbs: The flesh of these mushrooms is poisonous; save vs. poison or die. Unexperienced spelunkers may confuse them (to their misfortune) with their larger and differently-shaped cousins, the white ribs. (**T** mushroom; **C** off white; S 11' tall, 2'-diameter bulb-caps; **E** subterranean regions) **G. P. Value**: 25 **Location**: 3-163D, 3-172B, 6-28, 7-45, 7-91, 9-4, 9-6.

White Ribs: These fast-growing, ubiquitous fungi are excellent for eating, and are consequently a staple of the diet of many Arden Vul creatures. One specimen will feed a person for 3 days. (**T** mushroom; **C** off white; **S** 15' tall, 4'-diameter caps; **E** subterranean regions) **G. P. Value**: 15 **Location**: 3-163D, 3-172B, 6-28, 7-26, 7-45, 7-91, 9-4, 9-6, SL4-27, SL4-29, SL4-30.

NEW SPELLS

Basil's Torch Treatment

Alteration
Level: Magic User 1
Range: 200'
Duration: See below
Area of Effect: 2 torches + 1 torch/level
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None
Location: AV-47, 1-8, 2-70, 4-73, 5-85A, SL6-43, 8-133, SL3-2A, SL5-13B, SL6-79

Having grown tired of seeing his minions' torches gutter out in the midst of his explorations, the mage Basil Bracteros devised this simple spell that extends the life of torches three-fold (that is, torches last for 3 hours). The material component for this spell is a bit of firefly or glowworm phosphorous.

The Bracteros Effect

Alteration
Level: Magic User 2, Illusionist 1
Range: 200'
Duration: 1-3 hours +1 hour/level
Area of Effect: 3 light sources
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
Location: AV-47, 2-23, 2-70, 3-83, 5-85A, 6-8, 6-49, 7-44, 7-143, 8-133, 9-31, SL3-2A, SL4-44, SL6-43, SL5-13B, SL6-79

This spell was devised by the great mage Basil Bracteros as yet another utility spell for subterranean explorers. The magic user chooses up to three light sources (torches, continual light rocks, glowing swords, etc.) and sprinkles a bit of powdered gypsum over them while intoning this spell. For the duration (which Basil was unable to fix to a specific time), the light sources are effectively invisible to anyone but those within twenty feet. In other words, the light sources work normally for those carrying them and others within the 20' radius, but are completely masked to those outside that radius. Of course the Bracteros effect does not grant true invisibility, nor does it mask noise. But as a means of shielding one's light sources from curious – and potentially hostile – eyes, it has no equal. The material component for this spell is a bat's eye.

Brain Full of Large Spiders

Illusion/Phantasm
Level: Illusionist 4
Range: 240'
Duration: 1 round/level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 2 segments
Saving Throw: Special
Location: 4-8B, 9-31, SL2-1

The illusionist makes the subject believe that spiders are gnawing at his/her brainstem, causing excruciating pain and fear. The subject takes 2-12 HP/round and is rendered helpless with fear. Each round of the duration the subject must roll a saving throw; if/whenever the save is made, the damage for that round is halved and the subject is freed from fear for the remainder of the duration. The material component for this spell is a dead spider.

Brain Full of Small Spiders

Illusion/Phantasm
Level: Illusionist 2
Range: 240'
Duration: 3 rounds + 1 round/level
Area of Effect: 1 creature/level, up to 5
Components: V, S, M
Casting Time: 1 segment
Saving Throw: Negates
Location: 3-41, 4-8B, 4-14A, 6-49, 9-31, SL2-1

With this nasty spell, the illusionist creates the sensation that small spiders are crawling around on top of, and possibly within, the subject's head. The result is to cause the unfortunate subject to whip his/her head about, trying to clear the spiders. This imposes a -1 penalty to all rolls, and a halving of movement. The material component for this spell is a spider's web.

Cleophalus's Look-Away Spell

Illusion/Phantasm
Level: Magic User 1
Range: Touch
Duration: 2 rounds + 1 round /level
Area of Effect: Creature touched
Components: V, S
Casting Time: 3 segments
Saving Throw: Negates
Location: AV-32, AV-47, 3-40, 5-74, 8-133, SL3-2A, SL5-13B, SL6-79

This spell makes it difficult for viewers to pay attention to the target. Unlike *invisibility*, the target is always visible, as are all his/her possessions. But the magic of the spell causes those near the target to focus on other things, allowing the target to slip past them unseen. The spell is completely effective on creatures up to 4 +4 HD. Those above 4+4 HD get a saving throw. The GM may assess a modification to saves for environmental conditions: the more plausible it is for viewers to be looking away (e.g., in crowds, or when other activities, noises, etc. are occurring), the easier it is for a target to escape their attention. Conversely, in certain circumstances the viewers might have an easier time resisting the spell (if already alerted, if the target is walking in mud, etc.).

Curse Item

Conjuration/Summoning
Level: Cleric 5, Magic User 6, Illusionist 6
Range: Touch
Duration: Permanent
Area of Effect: Single Item
Components: V, S
Casting Time: 1 hour
Saving Throw: Negates
Location: AV-47, TS-12, 4-111, 4-146, 8-133, SL3-2A, SL5-13B, SL6-79. Also found in copies of "*Property of Eustachius the Cantor*" (see Arden Vul books): 3-57, 7-22

This spell curses an item (magical or mundane) with a minor malevolent effect. The caster, as well as any other individual or set of individuals (such as "all town guards" or "all halflings") chosen by the caster at the time the item is cursed are not affected by the curse. Only magical items are allowed a save against the spell: saving as 10th-level fighters.

Dameon's Shadow Spell Book

Illusion/Phantasm
Level: Magic User 4, Illusionist 2
Range: Touch
Duration: 6 turns/level
Area of Effect: Special
Components: V, S
Casting Time: 1 turn
Saving Throw: None
Location: AV-32, AV-47, 5-52, 8-133, SL3-2A, SL5-13B, SL6-79

This spell creates a semi-real phantasmal duplicate of one of the caster's spell books. The phantasm glows with a soft light (equal to three candles) and allows the caster to memorize any spells contained within the real book. The shadow spell book has 1 hp. The illusionist Dameon created this spell after yet another imprisonment in a dark cell.

Feline Senses

Alteration
Level: Cleric 4
Range: 0
Duration: 2 + 1-3 turns
Area of Effect: Personal
Casting Time: 4 segments
Components: V, S
Saving Throw: None
Location: AV-40, 3-63, 5-14

In casting this spell the cleric acquires enhanced senses, analogous to those of a cat. For the duration the cleric has infravision to 60', he/she can detect and identify smells at 60', and his/her listen checks receive a +2 bonus. In addition, he/she has a 50% chance to identify unknown (but non-magical) comestibles (food, liquids). Although most deities can grant this spell if so petitioned, its existence is largely unknown save to the priestesses of Bastet.

Friend of the Hekate

Divination
Level: Magic User 1
Range: 240'
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 2 turns
Saving Throw: None
Location: AV-47, 8-133, SL3-2A, SL5-13B, SL6-79. Also found in copies of *Codex Priscii* (see Arden Vul books): 4-24, 5-74, SL10B-21

This spell was developed by Priscus Pulcher, with contributions from other Sortians. It detects the capacity for arcane spell-casting at an extended range. Although it has a long casting time, the duration means that one could walk through the slums, say, identifying all those children with a talent for magic (as Priscus did). The material component for this spell is a live caterpillar.

Frigg's Elephant Ears

Alteration
Level: Magic User 2
Range: 240'
Duration: 2 turns
Area of Effect: 2 man-sized targets
Components: V, S, M
Casting Time: 1 segment
Saving Throw: Halves duration
Location: 2-70, 4-56, SL4-12, SL5-35

Frigg the Wily, the legendary imperial goblin magic user (see World of Archontos appendix) devised this spell, which causes the ears of a target who utters any falsehood for the duration of the spell to grow to the size of elephant ears. The ears droop and flap, making the subject's lies instantly obvious to the caster. The material component for this spell is a piece of leather shaped like an elephant ear.

Frigg's Flatulence

Evocation
Level: Magic User 1
Range: Touch
Duration: Permanent until discharged
Area of Effect: Special
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None
Location: 3-104, 4-180, 7-24, SL4-12

The legendary imperial goblin (see World of Archontos appendix) magic user, Frigg the Wily, devised this clever spell. The magic user paints a symbol (an X, a smiley face, etc.) on a surface, and then enchants the symbol such that the first time that any being 4' tall or larger passes it, a loud 'raspberry' is produced. The spell is commonly used as a perimeter warning system, as do the goblin witch doctors of Arden Vul (see area 4-12). The material component for this spell is the pigment used to draw the symbol mixed with a pinch of copper dust.

Frigg's Fraud

Illusion/Phantasm
Level: Magic User 2, Illusionist 1
Range: Touch
Duration: Permanent
Area of Effect: 70 cubic feet
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None
Location: 2-27, 4-8B, SL4-12

Frigg the Wily devised this spell as a way to conceal the magical nature of enchanted objects. In a way, it is like the reverse of the normal spell, *magic aura*, as it serves to obscure a magical aura. Objects cloaked by the spell will not detect as magic in the usual way, although any magic user or illusionist who handles the cloaked object is allowed a saving throw (with a +1 bonus for illusionists) to realize that the object is, in fact, magical. The spell may not be cast on living beings. The material component for this spell is small bit of dirt rubbed onto the object.

Frigg's Jelly Legs

Alteration
Level: Magic User 2
Range: 120'
Duration: 4-6 rounds
Area of Effect: 1 + 1 man-sized creature/level
Components: V, S
Casting Time: 2 segments
Saving Throw: Special
Location: 3-5, 4-56, 9-31, 9-61, SL4-12

One of the creations of the imperial goblin magic user, Frigg the Wily (sometimes known to his disciples as "Frigg the Fabulous"), this spell causes the targets' legs to become rubbery and unstable. Those affected have their movement halved and suffer -2 penalties to all combat rolls for the duration of the spell. A successful save versus spells allows victims to move at ¾ of normal movement, and only imposes a -1 penalty to combat rolls.

Frigg's Caustic Kisses

Evocation
Level: Magic User 2, Illusionist 3
Range: 120'
Duration: 1 round + 1 round/level
Area of Effect: One or more creatures
Components: V, S, M
Casting Time: 2 segments
Saving throw: ½
Location: 3-24, 4-8A, 4-180, 6-9A, 9-31, SL4-12, SL5-35

Another creation of the legendary imperial goblin (see World of Archontos appendix) magic user, Frigg the Wily, this spell allows a magic user to blow strange, enchanted kisses at a number of targets. Once casting is completed, the caster must physically pucker up and blow a kiss towards the desired target: a pair of red, puckered lips then floats swiftly towards the target. The victim suffers two effects: first, the enchanted lips dispel any invisibility or illusions that may cloak the target; second, they inflict 2-5 hp of acid damage. If the target saves versus spells, the damage is halved. The caster can blow one kiss per round for the duration of the spell; targets can vary at the caster's discretion. The material component for this spell is small bit of rouge or other red pigment.

Garrulous Mouth

Alteration
Level: Magic User 3, Illusionist 4
Range: Special
Duration: Special
Area of Effect: One object
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None
Location: AV-47, 3-123, 4-56, 4-171, 5-74, 8-133, SL3-2A, SL5-13B, SL6-79

This spell functions exactly like the 2nd-level magic user spell, *magic mouth*, with one exception: the caster can program the mouth to repeat its message a number of times equal to the level of the caster. So, a 5th level caster could have the message activate up to five times. The material component for this spell is a number of honeybee wings equal to the number of times a message is repeated.

Hallow (Reversible)

Invocation
Level: Cleric 4
Range: Touch
Duration: Permanent
Area of Effect: One object plus a 60' radius sphere around that object
Components: V, S, M
Casting Time: 3 turns
Saving Throw: None
Location: 3-66A, 4-51, 7-117, 8-140

Through this ritual the cleric infuses an object – an altar, a ring, a set of remains, whatever – and its surroundings with the holy power of his/her deity. The spell involves a lengthy ritual, as well as the sacrifice of objects (material components) worth at least 500 gp. When completed, the object (as well as an area around it described by a 60' radius circle) provides a palpable aura appropriate to the caster's alignment (evil, good). That aura conveys a +2 bonus to any rolls made by those of that alignment (to hit, saves, etc.), and a concomitant -2 penalty to all rolls by those not of that alignment.

The reverse serves to *de-hallow* a previously *hallowed* object and location. The spell requires 100 gp worth of alignment-appropriate materials applied to the object and area affected.

Harnessing the Chaos

Alteration
Level: Magic User 5
Range: 0
Duration: 3 rounds
Area of Effect: 30' radius
Components: V, S
Casting Time: 1 round
Saving Throw: Negates
Location: AV-47, 4-187, 7-117, 8-133, 8-140, 9-33, SL3-2A, SL5-13B, SL5-14, SL6-79

This incantation allows the caster to borrow specific powers for a short time from creatures aligned with chaos. Upon completion of the spell, the caster determines how many eligible creatures are within range; to be eligible, a target must be chaotic in alignment (CG, CN, CE). The caster then has a choice of what effect to produce. Either he/she may 'borrow' HP equal to twice the caster's level from all eligible targets that fail their saves, or he/she may borrow a single special ability from a single target. The caster must be familiar with the existence of an ability to be able to borrow it.

Once a power – whether HP or a special ability – is borrowed, the caster gains full use of that power for the duration of the spell, while the target(s) lose(s) the use of the stolen power. Note that if a creature is brought to 0 HP through the power of this spell, it is 'dead' for the duration of the spell. While creatures dropped in such a way will regain any lost HP at the end of the spell's duration, it is possible for the wizard or his/her comrades to administer a coup de grace while the spell is still in effect. The caster may exceed his regular HP maximum through the use of this spell, but that maximum reverts to its normal limit when the spell expires.

If the caster elects to borrow HP from multiple targets, then he/she can affect as many HD of creatures as he/she has experience levels. If the caster elects to borrow a special ability, then the spell affects one creature and borrows one ability. The caster always chooses which eligible target(s) he/she affects, and which power he/she borrows (although, as stated above, the power must be known). Limitations on a power's use transfer to the caster as well (hence a caster could not borrow a breath weapon and use it in excess of the regular daily allotment).

Special powers include any spell-like or magical power that a creature possesses. For instance, an orc's infravision is a special power, as is a demon's teleport power. Aside from the (limited) ability to borrow HP, the caster cannot borrow powers that are 'natural' and whose removal would effect instant death; so, for instance, the caster could not borrow a giant's strength (thus causing it to be incapable of movement), or any being's blood circulation, or a kraken's ability to breathe in water, etc. As this spell affords wide latitude to the caster, the GM must be careful that the wizard does not attempt to pervert the spirit of the spell, which is to 'borrow' one of the special powers that are the hallmarks of powerful creatures of chaos.

The Hekate's Bonds

Enchantment/Charm
Level: Magic User 5
Range: 60'
Duration: 2 rounds/level
Area of Effect: 1-8 small, or 1-3 man-sized, or 1 large bipedal creature
Components: V, S, M
Casting time: 6 segments
Saving throw: Negates
Location: AV-47, 2-47, 5-74, 8-133, SL3-2A, SL5-13B, SL6-79

A version of *hold person* developed by Priscus Pulcher himself, this spell is more powerful than the basic version in a few ways. First, it affects a slightly larger class of 'persons', including any bipedal, mammalian-type creatures up to 8' in height. Second, it is harder to resist depending on the state of the person enspelled. Those struggling or in motion suffer a -2 to saves; those who recognize the spell (on a roll of 4d6 under INT for mages, 5d6 under INT for others) and/or become incredibly still in the round after casting save at +1. Otherwise it acts as *hold person*. The material component for this spell is a small (3") metal rod or bar per each creature held.

Holy Name

Conjuration/Summoning
Level: Cleric 2
Range: 120'
Duration: Special
Area of Effect: 30'-diameter sphere
Components: V, S
Casting Time: 1 segment
Saving Throw: Special
Location: AV-22, TS-16, 2-22, 3-24, 4-49

The cleric utters the divine name of his/her deity in a magnified, terrifying, deep-toned voice. The authority of this holy name affects those in the area of affect differently according to their alignment and that of the caster.

If a target's alignment is identical to that of the caster, the target gains +1 to all combat rolls and saving throws for 1 turn. If a target's alignment is one step removed from that of the caster (e.g., caster is LE and target is CE, NE, LG, or LN), then the target takes 1-4 damage and must save vs. spells or be stunned for 1-2 rounds. If the target's alignment is two steps removed from that of the caster (e.g. caster is LE and target is CG), the target takes 2-8 damage and must save vs. spells or be stunned for 2-4 rounds.

Strangely, those who are true neutral are unaffected by holy name, as are all creatures with 5 HD or more.

Kentillian's Abyssal Ice

Conjuration/Summoning
Level: Magic User 7
Range: Special
Duration: 1 turn/level
Area of Effect: 20 cubic feet per level
Components: V, S, M
Casting Time: 1 round
Saving Throw: ½
Location: 8-155, SL5-13A, SL10B-26

This spell was devised by the great archmage Kentillian. With it the caster summons into her hand an 8"-long crystal of abyssal ice. Touching the abyssal ice to a body of water instantly 'freezes' the water into a magical form of non-cold 'ice' (and destroys the crystal). The crystal affects a volume of water equal to 20 cubic feet per level of the caster, and the caster can determine what form the ice takes (cube, sphere, long-but-thin 'bridge', etc.). The frozen water remains solid for as many turns as the caster has levels. During this time, the 'ice' remains solid at up to 100 degrees F; hotter temperatures reduce the duration as the GM sees fit. Note that the caster can either touch the water with the crystal or throw the crystal into the desired liquid.

The transformation of the water into 'ice' crushes whatever may have been present in to the water at the time the spell was cast. Objects made of wood, shell, and other rigid materials are crushed into smithereens; other objects (metal, leather) must save versus a crushing blow. Living entities take 8-48 HP damage; a successful save versus spells reduces the damage by half.

The crystal of abyssal ice must be used within 1 turn or it melts into an inert puddle of blackish, acidic liquid. It also must be handled with care: a caster who doesn't use gloves takes 1-6 HP damage per round that the crystal is in contact with her hands. The material components include a dram of demonic blood and three whiskers from a polar bear.

Kentillian's Airy Command

Alteration
Level: Magic User 7
Range: Sight
Duration: 1 turn/level
Area of Effect: Up to 1 million cubic feet of water per level
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
Location: SL5-13A, SL6-1, SL13-2

Another of Kentillian's special aquatic-based creations, this spell temporarily transforms up to a million cubic feet of water (100x100x100 or 1,000 10x10x10 cubes) per level of caster into normal air. Anything that had been immersed in the water is subject to the new environment, and will potentially take damage as it falls through the air. At the end of the duration the water instantaneously returns; this may well pose problems for air-breathers that have not yet exited the area of effect. The material components are the tears of a seal and a fresh eagle egg.

Kentillian's Animate Water

Alteration
Level: Magic User 8
Range: 60'
Duration: 1 round/level
Area of Effect: 1 cubic foot/level
Components: V, S
Casting Time: 1 round
Saving Throw: None
Location: 9-107, SL5-13A, SL6-1

This potent spell devised by Kentillian allows the caster to emulate many of the features of the 6th-level clerical spell, *animate object*, albeit with water. The caster turns water of any shape into an animate creature.

Unlike with animate object, the caster can determine the density of the animated water; thus, the animated water could be considered light supple, light hard, hard medium, hard heavy, or whatever she desired. If the caster concentrates for a round, moreover, she can alter the density of the animate water; so, she might elect to have it start as light, hard, but could alter it to hard, heavy by concentrating for a round. The maximum size of the creature is dependent on the volume of water available and the caster's level.

The caster can, however, elect to animate several smaller creatures so long as their total volume does not exceed the area of effect limitations. In terms of damage, the animate water does damage according to its size, density, and weight; see *animate object* for details.

Kentillian's Useful Sphere

Abjuration
Level: Magic User 8
Range: 0
Duration: 2 rounds/level
Area of Effect: 10'-diameter sphere
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
Location: 9-121, 10-26, SL5-13A

With this spell, the great Kentillian improved upon and added some useful effects to the standard *globe of invulnerability*. In terms of spell defense, therefore, it blocks all 1st- through 5th-level spells from entering the sphere; the caster can, however cast her own spells through the sphere. In addition, the sphere moves with the caster, it provides clean, breathable air within the sphere, it provides a comfortable temperature (70-degrees F), and, best of all, it prevents creatures within the sphere from being energy drained, poisoned, or petrified. The material components are a pint of blood drawn from a living cleric (of any alignment), and a glass bead or globe.

Knit Bones

Necromantic
Level: Cleric 4
Range: Touch
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Location: 3-63, 4-42, 4-58, 4-100

This potent spell allows a cleric to channel divine magic so as to repair serious injuries in a humanoid body. Although the spell restores no HP, it effectively knits together broken limbs, closes up suppurating wounds, and restores all forms of lesser injuries resulting in a reduction of fitness (lameness, blindness, deafness, etc.). *Knit bones* does not help with magical ailments (curses, feeblemind, etc.), nor can it regrow severed or destroyed body parts or organs: such requires *regeneration*. The material components of this spell are a holy/unholy symbol and a vial of holy/unholy water.

Locate Living Being

Divination
Level: Magic User 2
Range: 1 mile
Duration: 2 turns + 2 rounds/level
Area of Effect: Special
Components: V, S, M
Casting Time: 2 rounds
Saving Throw: None
Location: SL12-20

A piece of notorious blood magic, this spell allows the caster to unerringly locate a particular living being, provided that the caster possesses at least one drop of blood from the being to be located. The spell creates a red arrow that points in the direction where the being currently may be found; the arrow starts as a pale, pinkish

red, but becomes darker as it comes closer to the being. The spell only works for sentient beings, i.e. those with INT of 3 or greater.

Locate Place (Reversible)
Divination
Level: Magic User 2
Range: 100' + 20'/level
Duration: 2 rounds/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Location: AV-20, AV-47, 4-184, 7-44, 7-76F, 7-143, 8-133, SL3-2A, SL4-44, SL5-13B, SL6-79

This spell is similar to the more familiar *locate object* spell, except that it locates places known to the caster instead of objects. Places specifically known to the caster should be described as specifically as possible (the cave where the owlbears used to lair); generic places may also be sought (e.g., a cave with an immediate exit to the surface). The spell is directional, requiring the caster to rotate in place while chanting the description of the sought-after place. Like *locate object*, intervening walls or obstacles do not hinder this spell. The reverse of the spell serves to shield one location (up to 40' square) from magical detection of all kinds.

The Long Death
Necromantic
Level: Cleric 6
Range: 10'
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Location: 4-48, 4-142, 4-146

This spell allows a powerful cleric to create a mummy. A body must first be properly mummified, taking seventy days and using 1,000 gp worth of special embalming materials. The mummy is then placed into an elaborately-carved sarcophagus (costing another 1,000 gp), and the spell then cast. It takes another seventy days for the mummy to achieve "unlife" and become a fully-functioning mummy. The caster has no control over the created mummy.

Mindshift
Alteration
Level: Magic User 8
Range: Touch
Duration: 12 turns/level
Area of Effect: One creature or object
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Location: AV-47, 8-133, SL3-2A, SL5-13B, SL5-14, SL6-79. Also within copies of Mind over Blood - or How to Cheat Death (see Arden Vul Books): 9-55, SL6-17A

This spell shifts the intelligence and memory (including memorized spells) of the caster to another person or object, effectively creating a duplicate mind (without affecting personality). While the spell is in effect, the receiver of the magic user's intelligence and memory is capable of casting memorized spells with the same aptitude as the magic user who cast mindshift.

This spell is an integral part of the path to lichdom as the would-be-lich imbues the would-be phylactery with intelligence and memory. Three gems (sapphire, emerald, ruby) are the material components for this spell, each of at least 1,000 gp value. The gems are crushed into an ounce of hard alcohol that is poured over an object or consumed by a creature.

Nighteyes of Bastet
Alteration
Level: Cleric 3
Range: 120'
Duration: Permanent
Area of Effect: 60' radius globe
Components: V,S
Casting Time: 6 segments
Saving Throw: None
Location: 4-55, 8-31, 8-32, 8-37, 8-38

This spell is granted to clerics of Bastet as a replacement for *continual light*. It creates actual moonlight instead of the light normally created by *continual light*, allowing clerics of Bastet to see within the moonlight as if it was normal daylight. The spell cannot be used like *continual light* to blind opponents, however, as moonlight is not intense enough for that purpose..

Planar Punishment
Conjuration/Summoning
Level: Magic User 8
Range: Touch
Duration: Instantaneous
Area of Effect: One or two creatures
Components: V, S
Casting Time: 7 segments
Saving Throw: ½
Location: 4-31, SL5-13B, SL5-14. Also within copies of *Mind over Blood - or How to Cheat Death* (see Arden Vul Books): 9-55, SL6-17A

This spell quickly summons the very stuff that makes up the planes, and in rapid order, thereby subjecting the target(s) to a reality-shifting attack. Every plane of existence roils through the targets in less than a second, causing massive damage of all conceivable types and rendering immunities and resistances ineffectual. Planar punishment does 1d6+1 damage per level of the caster.

In addition to its uses against foes, this spell is an integral part of the path to lichdom; the would-be-lich must subject him-/herself to its effects just after quaffing the final potion that ensures the death of the body.

Pelagion's Bridge of Sighs
Conjuration/Summoning
Level: Magic User 2
Range: self, and 50' distance
Duration: 1 turn/level
Area of Effect: Vaporous object covering 200 square feet
Components: V, S, M

Casting Time: 3 segments
Saving Throw: None
Location: 4-55, 4-62, 7-39, 7-143, SL4-44

A spell invented by Pelagion the Grey (4-62) while under the influence of a powerful *arcanum* (see new magic items) pocket, this spell is useful when the caster and his/her friends are confronted by a difficult-to-cross barrier, like a chasm, ravine, or other kind of pit. At the end of the casting time, the caster begins to belch forth clouds of whitish vapor. The clouds appear permeable, but may be trod upon without fear. The size of the cloud is a maximum of 200 square feet, although the caster can determine the shape that the cloud takes. For instance, he could ordain a narrow 2'x100' bridge or ramp, or a more comfortable 4'x50' bridge. The caster must concentrate on his/her breathing for the duration of the spell, although he/she can be led slowly by comrades at ¼ movement rate. **Note**: the bridge need not be horizontal. The material component is a vial of quicksilver.

Pelagion's Rock Sympathy

Divination
Level: Magic User 3
Range: 0
Duration: 2 turns/level
Area of Effect: 20' radius sphere
Components: V, M
Casting Time: 1 round
Saving Throw: None
Location: 4-55, 4-56, 4-62

Another spell invented by Pelagion the Grey while under the influence of *arcanum* (see new magic items), this spell affords the caster complete understanding of all rock within a 20' radius around his/her person. This comprehension includes knowledge of rock and mineral types within the spell radius, as well as (obviously) their relative location.

Although Pelagion intended it as a means of locating additional *arcanum* pockets, the spell has the unintended – but important – side effect of allowing the caster to detect slopes or grades, new construction, sliding or shifting rooms/walls, traps involving stonework, and depth underground. **Note**: the spell does not allow one to 'converse' with rock, nor does it allow one to pass through stone. It is a knowledge spell, pure and simple. The material component is a perfectly smoothed stone, 1" in diameter; if the stone is *arcanum* (and smooth), both the duration and the area of effect are quadrupled.

Pol's Endless Sneezes

Enchantment/Charm
Level: Magic User 2
Range: 120'
Duration: 2 rounds/level
Area of effect: 1-2 creatures capable of sneezing
Components: V, S, M
Casting Time: 3 segments
Saving Throw: Negates
Location: AV-47, 7-24, 7-76F, 7-117, 8-133, 9-31, SL3-2A, SL5-13B, SL5-14, SL6-43, SL6-79. Also found in copies of *Pol's Book of Laughs* (see Arden Vul books) at: 5-74, SL12-25, SL6-17A

With this spell the caster causes up to two creatures to be wracked with endless sneezes. The sneezing is convulsive and violent, and imposes several adverse effects: movement is halved, saves are reduced by 1, and combat rolls suffer a -1 penalty. With a successful save versus spells the target(s) completely avoid the sneezing fit.

Pol's Improved Eye

Alteration
Level: Magic User 5
Range: 0
Duration: 5 rounds/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Location: AV-47, 3-24, 8-133, SL3-2A, SL5-13B, SL5-14, SL6-79. Also found in copies of *Pol's Book of Laughs* (see Arden Vul books) at: 5-74, SL12-25, SL6-17A

This is a better version of *wizard eye*, with vastly improved duration. In all other ways it is similar to *wizard eye*.

Pol's Inner Eye

Divination
Level: Magic User 6
Range: 60'
Duration: Instantaneous
Area of Effect: One sentient creature
Components: S
Casting Time: 1 segment
Saving Throw: Special
Location: 5-40, SL5-13B, SL5-14. Also found in copies of *Pol's Book of Laughs* (see Arden Vul books) at: 5-74, SL12-25, SL6-17A

Through this powerful spell the caster is able to penetrate the mind of another in order to recover a secret. If successful, the victim does not know that his/her mind has been picked. The spell has several limitations: first, the caster must be able to see the eyes of the victim. Second, the desired secret must be a specific one, that is, a word or phrase or number of something similar.The spell cannot be used to, say, master a complex process or acquire complex directions to an object. It can, however, reveal a password, a name, or even a description of a location ('the crown is in the treasury in Castle Grey'). Third, natural magic resistance is valid against the spell. Fourth, the victim gets a saving throw; should the victim succeed, the spell fails and the magic user is stunned for one round. Finally, creatures without sentience or creatures with clearly alien minds are immune to this spell.

Pol's Recall

Alteration
Level: Magic User 7
Range: 0
Duration: Special
Area of Effect: Special
Components: V, M
Casting Time: 1 segment
Saving Throw: None

Location: AV-47, 4-187, 8-133, 9-33, 9-121, SL3-2A, SL5-13B, SL5-14, SL6-79. Also found in copies of *Pol's Book of Laughs* (see Arden Vul books) at: 5-74, SL12-25, SL6-17A

An arcane version of the cleric spell, *word of recall*, this spell was developed by the archmage Pol. With Pol's version, the caster recites a single word while holding a pre-prepared object associated with the place to which the caster is to be recalled. Like the cleric version, a specially designated spot in the wizard's sanctuary needs to be prepared as the 'destination' for the recall. Transportation by the recall is instantaneous and without error. The magic user may transport up to 25 lb/level of additional weight with him/her.

Probus's Thunderous Alert

Evocation
Level: Magic User 2
Range: Touch
Duration: Special
Area of Effect: One spider-silk thread
Components: S, M
Casting Time: 2 segments
Saving Throw: Negates
Location: 2-27, 5-74

One of the earliest beastmen witch doctors (Probus) developed this spell in consultation with Deino. The caster enchants a spider-silk thread of anywhere from 6" to 10' in length, and places it across an opening. The next being to cross the opening breaks the thread and triggers an exceptionally noisy alarm lasting for 10 minutes. In Probus's version of the spell, the alarm takes the form of a dozen brass instruments of various timbres. A successful save versus spells means the 'victim' has avoided breaking the thread, but the spell is still active.

The Pummeling Fists of Arak-Zhorr

Evocation
Level: Magic User 2
Range: 30'
Duration: 1 round/level
Area of Effect: 20'x20'x20' cube
Components: V, S
Casting Time: 4 segments
Saving Throw: Special
Location: AV-47, 2-70, Level 3 random encounters, 4-2, 4-187, Level 5 random encounters, 5-85A, Level 6 random encounters, 6-48, 7-24, 8-133, 9-31, Sub-Level 3 random encounters, SL3-2A, SL5-13B, Sub-Level 6 random encounters, SL6-79. Also found in copies of "*Property of Eustachius the Cantor*" (see Arden Vul books): 3-57, 7-22

This spell, named for the infamous air elemental Arak-Zhorr, fills a 20'x20'x20' cube with flailing fists of air. Anyone in the area of the spell sustains 1-6 points of damage per round and must save or have anything they are holding torn from their grasp and thrown away from them.

Sun's Gift

Alteration
Level: Cleric 4, Magic User 6
Range: 120'
Duration: Permanent
Area of Effect: 75' radius sphere
Components: V, S
Casting Time: 8 segments
Saving Throw: None
Location: 3-24, 4-51

The invention of the eccentric Archontean mage, Houlios (see 8-21, 8-67), this spell is a more powerful version of *continual light*. Like that spell, it produces light in a globe some 150' in diameter; unlike *continual light*, however, Houlios's spell produces actual sunlight. An area in which sun's gift has been cast thus counts as daylight for the purposes of most monsters averse to daylight (goblins, etc.). Undead take 1 HP damage per round in the sunlight, and are at -1 to attacks and saves. Even vampires are adversely affected; as with actual sunlight, they lose their powers in the spell's light and will be destroyed in 1 turn if unable to escape.

Of course the real purpose of this spell was as a horticultural aid; it serves admirably to provide real sunlight to plants growing in areas (like dungeons) where sunlight is normally unavailable.

The Thane's Betrayal

Alteration
Level: Magic User 5
Range: 60'
Duration: 6 rounds
Area of Effect: One weapon
Components: V, S
Casting Time: 3 segments
Saving Throw: Negates
Location: 4-24, SL3-2

By this spell, a magic user is able to temporarily take control of an enemy's weapon. The enemy must have a weapon (not claws or natural weapons) and must be within the sight of the caster. The caster names the weapon to be controlled, and the victim must make a save versus spells with every + of the target weapon added as a bonus to the save. If the save is successful, the spell has no effect although the targeted weapon grows warm. If the save fails, the caster takes direct control of the weapon. The true beauty of this spell, however, is that after a failed save, the caster need only shout 'attack X' (with X being a specific target) and the controlled weapon will attack on its own, as if it were a 9th-level fighter. This leaves the caster free to conduct other actions.

Should the controlled weapon slay its foe and should the duration not yet be complete, the caster may take a full-round to designate another target.

The Thane's Collar

Enchantment/Charm
Level: Magic User 6
Range: 30'
Duration: 1 month/level
Area of Effect: 1 man-sized, sentient being
Components: V, M

Casting Time: 1 turn
Saving Throw: Negates
Location: 4-24, SL3-2

Invented by Tikun Thane, one of Newmarket's resident mages, this nasty spell allows the caster to completely overwhelm the will and independence of a victim. In essence, it produces complete slave-like submission from the victim. This means that the victim will do exactly as the caster says, even to the point of acting in ways foreign to his/her alignment or basic personality. The caster can also give general orders which the victim must attempt to fulfill as best he/she can (e.g., "Guard my tower against all intruders.") The victim is not lobotomized nor is he/she rendered zombie-like; rather, the force of the spell compels the victim to follow the caster's specific and general commands to the letter.

This spell is part of the procedure whereby Tikun Thane creates his 'disciplined' servants (q.v. new monsters, sub 'disciplined'). Targets who succeed at a save versus spells not only resist the effect, they also cannot be targeted by the spell for an entire year. The material component is a small iron collar. **Note**: the casting time is very slow, and is almost a ritual; as a result it would be hard to see this spell used in combat situations.

The Thane's Vengeful Veil

Alteration/Evocation
Level: Magic User 5
Range: 0
Duration: 1turn/level
Area of Effect: Personal
Components: V, S
Casting Time: 3 segments
Saving Throw: Special
Location: 4-24, SL3-2

This retributive spell was created by Tikun Thane as a way of helping ensure his safety while on excursions into Arden Vul. The caster creates a shimmering, form-defining field of off-white energy around his body. This field serves to reflect back a portion of the damage taken by the caster, whether the damage is physical or magical. Any attacker who successfully hits a mage protected by the veil must roll a save versus spells. If the attacker succeeds, he/she takes half the damage he/she inflicted on the caster; if the attacker fails the save, he/she takes the full value of the damage he inflicted on the caster. Note that the caster still takes damage; this spell merely reflects that damage back on the caster's enemies so that they, too, share the pain.

Warding Chain of Glyphs

Abjuration/Evocation
Level Cleric 6, Magic User 7, Illusionist 7
Range: Touch
Duration: Permanent until discharged a certain number of times
Area of Effect: Up to 400 square feet
Components: V, S, M
Casting Time: 1 day
Saving Throw: ½
Location: AV-47, 3-66A, 4-48, 4-51, 8-133, SL2-1, SL3-2A, SL5-13B, SL6-79

This is a more powerful version of the cleric's *glyph of warding* spell; it also comes in an arcane variation. The spell is used for guarding exceptionally important locations or objects, for it chains together a number of iterations of the usual glyph. As per *glyph of warding*, the caster traces a powerful glyph on the surface to be warded; unlike the less powerful spell, the caster can trace multiple iterations of the glyph on the same location. The maximum number of glyphs is equal to half the caster's level. The glyphs do variable damage per the chart below. They activate in series, one per round, starting with the first glyph. As with all *glyphs of warding*, the glyphs are invisible (but can be detected through the use of spells or abilities that reveal invisibility).

The spell requires 1,200 gp of powdered gems for the first glyph and 600 gp for additional glyphs. Casters can learn different types of glyph, each of which inflicts a different sort of damage (fire, cold, electric, air, pure magic, or negative energy).

Typically the knowledge of how to form each type of glyph is closely guarded. When this spell is first learned, the GM should roll 1d6 to determine which glyph is included in the written version of the spell; this is the only glyph the caster can inscribe until he/she somehow learns one or more of the other glyphs.

Glyph	Damage
First	1d6+3
Second	2d6+2
Third	3d6+1
Fourth	4d6
Fifth	5d6
Sixth	6d6
Seventh	7d6
Each glyph above seven	7d6+4

Wizard's Cache

Alteration
Level: Magic User 2, Illusionist 3
Range: 10'
Duration: Permanent until dispelled
Area of Effect: 2'-diameter sphere
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None
Location: AV-47, 2-23, 4-8A, 5-52, 5-74, 8-133, SL3-2A, SL5-13B, SL6-79

This handy spell allows a mage to create a small pocket of extra-dimensional space into which he/she can place objects he/she does not wish others to find. The space is 2' in diameter and is hidden behind a glowing green glyph of the mage's own design (e.g., Kel Bormol's glyph contains an intertwined 'K' and 'B'). The glyph is visible to all, but serves as a secure barrier against any but the mage who cast the spell. Only knowledge of the password, or deployment of dispel magic at a level higher than that of the mage who cast the *wizard's cache*, can force open the cache.

ARDEN VUL BOOKS

Each of the below entries contain the nine following abbreviated descriptions: **A** for author, **L** for language, **T** for type, **D** for dimensions (width, height, depth), **W** for weight, **R** for rarity, **FoS** for field of study, **SKC** for special knowledge categories.

Gold piece values listed for data crystals are for buyers who have the ability to read them or who are specifically collectors: otherwise reduce their value by $\frac{1}{10}^{th}$ as they are effectively only curiosities. The GM should note that many books within Arden Vul provide the finder experience points as would a magic item: such tomes are important finds of their own.

The Adrieniad: A unique epic poem composed by the short-lived archon of Arden Vul. The verse is quite good, even if the content shows insufferable vanity, for the hero is Adrienic himself; the story involves his rise through the imperial court and his winning of the commission to re-take Arden Vul; it dwells at length on the ease with which the expedition seized the pyramid of Thoth, built a new guard tower at the foot of the falls (EX-4), cleared the Boulevard of Knowledge and Grand Forum (AV-6 and AV-7), and established a HQ near the sundered span (5-35). The poem is not complete, and ends with the confident decision to re-subjugate the Arden Vul 'trolls' to the Emperor's authority. (**A** Adrienic; **L** Archontean; **T** codex; **D** 6x9x2; **W** 1 lb; **M** unbound quires of parchment; **R** unique; **FoS** humankind; **SKC** history, poetry, politics) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: 5-26.

Allies for Ever!: A glossy, 120-minute production detailing the history of the rudishva and kaliyani peoples and their momentous meeting among the stars, a meeting which led to the formation of the "Glorious Star-Borne Hegemony." The backdrops are all futuristic and alien, with strange colors, devices, and many talking-head shots of rudishva and kaliyani scholars. (**A** unknown; **L** Rudishva and Kaliyani; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** very rare; **FoS** humanoid & giantkind; **SKC** history, psychology) **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: 5-74, 9-90.

Anatomy of the Enemy: A rudishva training manual that explains the biological abilities of the heqeti (with ample images of dissection), as well as their offensive and defensive capabilities. Provides a viewer with full understanding of the basic combat abilities of all types of heqeti and a +1 to hit and damage against them. (**A** unknown; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** very rare; **FoS** fauna; **SKC** amphibians) **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: 5-74, 7-25.

The Ancient Ones: Composed by one of the chief lieutenants of the archon, Irene Bellatrix (c. AEP 1070), this text describes the mysterious ancient beings known to the Archonteans as the 'Survivors of the Old War', but self-described as 'Rudishva' and as 'the Beacon's children'. The overview describes the Ancient Ones as immortal, tall and skinny, with slightly demonic visage, long slender fingers, and a marvelous ability to create and use magical items. Despite this obvious affinity for magic items, they do not appear to cast spells, at least any known to the Order of Thoth. They eat, but sparingly, and prefer vegetarian fare. Some have taken up residence with the Archonteans, and have offered their skills. They claim not to be able to manipulate the Obsidian Gates. Laelius describes each of these survivors in turn:

Crallicarus: Always grinning, always attempting jokes. Appears to be an entertainer, but a highly disciplined and highly organized one. **GM Note**: Laelius refers to Crellik-Var, now the Lord of the Arena in 6-85.

Salorikus: A gifted surgeon, learned in anatomy and capable of the most impressive medical procedures. Highly valued by the archon for his excellent service. **GM Note**: The author is referring to Psalor-Ki, now in 5-74.

Ravatorus: A sage of sorts, with deep knowledge of subterranean and piscine life forms. Has offered assistance in identifying rare creatures and helping determine their abilities. **GM Note**: Laelius refers to Reiv-Tor, now found in SL7-23.

Melacorius: A great general of the rudishva. Rarely seen by the Archonteans, only visiting on occasion from an unknown redoubt hidden by sorcery. Polite, educated, fluent in Archontean, with immense charisma. **GM Note**: Laelius is referring to Melok-Ri, or Master Malachite area SL10-32.

Isocrates: The companion of Melacorius; silent, brooding, unpleasant. Apparently a soldier, for he always comes with a large sword. **GM Note**: Laelius refers to Isok-Crix, now found in area 6-20.

Nacalorus: Humble, self-abasing, with few skills save language. Has aided the temples in teaching a spoken form of Rudishva. Apparently a servant to the greater lords. **GM Note**: The author refers to Naik-Lir, now an intelligent giant rudishva skeleton at SL7-13.

(**A** Laelius the Praetor; **L** Mithric; **T** codex; **D** 12x19x2; **W** 6 lb; **M** oak boards and a single gathering; **R** very rare; **FoS** humankind, humanoids and giantkind; **SKC** history, politics and genealogy, psychology) **Experience Point Value**: 250 **G. P. Value**: 1,000 **Location**: 7-22, 8-125, SL6-17A.

Animating the Inanimate: The most significant ancient Archontean work on the principles and practice of creating constructs. Vaslotus provides 75% of the necessary information for creating imperial stone guardians (see new monsters), as well as full guidelines on how to animate stone statues. One of two copies of this work was stolen from the Imperial Academy by Kerbog Khan. (**A** Vaslotus Light-Fingers; **L** Mithric; **T** codex; **D** 9x12x4; **W** 4 lb; **M** oxhide binding; **R** very rare; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: 500 **G. P. Value**: 10,000 **Location**: SL12-25.

Archons of Arden Vul: A text that lists most of the archons, from the first, Fretevus of Haldor (r. AEP 893-902), to one of the last, Ismil the Coward (AEP 1783-1790). It provides a brief summary of the reign of each. (**A** anonymous; **L** Mithric; **T** 4 scrolls; **D**

1x10x1; **W** 1 lb; **M** vellum; **R** uncommon; **FoS** humankind; **SKC** politics and genealogy) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 8-125, 9-107, SL6-17A.

Arden Speaks: A beautiful volume that collects alleged sayings by the great Arden. Each folio gets a different saying, which is accompanied by a moralizing gloss by the author. The tenor of Arden's epigrams is positive, serving to emphasize imperial virtues of hard work, loyalty, obedience, and respect for proper authority. (**A** Marcellinus Septimus; **L** Mithric; **T** codex; **D** 7x10x3; **W** 2 lb; **M** white tooled leather binding; **R** rare; **FoS** humankind; **SKC** history, legends and folklore, philosophy and ethics) **Experience Point Value**: — **G. P. Value**: 200 **Location**: SL14-4.

The Art of Becoming: This valuable work details the process of construction of imperial stone guardians (see new monsters). The process is widely considered lost, so this manuscript would be nearly priceless to imperial officials. Depending on how it was deployed, it might even alter power structures throughout the empire. This copy is highly annotated with speculative questions about various rudishva constructs (see new monsters); while the annotations are learned, they provide no special insight into how to create or destroy such constructs.

Varix's tome reveals that the process for creating an imperial stone guardian is complex, costly, and lengthy. A magic user of at least 14th level must expend 1,000 gp per HP (minimum 50,000 gp) and spend two months creating the guardian. The wizard must also employ special concrete, into which has been mixed a dram of blood from an Archontean citizen and the ground-up bones of an Archontean soldier who fell defending the empire from attacking foes. The magic user must also cast *limited wish*, *polymorph any object*, *geas*, and *protection from normal missiles*. (**A** Varix the Archmage; **L** Mithric; **T** codex; **D** 8x11x5; **W** 4 lb; **M** battered brown leather binding embossed with an image of a stone guardian; **R** unique; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: 1,000 **G. P. Value**: 500,000 **Location**: SL14-4.

Be the Best Scout You Can Be!: A 22-minute training video used to help new varuda recruits learn their role in the rudishva military structure. The video emphasizes stealth and observation, emphasizing how the unique gliding skills of the varuda can be enhanced by technological advances. The narrator is a shorts-and-tunic wearing varuda named Heert. The GM might decide that a thief could gain +5% to his/her Move Silently skills by watching this video. (**A** Heert; **L** Varuda; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** very rare; **FoS** humanoid & giantkind; **SKC** law and customs, psychology) **Experience Point Value**: 500 **G. P. Value**: 1,000 **Location**: 5-111.

Best Aerial Vacations in Hegemony Space: A breathtaking, two-hour tour of nine of the most popular vacation destinations for varuda tourists. These destinations all involve gliding via thermals through spectacular, if alien, landscapes. For those with vertigo, the experience can be nausea-inducing. The production is narrated by a breathless varuda whose excitement becomes palpable (with chirps and squeaks) as the action becomes aerial. (**A** anonymous; **L** Varuda; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** very rare; **FoS** humanoid & giantkind, physical universes; **SKC** law and customs, geography) **Experience Point Value**: 500 **G. P. Value**: 2,000 **Location**: 5-111.

The Betrayal: A short, hastily scribed, and slightly bitter account of the treason of a certain Lisstak, chief of the kaliyani, against the rudishva. The account claims that, after 'our victory,' Lisstak grew bored with peace. Lisstak began to use honeyed words to twist the minds of the kaliyani, causing them to envy the varumani and the varuda. Lisstak's counsel grew contentious, and it angered Leil-Jor, who commanded obedience. Lisstak refused and departed, with the majority of the kaliyani. Lisstak sought out the remnant of the 'old enemy', and traded secrets of the masters for protection. Finally, the scroll alleges that it was through Lisstak that the 'sickness' arrived. (**A** anonymous; **L** Rudishva; **T** scroll; **D** 1x10x1; **W** .5 lb; **M** rudishva linen 'paper'; **R** unique; **FoS** humanoid & giantkind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 500 **Location**: 5-97.

Beyond the Veil: **Interviews with the Elementals**: An obscure text by the bizarre Khumus elementalist, Kagni-na-Phen, which purports to record a series of interviews with named elementals from each of the elemental planes. The names of these elementals are, of course, extremely valuable. The rest of the text is opaque, and drifts between Khumus, elemental languages, and an apparently invented tongue created by the author. What is clear is that the text provides practical advice on the dangers and proper techniques for summoning elementals, with descriptions of their powers. (**A** Kagni-na-Phen; **L** Khumus; **T** codex; **D** 5x7x3; **W** 12 lb; **M** horsehide bindings; **R** rare; **FoS** supernatural and unusual; **SKC** elemental planes) **Experience Point Value**: — **G. P. Value**: 800 **Location**: 5-128, 9-63.



Biological Systems: **An Owner's Manual**: A lengthy (6 hour) description of the anatomy and basic biology of each of the four star-faring races found on the Beacon: the rudishva, the varumani, the varuda, and the kaliyani. A viewer with 18 INT might be able to glean a slight advantage in combat (+1 to hit) against varumani or kaliyani by reading it. (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** biology) **Experience Point Value**: 250 **G. P. Value**: 1,000 **Location**: 5-74, SL12-28.

Blood is the Key to All: This unique and blasphemous work was considered the basic text for the principles of blood magic, that is, the way to use blood as a focus for spell casting. The sole known copy was held in the Imperial Academy before it was stolen by Cerbactos Kalthetos (aka Kerbog Khan, see SL12-25). The identity of the author is a minor mystery among the score or so mages who even know of the existence of this volume; all that they agree upon is that he lived prior to the war of the Sortians and Theosophs. In fact, the author was Psalor-Ki (5-74), who retains the autograph manuscript in his sanctum. (**A** the Sanguinator; **L** Mithric; **T** codex; **D** 7x11x4; **W** 5 lb; **M** tanned human skin; **R** unique; **FoS** supernatural and unusual, humankind; **SKC** dweomercraeft, biology) **Experience Point Value**: 100 **G. P. Value**: 5,000 **Location**: 5-74, SL12-25.

Book of Night Maneuvers: This rare volume was widely condemned in its day. It describes procedures for all manner of burglary, house-breaking, and second-story work. It also includes an appendix that describes eight famous heists conducted during the Golden Age of the Archontean Empire, with speculation on where the stolen objects ended up. In essence, it provides eight treasure maps. (**A** Tetrus Beloved-of-Jael; **L** Mithric; **T** codex; **D** 4x6x5; **W** 4 lb; **M** black dragon hide binding; **R** very rare; **FoS** humankind; **SKC** history, sociology) **Experience Point Value**: — **G. P. Value**: 1,000 **Location**: 8-125, SL15-7.

Book of Priors: This volume was begun in 937 AEP by Gaius Probus, prior of the temple of Thoth, and provides an annalistic record of the city of Arden Vul from the founding in 864 AEP The first 20 years of Gaius's account are fairly general, mostly listing various series of clerical and secular functionaries; starting in 866, however, the volume provides an invaluable, first-hand record of the great years of Archontean expansion, with detailed descriptions of the chasm, the main levels of the Halls, the heqeti, and the wars begun by archons against the hoppers. A reader of this section will gain full knowledge of the basic location of all worked, inter-level transitions (e.g., 3-55, 5-63).

Five more recensions have been added to the volume by later, unnamed priors. The second recension covers the years 1145-1190 AEP, namely the first inter-dynastic period and the restoration by Marcion IV. The third covers the years 1203-1210, and focuses mostly on art. The fourth treats the period from 1397 to 1499, with a focus on the glorious shift in imperial dynasty to Basil II Piso; this section has three folios describing the breaking of the 'ancient compact' (the Compact of Ennius - see World of Archontos appendix). The fifth covers the years 1633-1698, which describes the hardening of positions between the old temples and the Sortians, and the start of the great civil war. The final recension describes the terrible events of 1770 to 1782 AEP, with doom looming for Arden Vul (indeed, the city was sacked in 1783). These later sections provide extremely valuable history lessons to the reader. (**A** Gaius Probus and others; **L** Mithric; **T** codex; **D** 15x23x10; **W** 14 lb; **M** simple cow-hide bindings; **R** unique; **FoS** humankind; **SKC** art and music, demography, history, law and customs, politics and genealogy) **Experience Point Value**: — **G. P. Value**: 10,000 gp **Location**: 3-63.

The Book of Thoth: This enormous codex cannot be removed from the Shrine of Thoth. In it may be found an incredible trove of information, recorded by postulants over many centuries. The rules for consulting the volume are rigid, however; for them, see SL2-1C. (**A** anonymous; **L** Mithric; **T** codex; **D** 36x60x24; **W** 23 lb; **M** green leather covers, with ivory plates for folios; **R** unique; **FoS** humankind, supernatural and unusual; **SKC** theology and myth, astrology and numerology, divination, dweomercraeft) **Experience Point Value**: 1,000 **G. P. Value**: — **Location**: SL2-1C.

A Canticle of Arcane Knowledge: An important text by one of the great Sortians, Priscus Pulcher, that outlines his theories of magic. Chief among these is the concept that talent for magic is a spark equally distributed throughout the population. The text was widely condemned and burned in its day. As a result, few copies remain. While the principles Priscus espoused are now normative, the revelation that Priscus Pulcher, usually seen as a villain, espoused these ideas would cause a minor shock throughout the empire. (**A** Priscus Pulcher; **L** Mithric; **T** codex; **D** 6x8x2; **W** 2 lb; **M** black leather bindings; **R** rare; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: — **G. P. Value**: 1,250 **Location**: 4-55, 8-125.

Canticle of Revelation: One of the main liturgies of the ancient cult of Thoth, it enjoins the recitation of a complex set of Thothian precepts followed by poems and chants celebrating Thoth's role in revealing language, magic, and knowledge to humans. (**A** Berenice the Chanter; **L** Mithric; **T** codex; **D** 8x12x4; **W** 5 lb; **M** white and black cowhide bindings; **R** uncommon; **FoS** humankind; **SKC** theology and myths) **Experience Point Value**: — **G. P. Value**: 100 **Location**: 2-70, 3-57.

The Case for Action. A 60-minute recording without special effects and narrated in the Kaliyani tongue by a grim-looking kaliyani. The recording serves as a justification for the kaliyani revolt by outlining the grievances of the kaliyani crew in the years after the crash of the Beacon. Examples include: a general sense of being treated as second-class members of the hegemony; the promotion of rudishva ahead of better-qualified kaliyani; the unfair fecundity of the varumani and varuda, which caused their numbers and influence to surpass that of the kaliyani; unequal access to essential items of technology, including power supplies; and a sense that the rudishva took credit for kaliyani discoveries and achievements, including the discovery of the many uses of *arcanum* (see new magic items). (**A** Jevereel; **L** Kaliyani; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** history, politics) **Experience Point Value**: 250 **G. P. Value**: 1,000 **Location**: SL9-52.

Codex Legionariorum: This volume provides a complete manual of arms for Archontean legionary drills and tactics - at least as practiced 1,600 years ago. It also contains an extended epilogue on the use of spears. Should a fighter (or paladin or ranger) spend

a month studying this volume, he/she would gain proficiency in spears and enough experience to rise to the next level (or 40,000 XP, whichever is less). (**A** Hintorex the dekarch; **L** Mithric; **T** codex; **D** 10x15x4; **W** 7 lb; **M** red leather binding; **R** rare; **FoS** humankind; **SKC** law and customs) **Experience Point Value**: 8,000 **G. P. Value**: 40,000 **Location**: SL15-7.

Codex Priscii: A rare text written by one of the Sortian leaders shortly after the end of the War of Sortians and Theosophs, this volume provides a laudatory biography of Priscus Pulcher. In glowing terms, it describes Priscus's egalitarian outlook and his efforts to find and train as magic users those members of the lower orders of Archontean society in whom he glimpsed the arcane spark. The last folios contain a copy of Priscus's spell, *friend of the Hekate* (see new spells). (**A** Naelor Geisteon; **L** Mithric; **T** codex; **D** 8x10x4; **W** 5 lb; **M** oxhide binding; **R** rare; **FoS** humankind, supernatural and unusual; **SKC** history, politics and genealogy, dweomercraeft) **Experience Point Value**: 800 **G. P. Value**: 2,500 **Location**: 4-24, 5-74, SL10B-21.

Codex Sequentis: This 90-folio, unique volume acts as an instruction manual of sorts for operation of the thaumaturgic circle found in area SL14-15. Touching the silver plaques inset on the pillars of SL14-4 activates the thaumaturgic circle, and this codex provides some of the possible 'addresses' for the circle. The first folio lists the title and author of the codex. Forty of the ninety folios that follow have on the recto a line of squares, neatly painted in silver leaf; on top of each square is a Mithric numeral in black ink. On the verso of each folio are notes which describe the effect produced by touching the pillars in the pattern described on the recto. The descriptions for the first six folios concern manipulation of some features of the thaumaturgic circle (SL4-15). Beginning with folio 7, and running through folio 40, the verso leaves describe not a magical process but an unusual creature or a distant location; these notes frequently offer phenotypical pointers and, sometimes, a carefully spelled name. The following table lists the contents of folios 1-13.

The GM is encouraged to add further patterns to the codex, leading to other destinations and/or creatures. (**A** Kel Bormol; **L** Mithric; **T** codex; **D** 6x9x3; **W** 4 lb; **M** red leather bindings with a gold-and-blue eye embossed on the cover; **R** very rare; **FoS** supernatural and unusual; **SKC** dweomercraeft, planes, inner, planes, outer) **Experience Point Value**: — **G. P. Value**: 8,000 **Location**: SL4-14.

A Complete Decoding of the Old Ones' Glyphs: This codex of 200 folios assembles pictures of every known rudishva glyph and provides a short sentence or two of Mithric translation and explanation. Herodian, called 'tiro' because of his youth, was a star pupil of the famed Laelius the Praetor; sadly, Herodian was assassinated by a jealous husband before he could produce any other works of scholarship. (**A** Herodian Tiro; **L** Mithric and Rudishva Glyphik; **T** codex; **D** 7x11x3; **W** 4 lb; **M** unbound vellum quires; **R** very rare; **FoS** humankind, humanoids and giantkind; **SKC** languages) **Experience Point Value**: — **G. P. Value**: 2,500 **Location**: 5-128, SL12-25, SL14-4.

The Courtship of Julius the Exarch: A light romantic 'epic' in pedestrian verse, describing the efforts of Julius, exarch of Arcturus, to locate and woo a suitable wife. In quality it is the equivalent of a cheap romance. (**A** Anna of Magger; **L** Mithric; **T** codex; **D** 4x6x3; **W** 2 lb; **M** linen-covered wooden boards; **R** uncommon; **FoS** humankind; **SKC** legends and folklore) **Experience Point Value**: — **G. P. Value**: 60 **Location**: TS-16, 2-11, 6-129.

Creating D-^{3}He Reactions from Native Minerals: This 25 minute recording is science-dense, describing a process by which a reaction yielding high levels of energy (deuterium-helium^3) can be achieved from the proper manipulation of a number of rare minerals obtained from the strange mud-flats of Sub-Level 9. Most readers will find this to be undecipherable gibberish, even if they understand the rudishva language. Only those with a proper understanding of advanced science will be able to understand that

Codex Sequentis Contents

Folio	Pattern (on recto)	Description (on verso)
1	n.a.	(Title page): "Codex Sequentis. Property of Kel Bormol, Overseer of Truth, Hierarch of the Planar Circle, Adept of the Squamous Cylinder, Knower of the 97th Name. He wrote this." (c.f. SL3-2A)
2	I-II-III-IV-V	Initiates binding features of thaumaturgic circle; none within the circle may step out of it.
3	V-IV-III-II-I	Drops binding features of circle; those inside may now step out of it
4	I-III-V-IV-II	Initiates magical scourging of any inside circle; 3-18 damage per round (save for half damage)
5	II-IV-V-III-I	Initiates immobilization feature; any inside circle are frozen as per *time stop* for 1 hour
6	III-IV-II-I-V	Dispels and/or banishes any summoned entity from the circle
7	I-II-III-IV-V-VI-VII-VIII-IX	A 12-HD keqemander (see new monsters) is summoned into the circle
8	II-IV-VI-VIII-IX-VII-V-III-I	The demon Rizzit (see new monsters) is summoned into the thaumaturgic circle (for more information on Rizzit, see SL4-15)
9	I-III-IV-V-VI-VII-VIII-IX-II	An entrapment devil (see new monsters) is summoned into the circle
10	IX-VII-V-III-I-II-IV-VI-VIII	A type V demon is summoned into the thaumaturgic circle
11	III-I-VI-IV-VIII-IX-V-II-VII	The Free City of Duneagle – all inside circle are teleported to that most-famous of all cities
12	IV-V-VI-I-II-II-VII-VIII-IX	City of Archontos - all inside circle are teleported there
13	IX-VIII-VII-VI-V-IV-III-II-I	City of Brass - all inside circle are teleported there

this is a genius breakthrough. The deuterium was needed for the new propulsion formula devised by hegemony chemical engineers to power the remaining shuttle of the Beacon (see areas SL13-37B and 9-94). Those able to comprehend advanced science could use the process described here to create deuterium, provided they had access to a hi-tech laboratory. (**A** Spiv-Kol; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** unique; **FoS** physical universe; **SKC** chemistry, geology and minerology) **Experience Point Value**: 250 **G. P. Value**: 1,000 **Location**: SL9-48.

Crew Roster: A five-hour production that lists and describes every initial crew member of the Beacon. Originally the crew consisted of 200 rudishva, 75 kaliyani, 100 varuda, and 75 varumani. Each individual is depicted in 3D images, with voice-over describing their rank and station, psychological attributes, and posting history. (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** demography) **Experience Point Value**: 250 **G. P. Value**: 2,500 **Location**: 9-90.

Crew Roster (Medical): This special version of the crew roster adds detailed medical histories of every crewmember to the basic recording, increasing the duration of the presentation by 2 hours. (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** demography) **Experience Point Value**: 250 **G. P. Value**: 3,000 **Location**: SL12-28.

Deeds of the Azure Knights: An account of the appearance of the first known Azure Knight, Reccared Grey-Eyes, in the Archontean Empire. The author provides a largely mythological account of Reccared's early years before turning to a more reliable account of the valuable assistance he rendered to the Empire, first negotiating peace terms with the varumani troll-thegn during the Archontean retreat, and then in helping to maintain public order during the War of the Sortians and Theosophs. (**A** Juliana the Prior; **L** Mithric; **T** codex; **D** 6x9x4; **W** 4 lb; **M** brown leather binding; **R** very rare; **FoS** humankind; **SKC** history, politics and genealogy) **Experience Point Value**: — **G. P. Value**: 250 **Location**: AK-1, 4-55, 5-128.

The Deeds of Marius Tricotor: This famous text provides a full account of the character and public career of the great Archontean military archon, Marius Tricotor. It describes Marius Tricotor's arrival in Arden Vul as archon and his careful strategic planning; it lauds his common touch, including his decision to live among and in the style of the ordinary legionaries; it praises his rejection of every form of 'gift' offered by the great temples; it records the laments of his servants at his unwillingness to wear formal court attire; it notes his possession of the four artifacts of the archons; and, at length, it describes his campaigns through the lower halls against the 'amphibians'.

Anyone who carefully reads the text gains general information about the functions of the surviving buildings in the ruined city, and some relational directions about Level 3 (areas 3-1 to 3-162), Level 4 (areas 4-1 to 4-122), and Level 6 (areas 6-1 to 6-18, and areas 6-53 to 6-92). Lucius Cornelius's work appeared in several forms, as a codex and also as a set of scrolls. (**A** Lucius Cornelius Scriptor; **L** Mithric; **T** codex; **D** 8x10x5; **W** 7 lb; **M** purple leather binding embossed with a yellow archon's seal; **R** uncommon; **FoS** humankind; **SKC** history, legends and folklore, politics and genealogy) **Experience Point Value**: — **G. P. Value**: 100 **Location**: AV-40, 2-70, 4-55, 6-135, 9-107, SL6-43, SL12-25.

Deeds of Phagtro the Westron: Phagtro was an ancient Thorcin warrior famed for his heroic martial exploits. Like Larel One-Eye, many stories are told of Phagtro, and the boundaries between 'reality' and legend are fairly blurry. Typically one encounters a single quire recounting one of Phagtro's many supposed deeds. In rare cases, a codex might be encountered in which many of the deeds are gathered together. The GM can make up his own 'tale of Phagtro', or roll on the following chart for sample quires:

D8	Title	Description
1	Phagtro and the Floating Castle	Assault on a sorcerous floating castle
2	Phagtro and the Pirates	Taken by pirates, Phagtro subverts them and takes command
3	Phagtro and the Moving Island	Discovery of an island inhabited by strange beasts; it turns out to be a giant turtle
4	Phagtro versus the Giants	Slaughter of a tribe of hill giants
5	Phagtro the Scout	Guiding the imperial legions to a favorable site (Trenner's Rock) from which to fight the assembled Thorcinga
6	Phagtro and the Roc's Egg	Delivering a roc's egg to an archon
7	Phagtro and the Courtiers	Encountering ridicule for his 'country ways' at court, Phagtro gets his vengeance
8	Phagtro and the Legion of the Undead	Eliminating a scourge of zombies

Tales of Phagtro were extremely popular among the Archonteans, despite (or because of?) his 'barbaric' and unsophisticated ways. Phagtro was a real figure, however, and his burial mound can be found within the Thicket in Burdock's Valley (see World of Archontos appendix for both). (**A** anonymous; **L** Mithric; **T** quire; **D** 5x7x.5; **W** .5 lb; **M** parchment quire; **R** rare; **FoS** humankind; **SKC** history, legends and folklore) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 2-14, 2-22, 2-60, 3-59, 4-138B, 9-63.

Deeds of Ptarmis: An obsequious biography, this manuscript was never widely disseminated and today exists only in fragments. It describes the efforts of the priest of Thoth, Ptarmis, to study and preserve the vast mushroom groves located underneath Arden Vul (3-163 and 3-172). The unnamed author paints Ptarmis as a saintly, almost druidic figure. The extant fragment of this text does include the following tidbit, which might aid those seeking to discover the resting place of Ptarmis (3-174): the '*great fungal explorer, Lord Ptarmis, chose to abandon his kith and kin and establish his home – and ultimate resting place – on a high promontory amid the mushrooms that he loved.*' (**A** anonymous; **L** Mithric; **T** a single quire filled with excerpts from a lost text; **D** 5x7x1/2; **W** .25 lb; **M** vellum;

R unique; **FoS** humankind, flora; **SKC** demography, history, fungi) **Experience Point Value**: — **G. P. Value**: 200 **Location**: 3-144.

Description of the Inn of the Lost: This bifolium records an anonymous visitor's perceptions of the location known as the Inn of the Lost (see areas 6-7 to 6-20). It reads as follows: "*The House of Iscorax is most pleasant. The proprietor, a certain Thegan White-Mane, is attentive and accommodating. He has hidden facets, as we discovered one night when, uncharacteristically, he joined us in the common room for several mugs of ale. He displayed a surprising interest in ancient military history and tactics, and was well versed in the kinds of things that make our comrade Gister's eyes glaze over. Thegan seemed embarrassed on the morrow, and upgraded us to a better class of room; we were all surprised, as who doesn't occasionally require a few tankards to let the steam loose? The next morning Gister was gone, and the sacristan fellow recalled seeing him departing hurriedly through the peace door on his way to the Troll Lift. We are disappointed, but Gister was an odd one. He certainly ….*" [breaks off]. The fragment also describes a route to the Inn from 3-1: 3-1 to 3-7, to 5-44A, to 5-48, to 5-35, to 5-55, to 6-3. **GM Note**: this diary entry provides information about areas 6-7 to 6-20, and, if read critically, offers hints about both Thegan's past (as a member of the 3rd Cohort) and his current nefarious activities. (**A** anonymous; **L** Archontean; **T** bifolium; **D** 5x7; **W** negligible; **M** parchment; **R** unique; **FoS** humankind; **SKC** law and customs) **Experience Point Value**: — **G. P. Value**: 250 **Location**: 3-202.

Diary of Pliv-Mol, Chief of Security. An episodic recording of journal entries. They commence with confidence and optimism about the 'harmonious work ethic' of the 'star-born hegemony' during the post-crash period of hardship. It notes with satisfaction their relatively easy conquest of the indigenous amphibian-oid populations, the relative safety offered by their subterranean location, and their optimism at the engineers' promises to fix the Beacon. Later entries describe the strategic breeding programs for varuda and varumani and further efforts to engineer replacement parts for the Beacon, especially using the 'orange rock that so fascinates our fellow-hegemons, the kaliyani'.

Gradually, over many entries occupying more than four hours of time, the entries become shorter, more pessimistic, and despairing. The final entry contains clear evidence that Pliv-Mol suspected Lisstak, the kaliyani leader, of plotting imminent treason. Pliv-Mol closes by musing that it may be necessary to quarantine the kaliyani, and that he has secretly placed rudishva structural mines (see new technological items) throughout their dwellings east of the Midnight Road (see Level 5). These mines are on 24 hour timers, and are designed to detonate unless Pliv-Mol enters the appropriate code on a daily basis (the code is given as "Dipra-Jol" [his partner's name]).

These details amount to a full account of the decline of the rudishva, as well revealing that the upper leadership expected a revolt by the kaliyani (even if they did not prepare for the specific nature of it). (**A** Pliv-Mol; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 9-90.

Diary of Trocadero of Newmarket: Although the initial folio of this battered diary bears the phrase 'Property of Trocadero of Newmarket', this inscription has been crossed out and a cruder hand has printed "Ptarmis of Thoth" in blockish Archontean. The initial pages of the diary have been torn out, leaving only a handful of leaves. These folios describe the finding of the amulet of Ptarmis some 20 years ago, and the author's increasing fascination with the Great Cavern and its flora over the next decade. The last entries are over five years old, and are almost indecipherable, containing mad ramblings about spores. (**A** Trocadero of Newmarket; **L** Archontean; **T** unbound codex; **D** 5x7x1; **W** 1 lb; **M** parchment; **R** unique; **FoS** humankind, flora; **SKC** psychology, fungi) **Experience Point Value**: — G.P. Value: 25 **Location**: 3-176.

Divine Breath of Thoth: This text describes Thoth's pneuma (see SL2-1) and outlines two rituals, one of which requires the postulant to offer written knowledge to the God in return for wisdom. Strangely, the 1st-level magic user spell, *rope trick*, is inscribed on the reverse side of the scroll. (**A** Theophania the Devout; **L** secret tongue of the priests of Thoth; **T** scroll; **D** 3x14x3; **W** .5 lb; **M** parchment; **R** very rare; **FoS** humankind; **SKC** theology and myth) **Experience Point Value**: 500 **G. P. Value**: 2,000 **Location**: 1-2.

Divine Power is a Manifestation of Collective Will: This radical theological text was deemed heretical and suppressed on four separate occasions over a span of 600 years. In it, the unknown theologian argues that there are no gods; divine power is nothing more than a projection of the collective willpower of like-minded ordinary people. According to this theory, spells are concrete manifestations of that collective willpower. For obvious reasons, the temples opposed this teaching, and the text is now obscure. (**A** the Unknown Areopagite; **L** Mithric; **T** codex; **D** 5x3x5; **W** 2 lb; **M** crumbling ash boards; **R** very rare; **FoS** humankind, supernatural and unusual; **SKC** theology and myth, metaphysics) **Experience Point Value**: — **G. P. Value**: 200 **Location**: 9-62, SL10B-14.

Do Your Part!: A 30-minute propaganda film which mostly features highly stylized images of rudishva crewmen in orange jumpsuits posing with laser rifles and pistols next various locations within the Halls, e.g., the Weapons and Residential Pods of the Beacon (6-26 and 6-113) or before an enormous heap of amphibian corpses at the foot of an ominous ziggurat (see 10-32). At the end is a stirring speech by Captain Leil-Jor exhorting 'we few remaining heroes to do our best to repel the hopping hordes!' (**A** Mol-Prev; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 250 **G. P. Value**: 1,000 **Location**: 5-111, 6-117.

The Dogmatics of Father Set: A once-common introductory examination of the theological underpinnings of the worship of Set. The volume is heavy on practical questions (sin, punishment, etc.) and respect for hierarchy, and is rather light on describing the inner mysteries of the cult. The identity of the author (who gave merely his title) has remained a mystery since antiquity. (**A** the Third Potestator; **L** secret tongue of the priests of Set; **T** codex; **D** 6x9x3; **W** 3 lb; **M** red-infused iron binding ; **R** uncommon; **FoS** humankind; **SKC** theology and myth) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 7-22, SL6-17A, SL8-22, SL10B-9.

Duty Awards, **Stardate 6532**: a 15-minute video, over a swelling electronic score, showing Captain Leil-Jor of the Beacon bestowing awards for distinction, time-in-service, and extraordinary valor to

three rudishva, two varumani, two varuda, and a kaliyani. One of the varumani is the legendary Vanara (see 5-139). Delivering this crystal (with a means of viewing it) to Varboka, the troll thegn (7-30) would procure instant alliance with the varumani. (**A** Mol-Prev; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** negligible; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** history, law and customs) **Experience Point Value**: 250 **G. P. Value**: 1,000 **Location**: 6-117.

The Eighth Collegium – Fact or Fiction?: A rather breathless account of the common rumor that there is an eighth, or hidden, collegium of magic users in operation in the Empire. Isadora offers various uncorroborated theories – that the 8th is limited to goblins only, that it is composed of vampires, that its members are all eunuchs selected by the emperor, that its members are radical democrats, and so forth. (**A** Isadora the Seer; **L** Archontean; **T** scroll; **D** 2x18x2; **W** negligible; **M** parchment; **R** uncommon; **FoS** humankind, supernatural and unusual; **SKC** law and customs, cryptography) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 5-128, 9-70.

Elements of Animal Reproduction: A serious, scientific examination of the principles of animal breeding, with particular emphasis on mammals. Still used extensively in the great imperial ranches (for cattle and other meat animals), the volume has much general insight about animal biology. (**A** Canis Renard; **L** Mithric; **T** codex; **D** 10x15x5; **W** 5 lb; **M** oak boards for binding; **R** common; **FoS** fauna; **SKC** mammals) **Experience Point Value**: — **G. P. Value**: 75 **Location**: 8-125, SL8-22.

Elves are the Enemy: A scurrilous and racist tract accusing elves of nefarious plans to overthrow the Archontean Empire. Penned just before the ill-fated embassy of Gillethorn Ellagelsson (1833 AEP) and distributed in surprising numbers, many conspiracy theories exist as to who backed the otherwise unknown and pedestrian Holger. (**A** Holger of Archontos; **L** Mithric; **T** codex; **D** 8x4x3; **W** 3 lb; **M** blue-silk covered wooden boards; **R** uncommon; **FoS** humankind, demi-humankind; **SKC** history, legends and folklore) **Experience Point Value**: — **G. P. Value**: 35 **Location**: SL10B-20.

Emperors of Archontos, **Volume I**: Offers capsule biographies of the first 275 emperors of Archontos, from Constans I to Marcion VI. Each emperor gets only two paragraphs of space, and the focus is on genealogy and military affairs. (**A** Mucius the Lesser; **L** Mithric; **T** codex; **D** 8x11x6; **W** 8 lb; **M** brown leather binding, 24 illuminations in gold leaf and colored ink; **R** uncommon; **FoS** humankind; **SKC** history, politics and genealogy) **Experience Point Value**: — **G. P. Value**: 250 **Location**: 3-5, 5-128, SL6-17A.

Euphronia's Awakening: An anonymous piece of soft-core porngraphy, this work details the sexual coming-of-age of the eponymous Euphronia via sordid affairs with various gardeners, valets, and grooms. (**A** Anonymous; **L** Mithric; **T** codex; **D** 7x5x2; **W** 2.5 lb; **M** unbound quires stitched together; **R** rare; **FoS** humankind; **SKC** literature, philosophy and ethics) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 8-133.

Expedition Notes of Kaitor: This diary was penned some 234 years ago by Kaitor, cleric of Heschius Ban, as a record of the expedition of Adrienic to recolonize Arden Vul. It is valuable in recording candid assessments of the leadership of the various officers who led the expedition, including Adrienic, the new archon (a good administrator, but arrogant and stubborn); Basil Junienos, his second in command (craven and weak; a functionary); Tulliaros, polemarch of the 2nd Legion (Sheepshead rangers) (an excellent tactician, a sober voice of reason); Maurikios Ligareon, taxiarch of the imperial tagmata (standoff-ish and superior, but a good disciplinarian); Kallison, cleric of Debellaton and chief clerical advisor to Adrienic (a political appointee, and a social bore; but powerful and well-loved by his God); Kyrenaios the chartoularios, chief administrator (the brains behind Adrienic); the Sacred Band (intimidating in their devotion to each other and the mission).

Some other details are pertinent to the puzzle of Lankios (1-6 and 5-11): Kaitor relates both his great friendship with Lankios the paladin, and his unrequited love for Guivrel. In fact, Kaitor spends a fair amount of time mooning over Guivrel; his tone becomes more exasperated, and he wonders about the changes he claims to be witnessing in her ('*She is becoming mean. Why? Is it me?*)

The diary serves as a convenient summary of the background information about Adrienic's expedition (as found in areas 5-11 to 5-30). (**A** Kaitor; **L** Archontean; **T** codex; **D** 5x9x3; **W** 3 lb; **M** battered black leather bindings; **R** unique; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 250 **Location**: 5-11.

The Faithful Manager: A tedious, over-acted, didactic, 75-minute children's story in which a pair of rudishva children play a series of increasingly mean pranks on their varumani household manager; eventually they need him when a poisonous reptile enters the compound, and they learn a lesson about obligation, fidelity, and servitude. (**A** Anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** legends and folklore) **Experience Point Value**: 250 **G. P. Value**: 1,000 **Location**: 5-74, 6-117, 7-67.

The First History of the Order of Thoth in Arden Vul: This unique volume records the experiences of the priesthood of Thoth at Arden Vul. Unlike The Founder and His Deeds (q.v.), this codex de-emphasizes the role of Ptoh-Ristus and instead focuses on an array of junior administrators, and their exciting discoveries beneath the cliff of Arden Vul, discoveries attributable, of course, to Thoth, the Light of Comprehension. Much of this reads as a travelogue, recounting the exploration of areas that would provide the core of the Thothian halls on levels 1-3: the text describes discovery, but also the early building projects of the priesthood. careful reader would be able to intuit the general location of the following areas: 3-9, 3-10, 3-11, 3-22, 3-38, 3-40, 3-66, 3-67, 3-71, 3-123, 3-163, 3-172, 3-175, 'the back door' (3-189), 5-2, 5-6, and 5-34.

The text also describes the Thothians first encounters with those they call 'the survivors', strange beings stranded on Magae after the crash of their boat, the Beacon. Particular mention is made of Salorikus and Isocrates (see above, *Ancient Ones*). Reading these sections of the codex imparts the following useful information: 1) the Beacon was a vessel or boat of some sort; 2) the Ancient Ones are really old, and the last remnant of their race; 3) a terrible cataclysm wiped out the Ancient Ones' culture, which still holds secrets locked behind the Obsidian Gates; 4) a basic knowledge of some Rudishva words and glyphs, amounting to a 20% chance to recognize a glyph and a 15% chance to recognize a word. (**A** the

Unknown Areopagite; **L** Mithric; **T** codex; **D** 27x14x6; **W** 8 lb; **M** brown leather binding; **R** unique; **FoS** humankind; **SKC** history, politics and genealogy) **Experience Point Value**: — **G. P. Value**: 900 **Location**: 3-22.

Forging with Arcanum: A unique text scribed by one of the last apprentices of the great Sortian arcane smith, Jace Far-Seer. The pages describe the process of using arcanum-infused mineral waters to create magical works of great power. Serving as the foundation for the creation of Sortian magic items, it is particularly notable for providing a formula for super-light, arcanum-infused *Sortian chain mail* usable by magic users. Other recipes describe the creation of *Priscian rings*, *Priscian gladii*, *Sortian faces* and *Sortian baculi* (see new magic items for all). The current Priscian smiths have come to suspect that the recension of the text that they possess is incomplete, as they have been unable to permanently enchant *Sortian chain mail*, and have been unable to create *Priscian rings* and *Priscian gladii*. The smiths are correct, as a crucial quire is missing. (**A** Jace Far-Seer; **L** Mithric; **T** codex; **D** 12x19x6; **W** 11 lb; **M** 50 folios of thin platinum bound in red demon-hide; **R** unique; **FoS** physical universe; **SKC** geology and mineralogy) **Experience Point Value**: 500 **G. P. Value**: 12,500 **Location**: 9-60.

The Formation of the Harmonious Brotherhood: This crystal is introduced by a rudishva named Isok-Crix, who proudly reveals that he and his 'brother', Melok-Ri, have grown alarmed by the complacency of the Hegemony and by the failures of the Captain to attain any of the promised goals. Consequently, the pair has sworn a pact to form a new community based on vigilance, strength, and fidelity, one that will not repeat the errors of the past but will point towards a new order for the rudishva and their servitors. They call their group the "Harmonious Brotherhood." Images follow of the pair in sophisticated, black, rudishva-style armor with high-tech weaponry. Later scenes show the addition of five more brothers who swear to uphold the pact. The brothers agree to build a cache of 'necessary items' and then 'strike out for the surface', where they will dominate the primitive locals and create a new order. Half-way through the crystal, a new narrator emerges (Melok-Ri). He states: "Plans are on hold after we encountered the shape-shifter that bit me. I find the bright skies increasingly distressful. The new order may be best achieved from a base underground. Some of the brothers are having second thoughts. They must be persuaded."

The remainder of the crystal features this group of seven rudishva locating and creating the Citadel and Sanctum of the Knights (SL10A and SL10B), but also reveals increasing disaffection among the group concerning philosophy, goals and agenda. Eventually Melok-Ri records, with sadness, that the brotherhood was fragmented by the insufficient willpower and fidelity of some of its members.

The fourth crystal describes how Melok-Ri set out to forge a new, better brotherhood from ashes of the first. It reveals how he 'recruited' teenaged humans, how he tested them, and how they were initiated into a new Order through a series of rituals culminating in scarification (see SL10A-28). He reports bitterly that some could not handle the 'full transformation', and that he has had to eliminate them. Sometime later he reports that yet more new recruits, although not brought into full harmony with his own nature, have been more acceptable. (**A** Isok-Crix and Melok-Ri; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** legends and folklore) **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: SL10A-23.

The Founder and His Deeds: A lengthy, detailed account of the life and adventures of Gnaeus Ricturnus, an Archontean cleric of Thoth who took the name Ptoh-Ristus after he was ordered by the emperor to found a new temple of Thoth at Arden Vul. The text describes his humble origins, his service to Lord Thoth, his struggles against evil and the undead, and his eventual founding of the new temple at Arden Vul. Of potential interest to readers are the long chapters describing Ptoh-Ristus's travels with the legendary heroes, Arden and Vul. The author not surprisingly plays up the role of Ptoh-Ristus as a participant in the Ninth Labor of Arden (see World of Archontos appendix); Ptoh-Ristus is given a heroic role as the one who repulsed the hordes of undead while Arden located a musical instrument with which she silenced the aulos player. (**A** Sabaf the Neophyte; **L** secret tongue of the priests of Thoth; **T** scroll; **D** 4x15x4; **W** .5 lb; **M** vellum; **R** very rare; **FoS** humankind; **SKC** history legends and folklore) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 3-66, 5-74, 9-62.

The Fragment: This text is one of the most prized secret texts of the modern Priscian cult because it reveals hidden details about Priscus Pulcher and the Sortians. Alas, the modern Priscians have only a single folio of this work (although two more folios may be found in 7-23). The single folio reveals that Priscus Pulcher acquired 'the item' with 'the words of power' that allowed him to summon 'the ancient allies'. The 'item' was, of course, the Compact of Ennius (see World of Archontos appendix), and the 'ancient allies' were dragons. Although the single folio does not contain those words of power, it makes clear that the ancient allies were dragons, and that Priscus had a close friendship with one whose name begins with the letters 'YAS' (the rest of the name is lost) [**GM Note**: this is Yasidoranicil, aka Isadora - see Sub-Level-11]. The additional folios of the Fragment held in 7-23 reveal the full name of Yasidoranicil and make clear that she was a gold dragon who could take human form; they also reveal much detail about the partnership between Priscus and Isadora during the War of Sortians and Theosophs.

Only the uppermost Circles of the Priscian Order are aware of the existence of the Fragment; leaders such as Nerub Null (9-64) would be most eager to acquire unknown folios from it. Any folios (new or old) from the Fragment would be extremely valuable to the Archontean authorities. The version held by Kerbog Khan is a copy of the one known to the Priscians (e.g., 9-64). (**A** Anonymous; **L** Mithric; **T** loose folios; **D** 3x8; W.5 lb; **M** vellum; **R** very rare; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 1,500 **Location**: 7-23, 9-64, SL12-25.

Fraternal Triumph, or Taticus and Thekla against the Troll: A 10,000-line poem in hexameter that describes in glorious detail the virtues of the youthful twins, born to a minor chartoularios and her husband in the backwards frontier town of Newfort. The twins' excellence in learning, rhetoric, and martial discipline brought them to the famous school of Gnaeus the Wisp, fencing master in Archontos. There they became celebrated for their stylish but effective dueling skills. Eventually, challenged by another pair of young aristocrats, the twins journeyed to Kaedigoland on the north shore of Borealios, where they challenged and defeated a notorious troll that had been terrorizing the local Wiskin population. They

returned to the Empire, and established their own dueling academy in Magger, near to where they grew up. They were buried with full imperial honors in Arden Vul.

While the verse of this poem is excellent, it is perhaps more valuable for its description of the marvelous powers of the twins' unusual enchanted rapiers, the *Gemini blades* (see new magic items). (**A** Verdonius the Blessed; **L** Mithric; **T** scroll; **D** 2x10x2; **W** .5 lb; **M** vellum; **R** rare; **FoS** humankind; **SKC** history, legends and folklore) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 9-135, SL6-87.

On Friends and Enemies: Unlike his more general *Politics*, this text by the famous ancient political theorist Teracleon is less well-known and carries a slightly insalubrious reputation. It advocates underhanded methods and the use of deceit in the furtherance of an ambitious politician's ends. It also emphasizes the need to appear virtuous by getting others to do one's dirty work. In antiquity the work was banned by several of the more pious emperors. (**A** Teracleon; **L** Mithric; **T** codex; **D** 8x10x5; **W** 3 lb; **M** plain brown leather bindings; **R** uncommon; **FoS** humankind; **SKC** politics and genealogy) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 5-128, 9-70, SL6-17A, SL10A-32.

Games and Strategies of Hithra the Paleologos: A set of distinct, unbound quires numbered 1 to 12, these notebooks offer a record of hundreds of chess games played by Hithra the Paleologos against a series of rivals in the priesthoods and archonal administration of Arden Vul. The detailed notes and moves described in the volumes are quite valuable, and would serve as a fine tutorial to anyone looking to gain advanced skills in chess. Volume 12 is devoted to games against "Kel Bormol the Overseer, that cheating, untrustworthy snake!" Hithra's last ten games versus Kel Bormol were all losses, and the final entry includes a few frustrated notes: "*He anticipates my every move! He must be cheating! We shall see how he likes a dose of my Useful Palm! I will offer to play him in his chambers above the Great Hall, and will even let him play orange for once. Let him attempt to cheat the Paleologos once more! He shall regret it…*" This note provides some context for Hithra's betrayal of his sometime friend, Kel Bormol, a story recounted in more detail in area SL3-2A. (**A** Hithra the Paleologos; **L** Mithric; **T** 12 separate quires; **D** 8x11x2; **W** 2 lb each; **M** parchment; **R** unique; **FoS** humankind; **SKC** chess) **Experience Point Value**: — **G. P. Value**: 1,000 **Location**: 3-36E.

The Genealogy of the Deities of Archontos: This dense work of theology suggests that the gods of the modern Archontean pantheon (the Ten and their companions) are lineal descendants of the original pantheon (the Twelve). His argument is complex and difficult, and relies on a unique theory of avatar-hood and reincarnation as well as on unusual interpretations of mythological stories. While the priesthoods reject him completely, systematic theologians often find value in Velok's work. (**A** Velok the Scholar; **L** Mithric; **T** codex; **D** 10x15x8; **W** 6 lb; **M** black lizard-hide bindings, with numerous gilt illuminations; **R** uncommon; **FoS** supernatural and unusual; **SKC** metaphysics) **Experience Point Value**: — **G. P. Value**: 65 **Location**: 8-5, SL10B-14.

Gesta Isadorae (i.e., the Deeds of Isadora): Only three copies of this text written by a Sortian friend of Priscus Pulcher and Isadora are known to exist, and all three are held by high-ranking circularii in the Priscian Order. The Priscians value it as a unique window into the woman they consider the life-partner of the great mage from whom they derive their identity. As such it is one of the three core texts of the Priscian Order. That said, the Gesta is remarkably circumspect when it comes to secrets (particularly the identity of other Sortian figures), preferring to talk about Isadora's role in shaping the decision-making of Priscus in the key events of the War of the Sortians and Theosophs. The final chapter, which describes how Isadora walked bravely through the jeering crowds to remove Priscus's body from the gallows is of special importance to the Priscians, as the episode is not widely known in more general histories and it provides the tantalizing suggestion that finding Isadora might also mean finding Priscus's remains. The Priscians have been unable to identify the author; Alden is a Thorcin name, but their researches have not located a suitable Alden from the period. Those Priscians unfamiliar with the *Fragment* (q.v.) will be unaware that Isadora was a dragon (see Sub-Level 11). (**A** Alden, "friend of Isadora"; **L** Mithric; **T** codex; **D** 7x11x5; **W** 3 lb; **M** purple leather bindings embossed with "P" in gold; vellum folios; **R** very rare; **FoS** humankind; **SKC** history) **Experience Point Value**: 100 **G. P. Value**: 8,000 **Location**: 9-64, SL10B-21.

Great Feats: A long (63 minutes) and somewhat tedious series of interviews with grinning varumani who describe in bloody detail particularly impressive feats of personal combat against several types of heqeti. Anyone viewing this program learns 2-4 specific powers or vulnerabilities of heqeti. (**A** Anonymous; **L** Rudishva, Varumani; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** fauna; **SKC** amphibians and/or heqeti) **Experience Point Value**: 500 **G. P. Value**: 2,500 **Location**: 7-67.

Great Vampire Lords and their Demise: Usuon describes the rise and fall of seven great vampires from the glory days of the Archontean Empire. Intended to be a shocking, coffee-table style book, it actually offers much useful information to potential vampire-hunters. Any thorough reader will become fully apprised of a vampire's main magical powers, and gains a +1 bonus to resist a vampire's *charm* attack. (**A** Usuon of Agoreon; L; Mithric **T** codex; **D** 14x18x5; **W** 8 lb; **M** calf-hide bindings; parchment folios; **R** rare; **FoS** humankind, supernatural and unusual; **SKC** history, vampires) **Experience Point Value**: — **G. P. Value**: 350 **Location**: 5-74, SL10B-22, SL12-25.

Great Villains of Archontos, part I: Secunda the Witch: The first entry in the conservative and stuffy Yeng's popular series of 'histories' designed for a general audience. Secunda was the granddaughter of that Ennius whose compact with the Ancient Allies is understood as the foundation of Archontean greatness; she became one of the first female arch-mages in Archontean history.

In Yeng's telling (375 years ago), Secunda merits the status of villain for having used magic to bewitch Marcus Basileus (founder of the Basileon clan) into hiding the compact of Ennius and concealing its terms from the general population. Yeng's argument is thus that Secunda's actions are the reason that modern Archonteans are left in the dark about the nature of the compact and the Ancient Allies. (**A** Yeng of Narsileon; **L** Archontean; **T** codex; **D** 10x15x4; **W** 5 lb; **M** troll-hide bindings, parchment folios; **R** uncommon; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 5-128, 9-62.

Great Villains of Archontos, **part II**: **Kegfiller the Proedros**: A racist diatribe against one of the first freed-goblins to attain a position of power, this is the second entry in Yeng's series of pot-boilers. Kegfiller had been emancipated by his owner, Plectrus Dives, before the latter assumed the imperial title. As emperor (998-1019 AEP), Plectrus made Kegfiller a proedros and shocked the court by diverting much important business towards Kegfiller and his staff.

While other accounts suggest that Kegfiller was a financial and bureaucratic genius, Archontean popular opinion was unable to look beyond his race and origins and he became a stock stereotype of the crafty, plotting, deceitful goblin. Yeng's work has done much to reinforce this tired interpretation for more recent audiences. (**A** Yeng of Narsileon; **L** Archontean; **T** codex; **D** 10x15x4; **W** 5 lb; **M** troll-hide bindings, parchment folios; **R** uncommon; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 6-129, 9-70.

Great Villains of Archontos, **part III**: **Arthuinus the Less-than-Mighty**: Buoyed by the success of his first two works, Yeng turned in the third installment to a savage revision of the reign of Emperor Arthuinus, who had styled himself 'the Mighty'. Yeng mocks Arthuinus's aspirations to 'philosopher-king' status, offering numerous anecdotes designed to show the emperor's true stupidity and lack of consistency in judgments and policy-making.

Although Arthuinus was widely considered to have been a weak emperor, the tone of Yeng's revision went a bit too far, and critics in Archontos turned on him, arguing that it undermined the imperial title and office. In a panic, Yeng bought up all the copies he had had made; for this reason, this is the rarest of his series. (**A** Yeng of Narsileon; **L** Archontean; **T** codex; **D** 10x15x4; **W** 5 lb; **M** troll-hide bindings, parchment folios; **R** rare; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 75 **Location**: 5-128.

Great Villains of Archontos, **part IV**: **Larsinius the Exarch**: A lachrymose account of the cowardice and weakness of Larsinius, exarch of Arcturos at the time of the Archontean retreat some 1,175 years ago. In Yeng's telling, Larsinius's personal and moral failings – outlined in an extensive list of specific examples – prevented the empire from retaining its hold on this exarchate.

This book was widely seen by readers as an attempt to rehabilitate Yeng's reputation after the disastrous reception of his work on Arthuinus. Because it is far more simplistic in its style and criticism than the first three; some sages believe that the original Yeng cannot be the real author. (**A** Yeng of Narsileon; **L** Archontean; **T** codex; **D** 10x15x5; **W** 5.5 lb; **M** blue cowhide bindings; **R** uncommon; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 65 **Location**: 3-5, 9-62.

Great Villains of Archontos, **part V**: **Priscus the Traitor**: A colorful work appearing more than a decade after the last installment, this text offers a fairly simplistic ad hominem attack against Priscus Pulcher, here described as a foul sorcerer who betrayed the emperor's personal trust. The picture painted of Priscus is of a cartoon villain, with hunchback, warts, foetid breath, and a morbid fascination with death; according to the text, Priscus intended the destruction of the empire from the start, and used his evil sorcery to bewitch noble Archonteans before turning them against each other. In Yeng's telling, Priscus is abetted by a wretched crone named Isadora, who is both his lover and follower. The text culminates in an epic battle at Arden Vul in which the evil Priscus is slain, Isadora vanishes in a puff of smoke, and much of the city is leveled. Yeng concludes with some hortatory passages warning readers to be on the alert for 'sons of evil' who seek to emulate or venerate the evil Priscus.

Despite the fact Yeng's account is almost entirely fictitious, and laden with the worst sort of stereotypical tropes, this was by far his most successful work, and has shaped most modern Archonteans' general knowledge of Priscus and the War of Sortians and Theosophs. Sages and literary scholars are confident that this work is by a later continuator of the Yeng series. (**A** 'Yeng of Narsileon'; **L** Archontean; **T** codex; **D** 11x16x6; **W** 7 lb; **M** blue horsehide bindings; **R** common; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 50 **Location**: AV-40, 5-74, 9-64, 9-70.

Green Are My Lover's Eyes: A classic of Archontean love poetry, by arguably the most famous of the empire's golden-age poets. This volume is widely read, even today, and widely taught as a paragon of style. It was less widely known that Aelia wrote these verses for her then-current inamorata, Rahelia, daughter of the empress Juliana the Sage (1221-1263 AEP). (**A** Aelia of Perros; **L** Mithric; **T** codex; **D** 9x11x2; **W** 3 lb; **M** sealskin bindings; **R** common; **FoS** humankind; **SKC** art and music) **Experience Point Value**: — **G. P. Value**: 35 **Location**: 5-74, 8-125, SL11-22.

Harmony through Brotherhood: A unique volume written by the ancient rudishva who is now known as Isocorax (see 6-20), this short pamphlet is a manifesto expressing a philosophy of aggressive collective action, by which those interested in harmony must swiftly move to eliminate threats rather than compromising with them. It formed the guiding principles of the Harmonious Brotherhood, the paramilitary group of seven rudishva that Isok-Crix and Melok-Ri formed in the waning days of the rudishva hegemony (see the level introduction to Sub-Level 10). Originally a data-crystal (now lost), Melok-Ri had it transcribed into the Mithric language and written into a small octavo volume. (**A** Isok-Crix; **L** Mithric; **T** codex; **D** 5x8x1; **W** 1.5 lb; **M** red-leather bindings; **R** unique; **FoS** humankind; **SKC** philosophy and ethics) **Experience Point Value**: 100 **G. P. Value**: 1,500 **Location**: SL10A-32.

The Hidden Codex: An ultra-rare Priscian text, this work is simultaneously historical and philosophical. It describes in detail the events leading up to the actual outbreak of war between Sortians and Theosophs, with a focus on explaining Priscus Pulcher's motivations. And yet it takes a skewed view in its explanations and analysis, preferring a darker, more secretive approach to Sortian motives and objectives; indeed, the author seems well-versed in Teracleon's infamous *On Friends and Enemies*, and interprets Sortian actions in this cynical, selfish way.

The modern Priscian cult naturally have embraced this as the 'true history' of the Sortians, and claim its author was Priscus himself. In fact, although no author is listed, the author was actually the far more bellicose Sortian, Macrinus Furiosus. (**A** Anonymous; **L** Mithric; **T** codex; **D** 11x14x4; **W** 5.5 lb; **M** white leather binding; **R** very rare; **FoS** humankind; **SKC** history, philosophy and ethics) **Experience Point Value**: — **G. P. Value**: 800 **Location**: 7-23, 9-64, SL6-16.

A Hierarchy of Essential Fluids: In encyclopedic form, Licinia considers the potential magical use of all essential fluids of most beings, both sentient and animal. She considers blood, bile, urine, semen, menstrual fluid, and so forth. Some of the analysis is pure hedge-wizardry, but a good 33% is extremely useful. Licinia's nickname is metaphorical, as she was not really a vampire. One of only two extant copies of this volume was stolen by Kerbog Khan from the Imperial Academy. (**A** Licinia the Vampire; **L** Mithric; **T** codex; **D** 18x24x10; **W** 12 lb ; **M** bearskin binding; **R** very rare; **FoS** supernatural and unusual, fauna; **SKC** dweomercraeft) **Experience Point Value**: 100 **G. P. Value**: 3,500 **Location**: SL12-25.

High Score!: A five minute, shaky video that captures the legendary performance of a certain Penda (the future 4th Thegn) in the most difficult of the varumani training sequences (5-129 and 5-133); this performance won Penda 'high score' and the acclaim of all varumani. The video acquaints viewers with the perils and sequences of the training sites (5-129 and 5-132). (**A** Anonymous; **L** Varumani; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** law and customs) **Experience Point Value**: 250 **G. P. Value**: 1,500 **Location**: 7-67.

The Highly Impressive Story of Frigg the Fabulous: This lengthy codex serves as a panegyric-cum-biography of the magic user Frigg the Wily. Frigg was an imperial goblin (see World of Archontos appendix) and one of the first of that race to ever receive formal training as a magic user (and not merely as a witch doctor). ThThe episodes described within are highly dramatized and exaggerated. They include a lengthy section on Frigg's difficult years as an apprentice as well as a series of snapshots describing Frigg's encounters with a troll, an ogre, a giant worm, and an elegant lady of the court, etc.

The author of this puff piece was Frigg's adventuring companion, Ulee White-guard; his style is fairly sophomoric. Aside from providing some information about the training of magic users 1,700 years ago, many copies of this volume also include 1-3 of Frigg's original spells. (**A** Ulee White-Guard; **L** Mithric; **T** codex; **D** 8x11x5; **W** 4 lb; **M** wooden boards; **R** rare; **FoS** demi-humankind, supernatural and unusual; **SKC** history, dweomercraeft) **Experience Point Value**: — **G. P. Value**: 75 (plus value of included spells if applicable) **Location**: 5-74, 8-125, SL4-12.

A History of Dragonkind: A unique and highly valuable text penned by the ancient gold dragon, Yasidoranicil. Describes the various divisions of dragonkind (chromatic, metallic), notes famous dragons and their sires and offspring, outlines the strengths and weaknesses of different breeds, and provides a full history of the relationship of the Archonteans with dragonkind from the signing of the pact of Ennius to the war of the Sortians and Theosophs. (**A** Yasidoranicil; **L** Draconic; **T** codex; **D** 15x20x7; **W** 12 lb; **M** red dragonhide binding, vellum, plentiful illuminations; **R** unique; **FoS** fauna; **SKC** dragons) **Experience Point Value**: 250 **G. P. Value**: 6,000 **Location**: SL11-22.

History of the Pagan Cults: The standard Archontean account of non-Archontean deities and their cults, focusing particularly on Thorcin and Wiskin deities. Oronius is respectful of these rivals to the Archontean state cult, providing decent overviews of theology and doctrine, as well as surprisingly relevant anthropological information of cult and temple structures. A shorter appendix treats 'demonic cults', including Dagon, Frelothian, Mzingaloq, Rimmaq-Isfet, Orcus, Thanatos, and Yazgog the Spider; these are notably less detailed, however. (**A** Oronius the New Theologian; **L** Mithric; **T** codex; **D** 11x17x7; **W** 8 lb; **M** yellow-died calfskin; **R** uncommon; **FoS** humankind; **SKC** theology and myth) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 9-62, SL6-17A.

The Honey Project: A parchment bifolium, in which the author recorded the results of his experiments in subterranean horticulture and bee cultivation. A key passage reads as follows: "*My efforts to render the lower caves habitable and useful continue. Thanks to my leadership we have carved out a small facility just beyond the gaze of Lord Anubis* [i.e., area 8-8]*; from there we have developed a strain of bliss flowers that grow to enormous size. This strain is able to flower and prosper underground thanks to the new version of the standard light spell developed by Houlios. Houlios is convinced that their growth can be maintained indefinitely, but their vigor and hardiness is slightly alarming. Of course the real goal of the project is to develop a self-contained system for producing the special honey required in higher level alchemical study. To that end, the rapid growth of the flowers is only a good thing.*

I am proud to claim credit for introducing a hive of giant bees to a specially prepared chamber north of the cavern of flowers; they service the flowers and produce significant quantities of the desired honey. They have grown slightly aggressive, however, and may need to be replaced with a smaller breed that poses less danger to my servants. I have no doubt that my efforts here in the depths shall win recognition from the archon, and that I will shortly be restored to the inner circle. [signed] *Valens Kalian, proedros.*

The text provides information concerning the origins of the Golden Nectar Project (8-67, 8-69, and 8-70) as well as some hints as to the dangers those areas present to explorers. Valens was the ambitious administrator who defied the archon in setting up this project; Houlios was the mage and alchemist whose talents allowed it to prosper. (**A** Valens Kalian; **L** Mithric; **T** bifolium; **D** 7.5x10x.5; **W** .5 lb; **M** parchment; **R** unique; **FoS** flora, fauna; **SKC** flowers, insects) **Experience Point Value**: — **G. P. Value**: 75 **Location**: 8-21.

The Honorable Life of Ligareus the Archon: A hagiographical account of the kentarch who rose to become archon of Arden Vul. Although Ligareus is primarily remembered as the founder Ligareon clan (now one of the Five Families, see World of Archontos appendix), the biography focuses mostly on his years as a soldier and, later, archon of Arden Vul. What is not discussed by Junius Octavus is the fact that Ligareus was the son of fishmongers (for this fact, see SL6-47), and thus not even from the lowest rung of the nobility. Nor is his role as the archon who popularized *living mosaic* (see new magic items) given much shrift. Rather, the work is heavy on virtue, military deeds, and noble action. (**A** Junius Octavus; **L** Mithric; **T** scroll; **D** 1x12x1; **W** 3 lb; **M** parchment; **R** uncommon; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 65 **Location**: 9-107.

How Divine Gifts of Power Differ from Demonic or Diabolic Influence: An obscure treatise, this work attempts to prove that the origin and essential nature of divine powers (miracles, sendings, clerical powers) are utterly distinct from those possessed by denizens of the lower planes. The argument is extremely complex, relying

on philology, poetics, and nominalism; still, it is greatly admired by philosophers (even if mostly dismissed by demonologists and diabolists). (**A** Geradreon; **L** Mithric; **T** codex; **D** 15x5x3; **W** 7 lb; **M** succubus-hide bindings; **R** rare; **FoS** humankind, supernatural and unusual; **SKC** theology and myth, metaphysics) **Experience Point Value**: — **G. P. Value**: 600 **Location**: SL10B-14.

How to Talk with the Natives: A 60-minute instructional video designed to provide a simple primer of equivalence between Rudishva and Mithric. A clearly terrified Archontean prisoner provides the Mithric pronunciations. Any speaker of Mithric with INT>15 who views this video 1-4 times will be able to read and pronounce most Rudishva glyphs. It also permits a 50% chance to convey simple ideas in spoken Rudishva. (**A** Anonymous; **L** Rudishva and Mithric; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind, humankind; **SKC** languages, languages) **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 5-74, 6-117, 7-67.

How to Write Elegantly: A basic primer for learning calligraphy in Semi-glyphik, it also contains a small glossary of common words; as a result it could be used to expand a basic knowledge of Semi-glyphik. (**A** Anonymous; **L** Varumani Semi-glyphik; **T** codex; **D** 7x11x2; **W** 2 lb; **M** varumani-skin bindings, parchment folios; **R** very rare; **FoS** humanoids and giantkind; **SKC** languages) **Experience Point Value**: 250 **G. P. Value**: 2,500 **Location**: 7-30.

Imagining in Rounds: A book of Elvish poetry, full of elliptical but beautiful passages. The themes are largely existential, about how a thinking elf might imagine his/her existence in the broader world. (**A** Inellador; **L** Elvish; **T** scroll; **D** 1x8x1; **W** 2 lb; **M** papyrus; **R** uncommon; **FoS** demi-humankind; **SKC** art and music) **Experience Point Value**: — **G. P. Value**: 95 **Location**: 9-63A.

Injury and Disease: Practical Solutions: The standard rudishva medical manual, this crystal provides instruction on how to cure injuries suffered in the line of work (broken limbs, burns, crushed body parts, etc.) as well as a full catalogue of known diseases with symptoms and cures. (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** supernatural and unusual; **SKC** medicine) **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 5-74, SL12-28.

The Intelligent User's Guide to the Mystical Properties of Gems: A comprehensive treatment, this text presents an alphabetical listing of all known gemstones (with color palettes for each one) along with their reputed use in magical preparations, alchemy, and spell-casting. (**A** Keladon the Strong; **L** Mithric; **T** deluxe codex; **D** 10x17x9; **W** 12 lb; **M** red oxhide binding; **R** rare; **FoS** physical universe; **SKC** geology and mineralogy) **Experience Point Value**: — **G. P. Value**: 250 **Location**: SL5-13B, SL11-22.

Irene Bellatrix: on the Wars of this Great Archon: A simple account of the great (female) warrior archon who succeeded Marius Tricotor. Special attention is given to the discovery of the Drowned Canyon during her reign. Close readers will notice several important details that might help gain access to this fabled area: 1) the text describes the 'long staircase' that leads from the environs of the temple of Thoth to the Drowned Canyon; 2) that Irene's architects planned a major water-works, one that they termed a 'spillway'; this project would direct run-off from the Drowned Canyon into a channel running west, past the tomb of the great Marius Tricotor and into the Great Chasm. (**A** Egidius of Archontos; **L** Mithric; **T** codex; **D** 6x9.5x5; **W** 4 lb; **M** owlbear-hide bindings, vellum folios; **R** uncommon; **FoS** humankind; **SKC** history) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 9-107, SL6-17A, SL11-22.

Justification for the Ravatorus Project: This dry report from an Archontean functionary is mostly comprised of a long list of alchemical equipment (glass beakers, vials, retorts, etc.) and ingredients, but concludes with a valuable, two-folio analysis of the benefits of continuing to fund 'the strange, ancient survivor known as Ravatorus' (Reiv-Tor; see area SL7-23). Lipanius's analysis conveys the following information: 1) 'Ravatorus' was a rudishva alchemist; 2) he had offered his services to the archon long ago; 3) he had successfully created new hybrid life-forms, including several varieties of 'gilled beings'; 4) the current archon doubted the utility of Ravatorus's increasingly narrow research; 5) Ravatorus was being given only three more months to produce something practical, that the archon could employ against the Sortians. **GM Note**: this quire of parchment summarizes the backstory of Reiv-Tor, and might prove useful in devising strategies to oppose him. (**A** Lipanius the chartoularios; **L** Mithric; **T** quire; **D** 7x9x.5; **W** .5 lb; **M** parchment; **R** unique; **FoS** humanoids and giantkind, fauna; **SKC** biology, ichthyoids) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: SL7-9.

The Kauketiad: An epic poem in remarkably good alexandrine verse describing the wars of the Archonteans against the heqeti. Rather than emphasizing heroic individuals (as does the *Deeds of Marius Tricotor* - q.v.), this poem de-emphasizes individual leaders in favor of a constant repetition of the main virtues of the Archontean martial class: fidelity, protection, vengeance, and nobility. The verse allegorizes these virtues with special objects, respectively a ring, armor, a sword and the heart (**GM Note**: this might be a clue to the puzzle in area 6-154). The text also includes directions to the great ziggurat of the enemy: "from the foot of the chasm, follow the tunnels delved just north of the lake, on the east wall of the cavern." It includes a detailed description of the ziggurat of Kauket (areas 10-32 to 10-35) (**A** Anonymous; **L** Mithric; **T** codex; **D** 7x9x3; **W** 3 lb; **M** demon-hide bindings, vellum folios; **R** very rare; **FoS** humankind; **SKC** history) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 6-97, 8-5, 9-62.

Kel Bormol's Chess Diary, **vol. 3**: This 16-folio quire is a chess diary in Mithric recording games played by Kel Bormol, the Overseer of Thoth (see SL3-2 and SL3-2A). Clearly part of a series of chess diaries, this one records the last games before Kel Bormol's disappearance. The cover folio bears the title, and each of the remaining folios has the same format: a header reading "KB versus [name]", plus a date, and then a series of chess annotations. The last four opponents were the same person: "Hithra Paleologos" (see 3-36A to 3-36E).

Across the bottom of the recto of folio 9 is scrawled the following: "*Hithra reveals his weakness at last! He relies too heavily on his High Priests. He is mine!*" Kel Bormol seems to have won each match. Folio 12 recto is headed "KB versus Hithra Paleologos. 1801 AEP", but there is no record of the moves or outcome of that match (for that was the date on which Kel Bormol was imprisoned in his own chess set - see SL3-2A).

Over the last four folios, a different hand has made entries and observations in Archontean about "specimens": these include their 'date of capture', 'size', 'endurance', and 'resistance to treatment'. The second hand is that of Tikun Thane, who is recording his capture of baboons for breeding. (**A** Kel Bormol, with recent additions by Tikun Thane; **L** Mithric and Archontean; **T** quire; **D** 4x7x.5; **W** .5 lb; **M** parchment; **R** unique; **FoS** humankind; **SKC** legends and folklore) **Experience Point Value**: — **G. P. Value**: 125 **Location**: SL3-2.

Laboratory Notes of Spiv-Kol, **Chief Science Officer:** This long (3 hour) recording contains 50 short segments in which Spiv-Kol describes in flat terms the lack of progress of the science lab in finding a suitable combination of minerals to replicate the chemical reactions that would allow the Beacon's shuttle to be converted to interstellar flight. The last two entries are different. The penultimate is cautious but optimistic, noting that "A breakthrough seems imminent." The final entry, however, is animated and joyous, as Spiv-Kol breathes "Harmony Restored!" (the Rudishva equivalent to 'Eureka') over and over, before smiling and declaring "'The formula has been sent to Chemical Engineer Fek-Prail and to our Captain. The long exile is now over."

There is not much of interest here, except to those interested in piecing together the story of the rudishva. The crystal confirms a scientific breakthrough in chemical engineering (see *Creating D-^{3}He Reactions from Native Minerals*) that seems to have implied the ability of the rudishva to leave Arden Vul. When the news leaked to the kaliyani, however, the kaliyani put their plan of revolt into action. (**A** Spiv-Kol; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** physical universe; **SKC** chemistry) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: SL9-48.

Laelius's Linguistic Primer, **or How to Speak the Old Ones' Tongue**: This three-volume work is a one-stop resource for those wishing to learn the Rudishva language. The first volume is a grammar, one that makes surprisingly good sense of Rudishva. The second volume is a word-list organized by Archontean words; each Archontean word is followed by its transliterated Rudishva equivalent, plus a phonetical pronunciation guide. The last volume reverses the organization of the second: an alphabetically-organized list of transliterated Rudishva words with their Archontean equivalents. Only two copies of this text is known to exist. (**A** Laelius the Praetor; **L** Mithric and Rudishva; **T** 3-volume codex; **D** 10x17x5 (each); **W** 8 lb (each); **M** red-leather bindings, vellum; **R** unique; **FoS** humankind, humanoids and giantkind; **SKC** languages) **Experience Point Value**: 500 **G. P. Value**: 10,000 **Location**: SL12-25, SL14-4.

Lament of the Beacon: This shakily-recorded data crystal was produced by Psalor-Ki (c.f. 5-74) as a complete, if subjective, record of the crash of the Beacon, the exploits of the rudishva, and their swift demise. Experiencing this production through the GnuCoder 5000 will be slightly unnerving, as Psalor-Ki has only a partial familiarity with recording techniques; most of the 10-minute production is experienced as if one were a camera operator filming an interview. Still the viewer will gain a basic overview of the rudishva experience in Arden Vul, as well as the cause of their demise. (**A** Psalor-Ki; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 5-74, 5-97.

Lamentations of Hesius, **or the Last Days of Lord Thoth's Dominion**: This parchment bifolium explains how civil order broke down in Arden Vul after the death of the last archon, Uriel Basileon, and the retreat of the imperial legions. Hesius and the other members of an elite ascetic sect, the Inner Order of Thoth, refused to leave the Sanctum [GM: area 5-83]; they were encouraged in their devotion by an avatar of Thoth himself that appeared miraculously in their hour of need. This avatar, which sometimes called itself Oziman, was fair and persuasive, and swiftly gained control over the surviving monks.

As city services failed, starvation ensued, and anarchy commenced, the devotees of the Inner Order began to act more and more strangely. Hesius, who had been sent on a mission of desperation to the Lower Halls to find supplies, returned to find his colleagues insane; they were conducting perverse rituals in honor of a new incarnation of Thoth, 'the Tentacled One' (**GM Note**: this refers to the paralyzing brain in 5-65).

Hesius retreated to this hidden chamber. Despondent at increasingly grisly rites and insane liturgies of his erstwhile colleagues, Hesius eventually set down this account and then drank poison. (**A** Hesius Tecum, apocrisarius of the Inner Order; **L** secret tongue of the priests of Thoth; **T** bifolium; **D** 8x12x.25; **W** .25 lb; **M** parchment; **R** unique; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 65 **Location**: 5-78.

The Lay of Marius Invictus: A poem summarizing portions of the author's prose Deeds of Marius Tricotor (see 6-135), this text is long on stirring prose and short on details. Still, the details mentioned provide an important clue as to how the Archonteans defeated the heqeti. The first stanzas read as follows:

Gliding into the fathomless deep,
To hunt the hopping things where they creep,
The cruising sky-sled bore noble Marius.

Well-armed and -girt was the famous lord,
Ere he set forth to face the darkening horde,
Astride his ancient sky-sled sat Marius.

Down the crevasse and past the Span,
Thru' the purple mists where the boneless ran,
the shining Tablet of the Beacon guided Marius.

O'er the croaking and the dire moans
Rose foul tones from the flutes of bone,
Yet silence emanated from the Iron Circlet of Marius.

Tho' leapers leapt and creepers crept,
And darts flew and slimes dripped,
Shielded by the Warlock's annular marrow was Marius.

When the Eldest Cantor spake his charm,
And the risen Behemoth sought him harm,
The Ebon Spear streaked forth from the hand of Marius.

And thus the gore-clad cyclopean mound,
With heaps of twisted bodies strewn all around,
Was cleansed through the mighty blows of Marius.

The poem refers to the following famous artifacts employed by Marius Tricotor (for Marius, see 6-154): a rudishva hover-sled (e.g., 6-4, 6-100, 7-36; see new technological items), the tablet of the Beacon (9-107; see new technological items), the *iron circlet of Ghanor* (3-127A; see new magic items), the *bone ring of Jagri-Naz* (5-74; see new magic items), and the *ebon spear* (SL5-13B; see new magic items). (**A** Lucius Cornelius Scriptor; **L** Mithric; **T** codex; **D** 12x19x4; **W** 4 lb; **M** black leather bindings embossed with gold leaf; **R** uncommon; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 100 **Location**: 3-163D, 4-8A, 5-74, 6-75, 6-133, 7-21, 7-76A, SL4-48, SL6-17A, SL6-43.

Legionary Rex and the Celadon Shipment: This text comprises the 13th installment in a series of adventure stories featuring the eponymous "Rex", a legionary in the XLVth Velites (a fictional legion). Rather breathless, and written in a simplistic style, each chapter ends with a cliff-hanger. Rex is tall, olive-skinned, black-haired, with a sharp but elegant nose and a square jaw; the ladies find him irresistible. The final chapter (of ten) also provides a hook to the next volume in the series. In this volume Rex locates a missing shipment of high-quality celadon-ware stolen by some ignoble goblin freedmen from an honest female Archontean innkeeper. It was a well-known 'secret' that Marcus Marcus was a pseudonym of a famous Archontean philosopher, the identity of whom was a popular topic for discussion. (**A** Marcus Marcus; **L** Mithric; **T** codex; **D** 8x11x3; **W** 3 lb; **M** cheap cloth boards; **R** uncommon; **FoS** humankind; **SKC** literature) **Experience Point Value**: — **G. P. Value**: 75 **Location**: 8-133.

Legionary Rex and the Hidden Temple: The 7th installment in a series of adventure stories featuring the eponymous "Rex", a legionary in the XLVth Velites (a fictional legion). Rather breathless, and written in a simplistic style, each chapter ends with a cliff-hanger. Rex is tall, black-haired, with a sharp but elegant nose and a square jaw; the ladies find him irresistible. The final chapter (of ten) also provides a hook to the next volume in the series. This installment finds Rex locating a lost temple to the bat god, Camazotz, one tended by vampiric maidens. Rex stakes all the vampires, and saves a pretty maiden who was due to be sacrificed. It was a well-known 'secret' that Marcus Marcus was a pseudonym of a famous Archontean philosopher, the identity of whom was a popular topic for discussion. (**A** Marcus Marcus; **L** Mithric; **T** codex; **D** 8x11x3; **W** 3 lb; **M** cheap cloth boards; **R** uncommon; **FoS** humankind; **SKC** literature) **Experience Point Value**: — **G. P. Value**: 75 **Location**: SL6-17A.

Letters Home: A 90-minute series of video interviews recorded in front of the Residential Pod (6-113) in which rudishva crewmen express longing for Rudish (their home planet), assorted mothers, wives and children, and numerous unrecognizable words (e.g., 'splitfer' – a vegetable, 'uvretiq' – a signature dish, 'pilnic' – an alcoholic beverage, and 'Kelj Falls' – a famous landmark). Director: Mol-Prev. (**A** Mol-Prev; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** sociology) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 5-74, 6-117, 9-90.

Lexicon of Mithric: The standard grammar and dictionary of Mithric (the ancient form of Archontean). Two weeks' study allows basic grasp of Mithric, provided one already knows modern Archontean. One year's systematic study will provides full reading fluency. (**A** Basilia the Grammarian; **L** Archontean and Mithric; **T** codex; **D** 10x15x5; **W** 7 lb; **M** blue cloth boards, parchment leaves; **R** uncommon; **FoS** humankind; **SKC** languages) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 3-5, 9-70, SL10B-9.

The Life and Deeds of Rekkarev. A 15-minute, highly sympathetic overview of the life of the kaliyani Second Science Officer, narrated by his friend and colleague, Spiv-Kol. Makes the case for Rekkarev's brilliance, lauds him for his discovery of *arcanum* (see new magic items) and his realization that it could be used in conjunction with deuterium compounds to form a reaction capable of powering a fusion engine, and laments his untimely demise at the hands of a mud worm (see new monsters) on Sub-Level 9. The video suggests greater harmony in the science team than other crystals do, and hints at the important formulae for fueling the shuttle (see 9-94 and SL9-48). (**A** Spiv-Kol; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** humanoids and giantkind; **FoS** ; **SKC** history) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: SL9-52.

Litany of Light: This text describes the central liturgical ceremony of the ancient cult of Thoth. The ceremony is simultaneously allegorical and magical, and it celebrates Thoth's gift of knowledge to his faithful through the metaphor of light. The Litany is conducted through four sections.

The first is the Invocation of Light: in it, participants chant "*Let the Faithful Acknowledge the Darkness and Invoke the Light of Truth*" for several minutes, in a round-style chant; the invocation ends with the celebrant declaring: "*Let Thoth Illuminate My Ignorance*." The Invocation is meant to beseech Thoth to share his wisdom with the world.

The second section is called the Reception of Light; in it, participants celebrate the benefits of Thoth's revealed light (or wisdom). During this portion, participants intone the phrase: "*Let the Faithful Acknowledge the Darkness and Invoke the Light of Truth*," before the celebrant ends the section with the words: "*Let Thoth Illuminate My Ignorance*."

The third section, entitled the Glorification of Light, enjoined participants to exalt the wisdom they had received from Thoth. During it, participants individually recite the phrase, "*Let the Faithful Render Honor and Glory to the Light Which Reveals All*," without regard for unison. It concludes after many minutes with the celebrant shouting "*All Glory to the Light of Knowledge*".

The final section of the Litany is called the Concealing of Light, and reminds participants that Thoth's gifts are bestowed on the faithful, and not necessarily on all and sundry. During this section, participants whisper "*The Light Must Be Guarded Against the Impious*" in hushed voices before joining the celebrant to declaim, in a stentorian voice, "*Thoth's truths are for Thoth's Children*."

Texts of the Litany exist in deluxe and simple versions; the deluxe versions are oversized, with ample illumination; the simple versions are portable copies, and contain merely the words over suggested chant rhythms. The canticles of the Litany are also inscribed in stone in areas 2-2 through 2-5, as well as on a column at TS-3. (**A** Anonymous; **L** Mithric; **T** codex (mostly); **D** varies; **W** varies; **M** varies; **R** uncommon; **FoS** supernatural and unusual; **SKC** metaphysics) **Experience Point Value**: — **G. P. Value**: 50 (simple), 250 (deluxe) **Location**: AV-searching the ruins, table 7; 2-47, 2-56E, 2-72, 3-16 (partial), 3-24, 3-158, 4-8C, 4-24



(incomplete), 5-3 (partial), 5-78, 6-114 (partial), 7-76 (Aruna the Gatherer), 7-76A, SL9-27A, SL10B-9.

Liturgy of the Strong: This seven-verse chant was a common liturgy used in antiquity by the temple of Set. The verses assert the strength and invulnerability of the liturgist in increasingly stark terms. As a result, this was particularly popular with Set guardsmen, who loved to chant it in unison when advancing on their foes. The liturgy was lost in antiquity; should it be rediscovered and delivered to the modern cult, the guardsmen will quickly adopt it as their favored battle chant. When chanted by three or more cultists (or guardsmen) at the same time, the liturgy provides a bonus of +25% to morale checks.

Copies of the liturgy are rare, since in antiquity the simple chant was known to most and it was therefore rarely written down. The few surviving copies are typically simple scrolls without much inherent value. (**A** Anonymous; **L** the secret tongue of the priests of Set; **T** scroll; **D** 1.5x8x1; **W** 1 lb; **M** parchment; **R** rare; **FoS** humankind; **SKC** philosophy & ethics and psychology) **Experience Point Value**: -- G.P. Value: 3,000 gp to the cult of Set **Location**: 4-138B, 4-146, 5-74, SL13-14.

The Lives of the Noble Founders, **Arden and Vul**: This was the standard, semi-hagiographic puff-piece about the noble companions Arden and Vul and their selfless devotion to the empire. It presents the Twelve Labors of Arden (see Arden Vul books), as well as the Four Summonings of Vul, albeit in adumbrated form. A reader will gain few useful details outside of the Labors and Summonings. (**A** Herodocius the Legate; **L** Mithric; **T** codex; **D** 7x13x5; **W** 6 lb; **M** brown leather binding; **R** uncommon; **FoS** humankind; **SKC** history, legends and folklore) **Experience Point Value**: — **G. P. Value**: 45 **Location**: 2-70, 4-55, 8-116, 9-70, SL6-17A.

Lo! The People have been Abandoned!: An eleven-minute recording filmed by Chirk, a varuda junior officer. Chirk describes in breathless terms how one morning the 'people' discovered the halls of the people closed and locked, with even the transportation pads (e.g. 5-112) preventing egress. All attempts at communication with the Captain failed; the only message is a repeating one from the Masters that stated: "*Emergency! Shelter in Place! Your officers have the situation under control. When it is safe to do so, access will be restored. Please wait*." Chirk expresses confidence that the great leader, Raalk, will be able to negotiate an end to the quarantine. The video ends in a violent shouting and feather-fluffing match as Chirk is accosted by several other varuda, all of whom shout for him to 'open the blessed doors!'

Although it doesn't explain the cause of the quarantine of the varuda, this video makes clear what happened to them: the rudishva quarantined the brood halls when an emergency arose, and apparently the quarantine was never lifted. (**A** Chirk; **L** Varuda; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 250 **G. P. Value**: 2,500 **Location**: 5-111.

Locomotion in Animals and Humanoids: A classic Archontean work of zoology with a focus on the muscles and ligaments that allow locomotion. Thorough study of the text will permit a reader to know the relative movement rate of all non-monstrous animals and of the known sentient races. There is a 5% chance that Spindledor has also treated a given monster, the movement of which can then also be known. (**A** Spindledor; **L** Mithric; **T** codex; **D** 11x18x9; **W** 12 lb; **M** ogre-hide binding, parchment leaves; **R** uncommon; **FoS** fauna; **SKC** all) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 8-125, SL12-25.

The Logbooks of the Thegns: This title comprises a collection of 103 quarto codices bound in grey lizard hide. The logbooks annalistically record the deeds and events of the varumani, both good and bad, in the voice of every varumani thegn from the 8th to the 37th (i.e., to Varboka in the present). The earliest codex (the sole logbook of the 8th thegn) records the submission of the varumani to the archon, Marius Tricotor, called 'invictus' (see 6-154); the third logbook of the 16th thegn records the retreat of the Archonteans; the fourth logbook of the 31st thegn records the glorious varumani victory over Adrienic at the Cave of Blood (7-76); and so forth.

The number of logbooks produced by a given Thegn varies by the length of that thegn's reign and by personal proclivity; it is evident to any serious scholar, for instance, that the logbooks have become terser and less polished in the past century or so. (**A** various thegns; **L** Varumani; **T** codices; **D** 9x13x3; **W** 2 lb each; **M** grey lizard-hide bindings, goblin-skin parchment; **R** unique; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 50 (each) **G. P. Value**: 300 (each) **Location**: 7-67.

A Lover's Lament: A slim volume, this text contains twelve original and highly accomplished love poems ranging in length from 15 to 135 lines. Although "Aelia of Perros" is well known among literary scholars and lovers of poetry for espousing same-sex love, a close reader of this volume will find nothing to suggest that theme here. This is because the poems are actually the work of Sir Sorrow, the Sun-Scarred Knight (SL4-19); she attributed them to Aelia partly out of modesty, and partly to attract interest. (**A** Aelia of Perros [actually Sir Sorrow]; **L** Archontean; **T** codex; **D** 4x8x1; **W** 1 lb; **M** red calfskin binding, vellum leaves; **R** unique; **FoS** humankind; **SKC** sociology) **Experience Point Value**: — **G. P. Value**: 200 **Location**: SL4-19.

The Manipulation of Lesser Peoples, **or My Time Among the Beastmen**: A set of serious musings on how to use fear, intimidation, love, and reward to achieve diplomatic and political goals. This text would be invaluable to Machiavellian politicians. (**A** Sir Hegemon; **L** Archontean; **T** codex; **D** 10x16x3; **W** 4 lb; **M** goatskin binding; **R** unique; **FoS** humankind; **SKC** politics and genealogy) **Experience Point Value**: — **G. P. Value**: 2,500 **Location**: SL10B-19.

Memorial Codex of the Cult of Thoth: This volume presents the names, death dates, and brief biographies of the priors, high priests, and selected other officials of the priesthood of Thoth. The organization of the volume is calendrical, not chronological, working from January to December; each entry appears on the appropriate date of death of the figure in question. This makes finding an individual figure somewhat difficult. The codex is filled with numerous interlinear and marginal additions and comments, as well as a quite a few deleted (scraped) entries. The first quire, moreover, contains a full version of the Litany of Light. The genealogical and political information contained in the codex make it valuable to modern scholars and sages. (**A** various; **L** Mithric; **T** codex; **D** 17x33x11; **W** 15 lb; **M** white leather binding; **R** unique; **FoS** humankind; **SKC** genealogy) **Experience Point Value**: — **G. P. Value**: 450 **Location**: 3-158.

Meson's Guide to the Brothels of Archontos: The title is fairly clear. This small octavo volume provides a detailed description, with qualitative ratings, of the seedier side of Archontos, at least as it existed close to 1,300 years ago. Meson added comments about madams and his own personal (and rather perverse) preferences. The amazing thing is that 10 of the 200 establishments are still in existence. (**A** Meson the Oak; **L** Mithric; **T** codex; **D** 6x9x4; **W** 3 lb; **M** black leather binding; **R** uncommon; **FoS** humankind; **SKC** law and customs, sociology) **Experience Point Value**: — **G. P. Value**: 100 **Location**: 8-133, SL6-17A, SL8-23.

Military Instructional Manual: A 240-minute interactive video presentation of how to operate all rudishva weaponry. Anyone who has viewed this video has an improved chance of operating rudishva weapons without error. If the viewer speaks or comprehends Rudishva, then he/she can operate any weapon without error. (**A** Anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** law and customs) **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 5-74, 6-117, 7-67.

Mind over Blood, **or How to Cheat Death**: This text offers a guide to preparing for lichdom, including the transference of intellect and memory to a new, more durable receptacle (the phylactery). It includes two new spells: *mindshift*, and *planar punishment* (see new spells). (**A** Syagria Aitón; **L** Archontean; **T** codex; **D** 12x15x3; W5 lb; **M** brown leather binding; **R** very rare; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: 1,600 **G. P. Value**: 6,000 **Location**: 9-55, SL6-17A.

Moralia in Teracleon: A polemical work of political thought, outlining what Antipater sees as the Machiavellian tendencies implicit in Teracleon's famous "Politics" and arguing that politics should be conducted through a set of moral principles, ones to be derived from traditional stoic traditions. (**A** Antipater the Sage; **L** Mithric; **T** codex; **D** 10x15x4; **W** 5 lb; **M** lizardman-hide binding; **R** rare; **FoS** humankind; **SKC** philosophy and ethics) **Experience Point Value**: — **G. P. Value**: 80 **Location**: 8-5, 9-62.

My Ancestors: One of the few accounts of the inner society of the realm of Lady Ellagel and Lord Gallador, by a half-elf who spent two centuries there among his mother's people. (**A** Pellador Half-Elven; **L** Elvish; **T** scroll; **D** 1.5x8x1.5; **W** 1 lb; **M** parchment; **R** rare; **FoS** demi-humankind; **SKC** law and customs, sociology) **Experience Point Value**: — **G. P. Value**: 500 **Location**: SL10B-22.

Native Fauna of the Local Mud Flats: This 63-minute video describes various fauna of the mud-flats of Sub-Level 9 in great detail, both scientific and behavioral. Among the creatures covered are: mud worms and chasm cephalopods (see new monsters for both), as well as sixteen varieties of small insects, lizards, and crustaceans. Viewers will learn the modes of attack of these creatures and, hence, potential methods of detecting them. (**A** Anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** fauna; **SKC** arachnids, cephalopods & echinoderms, crustaceans & mollusks, insects, reptiles) **Experience Point Value**: 200 **G. P. Value**: 2,000 **Location**: SL9-48.

The Night Urges: An insipid and rather tame volume of soft-core pornography detailing the exploits of Sturdy Gareth among the ladies of the imperial court. No author is named. (**A** Anonymous; **L** Mithric; **T** codex; **D** 7x10x3; **W** 3 lb; **M** wooden boards; **R** uncommon; **FoS** humankind; **SKC** sociology) **Experience Point Value**: — **G. P. Value**: 25 **Location**: 8-133.

The Nine Hells: a Catalogue, **with Descriptions and Summoning Notes**: An infamous, dangerous text that attempts to catalogue the types of devil by region of hell, along with sympathetic accounts of the personalities, ambitions, and alliances of the princes. The volume always smells strongly of sulfur. There is a 1% chance that it contains the name of a powerful demon or devil. (**A** Ixion of Narsileon; **L** Mithric; **T** codex; **D** 9x12x5; **W** 6 lb; **M** Folios of dried human skin bound in the blood-red hide of a demon; **R** very rare; **FoS** supernatural and unusual; **SKC** planes, outer) **Experience Point Value**: — **G. P. Value**: 850 **Location**: 4-55, 9-64, SL6-17A.

Notes on the Followers of the Arch-Traitor, **Priscus Pulcher**, **with Suggestions for their Destruction**: This small volume constitutes a jeremiad against the Sortians, and especially against one of their leaders, Priscus Pulcher. Although the author is anonymous, it was obviously written by a highly biased Theosoph. The text misrepresents Priscus's goals and agenda to make him appear as a traitor and villain. (**A** Anonymous; **L** Mithric; **T** codex; **D** 9x12x1; **W** 2 lb; **M** unbound gathering of four quires; **R** rare; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 75 **Location**: 2-70.

Notes on the Rudishva Spirits: This unbound quire contains a series of transcripts of conversations between Archontean scholars and the two rudishva AIs, RAJ-750 (6-27) and AKL-600 (SL14-13). Since the Archonteans recognized AKL-600's holograph as 'illusory', and since they never located the weapons pod (6-27) and thus only spoke with RAJ-750 through the Beacon's bridge (SL14-10), they considered these knowledgeable voices to be 'spirits', 'ghosts' or gods. In fact, the last three folios of the quire contain Holger's speculations that these 'spirits' are in fact the deities of the rudishva. Given this assumption, he expresses confusion that these gods offer no spells, and seem to exist to aid, rather than command, their subjects.

Readers of the text learn: a) that these entities exist (if they have not yet discovered the two AIs); b) that the entities can offer advice about rudishva technology and the layout of the Halls; and c) that the entities are maddeningly unwilling to reveal certain locations and knowledge (e.g., how to open the Obsidian Gates - see 5-6D). (**A** Berricus Greybeard and Holger Risus; **L** Mithric; **T** quire; **D** 7x10x1; **W** 1.5 lb; **M** parchment quire; **R** unique; **FoS** humanoids and giantkind; **SKC** law and customs, sociology) **Experience Point Value**: 100 **G. P. Value**: 2,500 **Location**: SL14-4.

On the Care and Keeping of Baboons: This text offers a full biological description of baboons of all types, including the large Arden Vul ones. It also offers advice on breeding them, along with cautions about trying to pen and control them. A reader gains full information about their combat abilities. (**A** Graika the Breeder; **L** Mithric; **T** codex; **D** 10x13x3; **W** 5 lb; **M** baboon-hide binding; **R** rare; **FoS** fauna; **SKC** mammals) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 2-70.

On the Errors of the Sortians: This anonymous treatise offers a fairly reasoned and substantive explanation for why the Sortians

were misguided and incorrect. In rebutting their egalitarian claims about magic and sorcerous training, the treatise actually provides a fairly good overview of the range of Sortian perspectives from the pacifism of Priscus Pulcher to the violent proclivities of Macrinus Furiosus. Still, the author offers plausible counter-arguments, ones that put the good of the whole and the needs of the state above the rights of the individual. The modern Priscians would pay a fair sum for this text. (**A** Anonymous; **L** Mithric; **T** codex; **D** 11x16x1; **W** 1.5 lb; **M** cloth boards, parchment leaves; **R** rare; **FoS** humankind; **SKC** history, philosophy and ethics) **Experience Point Value**: — **G. P. Value**: 150 (500 to Priscians) **Location**: 3-24, 9-70, SL6-17A.

On the Location of Priscus Pulcher: This partly-completed quire contains the semi-learned speculations of Alexandros, librarian for the cult of Set, concerning the location of the remains of the notorious Sortian, Priscus Pulcher. Alexandros lists a total of seventeen purported resting places for Priscus's bones, and offers brief arguments for and against each location. In every case but one he ends on a dubious note. The one location which he has not eliminated is entitled "the villa of Lady Ysadora" and refers to area AV-20, which, of course, does lead to Sub-Level 11 and Priscus's remains (SL11-24). The other locations range from the fanciful ("the Cloud Castle of Earl Reginald") to the plausible ("a charnel pit on the outskirts of Arden Vu," or "the Tower of Scrutiny", aka TS-1). (**A** Alexandros the bibliothecarius; **L** Mithric; **T** quire; **D** 6x9x.5; **W** .5 lb; **M** parchment; **R** very rare; **FoS** humankind; **SKC** legends and folklore) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 4-55, SL10B-9.

On Profit: A standard guide to venture capitalism, with advice on how to form collective ventures, how to finance them, and how to impose monopolistic conditions within a region. The copy held in SL15-7 has a secret ledger inscribed in a code written into the margins. If the code can be broken, it provides blackmail material on five scions of famous, old Archontean families.

Of course, that information is 1,500 years old; but there is a 20% chance per family that the blackmail is still 'hot', and could be used to squeeze 1,000-100,000 gp out of one of the Five Families. (**A** Fulvius the Factor; **L** Mithric; **T** codex; **D** 12x15x4; **W** 5 lb; **M** black leather binding with gold embossed seal; **R** rare; **FoS** humankind; **SKC** law and customs) **Experience Point Value**: — **G. P. Value**: 65 **Location**: 8-5, SL15-7.

On the Terrible Old Gods: The only extant copies of this notorious text are small, octavo volumes bound in demon-hide, with obscure arcane symbols burned into the binding. The edges are slightly charred. The language is an extremely primitive form of Mithric that makes it difficult to read or transcribe. The author's identity is mysterious. Usually he is thought to be a pre-imperial sorcerer in possession of now-lost arts, but a few archmages have dismissed him as an invention, and his ideas as fables.

Sarquin describes a set of seven ancient deities who ruled the planes before time and before the appearance of human gods and demons. According to Sarquin these seven are 'elder' and more powerful than any human deity. They were banished from time and reality by processes unknown and are 'now' mostly forgotten (even in Sarquin's day). Indeed, they are only remembered by obscure and dangerous cults. Their goals are opaque, but cultists believe they seek to return to the main channel of time so as to wreak vengeance for the exile of their deities. Among the seven entities are Rimmaq-Isfet, Frelothian, Mzingaloq, Viirdo Star-Eater, Piqor-Piqaad, Jeqellathon, and Nzimballik.

Sarquin spends the most time describing Rimmaq-Isfet. He alleges that Rimmaq-Isfet's mind and motives are unknowable, not merely in the usual sense that a god's godhood rendered its actions ineffable, but in a deeper, more profound sense: it seemed, perhaps, that Rimmaq-Isfet had no motives, or at least no motives and no agendas that were comprehensible to human minds.

According to Sarquin, Rimmaq-Isfet bears the following titles: the Devourer, the Worm who Licks the Heart of the Earth, the Extruder of Potent Slimes, the Fecund Sire, and the Corroder. Its symbols are a thin black circle on a white or blue field; a sinuous tongue; or an ovoid cave opening on a cliff face. Occasionally cultists worship it as the Worm of Qok. Sarquin offers varying and contradictory descriptions of Rimmaq-Isfet, sometimes as a colossal salamander over 200' long, other times as a gigantic multi-headed worm, other times as a titanic biped with the head of a worm. Some accounts describe it as having legs, others do not. All accounts confirm the existence of at least one enormous maw filled with teeth and circled with a beard of tentacles; all accounts also agree in describing its three, dull-green, lidless eyes. The coloring of Rimmaq-Isfet is variable in the several accounts, ranging from midnight black with flecks of yellow, to mottled green and brown, to corpse white. Many cultists speak ecstatically of the properties of its sweat, which is scraped from its skin by fawning spawn and delivered to lucky (?) allies.

Sarquin also devoted an entire quire to an ontological discussion of the relationships, if any, between demonkind and the 'elder gods'. He used a variety of philosophical, logical, and theological arguments to suggest that demons were clearly distinct from these entities, as their motives were at least partially comprehensible and their forms at least analogous to those experienced in prime material reality; in contrast to the relatively comprehensible, if still fearsome nature of demons, the appearance of the Old Gods was utterly foreign, even incomprehensible. Even the form usually ascribed to it by cultists was, in this view, merely allegorical.

Despite this firm conclusion, however, Sarquin mused that certain demons may have been spawned by Rimmaq-Isfet and the other Old Gods; as such the most potent demons might approximate the powers, instincts, and portfolios of the Old Gods while nevertheless existing as shadows of their sires.

Sarquin concluded that any who choose to worship the Old Gods, let alone to conduct rituals on their behalf, must be held as criminally insane, and should be persecuted with extreme prejudice. This volume is considered highly dangerous, and thus highly valuable. (**A** Sarquin of Archontos; **L** primitive Mithric; **T** codex; **D** 8x6x6; **W** 3 lb; **M** bound in grey demon-hide with mystical symbols bound into the bindings; **R** very rare; **FoS** supernatural and unusual; **SKC** outer planes) **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 5-74, 9-62, SL10A-32, SL15-7.

On the Wars of the Old Ones with the Trolls: This text comprises a dry, tactical account of the early archons' military campaigns against the varumani (see new monsters). Although much of his analysis of motives and small-unit tactics are 'imagined', the volume is useful for its clear description of various locations within Arden Vul. It contains accurate directions to the court of the 'Troll Lord' (7-75) from Level 3. It also contains sketches of the layout of all non-secret areas of the varumani domain (areas 7-1, 7-8 to 7-33, 7-38, 7-65 to 7-77), although these are overlaid with arrows

and tactical notes. (**A** Clarius; **L** Mithric; **T** codex; **D** 9x15x4; **W** 6 lb; **M** red leather bindings; **R** rare; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 400 **Location**: 4-55, 5-74, SL11-22, SL12-25, SL14-4.

Our Friends, **the Kaliyani!**: A slick, superficial, 15-minute puff-piece about the important strategic and leadership ability of our 'wet-skinned allies.' The crystal is notable for a segment on the surprising aptitude of the kaliyani for 'the new discipline of techno-sorcery' that they learned from the native inhabitants and that they enhanced via the unusual properties of 'the orange mineral' (*arcanum*, see new magic items). It contains lots of images of smiling rudishva (including Captain Leil-Jor) shaking hands with dour-looking kaliyani. (**A** anonymous; **L** Rudishva, Kaliyani; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** law and customs) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: 6-117.

Our New Home!: This crystal provides a video travelogue of the Halls as they existed in the days of the rudishva. It is narrated by the cheerful morale officer, Mol-Prev. Much will be unfamiliar, but several features – and the rough routes between them – are still recognizable to the seasoned explorer of Arden Vul. Among these recongnizable locations are:

"Our Command Center, where Captain Leil-Jor prepares our return to the skies." – i.e., areas 5-94 to 5-98.

"The Transport Hall, through which we move about our domain." – area 5-92.

"The Forge, where we are building the replacement parts we need to fly the Beacon out of here!" – 5-89.

"The Detention Block. Enough said!" – SL2-2.

'The Weapons Locker, although I can't show you the Captain's new security protocols, or she'd have to kill us both! [smile]." – 6-27.

"Grev-Kilj's seat of scrutiny, where the Far-seer watches over the chasm and the deeps." – 3-52.

"Home away from home, with its all-important entertainment consoles!" – a view of the exterior and interior of 6-113, 6-118, 6-121 and 6-122.

"The Bridge of the good, old Beacon, still operative and ready to fly again." - SL14-10.

"The Officers' Quarters - See? They don't live any better than we do." - 9-93 to 9-96.

"Our transit shaft, by which we move heavy equipment and supplies." - e.g. 5-84.

(**A** Mol-Prev; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 250 **G. P. Value**: 2,500 **Location**: 6-117.

Pandects of Thaumaturgical Visitation: This treatise provides a comprehensive theory of magic that is brilliant but confusing. One month of study by a reader with at least a 16 INT raises INT by 1-2 (to a max of 19) but also decreases WIS by 0-1. Authorship (or alleged authorship) varies by the particular edition one possesses. Many sages believe that Annodius the Archadept was the original author, but copies attributed to others, including Theodore the White, Knut Knot-Cleaver, Lugga the Clever (a goblin), and Fauricius of Magger, are known. Regardless of how many copies are located and read, a reader can only benefit once from the basic text. (**A** varies; **L** Archontean; **T** codex; **D** 11x8x5; **W** 4 lb; **M** heavy linen paper folios bound in sharkskin; **R** rare; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: 2,000 **G. P. Value**: 20,000 **Location**: 7-22, 9-64, 9-70, SL5-13B, SL6-17A, SL9-27.

Paulus and the Goblin King: A serialized set of simple adventure stories in the mold of Legionary Rex (q.v.), this series relates the adventures of Paulus, a simple chartoularios working in the Private House in Narsileon. In each tale Paulus ends up mixed up in intrigue and skullduggery, generally with exotic settings and with the assistance of his faithful goblin servant, Freedigger. In this volume (the 4th in the series), Paulus and Freedigger thwart a plot by the wild goblin king, Grimganto, to incite the freedmen of the empire to a revolt. (**A** Mirko Bennius; **L** Mithric; **T** scroll; **D** 2.5x11x2.5; **W** 3 lb; **M** parchment; **R** common; **FoS** humankind; **SKC** law and customs) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 8-133.

The People Improve: This crystal contains a 45-minute film describing the efforts of the rudishva scientists to bio-engineer 'new and more deadly' varieties of varumani (i.e., 'the People'). It features a full walkthrough of the Troll Pits (5-131) and their control center (5-132), as well as interviews with the thegns Vanara and Druva (both of whom appear stoic and slightly pained by the process). Those who view this crystal 1-4 times will be able to operate the Troll Pits without difficulty (5-131, 5-132). (**A** Rekkarev, the Second Science Officer; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** biology) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 7-67.

Personal Diary of Mol-Prev: A 420-minute, low-tech, un-enhanced series of monologues by Mol-Prev, in which the morale officer displays growing despair over: 1) the inability of the engineers to fix the Beacon, 2) the growing lack of hope among the rudishva crew, 3) the increasing disrespect shown by all three servitor races, but especially the kaliyani (whom Mol-Prev suspects of imminent treason), 4) their chances of surviving another war with the "hopping ones", and 5) his anxiety about rudishva susceptibility to 'slime attacks'. (**A** Mol-Prev; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** history, sociology) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: 6-117.

Planar Dwellers and their Powers: This obscure work offers detailed descriptions (with illustrations) of 1-3 types of residents of each of the inner planes. Descriptions include special abilities and vulnerabilities (with a 20% chance per entry to provide an incorrect power or vulnerability). Examples include efreeti, marids, air elementals, shadows, etc. Some copies of the book (25% chance) include additional entries for demons and devils (1-3 types of each creature). Strangely, no two copies of the text contain the same set of entries. (**A** Nominus Obscurus; **L** Archontean; **T** codex; **D** 13.5x22x5; **W** 11 lb; **M** parchment leaves, blood for ink, and efreeti-hide bindings; **R** very rare; **FoS** supernatural and unusual; **SKC** planes) **Experience Point Value**: — **G. P. Value**: 450 **Location**: 7-22, 9-55, 9-64, 9-70, SL5-13B, SL10B-23.

Platinum Portals: **An Improvement on the Standard Silver Models**: This unique and experimental treatise offers a theory for the construction and employment of more permanent and more stable portals to the various planes; these new portals would appear to be platinum, not silver. It is not clear that Cornelius's theories were effective. (**A** Cornelius of Arden Vul; **L** Archontean; **T** codex; **D** 11x15x3; **W** 4.5 lb; **M** unbound parchment; **R** unique; **FoS** supernatural and unusual; **SKC** dweomercraeft, planes) **Experience Point Value**: — **G. P. Value**: 250 **Location**: 9-70.

Plotina's Recipe Book: This valuable text contains the formulae devised by the great alchemist, Plotina, for six of her special, unique potions: that is, *potions of fire resistance*, *frost cage*, *Greek fire*, *hostile levitation*, *molasses*, and *singing birds* (see new magic items for all). (**A** Plotina; **L** Mithric; **T** single quire; **D** 8x11x.5; **W** 1 lb; **M** parchment; **R** very rare; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: — **G. P. Value**: 5,000 **Location**: 9-70, SL6-96.

Poetic Interludes: Nerix-Vaj was the most important and beloved of the classical rudishva poets, in part for the aching nostalgia produced by the harmonious combination of his glyphs, but also for the care in which glyphs of similar shapes and appearance were grouped together and for the sensory outputs (smell, sound, etc.) that accompanied his 'poem-crystals'. So that he could continue to enjoy the poetry after the rudishva technology started to break down, Melok-Ri (aka Master Malachite - see SL10A-32), transcribed Nerik-Vaj's Glyphik into the more literary form of Glyphis, adding some text to metaphorically represent the sensory accompaniments of the original. The result is its own work of art, a loving interpretation of the master by admiring student. (**A** Nerix-Vaj, transliterated by Melok-Ri; **L** Rudishva; **T** codex; **D** 12x19x5; **W** 9 lb; **M** parchment with yellow leather binding; **R** unique; **FoS** humanoids and giantkind; **SKC** literature) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: SL10A-32.

The Politics: A classic text of political philosophy, this work argues that pragmatism and opportunity ought to guide the actions of politically active individuals. In arguing for ends rather than means, the work has acquired a slightly dishonorable odor. (**A** Teracleon; **L** Mithric; **T** codex; **D** 8x10x2.5; **W** 4 lb; **M** parchment with brown leather binding; **R** rare; **FoS** humankind; **SKC** philosophy and ethics, politics and genealogy) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 5-74, 9-62, SL10A-32.

Pol's Book of Laughs: This text is primarily a joke book, one that contains several hundred jokes of variable quality. Hidden among the humor, however, are copies of many of Pol's original spells, including *Pol's Endless Sneezes*, *Pol's Improved Eye*, *Pol's Inner Eye*, and *Pol's Recall* (see new spells for all). A casual reader may miss the spells, although *detect magic* will reveal that something is up with this codex. Only three copies exist, one held in the Tower of Pol, one held by Psalor-Ki, and one acquired somehow by Kerbog Khan. (**A** Pol, 'the Grinning Mage'; **L** Mithric; **T** codex; **D** 13x20x5; **W** 10 lb; **M** parchment with blue leather binding; **R** very rare; **FoS** humankind, legends and folklore, supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: 10,000 **G. P. Value**: 20,000 **Location**: 5-74, SL6-17A, SL12-25.

Practical Animal Magic: An immense compendium of the mundane and magical properties of animal organs, fluids, hides, hair, scales, and so forth, this volume serves as a standard textbook for sorcerers and alchemists interested in experimenting with magical and medicinal brews. Useful ideas for spell components are easily gleaned from a careful reading. (**A** Licinius Monad; **L** Mithric; **T** codex; **D** 14x22x6; **W** 12 lb; **M** parchment, leather binding; **R** uncommon; **FoS** fauna; **SKC** [all fauna]) **Experience Point Value**: — **G. P. Value**: 1,000 **Location**: AV-Searching the Ruins (table 7), SL8-22, SL14-4.

Practical Liturgies of Lord Thoth: This text provides a useful compendium of one hundred eleven liturgical ceremonies for the worship of Thoth, complete with proper gestures, invocations, and chants. Ceremonies are divided according to daily ceremonies (73 liturgies) and ceremonies specific to unusual occurrences, such as the hallowing of a new altar, the ordination of a new priest, etc. (38 liturgies). For all of its utility, this volume does not contain the *Litany of Light*. (**A** anonymous; **L** secret tongue of the priests of Thoth; **T** codex; **D** 16x32x9; **W** 15 lb; **M** parchment, with orange leather binding; **R** rare; **FoS** supernatural and unusual; **SKC** metaphysics) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 2-70.

Principles of Comedy: A standard philosophical work, this text attempts both to explain the biology of laughing and humor as well as the philosophical and moral value of comedy to the human soul. (**A** Teracleon; **L** Mithric; **T** codex; **D** 8x13x3; **W** 3.5 lb; **M** parchment with leather binding; **R** uncommon; **FoS** humankind; **SKC** philosophy and ethics) **Experience Point Value**: — **G. P. Value**: 50 **Location**: SL6-17A, SL11-22, SL12-25.

Principles of Magical Attraction: This general work is a fundamental study of the various methods used to create sympathetic magical connections between objects or individuals. A brief section on blood makes elliptical reference to the Sanguinator's notorious work, *Blood is the Key to All* (q.v.). (**A** Herluinus; **L** Mithric; **T** codex; **D** 9x16x3; **W** 6 lb; **M** parchment with wooden boards; **R** rare; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 5-74, SL12-25.

Preparing for the Long Death: This treatise describes the processes to be used in creating undead mummies. It is traditionally recorded on three ivory plaques, the first of which details the materials needed for mummification. The second plaque describes the process of mummification, the prayers to be chanted, and the initial spells to be cast in order to create a mummy. The third plaque contains the spell, *the long death* (see new spells), as well as some final instructions and ritual incantations. Without all three plaques, it is impossible to create a true mummy. (**A** anonymous; **L** Mithric; **T** set of three plaques; **D** 6x9x1 (for each plaque); **W** 6 lb; **M** ivory; **R** very rare; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: 3,000 **G. P. Value**: 6,000 **Location**: 4-142 and 4-146, 9-55.

Proceedings against Triv-Lok: This 360-minute recording describes the lengthy court martial proceedings held by Captain Leil-Jor against Jemadar Triv-Lok. Triv-Lok was accused of dereliction of duty for abandoning her post in the hopes of establishing peace

with the heqeti. Captain Leil-Jor eventually found her guilty. The final shot of the recording is of Triv-Lok being forced, unwillingly, into a hemi-cylindrical tube. The tube is one of the cryogenic storage tanks (SL2-2), where Triv-Lok may well still be found. (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** law and customs) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: 6-117.

Proper Marksmanship Techniques: This 41-minute training video walks new recruits through the use of rudishva military weapons, including dart guns, laser pistols, and laser rifles. The video explains how to maintain them, as well as how to fire them. A PC viewing this video will have no chance of misusing these weapons, and will only suffer a -1 non-proficiency penalty if non-proficient. (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkind; **SKC** law and customs) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 5-111.

"**Property of Eustachius the Cantor**": As this miscellany lacks any title, it is described by the inscription on the inside cover: "Property of Eustachius the Cantor". The codex contains a variety of sections, including the following: descriptive notes of a variety of Thothian liturgies (Litany of Light, Canticle of Revelation, a Psalmody); descriptions and vague summoning notes for being known as the "Guardians" [i.e., Guardians of Thoth - see new monsters]; a 10-folio history of the temple of Thoth within Arden Vul; a series of capsule hagiographies of early high priests; the exact note sequence for a song called the Cantor's Lament (see 8-148); and two unique spells, the *pummeling fists of Arak-Zhorr* and *curse item* (see new spells). (**A** Eustachius the cantor; **L** the secret tongue of the priests of Thoth; **T** codex; **D** 9x12x3; **W** 5 lb; **M** leather-bound parchment; **R** rare; **FoS** humankind, supernatural and unusual; **SKC** history, theology and myth, dweomercraeft) **Experience Point Value**: 4,000 **G. P. Value**: 8,000 **Location**: 3-57, 7-22, 8-53.

The Properties of Arcanum: This treatise enumerates eight ways in which *arcanum* (see new magic items) can be used to create, recharge, and modify various items. It makes frequent reference to the 'Creation Molds' (i.e., area 5-89) and includes several of the 'recipes' needed to operate the molds. (**A** anonymous; **L** Rudishva Glyphis; **T** scroll; **D** 1x10x1; **W** 2 lb; **M** parchment, or rudishva linen 'paper' (at 5-97); **R** ; **FoS** ; **SKC**) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 2-71, 5-97, SL10A-32.

The Properties of Blood, **Especially when Infused with Other Elements**: This rare, semi-mystical and semi-scientific text examines the practical and magical uses of blood, especially when it is infused with magical elements (powdered basilisk eye, unicorn hair, etc.). The text distinguishes between 'sanguine ordinary' (blood of non-magical creatures) and 'sanguine special' (blood of magical creatures). To much criticism, Kalut claimed that he could enhance the former with proper infusions, thus transforming it into an analogue of the latter. (**A** Kalut; **L** Mithric; **T** codex; **D** 5x9x2; **W** 2.5 lb; **M** human-skin leaves, human-blood ink, unicorn-hide bindings; **R** very rare; **FoS** supernatural and unusual; **SKC** medicine, dweomercraeft) **Experience Point Value**: — **G. P. Value**: 4,000 **Location**: SL5-13B, SL8-22, SL15-7.

Prosperity in the Eternal Now: This work of classical rudishva philosophy espouses a zen-like focus on the present rather than a crippling dwelling on the past. Although in his youth Melok-Ri rejected Redip-Beq's teachings, he has, over the millennia, come full circle and is now a devotee of the sage's teachings. The 'book' is an interesting quarto volume bound in white leather; it has the classical Rudishva Glyphik on one folio, and a rough Archontean translation on the facing one. (**A** Redip-Beq; **L** Rudishva Glyphik and Archontean; **T** codex; **D** 6x9x3.5; **W** 3 lb; **M** parchment with white leather binding; **R** very rare; **FoS** humanoids and giantkind; **SKC** philosophy and ethics) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 5-74, SL10A-32.

The Red Book of the Defenders of Arden: This codex is divided into twelve sections, one for each of the twelve Labors of Arden (for the labors, see SL13-10). Within each section is a carefully ruled table, with column headings reading "Name", "Date Completed", "Date Failed". 'The tables for the first 6 Labors contain approximately 90 names each (e.g., Kaledor Basileon); of these, about 66% successfully completed the labor while 33% seem to have failed. The sections for Labors 7-11, however, have many fewer entries (on average only 35 names), with a much higher failure rate (80% failure).

Note that it is possible to track names across the sections; by spending 1-4 hours one learns that while five individuals completed nine of the eleven labors, and two completed ten, no individual completed all eleven labors. The final section ("The Twelfth Labor") contains no names, either as completed or failed. (**A** anonymous; **L** Mithric; **T** codex of 252 folios; **D** 9x15x9; **W** 9.5 lb; **M** red oxhide binding; **R** unique; **FoS** humankind; **SKC** law and customs) **Experience Point Value**: — **G. P. Value**: 250 **Location**: SL13-14.

The Rise of the Sortians: This unique text describes the rise of the faction of Sortians within the city of Arden Vul, and recounts their bitter opposition to what they saw as the stultifying rituals and customs of the Order of Thoth and of the great temples (see World of Archontos appendix). The text mentions how visits from Priscus Pulcher fired the imagination of the politically-engaged young, and describes his close emotional attachment to one of the 'Elder Allies', a 'golden one' named Yasidoranicil.' In addition to these precious bits of information, the text names ten senior officials of Arden Vul who joined the Sortians, as well as 23 more junior members. Such information (and especially the clue that Priscus Pulcher was bonded to a gold dragon) makes this text invaluable to the modern Priscians. **GM note**: Yasidoranicil is none other than Isadora, for whom see Sub-Level 11. The author is anonymous, and adopts a pseudo-objective tone, but the fact that he/she does not condemn the Sortians outright is a hint as to his/her loyalties. (**A** anonymous; **L** secret tongue of the priests of Set; **T** special; **D** 4x4x7; **W** 3 lb; **M** seventeen bone plates (4" square) bound together with demon-hide sinew; **R** unique; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 2,000 [10,000 to modern Priscians]) **Location**: 4-142.

A Rudigaya's Best Friend: The first ten folios are written in formal Rudishva Glyphik, and describe a score of plots conceived by Rudiga and his friends that were then carried out against the heqeti and other enemies. The remainder of the text is in Semi-glyphik, and describes centuries' worth of secrets, plots, counterplots,

and betrayals relating to the period of Archontean hegemony in Arden Vul. Readers of this tome gain a +1 bonus on to hit and damage rolls against heqeti. (**A** various; **L** Rudishva Glyphik and Varumani Semi-glyphik; **T** codex of 200+ folios; **D** 5x8x6; **W** 3 lb; **M** heqeti-hide bindings; **R** unique; **FoS** humanoids and giantkind, humankind; **SKC** law and customs, history) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 7-17.

Rudishva Devices: This unique manuscript is of immense value to explorers of Arden Vul, as it contains sketches of almost every common rudishva device (including laser weapons), with explanations of functions, properties, and important 'what not to do' sections. Someone who has read this volume eliminates most of the danger associated with random experimentation with technological items, and will only suffer a -1 non-proficiency penalty if non-proficient. (**A** Junius Zofer; **L** Mithric; **T** codex; **D** 6x10x7; **W** 5 lb; **M** parchment with brown leather binding; **R** unique; **FoS** physical universe; **SKC** architecture and engineering) **Experience Point Value**: 500 **G. P. Value**: 10,000 **Location**: SL14-4.

Secret Courtship of Julius the Exarch: An X-rated version of the standard Courtship of Julius the Exarch (q.v.). The author is an obvious pseudonym, but for whom? (**A** 'Manna of Agger'; **L** Mithric; **T** codex; **D** 4x6x3; **W** 2 lb; **M** unbound parchment quires; **R** very rare; **FoS** humankind; **SKC** sociology) **Experience Point Value**: — **G. P. Value**: 165 **Location**: 8-116.

Secreta Secretorum: This rare text was compiled, it is said, by a cohort of highly-placed Archontean officials, who met regularly to gossip and exchange secrets. Each copy of the text is slightly different, as new exemplars regularly came to include new secrets. Still, a core of original secrets can be found in all the extant copies. These include all seven of the secret names of Thoth (see below); two ancient scandals concerning the Ligareon clan which could be used in the present for political profit in Narsileon or Archontos; and a map of Level 6 of Arden Vul showing areas 6-130 to 6-160; the genealogical abnormalities of a powerful merchant clan, the Vasildon; evidence proving that the Silent Factor was planned as a front for the imperial Private House; and so forth.

The seven secret names of Thoth are as follows:

Font of Magic
Giver of Words
Thrice-Born Linguist
Light of Comprehension
Keeper of the Seven Keys
Guardian of the Silver Veil
Thrice Great

Most copies of the text are deluxe codices, with vellum leaves bound in red leather. Some copies are merely scrolls. (**A** anonymous; **L** Mithric; **T** codex (mostly); **D** 6x9x3; **W** 4 lb; **M** vellum leaves bound in red leather; **R** very rare; **FoS** humankind; **SKC** history, law and customs, politics and genealogy) **Experience Point Value**: — **G. P. Value**: 8,000 **Location**: 9-62, 6-133, SL6-94.

Service Manual for Optical Devices produced by GnuCoder S.A.: This dense, chart- and mathematics-heavy video walks viewers through the most typical mechanical issues faced by all entries in the GnuCoder range of viewers, recorders, etc. (see new technological items). A viewer with 18 INT might (10% chance) be able to use this video to repair a malfunctioning piece of GnuCoder equipment. (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** physical universe; **SKC** architecture and engineering) **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 5-74, 7-67, SL12-28.

The Seventeen Uses of a Dead Troll: Among the promised uses are the following: a formula to brew troll blood into a short-term *potion of regeneration* (requiring the blood of one troll, the heart of one troll, and 3 opals worth 1,000 gp each); a recipe for troll-haunch pasties; and a disquisition on the uses of trolls' eyes in a variety of alchemical formulae. (**A** Jacobus One-Arm; **L** Mithric; **T** scroll; **D** 1x13x1; **W** 1 lb; **M** parchment; **R** rare; **FoS** humanoids and giantkind; **SKC** biology) **Experience Point Value**: — **G. P. Value**: 2,500 **Location**: 5-74, 9-62, SL12-25.

The Seventy-Four Ways of Opening the Lotus: One of the most famous volumes of erotica from the late Archontean golden age, this text can appear in numerous sizes (quarto, octavo) and formats (some illustrated). It is basically the Archontean version of the Kama Sutra. (**A** Rissala the Limber; **L** Mithric; **T** codex; **D** varies; **W** varies; **M** parchment or vellum, with high-quality bindings; **R** uncommon; **FoS** humankind; **SKC** sociology) **Experience Point Value**: — **G. P. Value**: 200 **Location**: 3-58.

Seventy-Seven Quips of Balak the Arch-Mage: A set of numbered aphorisms purportedly uttered by the great archmage, Balak of Arcturus. The subjects are various and apparently unsystematic; some are concerned with social niceties, others with dining, others with strange creatures Balak had encountered, and still others with pseudo-Stoic philosophies. Still, there is secret knowledge buried among the banalities. One month of dedicated study may reveal a pattern to the quips; the reader's chance of detecting the pattern is 2% per point of INT. The pattern, if discovered, is revealed to be a message embedded in the first, third and final letters of the second, fifth, seventh and ninth word of each quip. The message itself reveals precise directions to the buried laboratory and library (neither of which are in Arden Vul) of Balak himself. **GM Note**: the more commonly encountered text, The Thirty-Seven Quips of Balak the Sage" is a bastardization of the original and contains no message. (**A** Balak the Arch-mage; **L** Mithric; **T** codex; **D** 3x7x2; **W** 2.5 lb; **M** vellum leaves, blue leather binding; **R** rare; **FoS** humankind; **SKC** sociology) **Experience Point Value**: — **G. P. Value**: 125 **Location**: SL5-13B, SL6-17A.

The Shining Beacon of Glorious Heaven: Technical Specifications of this Yort-Class Exploration Vessel: This video provides a six-hour walk-through (with hyperlink indices) of the main systems of the Beacon, including life support, weapons, communications, medical, astrogation, and shuttle operations. It is presented in the form of carefully scripted interviews conducted by an anonymous rudishva with a range of engineering officers of several species. As the Beacon split into various modules when it crashed, the program cannot be used in the manner originally intended. Still, any viewer with 17-18 INT has a 15% chance of being able to apply insight gleaned from the video to any one of the pods. This might be particularly significant in helping to understand the shuttle operations (SL13-37B). (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS**

physical universe; **SKC** architecture and engineering, astronomy, mathematics, physics) **Experience Point Value**: 500 **G. P. Value**: 5,000 **Location**: 9-90, SL12-28.

Sixteen Steps to Successful Administration: A popular writer from 1,400 years ago, Hoel set out to instruct his readers in successful managerial practice. The text is beloved of middle administrators in temple and imperial bureaucracies. Gargus writes in a breathless, engaging, and affirming style. (**A** Hoel Gargus; **L** Mithric; **T** scroll; **D** 2x9x2; **W** 1 lb; **M** parchment; **R** common; **FoS** humankind; **SKC** psychology, politics and genealogy) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 7-122, SL8-22.

Solutions to the Propulsion Problem: The crystal is narrated by "Chemical Engineer Fek-Prail" and announces: "*the breakthrough we have awaited all these decades, namely the transformation of the LOAV's short range pulse engines into a time-dilation-capable warp drive. The solution involved slow and careful centrifuging of the essential element found in that orange rock-like substance found in these caves. Once separated, it must be combined at high heat in a solution with deuterium-two and standard propellant. I have provided the specific formula here [....]. As you know, our final success will be mitigated by the issue of space; given the modifications we have had to make, the LOAV is now only capable of supporting a crew of ten for interstellar travel. We in the scientific arm of the RISEA* [Rudishva Inter-Stellar Exploration Agency] *do not envy you your difficult decision in this respect; we trust that you will make the appropriate selections in an honorable and useful way. Proper credit must be given to the team led by Spiv-Kol* [see SL9-48], *whose impressive work in a most unappealing environment procured a suitable supply of minerals from which we were able to synthesize the deuterium needed for our formula*."

This information demonstrates that the rudishva had finally solved the problem preventing them from using the shuttle to leave Arden Vul; but before they could take advantage of this breakthrough, the kaliyani betrayal and heqeti attack destroyed the rudishva hegemony. This crystal is mostly descriptive, and does not contain the formula for the creation of appropriate fuel; to synthesize such fuel, one would need a companion crystal, *Creating D-^{3}He Reactions from Native Minerals* (q.v.). (**A** Fek-Prail; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** physical universe; **SKC** chemistry) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 9-94.

Song of Jacinth the Rose: This text tells the story in epic verse of the great Archontean trickster figure, Jacinth the Rose. Jacinth's stories mostly revolve around the urban world of the imperial bureaucracy, Factor economics, temple politics, and so forth. Even though she is often described as the sister of Larel One-Eye, her orientation in the urban world gives that theory the lie. Jacinth is generally less well admired than Larel, as her tales generally do not contain redeeming humor or morality. Instead, she usually uses people badly, profiting clearly and without qualm from their discomfiture. Jacinth emerges as a cold, talented spy, rogue, thief, and assassin. (**A** anonymous; **L** Mithric; **T** codex; **D** ; **W** ; **M** ; **R** ; **FoS** ; **SKC**) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 2-70, 4-55, 5-74, 9-62, SL10B-18.

Sorcerous Properties of Gems: This pseudonymously-written work enumerates the ways in which gems can be used to fuel magical spells and experiments. (**A** Sardonyx Peridot; **L** Mithric; **T** codex; **D** 9x15x6; **W** 7 lb; **M** parchment, with gem-studded leather bindings; **R** rare; **FoS** physical universe; **SKC** geology and minerology) **Experience Point Value**: — **G. P. Value**: 250 **Location**: 2-70, 4-55, 8-125.

Specimen XRF-6013: Notes by Haddi-Yon, **Chief Medical Officer**: This video provides a low-quality series of 'selfies' of the chief medical officer inspecting, dissecting, and repairing the space squid (SL12-11) that the Beacon encountered on an uncharted moon. A viewer with 16 INT will learn the main offensive and defensive capabilities of the space squid (and may understand why Kerbog Khan has elected not to release it!). (**A** Haddi-Yon; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** ; **SKC**) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: SL12-28.

Success: This codex details a series of detailed plots and trickeries performed by members of the Rudigaya clan over the past several hundred years. Most of these are mundane and petty, involving personal humiliations and grudges, but a few are of interest: one describes how Muq (8-151) encompassed the permanent banishment of Gog (5-2) from the court by faking a crime for which Gog was implicated; another describes Hraskaya's plan to undermine the authority of Varboka the thegn by offering contradictory counsel, thereby preventing any decisions from being made. Varboka would be most grateful to receive this information. (**A** various; **L** Varumani Semi-glyphik; **T** codex; **D** 5x8x4; **W** 3 lb; **M** ; **R** parchment, with heqeti-hide bindings; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 100 **Location**: 7-17.

Successful Reanimation: This theoretical treatise describes the process of keeping a brain alive outside of its body, through the application of electricity, *arcanum* (see new magic items), and a special cocktail of herbs and spices. As a work of necromancy that requires the use of a living brain, the work is considered blasphemous and therefore illegal. The autograph manuscript was kept in the library of the Imperial Academy until it was stolen by Kerbog Khan. (**A** Herbertus Occidentalis; **L** Mithric; **T** codex; **D** 6x9x3; **W** 1.5 lb; **M** human-skin bindings, vellum leaves; **R** unique; **FoS** humankind, supernatural and unusual; **SKC** biology, dweomercraeft) **Experience Point Value**: — **G. P. Value**: 800 **Location**: SL12-25.

Summoning from the Beyond: A description of seven types of summoning circles, pentagrams, and so forth, and their proper construction. Also includes advice on which extra-planar entities can be bound by which sort of circle. Contains the names of three demons: Furcer (Type IV), Ziagorga (Type V), and Aymif (Type VI). (**A** Alienor the Crafter; **L** Mithric; **T** codex; **D** 6x9x5; **W** 4 lb; **M** parchment with leather bindings; **R** rare; **FoS** supernatural and unusual; **SKC** planes-outer) **Experience Point Value**: — **G. P. Value**: 2,250 **Location**: 2-70, 9-64, SL5-13B, SL12-25.

Symbols of Power, **or the Archonal Regalia of Arden Vul**: This illustrated, luxury volume describes the formal ceremonial rites of the archons of Arden Vul circa 1500 AEP (300 years before the Archontean collapse). The first part enumerates the proper rituals for archonal audiences, including clothes to be worn by

supplicants, courtiers, and the archon, as well as appropriate gestures and sample invocations and panegyrics. The second part describes the appropriate clothing for each appropriate occasion, with illustrations. The last part describes the four pieces of regalia that define the archonal status, with pictures and locations for each. (**A** Beriacius Solus; **L** Mithric; **T** codex; **D** 15x22x7; **W** 12 lb; **M** milk-white calfskin bindings, vellum leaves; **R** very rare; **FoS** humankind; **SKC** politics and genealogy, sociology) **Experience Point Value**: — **G. P. Value**: 350 **Location**: 7-122, SL5-13B.

Tales of Larel One-Eye: Stories of the mischievous hero of popular fable, Larel, are legion throughout the Archontean Empire. Larel's exploits mostly come at the expense of figures who obviously deserve their comeuppance; they also take place mostly in the world of the common folk, for whom Larel can appear as a Robin Hood-like figure. Unlike Jacinth the Rose, therefore, who is sometimes erroneously assumed to be his sister, Larel is a true folk hero of the common people. In his tales, Larel's famous green linen cap, his ancient, patched cloak of many colors, his stiletto-like dagger, and his simple cotton sack, which he carries over his shoulder, feature heavily. Archontean bards have identified at least 133 'tales of Larel'; the typical codex describes 20-30 of these. Among the most popular and common of Larel's exploits are these:

Larel and the Farmer's Wife: Larel tricks a cold-hearted farmer's wife into feeding a group of hungry farm hands.

Larel and the Wolves: He produces a chicken from his sack so as to distract wolves.

Larel and the Laundry: He uses his cloak as a quilt to conceal himself from an angry husband.

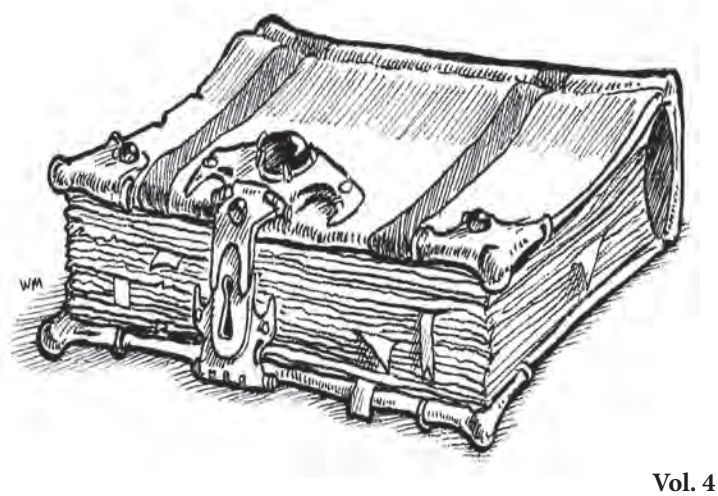
Larel the Hungry: He cleverly spikes four apples on his dagger while distracting the innkeeper with a card trick.

Larel the Lucky: he absconds from the castle of the wizard Tilgo with the latter's spell book in his sack and Tilgo's daughter by his side.

Larel and the Three Bugbears: Captured by three bugbears, Larel keeps them occupied by arguing about how best to cook and eat him. When the bugbears kill each other, Larel walks off with their stuff.

Larel and the Archon's Sister: Larel seduces the sister of an archon over a sumptuous banquet and is arrested. In gaol, he manages to produce the key to the cell from his sack and then escapes.

Larel and the Legionary: Larel joins the legion because he's hungry and wants the three square meals per day, but he finds the work too difficult. While on guard duty he persuades a farm lad to try on his equipment and then saunters off.



Larel the Priest: Larel produces priestly garments and ritual objects from his sack so as to disarm and fool a mob of angry townsfolk from whom he has 'borrowed' several goats.

The editions at 2-70, 5-74, and SL10B-18 and SL15-7 are deluxe, illuminated, two-volume sets; those in 4-55, 7-122, and SL4-46 are compact, battered, densely-written traveling versions. (**A** anonymous; **L** Mithric; **T** codex; **D** 14x26x4 (deluxe) or 5x9x5 (compact); **W** 11 lb (deluxe) or 2.5 lb (compact); **M** parchment with embossed red leather bindings (deluxe), or parchment with simple wooden boards (compact); **R** rare (deluxe) or common (compact); **FoS** humankind; **SKC** legends and folklore) **Experience Point Value**: — **G. P. Value**: 150 (deluxe), 35 (compact) **Location**: 2-70, 4-55, 5-74, 7-122, SL4-46, SL10B-18, SL15-7.

Testament of Phocion the Builder: This tightly rolled scroll provides a narrative of the various building projects of the famed Archontean architect, Phocion, spread over thirty lines of cramped text. The list of his projects includes the Pyramid of Thoth (AV-15), the Archon's palace (AV-29), various structures that are completely destroyed, the temple of Thoth (3-70), the temple of Set (3-90), and the now-lost temple of Horus. The parchment also conceals an acrostic message. Beginning with the 2nd line, the opening letters of each line read: *Strength prepares the way*. The acrostic is a hint to the location of the secret door located on the south wall of 8-142, which is located under the 'S' in the inscription ('strength') that is found on that south wall. (**A** Phocion the Builder; **L** Mithric; **T** scroll; **D** 10x11x1; **W** .25 lb **M** parchment; **R** unique; **FoS** humankind; **SKC** legends and folklore) **Experience Point Value**: — **G. P. Value**: 100 **Location**: 8-142.

Testament of Skarphedin of Westholm: This strange text takes the form of a large sheet of parchment folded several times into a smaller square. On it is written an account of magical dueling related to the Tower of Pol (see SL6-5 and SL6-17): *In the chaos of the burning city, Rigord decided the time had come to seek the fabled Tower of Pol. Following my master, I accompanied him down the long stair from the nearly deserted temple of Thoth and there reached the Canyon, where so many nobles had built their tombs.*

There we discovered that the tomb guards had deserted their posts and that the magical wards had been broken. I easily dispatched some of the lunatics who championed the fish-god by putting them to the sword. Approaching the entrance platform with its statuary, Rigord revealed the name of the current castellan, Odericus the Poxed, and announced that he would have to defeat the poxed one in single combat. Rigord stood upon the platform and lo! even upon the fateful symbol, and there cast the merest of cantrips. Immediately we faced the Tower. Rigord performed the ritual challenge according to the formula revealed by his arcane powers. And then, just like that!, Odericus appeared, wand in hand, ready to defend his rights.

As the two entered the dueling pit, I found myself unable to breach a shell of arcane force; my master would have to face the poxed one on his own. I watched helplessly as Rigord struggled to overcome mighty Odericus. Oh, the potent energies that the two unleashed! I saw many terrible and awful things that morning, from tentacled creatures summoned from the darkest pits, to explosions of colored fire, from shimmering shields of energy to the excruciating moans of the antagonists.

In the end, my master was overcome, and the accursed powers of Pol caused him to vanish. Odericus turned to me, smiled thinly, and

wagged a finger at me. He spoke thus: 'Your master has been found wanting. Not for nothing has Odericus ruled the Tower of Pol these last centuries. You and your friends shall have to try harder if you wish to replace me.' With that, he disappeared in a poof of smoke.

I stood on the pentagram and returned to the Canyon. There the decorative statues had been altered. Odericus's work? I could not say. All I knew was that the new statue looked disturbingly like Rigord. My serving boy, who already knew his letters, gasped as he beheld the words carved below the statue; but even to this day, as I dictate this story to him, he refuses to tell me what they said. I left swiftly, vowing to never return to that place of ill omen. This is my testimony, and by this sign I testify it to be true. [signed] *Skarphedin of Westholm. Michael the scribe wrote this.* A second hand has added the following to the foot of the note: *The arch-mage Michael Clear-Eyes did return to the Tower of Pol after many years of study in the collegia. He placed this testimony where it might serve as a warning to others.* (**A** Skarphedin of Westholm, as dictated to Michael the scribe; **L** Mithric; **T** single parchment sheet; **D** 9x9x.1 (folded into a square 2x2x1); **W** negligible; **M** parchment; **R** unique; **FoS** humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 2,000 **Location**: SL6-6.

Testament of Vanara: This ancient scroll was written by the great varumani thegn, Vanara, on his deathbed. It describes in detail the collapse of the rudishva hegemony, the treachery of Rudiga, the death of Druva, and the wanderings of the varumani. It also clearly describes the route from 7-28 to 5-141, as well as Vanara's own resting place.

Written as a sort of life story, the text describes how, after leading his people to a new home in the lower levels, Vanara grew dismayed by the speed with which his followers forgot their masters and duties, and at their willingness to engage in internecine warfare. After several decades as Thegn, Vanara retreated back to Level 5 in secret, accompanied only by a trusted handful of bodyguards; he brought with him much of the varumani's remaining high technology, and obscured the route to Level 5 behind secret doors.

Once on Level 5 he sought unsuccessfully for signs of his old masters, and then for Rudiga and the kaliyani, hoping at the least to avenge his old partner's treachery. Eventually he encountered Psalor-Ki, who persuaded him that the best way to help his people was to transform himself into an ever-living guardian. Vanara agreed to this procedure and, with, his housecarls, was transformed into a giant skeleton. Displeased with the results, he retreated in humiliation to this cave, where he prepared himself for the day when his people might eventually return to their ancestral home.

The centuries have been long and slow, and Vanara has slumbered through most of them. He has become quite cynical about the potential for his own people (indeed, he destroyed the high technology items, deeming them too powerful for his lost children), even as he still waits for them to rediscover their heritage.

In sum, the testament conveys the information found in the GM Backstory sections of areas 5-135, 5-137 and 5-139, complete with a map showing the route between 7-28, 7-88, 5-141, and 5-137.

Were the contents of the Testament to be made widely known to the varumani, its contents would cause serious repercussions at the thegn's court: 1) the Rudigaya clan would be shamed, and its members marginalized; 2) the harmony of the varumani society would be broken, leading to factionalization and infighting; 3) expeditions to reclaim Level 5 would be mounted almost immediately. The original autograph manuscript of the testament lies with Vanara himself (5-139); a copy was deposited in the hidden varumani treasury at 7-23. (**A** Vanara the thegn; **L** Varumani Semi-glyphik; **T** scroll; **D** 1x11x1; **W** 1 lb; **M** parchment; **R** unique; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 5-139, 7-23.

Testimony of Vanara: This 28-minute, no-frills recording was made by Vanara, the First Thegn of the varumani, a day after the rudishva collapse and just before the varumani set out to find a new home within the halls. Vanara ponders the absence of Rudiga, noting that "the People" could have used his intellect in this dire time. He bitterly describes the kaliyani betrayal; the quarantine of the varuda (5-108, 5-111); the battle for the command centers (5-113, 5-114); and the tragic vulnerability of the rudishva to the heqeti slimes. He notes with relish how the People were able to reduce the kaliyani dwellings to 'slag and dross', but admits that most had already fled before this retaliatory strike occurred.

In other words, this crystal offers viewers a blow-by-blow account of the collapse of the rudishva and thus contains useful information about specific areas of Level 5. (**A** Vanara the thegn; **L** Varumani; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 1,000 **G. P. Value**: 10,000 **Location**: 7-67.

The Thegns Speak: This 75-minute interview was conducted in Rudishva with the three original thegns, Vanara, Druva, and Rudiga in the months preceding the heqeti sneak attack (and the betrayal by the kaliyani and Rudiga). The subject matter is politics and tensions within the Star-Borne Hegemony. Vanara appears cautious and diplomatic, attempting to soothe tensions towards the kaliyani. Druva is impatient with Vanara's worrying. He instead counsels an 'immediate preemptive strike' on the rebuilt heqeti pyramid at the base of the chasm. Rudiga seems either quietly contemplative or sullen, and offers only words of caution about moving too rashly. (**A** various; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** unique; **FoS** humanoids and giantkind; **SKC** history, politics and genealogy) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 7-67.

The Theskelonia: This volume compiles the maxims and anecdotes of Theskelon, one of the great high priests of Set in antiquity. For all of his fame, most of the sayings are rather trite, being variants of truisms about power and/or wisdom; a few are nothing more than vulgar limericks. Scattered throughout the mundanities, however, are seven nuggets of information that form the true core of the Theskelonia.

Indeed, the mundane dross that surrounds them is just that, insipid blathering designed to hide Theskelon's true wisdom. It will take careful study and perhaps some luck to figure out that real wisdom is hidden among the inanity: a base 15% on casual inspection to notice a nugget, modified by an additional 5% per full day spent in study. Only one insight can be learned at a time; once one has been learned, the chance to learn a second reverts to the base chance (15% plus 5% per day). The first six insights should be determined randomly; the seventh can only be learned after the first six are acquired:

Philosophical Insight: A reader gains +1 point of WIS, up to WIS 16.

Magical Insight: A cleric reader gains one spell slot for 1st level spells; others gain nothing.

Economic Insight: A reader is hereafter able to spend 10% less on costs for level advancement.

Influence over Crowds: A reader gains +20% to reaction rolls when attempting to persuade groups of more than 10 individuals.

Summoner's Insight: A reader learns the name of one greater devil, and intuits the type of circle necessary to control it once summoned.

Political Insight: A reader learns subtle insight into the Archontean imperial and temple bureaucracies; gains +20% to reaction rolls when dealing with functionaries in either type of administration.

Protection of Set: A reader can summon a Set animal once per week. If LE, the Set animal is of the greater variety and can be directed by the summoner; if of another alignment, the summoned creature is a lesser Set animal that cannot be controlled.

(**A** Theskelon; **L** secret tongue of the priests of Set; **T** codex with 84 folios; **D** 10x18x3; **W** 5 lb; **M** linen folios, devil-skin bindings; **R** very rare; **FoS** humankind; **SKC** politics and genealogy, psychology, sociology) **Experience Point Value**: 4,000 **G. P. Value**: 20,000 **Location**: 4-142, SL8-13A.

Thirty Uses for Arcanum: A treatise penned by an eccentric Archontean scholar-mage, this volume details a number of alleged uses for *arcanum* (see new magic items). In some cases, Ysgred is absolutely correct: *arcanum* can be used to enchant objects, as well as to recharge magical items. In some other cases, Ysgred's theories sound plausible: *arcanum* might well assist in opening gates to the astral plane, and might well produce a euphoric state conducive to the invention of new spells. But in over half of the 'uses', Ysgred sounds as mad as his nickname suggests: few believe that *arcanum* can 'leach the morality from the evil', or that 'in powdered form it can enhance libido', or that 'it can be used to instantly tame dragons.' (**A** Ysgred the Mad; **L** Mithric; **T** codex; **D** 4x7x3; **W** 3 lb; **M** parchment, brown leather binding, arcanum-infused ink; **R** very rare; **FoS** physical universe; **SKC** geology and mineralogy) **Experience Point Value**: — **G. P. Value**: 100 **Location**: 4-55, 9-62.

Thirty-Seven Quips of Balak the Sage: This text is a bastardization of the rarer, and more useful *Seventy-Seven Quips of Balak the Arch-mage* (q.v.). Some ill-advised epitomizer stripped away forty of the quips, and in so doing eliminated the possibility of decoding the message hidden in the quips. The epitomizer also had no real knowledge of the identity of Balak, and altered his name to 'sage'. As a result, this text is merely a collection of odd maxims. (**A** Balak the 'sage'; **L** Mithric; **T** codex; **D** 5x8x1; **W** 1.5 lb; **M** parchment with brown-leather bindings; **R** uncommon; **FoS** humankind; **SKC** sociology) **Experience Point Value**: — **G. P. Value**: 30 **Location**: 7-122, 8-116, SL11-22.

Thorcin Poisons and their Cures: This valuable tome provides recipes for 93 poisons, divided into four categories: contact, penetrating, ingested, and thrown. A majority are non-lethal, but 26 are highly potent and thus highly proscribed. The text also provides alleged antidote formulae for all but seven of the most lethal poisons. (**A** anonymous; **L** Thorcin; **T** codex; **D** 7x11x3; **W** 4 lb; **M** parchment leaves, brown leather bindings, brass fittings; **R** very rare; **FoS** fauna, physical universe; **SKC** arachnids, insects, chemistry) **Experience Point Value**: — **G. P. Value**: 450 **Location**: 3-5, 4-55, 10-54, SL5-13B.

Thoth in All His Forms: This dry work pedantically provides an alphabetical listing of all known incarnations of Thoth, from 'aardvark' to 'baboon', from 'colossus' to 'yak'. For all its aridity, it has immense utility in providing an appendix that lists four of the seven secret names of Thoth. Those four names are the first four secret names, that is: *Font of Magic*, *Giver of Words*, *Thrice-Born Linguist*, and *Light of Comprehension* (for the other three secret names, see *Secreta Secretorum* - q.v.). (**A** Gaufridus magister; **L** secret tongue of the priests of Thoth; **T** codex; **D** 9x13x6; **W** 9 lb; **M** baboon-hide bindings; **R** very rare; **FoS** humankind; **SKC** theology and myth) **Experience Point Value**: — **G. P. Value**: 350 **Location**: 2-70, 7-22, 9-70, SL6-17A.

Tibe-Riv's Primer of Primitive Cultures: This 60'-minute video offers a discussion by Tibe-Riv (a dashing rudishva with gold jumpsuit and white scarf) about the primitive human and humanoid cultures that surround the cliff of Arden Vul. Contains interesting reflections on the nature of the early Archontean Empire, and its fatal reliance on a small number of families. Muses that the 'flying lizards' will not prove to be lasting allies of the humans. Also ponders the issue of inter-species mating, with much optimism that the Star Borne are compatible with the natives. (**A** Tibe-Riv; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humankind, humanoids and giantkind; **SKC** history, legends and folklore, biology) **Experience Point Value**: 100 **G. P. Value**: 1,000 **Location**: 6-117.

Time of Darkened Skies: This scroll provides a lengthy description of the efforts of the rudishva to drive back and destroy what they refer to as 'the Hopping Ones' (i.e., the heqeti). Among the useful nuggets are these:

The 'hopping ones' were vulnerable to fire and 'blasting'.

The rudishva troops were organized in three units, varuda flyers, varumani heavy infantry, and kaliyani 'power-wielders'.

The events of the war include the seizure of the Obsidian Gates and Hall of Pillars (5-6); the razing of the hoppers' Upper Temple (7-78 and 7-131); the slaughter of the hoppers in the Chasm; the defeat of the varuda at the Cave of Tears (8-67); and the final, successful, assault on the ziggurat of Kauket (areas 10-32 to 10-35) with attendant massacre of the hoppers.

Rudishva generals include 'our lord', Leil-Jor; the 'prince of the delvers', Grev-Kilj; the doomed and incompetent 'star-reader', Reav-Tak; the 'mighty fist', Vanara; the 'brute-leader', Druva; 'far-soaring' Raalk; and 'the whisperer', Lisstak.

The original data crystal recording these events is lost. The only extant exemplars are written in various hegemony languages on rudishva linen 'paper': one in Rudishva Glyphis (5-97), one in Rudishva Glyphik (6-82), and one in Varumani Semi-glyphik (7-25). (**A** anonymous; **L** varies, see text; **T** scroll; **D** 2x13x2; **W** 3 lb; **M** rudishva linen 'paper'; **R** very rare; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: 5-97, 6-82, 7-25.

Travels in the Astral Plane: This valuable tome provides advice about how to establish connections to the Astral Plane via spell,

portal, or device, followed by careful notes about silver cords, the mutable properties of items on that plane, and some of the creatures to be encountered there. It includes a rare section on the aroksachaul (demonic huntsmen – see new monsters) and their proclivities. Many copies of this text are heavily annotated by their owners, presumably following those owners' experiences in the Astral Plane. (**A** Nicodemus the Nose-less; **L** Mithric; **T** codex; **D** 9x13x4; **W** 6 lb; **M** vellum with green demon-hide bindings; **R** very rare; **FoS** supernatural and unusual; **SKC** planes) **Experience Point Value**: — **G. P. Value**: 350 **Location**: 9-70, SL5-13B, SL6-17A.

Trifold Tome of Theodore the White: This rare text provides a catalogue of descriptions, powers, and proclivities of numerous demon lords and princes, including Orcus, Tsathogga, Juiblex, Demogorgon, and Kauket (see new monsters). Much of the text is taken up with descriptions of the cultic practices and rituals of these lords' human followers. (**A** Theodore the White; **L** Mithric; **T** codex; **D** 7x10x6; **W** 5 lb; **M** vellum with wooden boards; **R** very rare; **FoS** supernatural and unusual; **SKC** planes) **Experience Point Value**: — **G. P. Value**: 650 **Location**: 5-74, 9-70, SL5-13B, SL6-17A.

A True Account of the Embassy of Gillethorn Ellagelsson to Archontos: This parchment quire provides an account of the ill-fated embassy of Gillethorn, son of Lady Ellagel, to Archontos in 1833 AEP. Gillethorn was attempting to mediate between factions still simmering in the aftermath of the War of Sortians and Theosophs. His embassy was marred by intrigue and misunderstanding, and Gillethorn ended up dead on the streets of Archontos, slain by an angry mob whipped into an anti-Elven fervor. Many sages believe his death is the explanation for the general retraction of elves from human lands, and thus for their relative rarity in the Empire. (**A** Belladia Varsdottir; **L** Elven; **T** single quire; **D** 7x9; **W** .25 lb; **M** parchment; **R** very rare; **FoS** demi-humankind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 125 **Location**: SL10B-22.

A True History of Isadora, **companion of Priscus Pulcher**: A detailed, if mostly fabulous biography of the famed Sortian, this text invents a family history for Isadora and provides her with a suitably heroic back-story. In Justinian's account, Isadora was the daughter of a provincial chartoularios who trained as a philosopher before taking up charity work among the poor. She fell in with the Sortians and became the amanuensis, companion, and defender of the infamous Priscus Pulcher.

The final section of the biography provides an accurate account of the events of the War of Sortians and Theosophs (see World of Archontos appendix), including a stirring description of Isadora's grief when she retrieved the broken body of Priscus Pulcher from the gibbet in Narsileon. Justinian was, however, completely unaware of Isadora's true identity, for which see the *Fragment* and *Gesta Isadorae* (q.v.). (**A** Justinian the Wise; **L** Mithric; **T** codex; **D** 8x12x2; **W** 4.5 lb; **M** white leather bindings, vellum leaves; **R** very rare; **FoS** humankind; **SKC** history, legends and folklore) **Experience Point Value**: — **G. P. Value**: 75 **Location**: 4-55, 9-64.

True Tales of Larel One-Eyed: This work is a variant title for the more common *Tales of Larel One-Eye* (q.v.). (**A** anonymous; **L** Mithric; **T** codex; **D** 12x19x6; **W** 9 lb; **M** red leather bindings, gold-edged vellum leaves; **R** rare; **FoS** humankind; **SKC** legends and folklore) **Experience Point Value**: — **G. P. Value**: 90 **Location**: SL10A-32.

Twelve Labors of Arden: This well-known volume provides full descriptions of Arden's famous, and now iconic, twelve Labors.

First Labor (The Owlbears of Mount Juventus): In a series of volcanic passages on the dormant volcano, Mount Juventus (on Mithruin), a pack of owlbears began threatening imperial goblin miners. Arden was sent with a small unit to investigate. Although her comrades were slain, she triumphed by killing all the owlbears.

Second Labor (The Troll of Pelousia): A band of trolls was menacing settlements near Arcturos. The band was led by a specimen of unusual size and intelligence. Playing on the troll's greed and confidence, Arden agreed to a bargain: they would fight a duel. If Arden lost and lived, she would serve the trolls for a decade; if Arden lost and was killed, they would eat her. If she could dismember the chieftain, the band would depart for greener pastures. Arden won, and the trolls left.

Third Labor (The Laughing Lord of the Grain Islands): A troupe of ogre magi appeared in the Grain Islands, setting themselves up as rural lords in a beautiful manor house. From this fortress they enslaved the local halfling farmers and disrupted food shipments to Mithruin. After an inconclusive fight with the charmed servants of the ogre magi, Arden brazenly invited herself to dinner with the Laughing Lord; at dinner she pretended to drink too much wine, while the Laughing Lord did drink too much wine. Arden told the lord of a great treasure she held in a special metal box; when the laughing lord looked into it, she pushed him in and sealed it with wax. The other ogre magi fled, and Arden tossed the sealed box into the ocean.

Fourth Labor (The Three Berserkers of Westholm): The emperor sent an envoy to Westholm in Borealios to negotiate tribute from local Wiskin chieftains. While visiting the hall of Odd Skallason, a local jarl, the envoy was slain and crucified. Arden and Vul arrived to seek vengeance without provoking a war. She entered the hall and engaged the men of Jarl Odd in a series of tests: a drinking bout on one day, a strength feat on the next, a running race on the third. On the fourth day a trio of Wiskin berserkers arrived, as if by chance, and after a few ales insulted Arden and sought her death. She killed them all, and Odd submitted, sending his bear-claw necklace to the emperor in tribute.

Fifth Labor (The Greedy Jarl): While in Borealios to accomplish the Fourth Labor, Arden was visited by other Wiskin chieftains, who complained about a family of frost giants that was claiming lordship over a neighboring valley. The giants were capturing and eating those who refused to submit. Arden and Vul journeyed to the jarl's hall, stormed it, and decapitated the jarl.

Sixth Labor (The Lost Legion): The 5th kataphracti rode out to investigate reports of unrest. Riding through a canyon on Irthuin they were met at its mouth by a Thorcin thane, Hadric Lawfinder. Hadric consulted with the polemarch for a few moments before stabbing him to death. The rest of the column was ambushed from above, and 90% of the legion slaughtered. Hadric took the phlamoulon as his trophy. Arden and Vul were sent to scout the scene before more troops were sent. The pair investigated many Thorcin villages until they tracked down Hadric at a longhouse built deep in the woods next to a shrine to Fenth. There they slew Hadric and some priests of Fenth and recovered the phlamoulon.

The heroes were aided by one of the surviving members of the 5th kataphracti, the tulwar-wielding Lucius Minux .

Seventh Labor (The River God): Vul discovered a magically-active area atop and within an enormous cliff, from which poured a violent waterfall (the future site of Arden Vul). Arden and Vul scaled the cliff and investigated the site. Vul attempted to construct a tower by the river, but the river kept shifting location and destroying his work. The pair determined that a water elemental inhabited the lower reaches of the river. They banished it and seized the enchanted giant triton shell that had kept it imprisoned in this location.

Eighth Labor (The Hidden Priest): A village headman registered a complaint with the local chartoularios, claiming that the local priest of Osiris was an impostor; he also complained that exactions from all the local temples had skyrocketed, and without explanation. Imperial investigators found nothing amiss, and the regional council of priests found the new exactions and tithes to be appropriate. The headman turned up dead a month later. His daughter sought out Arden, who arrived with Vul to investigate. Vul journeyed to the temple of Osiris, where he observed a suspiciously high level of tithe collection; he also discovered many messengers traveling to the temple of Isis. Arden adopted the guise of a pilgrim and spent a fortnight begging for Isis. Eventually the pair discovered that a powerful priestess of Jael was impersonating the priestess of Isis, and that her minions had also replaced the priests of other local temples. Arden located the hidden shrine to Jael, and destroyed it, thus ending the illusion and permitting a return to proper religious harmony. Arden presented the half-moon torc of the priestess of Jael to the chartoularios.

Ninth Labor (Singing the Dead to Sleep): At the new settlement of Magnus Ager, the dead refused to remain in their graves and crypts. Citizens reported eerie music in the night, with reports of walking dead terrorizing and even attacking the living. Arden and Vul arrived, with their comrade Ristus, a cleric of Thoth. Despite their efforts, which involved re-killing a number of undead, the problem didn't end. Finally, Arden realized that the music was controlling the dead. The trio tracked the music to the crypt of a Thorcin scop. The trio defeated the scop after Arden was able to challenge him to a musical duel. Once placated, the scop retired and the hauntings ceased.

Tenth Labor (The Fallen Mage): Apollonius of Archontos, the primus magus of the Order of Thoth, devised a necromantic ritual to preserve himself as a lich. He filled his town house in Archontos with traps, slew his servants and apprentices and raised them as undead, and prepared to spend millennia seeking information and power. The particular process for becoming a lich that he pioneered, however, required that he spend 50% of his time in hibernation; he was woken periodically by the activation of certain talismans that his undead servants preserved. A century after disappearing into lichdom (in his own demi-plane), Apollonius began appearing in the capital city, taking valuable tomes and magical artifacts, striking down even the most powerful nobles if they tried to resist. The emperor could not tolerate this blatant thievery, especially from one of the empire's great archmages. Arden and Vul were tasked with putting the theft and violence to a halt. The heroes visited Apollonius's town house, cleared it of minions, and journeyed to his demi-plane. There they confronted Apollonius. After defeating various traps and minions, Apollonius negotiated with the heroes, promising to cease his predations in Archontos in return for being left alone. He provided a talisman with his sigil, a heron eating a fish, to seal the bargain. Arden and Vul presented the talisman to the emperor.

Eleventh Labor (The Dragon's Egg): Seeing the new settlement at Arden Vul as a threat, an ancient red dragon and its partner began to attack the Archontean settlers there. Since the dragons were breaking the Compact of Ennius (see World of Archontos appendix), Arden and Vul were sent to handle the situation. They located the dragon's lair atop a crag in the mountains west of Arden Vul. After several skirmishes involving magic, fire, and physical combat, the pair decided to force the dragons into compliance by stealing their eggs through stealth. An invisible Arden scaled the heights and stole three eggs. Vul then dictated terms to the dragons: they would cease attacking Archontean settlements or their offspring would be slain. If the parents agreed, the offspring would be raised within the Empire and according to the Compact of Ennius. When the parents agreed, Arden and Vul brought two of the eggs to the Emperor in Archontos. The third egg disappeared.

Twelfth Labor (Unknown): At the height of her fame, Arden disappeared along with her partner Vul. Imperial legend has it that she sleeps across the centuries in preparation for her twelfth and final labor. When the Empire needs them both, Arden and Vul will awaken to complete their final task. As a result, there is no fixed interpretation of the twelfth labor, with most accounts simply leaving it 'empty'.

(**A** anonymous; **L** Archontean or Mithric; **T** codex; **D** 8x11x5; **W** 7 lb; **M** orange leather bindings, vellum leaves; **R** uncommon; **FoS** humankind; **SKC** history, legends and folklore) **Experience Point Value**: — **G. P. Value**: 150 **Location**: 2-70, 5-128, 6-129, 7-122, 8-5, 8-20, 8-125, 9-62, SL6-17A, SL13-11.

Untitled. A home-produced crystal made by Pliv-Mol's life-partner, Dipra-Jol, this short video (15 min.) shows a rudishva clad in a blue, one-piece shift moving through elaborate yoga-like poses. It ends with close-up of Dipra-Jol saying (in Rudishva): "Your honor is my honor. Return safely so that we shall both be enhanced in honor and joy." This is essentially a love letter. (**A** Dipra-Jol; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** very rare; **FoS** humanoids and giantkin; **SKC** law and customs) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: 9-90.

The Value of Mud: This book details the process of using sorcery to create mud people (see new monsters). The procedure works as follows: a magic user of 12th-level or higher must spend 5,000 gp in rare ingredients per hit die (thus a 3 HD mud person requires 15,000 gp) and spend two full days conducting appropriate rituals procedures. The magic user then casts *transmute rock to mud*, *reincarnation* and *curse*. The process creates 2-5 mud people that obey the commands of their creator. (**A** Herodian the Blessed; **L** Mithric; **T** codex; **D** 4x9x4; **W** 3 lb; **M** parchment leaves, wooden boards; **R** very rare; **FoS** supernatural and unusual; **SKC** dweomercraeft) **Experience Point Value**: — **G. P. Value**: 2,500 **Location**: 2-70, 4-55, 6-135, SL9-6, SL12-25.

Varboka's Logbook: Since the time of Vanara, the First Thegn, it has been customary for the thegn of the varumani to keep a logbook of decisions and events that are significant to his/her people. Varboka's logbook is rather sparse, as he is not a strong writer. Among the details that might be pertinent to adventurers are the following:

"Our hunters have located the forge of the half-man, east of the cave of the flowers. It was cold and empty when they arrived. What's the big deal? Why do the humans care so much for it?" This note refers to Zhorak's Forge (8-100).

"A puny goblin snuck past the lift guardians one level below the Domain, and stuck a strange stick into the beehives. Our hunters killed him for his impunity." This note reveals location of the scepter of the goblins (8-69).

"I have ruled that the cat-women must not be molested. Their ruler, Ooobast [sic], is powerful and can change shape at will!" Here Varboka refers to the temple of Bastet (8-30 to 8-41), and to the high priestess Oubaste (8-37).

"The lord Cinna is not to be trusted, for his words are honey and cause the people to look the other way. It is said he moves like the air itself." This note refers to Cinna Minux, the vampire lord (7-122)

"Crellik-Var is one of the former masters, and yet he recognizes us not when we visit his domain! He is content to rule the arena as an entertainer, forgetting the glorious heritage of both our peoples. Tragic." This note offers a hint about the nature of the arena lord (6-85), who is a rudishva survivor.

"The ancient enemy, that is, the hopping ones, have returned to their halls at the foot of the Great Chasm. Our hunters report that they are fortifying the areas north of the lake. Should we assault them? I wonder." This note provides evidence that the heqeti have returned to Arden Vul, and a hint about their location on Level 9 (areas 9-information about the return of the heqeti to level 9 (see 9-76 to 9-82).

(**A** Varboka the thegn; **L** Varumani Semi-glyphik; **T** codex; **D** 9x13x3; **W** 2 lb each; **M** grey lizard-hide bindings, goblin-skin parchment; **R** unique; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: — **G. P. Value**: 2,000 **Location**: 7-30.

Voyages of the *Shining Beacon of Glorious Heaven*: This crystal offers a 45-minute overview of the Beacon's construction, commissioning, and launching into space. It contains a full walk-through of the various modules and pods, several of which might be recognizable (e.g., the Residence Pod of 6-113, the Weapons Locker of 6-26, etc.), and concludes with a formal interview with Captain Leil-Jor, who assures the viewer that the Beacon will go where no rudishva has gone before, and will bring glory, fame and wealth to 'our people'. (**A** anonymous; **L** Rudishva; **T** data crystal; **D** 2" long x ¾" in diameter; **W** .5 lb; **M** plastic; **R** rare; **FoS** humanoids and giantkind; **SKC** history) **Experience Point Value**: 100 **G. P. Value**: 500 **Location**: 5-111, 6-117, 7-67, SL12-28.

Vul Speaks: Allegedly an autobiographical account of Vul's life, many scholars suspect that the stories and sayings collected here were actually invented long after Vul's death so as to provide a plausible account of the life of the great wizard. The text provides extended descriptions of Vul's travels, his deeds with Arden, his mastery of *arcanum* (see new magic items), and his construction of a suitable habitation 'within sight of the city that bears my name.' Each of these sections is introduced by a half-dozen wise-sounding quips said to have come from Vul's own lips. The volume is relatively dry, and consequently is less popular than *Arden Speaks* (q.v.). A magic user who studies the volume intensively may (20% chance plus 5% chance per point of INT greater than 14) uncover enough useful magical theory to allow him/her to permanently gain an extra 1st-level spell slot. (**A** "Vul the Sorcerer"; **L** Mithric; **T** codex; **D** 8x13x3; **W** 5.5 lb; **M** creamy vellum leaves, red devil-hide bindings; **R** rare; **FoS** humankind, supernatural and unusual; **SKC** history, dweomercraeft) **Experience Point Value**: — **G. P. Value**: 750 **Location**: 5-128, 6-135, 9-62.

Waldinus's Guide to the City of Brass: Waldinus has a bad reputation among scholar mages as a blowhard and exaggerator, and this breathless text has not eased this reputation. He writes in a tone of wonder, using purple prose and plentiful exclamation marks. Still, if one reads between the hyperbole, Waldinus provides a useful overview of the social and political institutions in that famed locale, complete with a set of etiquette tips. For instance he describes the workings of the Sultan's court, the role of the Council of Pashas, and the duties of a score of deys, sardars, and sheikhs. A section concerning the laws and customs of the City are likely to prevent first time visitors from irritating the efreet and thereby dooming themselves to a painful death in the Dome of Contention. (**A** Waldinus Counsel-Avoider; **L** Mithric; **T** codex; **D** 12x20x3; **W** 9.5 lb; **M** parchment leaves, polar bear fleece bindings; **R** rare; **FoS** supernatural and unusual; **SKC** planes) **Experience Point Value**: — **G. P. Value**: 250 **Location**: SL6-17A.

The Whispering Widow: This piece of soft-core pornography was favored by adolescent Archontean boys 1,800 years ago. The 'plot' concerns a lonely widow who seeks solace among the beds of young noble lads. Enough said! (**A** Vas Valens; **L** Mithric; **T** codex; **D** 5x7x3; **W** 3.5 lb; **M** parchment, leather bindings; **R** uncommon; **FoS** humankind; **SKC** law and customs) **Experience Point Value**: — **G. P. Value**: 50 **Location**: 8-133, SL8-22.

Why all So-Called Gods are Merely Avatars of the One Deity: This obscure work of theology advances the blasphemous and unpopular opinion that there is but a single divine force extant throughout the planes. According to Loricar, then, all so-called gods, demons and other powers are merely incarnations of that single divine principle. His idea seemed so ridiculous to the great minds of the ancient empire that he easily earned his nickname; as a result, copies of his work are difficult to find. (**A** Loricar the Unread; **L** Mithric; **T** codex; **D** 6x8x2; **W** 2.5 lb; **M** parchment with cheap wooden boards; **R** rare; **FoS** humankind; **SKC** theology and myth) **Experience Point Value**: — **G. P. Value**: 75 **Location**: SL10B-14.

Words and Symbols: an attempt to understand the symbols of the Old Ones: This ultra-rare text was commissioned by the early archons of Arden Vul. It provides the most complete dictionary of rudishva glyphs (i.e., Glyphik), with meanings/definitions given in Mithric. A reader who studies the text for 3-4 months will have a 75% chance to decode a given glyph on sight; one who merely flips through the text on an ad hoc basis has a 50% chance to decipher a given glyph within 1-3 turns.

The autograph copy (held in SL10A-32) ran to three volumes, but Hanon produced some condensed versions (such as those in SL6-17A and 7-122- which are 5x9x4 in size, weigh 4 lb, and are covered in simple goatskin bindings). (**A** Hanon the Scribe; **L** Mithric, Rudishva Glyphik; **T** 3-volume codex; **D** 9x14x3; **W** 7 lb each; **M** vellum leaves, red calfskin bindings; **R** very rare; **FoS** humankind, humanoids and giantkind; **SKC** languages) **Experience Point Value**: — **G. P. Value**: 450 **Location**: 7-122, SL6-17A, SL10A-32.

MAGAE

THE WORLD OF ARDEN VUL



THE WORLD OF ARCHONTOS

There are eight distinct sections in this appendix, each containing material appropriate to its heading: A. Geographic Areas; B. Persons of Note; C. Races and People; D. Institutions and Organizations; E. Culture, History, and Events; F. Titles and Hierarchies; G. Languages and Writing Systems; and H. Gods of Magae. Individual entries are alphabetically arranged within each heading, and population numbers exclude any standing military troops at or near the location.

A. Geographic Areas

Agoreon (a-GOR-ee-on): A semi-legendary Archontean city, located in the steamy south of Ostralios. The city was destroyed in 1775 AEP during the War of the Sortians and Theosophs (q.v.) and was never resettled. Only the tops of the hills on which the city was built now project from the warm waters of the southern oceans.

Archontos (ar-KON-tos): The capital city of the Archontean empire, and the largest city in Magae. Archontos is built on seven (and a half) hills surrounding a lagoon where the river pools before rushing into the Wine-Dark sea. The estates and towers of the rich cluster on the hills and along the mountainous slopes that ring the northern, western, and southern limits of the city. By hoary tradition, the elites in Archontos build towers for their lineages; these slender structures, with conical tops, provide the city with one of its most recognizable sights and one of its most familiar nicknames. Bridges connect the hills, allowing the well-heeled to pass from one hill to the next without descending to the flats; in addition to traditional bridges, sky trams exist in a few spots. The flat, humid areas between the hills are the home to the poor and middle class.

Archontos is also known as: Mithruntir, the City, the City-State, the City of a Thousand Towers, the Shining City, the Navel of the World, the Stirring Giant. **Population**: 125,000.

Arcturos (ark-TUR-os): An important Archontean city located on Irthuin, and the seat of an imperial exarchate. Arcturos was reoccupied by the empire in 2639 AEP, after a long absence. **Population** 30,000.

Azure Keep: A partly-ruined citadel built by the ancient Archonteans in the river valley a few miles from the cliff of Arden Vul (AK-1). A sept of the Knights of the Azure Shield (q.v.) are repairing and modernizing it under the leadership of Lady Alexia Basileon. A small town, called Gosterwick, has grown up at the foot of the Azure Keep.

Bedric's Landing: This small settlement of miners and Archontean naval personnel is located in the Iron Isles.

Borealios (bor-ee-AL-ee-os): The Archontean name for the island chain to the north of the Wine-Dark Sea. Borealios is home to the Wiskinga. Although the Archonteans have claimed Borealios as theirs, and the emperor has assigned a strategos (general) to pacify the region, Archontean authority is limited to a few small towns (e.g. Westholm).

Burdock's Valley (aka Burdoc Valley, Vale of Burgheat): The valley on Irthuin in which Arden Vul, as well as the town of Newmarket, is located. Known to the local Thorcinga as the Vale of Burgheat, the valley is held as an imperial fief by an Archontean aristocrat, Iskander Basileon, who bears the title "Lord Burdock".

Burdock, **Castle**: A fortification sited on a ridge at the mouth of Burdock's Valley. Castle Burdock is the seat of Lord Burdock, the title held currently by Iskander Basileon.

Epirenus (ep-ihr-EE-nus): A small town located on Irthuin in the exarchate of Arcturos. It is the center of Archontean viticulture. **Population**: 6,000.

Freyr's Landing: A small town located on Borealios. Jarl Boda Tingsson and his extended family rule the area, which is famous for its whaling, sealing, and ivory production. **Population**: 1,000.

Frith's Hearth: A relatively typical Thorcin settlement about a week's walk west of Narsileon. Its thegn is Cynefrith.

Gosterwick: A truly new town, growing at the base of the cliff outside Arden Vul, around the Azure Keep (q.v.). Lady Alexia Basileon (q.v.) is actively recruiting merchants, craftsmen, and adventurers to this location. The current population bears a high proportion of adventurer-oriented businesses: sellers and buyers of curios, general sutlers, trainers, etc. **Population**: 2,200.

Grain Islands, **The**: A chain of large islands to the east of Mithruin, perfectly suited for agriculture. The majority of halflings living within the Archontean Empire reside here.

Iron Isles, **The**: Several tiny islands located just off the east coast of Irthuin. The islands are semi-tropical and would be otherwise insignificant were it not for the substantial deposits of iron located here. In addition to several mines, the Archonteans operate a port and naval yard at Bedric's Landing.

Irthuin (IHR-thoo-een): A huge continent lying west of Mithruin across the Wine-Dark Sea. Its eastern coastline formed numerous provinces of the Archontean empire in antiquity, before the empire receded during the War of Sortians and Theosophs (q.v.). In 2639 AEP, some 350 years ago, the empire returned, re-establishing exarchates in Narsileon and Arcturos, and subjecting the local Thorcin thanes to imperial authority. Eastern Irthuin is home to the Thorcinga. The middle of the continent is a vast swathe of old forest. The far west of the Irthuin is largely unknown to the Archonteans; there lie the endless steppes and the khanates of Khumus nomads. The largest elven realm, that of Lady Ellagel and Lord Gallador, also lies on Irthuin, amid the old-growth forests of the center of the continent. The legendary dwarven kingdom of Kazildor is said to rest beneath the mountains north and west of Narsileon. Irthuin is also known as Occidentos.

Kazildor (KAZ-uhl-door): Kazildor is the subterranean realm of the dwarves of Irthuin, where the dwarven clans conduct the age-old Endless War against their doppelganger enemies. The dwarves of Magae are notoriously reclusive and suspicious, and few humans have been permitted entrance to Kazildor. As a result, little is known of its size and structures, as those few dwarves who travel under the sun are oathbound to maintain the secrets of their people.

Magae (MAG-eye): The Archontean term for the earth.

Magger: A small town on Irthuin, in the exarchate of Narsileon. Magger is surrounded by numerous Archontean latifundia, large estates devoted to grain production. Also known as Magnus Ager. **Population**: 5,000.

Mithruin (MYTH-roo-een): A large island in the center of the Wine-Dark Sea. As the seat of the Archontean Empire, it is home to the great city of Archontos, the largest city on Magae. The remainder of the island is home to the estates of the Archontean nobility, the great imperial silver mines, and millennia of accumulated magical and mundane treasures. While Mithruin is obviously home to the Archontean people, it is also home to a sizable population of 'imperial goblins', now 'civilized' by centuries of enslavement, as well as a small colony of dwarves. Also known as Archontea (ar-KON-teh-ah).

Moorleigh: A Thorcin settlement on the edge of the moors found north and west of Narsileon. Its thegn is Wulfhere.

Narsileon (nar-SILL-ee-on): Important city on Irthuin, and the seat of an Archontean exarchate. After the retreat of the empire from Irthuin, Narsileon had been solely populated by Thorcinga for almost a thousand years. When the Archonteans returned to the western continent in 2639 AEP, they subjugated Narsileon and expelled many of its leading Thorcinga citizens so as to accommodate an Archontean ruling class of lords, merchants, and soldiers. Order is kept by the several legions quartered in its cantonments. **Population**: 40,000.

Newfort: A small town on Irthuin in the exarchate of Narsileon. It is known primarily as a military depot, where one of the Archontean legions resides on a quasi-permanent basis. Also known as Castrum Novum. **Population**: 2,000.

Newmarket: A bustling new town on Irthuin, in the exarchate of Narsileon. Newmarket lies in the valley of Burdoc (q.v.), but is exempt from the lordship of Lord Burdock (q.v.); this fact has led to barely veiled hostility between the town's leaders and Lord Burdock. Also known as Noviomagus. **Population** 4,000.

Ostralios (aw-STRAL-ee-os): The continent lying to the south of Mithruin across the Wine-Dark Sea. The northern-most three hundred miles or so of Ostralios are thickly-forested tropical jungle, inhabited by monsters, refugees, and fierce local tribes. It is said the ruins of older empires lie buried in the jungles, as do, indeed, the ruins of the old Archontean city of Agoreon (q.v.). To the south, beyond the belt of mountains that rim this jungle, are said to lie exotic civilizations of great wealth and power; to the Archonteans, however, these stories are mostly legend.

Ostentown: The largest settlement on the Grain Islands, home to numerous prosperous halflings (as well as an Archontean administrative elite). Grain and other produce harvested from the islands are typically shipped to other parts of the empire from this port. **Population** 3,750.

Pristen: A small town on Irthuin, in the exarchate of Narsileon. Also known as Castrum Pristinus. **Population**: 2,000.

Realm of Lady Ellagel and Lord Gallador: The chief elven realm in northern Magae. The Two Lords have ruled elvenkind for millennia, presiding over a culture that values balance in emotions, magical sensibility, knowledge, and connections to nature.

Red Keep: A border fortress operated by the Archonteans to the north of Narsileon. The current lord is Gedeon Ligareon.

Skallasholm (SKAL-as-home): A tiny town on Borealios, founded by the legendary Wiskin jarl, Skalla Audunsson. It is known mostly as the location of the annual Althing, which most Wiskin landholders attend each autumn. **Population** 750.

Storm Point: A fancy villa located on the cliffs south of Narsileon (q.v.). The estate was formerly owned by the exarch of Narsileon, but has recently been purchased by Alexios Hestales.

Sweetwater Hold: A town or city inhabited by pirates, criminals, and exiles from the Archontean Empire. The location of Sweetwater Hold is a closely guarded secret among the disreputable galley captains who call there. It is said that both geography and magical defenses bar access to those seeking harm to Haven. All that imperial officials know of its location is that it lies far to the south of Arcturos, possibly along the coast of Ostralios. Also known as Haven. **Population**: unknown.

Terchester (TER-chest-er): A town on Irthuin in the exarchate of Arcturos. It takes its name from three ancient towers that loom over the skyline; these towers have no apparent means of ingress. Also known as Tricastrum. **Population** 4,200.

Thicket, The: A huge thorny thicket occupying several acres in Burdock's Valley (q.v.), not far from the old imperial road leading from Newmarket to Arden Vul. The thicket is home to a tribe of kobolds and, unknown to all, the tomb of the ancient hero, Phagtro the Westron.

Upford: A town on Irthuin, in the exarchate of Narsileon. Also known as Altumvadum. **Population** 2,000.

Wainscross: An agricultural town on the Grain Islands, populated mostly by halflings. **Population** 2,500.

Westholm (WEST-home): The largest town on Borealios, known as the conduit between the Wiskin peoples and the Archontean Empire. Numerous merchants, both Wiskin and Archontean, occupy stalls here. The Archonteans maintain a sizable military presence here. **Population** 2,500.

Wine-Dark Sea: The ocean that binds together the continents and islands of northern Magae. These include Mithruin, Irthuin, Borealios, the Grain Islands, and Ostralios.

B. Persons of Note

Alexia Basileon, **aka the Green Lady**: Female Archontean noble who feels she has been cheated of her rightful inheritance of Burdock's Valley (q.v.) by her half-brother, Iskander. She has established a new settlement at Gosterwick, close by the Azure Keep (qv.), and would like to recover the regalia of the archons of Arden Vul as part of her plan to claim her inheritance (see AK-2). Alexia has piercing green eyes, and favors emerald-green clothing. She is well-connected in Narsileon, although she is currently considered a loose cannon. What is less well known is that her mother was Thorcin; as a result, she is secretly on excellent terms with many of the local Thorcin thegns.

Alexios Hestales: A parvenu Archontean nobleman, and recent purchaser of the former imperial estate called Storm Point. Alexios is rich and arrogant, but not particularly smart.

Chloris Hestales: Born into the Xenarcheon clan, she is wife of Alexios Hestales, whom she manipulates ruthlessly.

Constans XXV: The current Archontean emperor, who rules from his enormous palace in Archontos.

Cynefrith: Male Thorcin and thegn of Frith's Hearth. Cynefrith is in his late 40s, with greying hair in warrior braids, and a badly scarred left-side of his face. He is staunchly anti-Archontean, and therefore is widely suspected to be a leader of the Thorcin Recovery League (although no evidence has yet linked him to their activities).

Eadric Strigona: The leader of the Thorcin Recovery League (q.v.). Although Eadric's name is frequently invoked, he is almost never seen, leading some to wonder whether there actually is an Eadric Strigona, or whether his is just a name used to inspire confidence and/or fear.

Ellagel, **Lady**: Co-ruler of the largest Elven realm, a mysterious woodland far to the west of the exarchate of Narsileon.

Gallador, **Lord**: Co-ruler of the Elven realm west of Narsileon.

Gedeon Ligareon: A talented Archontean soldier and administrator. Gedeon is the current leader of the Ligareon clan in the exarchate of Narsileon, and the lord of the Red Keep.

Helena the Unseen: Female Archontean magic user. Helena is mistress of the college of Perception in Narsileon and would very much like to bring Tikun Thane to heel for past transgressions against the college.

Iskander Basileon, **aka Lord Burdock**: A male Archontean aristocrat and prominent member of the Basileon clan. He has been awarded lordship over Burdock's Valley by the exarch of Narsileon, over the loud objections of his half-sister, Alexia Basileon. Iskander's claim is based on his descent from the last Archontean archon of Arden Vul, Uriel Basileon, who died when the city was sacked in 1783 AEP.

Isokrat the Even-Keeled: Male Archontean and chief priest of Enna in the town of Newmarket.

Josselin Rinstock: Female Archontean and mayor of Newmarket. She is anxious to preserve the 'free' status of Newmarket as a regional trading center against the claims of Lord Burdock.

Keko the Lame: Male Archontean, and logothete (or chief administrator) of the Drome in the exarchate of Narsileon. Keko is thus responsible for all imperial intelligence and special operations in the exarchate. He appears as a courtly man in his early sixties, with silver hair and piercing black eyes; his left leg is largely useless, and he walks with a cane. Keko's name is used to inspire fear in children, while the fact that his family name is unknown causes equal consternation among the Five Families.

Klimt: A strange, possibly bodiless, wizard with a 'tent' in both Newmarket and Narsileon. Visitors to the tent swear that it is bigger on the inside than the outside, even though it is somewhat hard to tell, since the tent is pitch black until Klimt's many 'eyes' appear to inspect and question the visitor. Klimt speaks in a sibilant tone, and appears to have knowledge of events dating back many centuries.

Lukon Carleon, **aka Lukon the Soulless**: Male Archontean. Like Keko, his title is merely chartoularios of the House of Sight, but in fact Lukon is the logothete of the Drome in Archontos, with supervisory powers over the leaders of the Drome elsewhere in the Empire. This makes him one of the most powerful figures in the Archontean Empire.

Melchior the Magnificent: A roguish, male, Archontean magic user operating in the exarchate of Narsileon. Melchior has swindled several magic users out of their magic items. His family name is Macrinos.

Phlebotomas Plumthorn: The leader of a band of evil halfling thugs who are currently occupying the entrance precincts to level 3 of the Halls of Arden Vul. Phlebotomas and his men have a recipe for a particularly virulent poison that they are marketing surreptitiously throughout the exarchate of Narsileon.

Plashey the Face: Male Archontean. The public 'face' of the Vengeance Factor in Narsileon.

Rudigar Red-Nail, **called** '**the Finder**': Male Archontean ranger and 'fixer' for various good-aligned Archontean officials and institutions. He has worked frequently with (for?) Gedeon Ligareon. Few know that he is also a leading member of the Dawn Striders.

Stephania: Female Archontean and high priestess of Set (see area 4-51). From the restored cult chambers of Set within Arden Vul, Stephania directs operations throughout the Archontean Empire, through which she attempts to restore Set to his 'rightful place'. The Drome, and particularly Keko the Lame, are working against her.

Tikun Thane: A powerful male Archontean mage, with a bad reputation among the collegia thanks to his manipulation of the colleges of Cinder and Perception many decades ago. Currently he is master of the Tower of the Ape in Newmarket. Tikun Thane has a secret connection to Arden Vul (see area SL3-2).

Valerian Krakteros: Male Archontean aristocrat and current exarch of Narsileon. Valerian is a hard-nosed politician who cares mostly about his own power and about pleasing the Emperor.

Wulfhere: Male Thorcin thegn of Moorleigh. Wulfhere is sympathetic to the interests of the Thorcin Recovery League, but is more actively concerned about hill giant activity on the moors.

Ysabet Basileon: Female Archontean aristocrat and courtier. Ysabet is cousin to Alexia and Iskander Basileon. An accomplished intriguer, Ysabet has managed to arrange to be married to the exarch of Narsileon, Valerian Krakteros. She hopes to manipulate him to further her own career.

C. Races and Peoples

Archonteans (Ar-KON-tee-ehns): Properly the term refers to the humans from the great city of Archontos, capital of the empire and dominant center on the island of Mithruin, but it has come to refer to any citizen of the empire, regardless of where he/she resides.

Archonteans are typically medium height (5'4" to 5'7"), with black or dark brown hair and slightly olive-colored skin. They are naturally arrogant when dealing with 'barbarians', even while deferring to the myriad social hierarchies that govern Archontean society. Archontean society is highly ordered, with a strong belief in the 'city' as the natural building block of civilization.

While Archonteans do farm, the elites typically run their plantations from the nearest 'civilized' location. As a result of their urban focus, the Archonteans have been great builders, of towns and cities, bridges, aqueducts, roads, and fortifications.

Archonteans are modeled on the ancient Romans and Byzantines. In antiquity, their names were Latinate, typically with two names (e.g., Priscus Pulcher, Marius Tricotor). About a millennium ago, however, their names have shifted to a more Greek, or Byzantine, style. Hence, the names of the powerful clans Basileus and Ligareus shifted to become Basileon and Ligareon; similarly personal names have ceased to favor names like Priscus, Marius, Julia, and Licinia and instead favor names such as Alexios, Georgios, Marcion, and Theodora.

Modern Archontean male names typically end in -on, -ion, -os, or -ios, while female names typically end in -a or -is. Modern male Archontean names: Alexios, Anaximander, Basil, Belisarios, Hector, Heraclion, Iskander, Kallion, Lukon, Marcion, Melchior, Paullor, Teodor, Uriel, Valerian. Modern female Archontean names: Alexia, Basina, Berenice, Callista, Eudocia, Helena, Megaris, Petronia, Sarabel, Syagria, Theodora.

Dwarves: Dwarves appear cold, distant, and avaricious to humans. By nature, they are clannish, wary of outsiders, and extremely vengeful, to the extent that they frequently seem xenophobic. Sarcastic jokes about 'the generosity of dwarves' are common in Archontos. Dwarves are reputed to be masters of stonecarving, metalworking and enchantment; still, as a rule they refuse to offer their goods for sale, so few are able to evaluate these claims. In keeping with their flinty, avaricious natures, dwarves are often teetotalers, as they fear that the effects of alcohol may render them open to being tricked or cheated. They prefer dour black clothes, sometimes embroidered with silver or gold thread. Some warrior clans favor beards, but most dwarven craftsmen do not.

Dwarven society is two-tiered. The upper tier is composed of the established clans, most named after a type of rock or similar substance (e.g. Malachite); members of these clans are the elites, and enjoy special privileges within dwarven holds. It is said that members of a clan will go to any end to rescue a clansman, or at least to recover his/her body and life-stone. The lower tier of dwarven society is composed of the clan-less. Some of the clanless were born that way, others were exiled from their clans for misdeeds, while still others are survivors of clans that imploded or were eliminated in factional politics.

The clanless do much of the mining and shaping, usually under the supervision of a dwarf from an established clan. When dwarves die, they are said to 'take to the stone'; whether this is literal or figurative is an open question among human sages, for the dwarves are particularly tight-lipped about such intensely intimate practices.

The Archonteans know of only two dwarven settlements, although its sages suspect that other holds exist on Irthuin and in the southern jungles. One known settlement is Durildor, or Deephold to humans; this small settlement is set in the mountains of Mithruin. The dwarves of Durildor are technically citizens of the Archontean Empire, although they are quite reclusive. It is said that ancient Emperors swore terrible oaths of support to persuade the dwarves to come to Archontea, and that the price of their arrival was near immunity from imperial rule and law.

The other known settlement is Kazildor (Dwarfhome), a major hold lying beneath the mountains north and west of Narsileon. The dwarves of Kazildor have refused all requests on the part of the empire to exchange ambassadors, so little is known of Kazildor itself. Perhaps to fend off more such requests, the dwarves of Kazildor have recently established a small permanent embassy in Narsileon. In return for certain advice and smithy work, the exarch has allowed the dwarves to operate their own trading factor in Narsileon, and has granted them certain monopolies.

Dwarven names are usually derived from types of rock or stone, and/or stone-related crafting, mining or related skills. Given names vary widely, but clan names (if a dwarf has a clan) are relatively few in number, and are of great antiquity. Dwarven clan names: Gest, Granite, Jade, Malachite, Obsidian, Tapper. Dwarven male given names: Etsil, Gedric, Grist, Jasper, Scoria, Utor, Zhorak. Dwarven female given names: Bressia, Dunita, Grishia, Hergist, Norita, Sable.

Elves: Elves are rare in the human-dominated areas of Magae. The largest and best-known elven enclave is the realm of Lady Ellagel and Lord Gallador, located deep within the central forests of Irthuin. Those elves that travel in human society frequently do so for highly specific, temporary reasons (searching for a specific object or piece of knowledge); on occasion, they reside as advisors in the courts of human lords. Most humans have never seen an elf, and will treat elves with fear and caution.

Elven society is broadly collective, with younger elves associating themselves with seniors who have established reputations for great deeds, excellent craftsmanship, or particular wisdom. Elves prize core balance in all things. Those elves who are able to blend their emotions, magical sensibilities, knowledge, and connections with nature are held as paragons. Elves are curious and inquisitive, but do not care to reveal themselves before strangers (and especially non-elves). Most elves pursue a highly specific intellectual interest, as well as a specific interest in magic

of some sort, whether as a practitioner, theorist, or amateur. Elves are particularly attracted by wisdom, by knowledge, by beauty, and by magical lore.

Elves have two names, one given name and one that describes one of their parents. Given names vary widely. The second name invariably is composed of a parent's name with the suffix -son or -dottir. Which parental name an elf adopts as his/her second name is a personal choice, one marked by much symbolism (as the elf is thereby linking his/her future to that of the selected parent).

Only the most venerable and powerful of elves dispense with the parental name. Male elf names: Erist Ellagelsson, Gallador, Gelanchian Gellisson, Jiltorin Trillissason, Lellagalon Begelsson, Nagellor Belladorson, Nisdis Jeronsson, Seldorin Seldorsson. Female elf names: Aelin Gillesladsdottir, Ellagel, Gilleslad, Noredden Galesdottir, Pelissa Halbestdottir.

Halflings: Halflings are uncommon, and largely found in segregated agricultural communities. Most halflings known to the Empire live on the Grain Islands to the east of Archontea, where their agricultural prowess provides important food supplies to Archontos itself. These halfling communities are largely self-regulating, although they are under the loose supervision of the imperial strategos and his legion. Local halfling lore does not fully account for their existence on the Grain Islands, being content to distantly recall the Great Voyage on the Big Ships.

Although most halflings are content with their rural lives, a few bold sorts attach themselves to the staff of the Strategos and end up traveling 'across the water' to Archontos. These halflings are seen as exotic and rustic, and they tend to suffer some general paternalistic patronizing from Imperial citizens. Imperial officials treat halflings in a genial but patronizing way, and will assume them to be political naïfs. Ordinary citizens of the Empire treat halflings as great curiosities, and will often approach them, pinch them, and ask them simplistic questions.

Halflings have given and family names. Family names are typically derived from botanical or agricultural features. Given names vary widely, but are typically English in origin. Male halfling names: Harry Berrymash, Jenks Pipeweed, Phlebotomas Plumthorn, Rosco Barleystalk, Williston Appleroot. Female halfling names: Alice Goldengrain, Gail Winebottom, Livinia Greenthumb, Lucy Rosepetal, Petunia Turnstile.

Imperial Goblins: The humans of Archontos enslaved the goblins of Mithruin in antiquity and put them to work as miners and as laborers on the vast imperial latifundia of Mithruin. Millennia of servitude – but also of exposure to the 'civilizing' forces of the Archontean empire - have created a distinct racial subgroup. Even if they resemble 'wild goblins' (monsters) physically, these 'imperial goblins' are culturally distinct from their monstrous kin and thus look at wild goblins with disdain.

Imperial goblins are short, long-armed, and bandy legged, with yellowish skin and, frequently, yellow eyes. They possess black hair and are comfortable wearing minimal clothing, but possess their own standards for fine dress (these include tall conical caps, colorful vests, and jodhpurs tucked into beautiful leather boots). They reach a maximum of 4' 8" in height. Goblins are known for their wiry strength and tough constitutions.

Many imperial goblins have been freed from slavery over the years, leading to a large number of imperial freedgoblin citizens. Although these freedgoblins are noted as highly effective merchants, estate managers, and bureaucrats, they are typically treated as second-class citizens by ordinary Archonteans and are the object of casual racism on the part of the Archonteans. If allowed by the GM, imperial goblin PCs should use the racial statistics of gnomes (who are unknown on Magae).

Imperial goblin names combine two radicals, and usually describe a profession or task that the goblin (or his/her ancestors) practiced. Male imperial goblin names: Capdoffer, Lamplighter, Seamfinder, Wicktrimmer. Female imperial goblin name: Hearthminder, Kettlelifter, Threadspinner, Warplifter.

Khumus (Koo-moose): The Khumus are a nomadic horse-people. They inhabit the far western side of Irthuin, and their Khor-ate is separated from the Thorcinga and Archonteans by the vast forests of central Irthuin. The Khumus are small (5'1" to 5'5"), swarthy, and typically expert riders and bowmen. They are only rarely encountered in the Archontean territories. Khumus is used both as a noun and as an adjective. Male Khumus names: Arslan, Batengis, Batu, Ganzorig, Nergui. Female Khumus names: Enegen, Gerel, Khulan, Sarnai, Sube.

Thorcinga (thor-KING-ga): The origin of these inhabitants of the western continent of Irthuin is opaque. Physically they range in size and coloring, a fact that outsiders use to claim that they are a hybrid people. Some Archontean sages, in fact, believe that the Thorcinga are the descendants of the ancient Archonteans abandoned on Irthuin when the empire pulled back to Archontos about 1,200 years ago. Whatever their origin, however, the Thorcinga have established their own distinctive culture.

Although the Thorcinga did occupy the old Archontean cities and maintained them as trading depots, the Thorcinga prefer a rural life. A hereditary aristocracy (the thegns) holds title to most of the cultivated land and other rights of wealth; lesser folk living in villages or manors owe taxes (in kind) and service to their local thegn. Since the return of the Archonteans to Irthuin 350 years ago, and the re-establishment of imperial exarchates at Narsileon and Arcturos, many Thorcinga have chafed at the reappearance of imperial law and bureaucracy. A Thorcin Recovery League (TRL) has sprung up, led by a possibly mythical figure known as Eadric Strigona, with the purpose of permanently driving the Archonteans from Irthuin.

Thorcinga is the collective noun; Thorcin (THOR-kin) is the substantive noun and adjective. Their names are loosely derived from the stock of English names of the Anglo-Saxon period. Male Thorcin names: Aelfric, Aethelred, Colmund, Edric, Godric, Horsa, Swithun. Female Thorcin names: Aethelflad, Cyneburga, Eadgithu, Ebbe, Thalia.

Wiskinga (wis-KING-ga): Inhabitants of Borealios, the Wiskinga are typically tall, blonde or red-haired, and fair-skinned. Their society is more tribal than that of the Archonteans, being based on small kinship groupings clustered around a chieftain's hall. Wiskin society values physical skills and ability, and reaving is an ancient and well-respected tradition among young Wiskinga. It is also common for young Wiskinga to journey within the Archontean empire, seeking glory, adventure, and wealth before returning to the ancestral steading.

Wiskinga is the collective noun, Wiskin (WIS-kin) is the substantive noun and adjective. Their names are loosely based on Old Norse naming conventions. Male Wiskin names: Bjorn, Hjalti, Njal, Olaf, Thorvald. Female Wiskin names: Birte, Freya, Gudrun, Gunhild, Hallgerd.

D. Institutions & Organizations

Army, **Archontean**: The Archontean emperor maintains a standing army composed of five legions of heavy cavalry (cataphracts), six legions of heavy infantry (scutarii), and three legions of light infantry (velites). In addition, the emperor directly controls nine cohorts of the tagmata, or imperial guard.

Each legion is led by a polemarch and is supposed to contain 3,000 soldiers. Legions are subdivided into 6 cohorts of 500 men, each led by a komes; each cohort has 5 kentarchia of 100 men, each led by a kentarch; each kentarchia has two pentarchia of 50 men, each led by a pentarch; each pentarchia is divided into five konturbia of 10 men, each led by a dekarch.

The imperial tagmata are slightly different. Each cohort contains 1,000 men and is led by a taxiarch. Each cohort is divided into two banda of 500 men, each led by a komes; each bandon is divided into 5 kentarchia of 100 men, each led by a kentarch; each kentarchia is divided into 5 konturbia of 20 men, each led by a dekarch. Common soldiers (privates) are called spatharii.

Azure Shield, **Knights of the**: A knightly order that is more militarized than the Black Legion or Sacred Band. It is divided into septs of twenty knights (each with squires). Septs typically act as independent units.

Benevolent Brotherhood: The Brotherhood is the empire-wide thieves' guild, active in all major Archontean cities and towns. Members are ranked: Little Brothers are the rank and file thieves; Brothers run cells within a given area; Elder Brothers are those with a certain geographic jurisdiction and authority over 7-10 cells; Eldest Brothers are a shadowy handful of senior thieves who coordinate empire-wide activities as needed.

In sizable population centers (e.g., Narsileon), the Brotherhood operates a public 'front', where those in need of the Brotherhood's services may deposit requests for service with a named Brother (or with a randomly-chosen one, if none are known to the petitioner).

The imperial authorities normally do not intervene in the daily affairs of the Brotherhood, leading many to speculate that the Brotherhood pays regular 'tithes' to avoid scrutiny.

Black Legion, **The**: A private knightly order composed of very noble and thus very haughty members.

Bureaucracy, **Archontean**: The vast imperial bureaucracy is divided into three main branches, the House of Coins, the House of Sight, and the Private House (see separate entries for each). Each branch is led by a thesmothete living in Archontos, who consults regularly with the basileus about decisions affecting the empire. In each imperial theme or exarchate, the chief bureaucrat for each branch of the administration is a logothete, who administers a small army of chartoularii, enforcers, guards, and so forth. Service in the bureaucracy is common for middle- and upper-class citizens.

Collegia: The seven collegia effectively monopolize the formal training in magic use in the Archontean empire. Originally there was but one collegium, the Order of Thoth, and it was strictly limited to the nobly born. Resentment of this stratification was one of the causes of the infamous War of the Sortians and Theosophs, which nearly destroyed the empire some 1,200 years ago. A result of the war, alongside general imperial retraction from Irthuin, was that magical training became more egalitarian. Seven collegia now exist, each with its own identity and/or specialty:

The Order of Thoth: generalists; the original order, and still politically powerful

The College of Perception: illusionists and magic users interested in illusion

The Imperial Academy: generalists; few in number; snobby, limited to uppermost nobility

Collegium of Macrina: academics and researchers; their members produce the largest number of new spells

New School of Arcane Might: generalists and necromancers; follows a philosophy of domination

Order of the Fifth Circle: summoners and those interested in the planes

Collegium of Cinders: elementalists

A few well-placed magi suspect that an eighth, secret collegium exists. That secret, 'eighth collegium' is in fact the Order of Priscians (q.v.).



Dawn Striders, **The**: An ultra-secret organization of powerful good-aligned humans and demi-humans. The Striders have two goals: 1) to sniff out and eliminate powerful evil throughout the known world. This does not mean combatting all evil-doers everywhere; rather it means focusing only on powerful evil - both organizations and individuals; 2) to attempt to shape the political direction of the Archontean Empire subtly and from within. Here, their aim is to influence affairs and events so as to produce more humanitarian, more egalitarian, and more morally positive results. The existence of the Striders is known to the Drome, although they have not yet managed to identify any of its members.

Drome, **The**: Technically a bureau housed within the House of Sight, the Drome is the name of the imperial secret police. So important is the Drome that its facilities are usually distinct from – and much larger than – those of the House of Sight; indeed, the Drome operates as an utterly distinct agency, and its regional leaders are given the title of logothete (a title equal to their putative supervisors in the House of Sight). Special agents of the Drome are known colloquially as the Black Lotus, and are greatly feared. In Narsileon, the logothete of the drome is Keko the Lame; Keko has a quiet and engaging public demeanor, but is utterly ruthless in the pursuit of imperial interests.

Exarchate (EX-ar-kate): A sub-division of the Archontean empire. Exarchates are ruled by exarchs, and have the most independence from the imperial center due to their 'frontier' status. The three exarchates are the Grain Islands, Narsileon, and Arcturos (the last two are on Irthuin).

Factors, **The**: The Factors are large, empire-wide mercantile enterprises. All of the major Factors has constructed a Factor-Hold in each of the major Archontean population centers. Individual merchants belonging to the Factor can thus travel between cities and towns and be assured of a secure base for their transactions. The Factors also offer banking services: one can deposit monies or goods for secure storage, and one can also procure letters of credit to be redeemed at any Factor-Hold (thus reducing the amount of cash one must carry). While the four large factors have truly empire-wide reach, a number of more regional factors also exist. The four large Factors are:

The Silent Factor
The Golden Band
The Prosperity Factor
The Wisdom Factor

Each of the four has certain idiosyncrasies. For instance, members of the Silent Factor publicly wear attire that covers all but their eyes and refuse to speak to non-members at all; they use elaborate sign-language (and, occasionally, interpreters). The Golden Band is the largest and most prosperous of the four.

Five Families: The five large clans of aristocrats whose members functionally rule the empire in conjunction with the imperial family. The five are these: the Basileon, Krakteros, Junienos, Ligareon, and Xenarcheon families.

Each clan sponsors a clan-hold in major habitations (e.g., Narsileon), but individual members of a given family may have their own large estates, palaces, and so forth. The clans contain thousands of members, not all of which are of equal economic status; that is, some lineages within a clan are wealthier and more aristocratic than others. Clan rivalries are long-lasting and notorious (such as that existing between the Basileon and Ligareon clans).

It is possible to become a member of one of the Five Families through adoption; this honor is accorded only to extremely valuable allies.

House of Coins: Perhaps the most hated of the three branches of imperial government, the administrators of the House of Coins are responsible for all direct and indirect public taxation, and for operating the five imperial mints. In addition to being responsible for paying 10% of their annual income to the officials of the House of Coins, citizens are liable to a bevy of other taxes, including tolls, usage fees, extraordinary 'aids', and so forth. In Narsileon the current logothete of the House of Coins is Lord Alexandros Junienos.

House of Sight: The smallest of the three official branches of government, the House of Sight is concerned with the road system, with postal service, and with diplomacy. While formally a subsidiary office within the House of Sight, the Drome is in practice a separate bureau, with its own logothete who acts with full independence. In Narsileon, the current logothete of the House of Sight is Lord Rebecca Xenarcheon.

Lords of Justice: A recently-formed, secretive, alternate thieves' guild, designed to challenge the Benevolent Brotherhood's monopoly. The nature, size, and motives of the Lords of Justice are unknown. The Brotherhood is quite concerned about this threat, even as the imperial authorities have so far turned a blind eye to its activities.

Navy, **Archontean**: The Archonteans have a long history as a naval power, even as their only real threats by sea are Wiskin long ships and pirates from the coast of Ostralios. The Archontean navy is built around the dromon, a fast galley with one or two banks of oarsmen plus a lateen sail. Light dromons carry 108 oarsmen in one bank, where heavy dromons carry 180 oarsmen in two banks. A super-heavy ship, the chelandion, carries 300 oarsmen in three banks. Each ship is captained by a novarch. A unit of 2-20 ships is called a squadron, and is commanded by a droungarios. A unit of more than 20 ships is a fleet, and is commanded by a strategos.

The main Archontean naval forces are located as follows: the Karabisoi, or home fleet, based in Archontos; the Grain Isle squadron, based in Ostentown; the Irthuin Squadron, based in Narsileon; the Borealios squadron, based in Westholm; the Ostralios squadron, officially based in Agoreon but actually based in Arcturos; and the Iron Isles Squadron, based in the Iron Isles. Each ship carries a complement of marines numbering ⅙ the number of oarsmen; these marines are trained as, and have the same prestige as, members of the imperial tagmata.

Priscians, **Order of** (PRISH-ens): This secretive, modern order of magic users claims descent (falsely) from Priscus Pulcher, the great historical Sortian figure. Modern Priscians favor rigid hierarchy,

secrecy, and the hoarding of magical knowledge (all concepts which the original Priscus loathed). Members refer to the order as the Eighth Collegium.

Private House, **The**: The bureaucrats of the private house are responsible for administering all property and financial rights held directly by the imperial family. These duties include managing the emperor's personal estates, collecting revenues due from tenants on those lands, ensuring that tolls and other exactions held directly by the emperor are paid promptly and in full, and so forth.

Although its scope might seem the narrowest of the three branches of government, the Private House is, in fact, the largest of the three branches, with numerous chartoularii serving in regional offices of the Private House all over the empire. In Narsileon, the current logothete of the Private House is Lord Georgios Hellakreon, called 'Half-Hand' for obscure reasons.

Sacred Band: A knightly order of paired lovers, some male-male, some male-female, some female-female. Typically, the pair includes one fighter/knight and one magic user. While proud of the order as a whole, members are typically more devoted to their partner than to the order as a whole. This renders the Sacred Band more valuable for heroic individual (or dyadic) missions than for large, collective endeavors.

Themes: The Archontean empire is subdivided into thirteen themes, or administrative units. Six of the themes are on Mithruin: the city of Archontos itself, plus three agricultural and two mountain themes. Three more are mainly military in nature, and encompass the seas and trading lanes of the North, South and Center. The last four reflect overseas possessions: Borealios, the Grain Islands, Narsileon and Arcturos.

The title of the officers in charge of themes varies by their nature, being either an eparch (for Archontos the city), an archon (the agricultural themes of Mithruin), a strategos (the mountain themes of Mithruin, the theme of Borealios, and the naval themes), or an exarch (the Grain Islands, Narsileon, and Arcturos).

Thorcin Recovery League (**aka TRL**): The name given to organized, Thorcin resistance to the Archontean Empire on the continent of Irthuin. Members of the TRL use distinctive blue arrows and are said to be led by a certain Eadric Strigona (q.v.). Stated goals of the TRL include the expulsion of the Archontean empire from Narsileon and Arcturos.

Vengeance Factor: The empire-wide public assassin's guild. While it is legal to hire assassins for private matters (especially matters of honor), Archontean law prohibits the Vengeance Factor from targeting public officials.

As the bureaucracy is very large, many individuals are 'protected' by their status. It is not uncommon, therefore, for a person to hire the Vengeance Factor to satisfy his grudges immediately before taking public office. Assassination that is not conducted by the Vengeance Factor is strictly prohibited, and is punished with the most gruesome of public torture.

The Vengeance Factor is quite selective in what contracts it accepts, at least partly because members of the Factor who are killed in the service of a contract may not be avenged. In Narsileon, the Vengeance Factor operates a guild-hall in the Grain Market district, where Plashey the Face facilitates contracts.

E. Culture, History, and Events

Arden, **called** '**the Defender**': One of the great heroines of Archontean history, Arden, with her companion, Vul the Sorcerer, is responsible for a number of quasi-legendary feats.

Arden was a simple legionary who rose through the ranks to command a legion of heavy infantry before being tapped by the expansionist emperors for 'special duties'. These duties are usually presented as the Twelve Labors of Arden (see *the Twelve Labors of Arden* in the Arden Vul books appendix). Whatever the historicity of the Labors, it is a fact that she and Vul discovered the cliff of Arden Vul and established the first imperial outpost there.

Despite her reputed toughness, in the present Arden is viewed by ordinary Archonteans with great warmth and affection (more so than Vul the Sorcerer); she is often cited as the epitome of the protective and caring warrior.

Calendar: The dominant calendar used in the eastern portion of Magae is the Ennian calendar, that is, the official Archontean imperial calendar. The founding of the Empire is traditionally dated from the year of the signing of the Compact of Ennius (Ennii pactum). Dates are thus given either as SP, or before the compact (literally sine pacti, 'without the compact'), or as AEP, or after the compact (literally ab Ennii pacto, 'from the compact of Ennius'). The calendar is called the Ennian Calendar, for obvious reasons.

The current year is 2993 AEP. In official documents, however, it is common to date documents to a specific year of the reign of a given Emperor/Empress; thus, the current year (2993 AEP) might also be presented as "in the 8th year of Emperor Constans XXV". For this reason, lists of emperors with their regnal dates are held in all administrative offices of the empire.

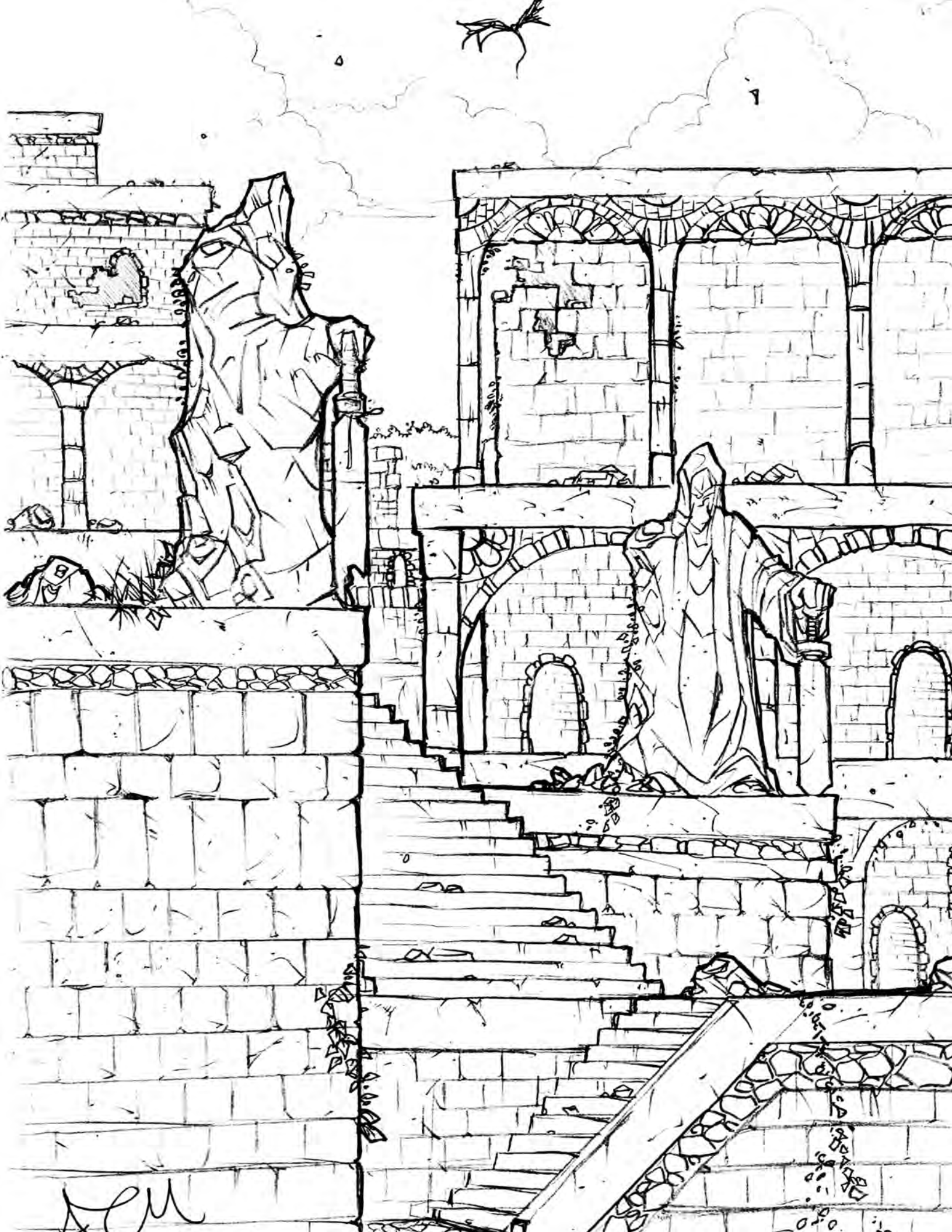
The Thorcinga once had a distinct calendar, but it has been completely overshadowed by the Ennian calendar and is almost entirely forgotten. The Wiskinga never developed a distinct calendar system; in the north, then, years are reckoned by the season and/or by the lifespan of local jarls (although 'civilized' Wiskinga use the Ennian calendar).

The dwarves use an entirely distinct calendrical system, one based on the founding of the great hold of Kazildor, an event that occurred in 1877 SP (by Ennian reckoning); the dwarves date years 'from the stone', and thus the present is the year 4870 'from the stone'. Elves use a calendar based on years from the creation of Gildorin, the first elf; according to this reckoning, it is the year 9,533. Halflings and imperial goblins follow the Ennian calendar.

Years on Magae are comprised of 372 days. The Archonteans, and most other human civilizations, divide this period into twelve months of 30 days based on the lunar cycle. Two six-day intercalary periods are added to the year, one in the late summer (harvest festival) and one in the winter (the winter solstice).

Weeks are seven days long. The Archontean names for the days of the week are: Basilsday, Lunday, Totsday, Mitrasday, Tasday, Horasday, and Demmasday (these are named after, respectively, the basileus, the moon, Thoth, Mitra, Ptah, Horus, and Demma). Numerous holidays and festivals dot the calendar year, sponsored by all the temples, by the imperial administration, as well as by local communities.

Compact of Ennius, The: This agreement was named after, Ennius, that lord from Mithruntir (aka Archontos) who first proposed and signed it 2,993 years ago. It bound a network of seven sorcerer-



lords residing on the Shining Isle of Mithruin to the Seven Princes of Dragonkind in perpetual alliance by means of powerful oaths and a blood pact. According to the Compact, the Dragon Princes would assist these lords of Mithruin when summoned, and would in return receive a tithe of imperial revenues along with a promise that the nascent Empire would not expand in certain directions.

The Compact, which was inscribed on a tablet of gold and ivory, served Ennius and his human allies well, for with dragon support they dominated Mithruin and expanded to the Grain Isle and the Western Continent (Irthuin). As a supplement to the sorcerous skills of the Mithruntiri, the Compact ensured both the creation and longevity of the ancient Archontean Empire.

The Compact was never widely disseminated, with the early emperors content to tell their subjects that they enjoyed the friendship of unnamed 'Elder Allies'. As dragonkind waned and the Archonteans waxed, the compact became strained, and its terms less frequently enforced; arrogant Emperor Basil III Piso actively broke its terms in 1588 AEP. During the War of Sortians and Theosophs, dragon allies were used on both sides, and that internecine discord led to a final fragmentation of the compact.

A few sorcerer-scholars in the present would like to locate the original compact and attempt to renew its terms. The signing of the compact serves as the starting date for Archontean calendars: 1 AEP means 1 year from the signing of the compact of Ennius ['ab Ennii pacto'].

Elder Allies, **The**: A term for the mysterious allies who aided the Archontean empire in its explosive expansion more than two millennia ago. A few scholars know that the allies were, in fact, the Seven Princes of Dragonkind. Today that knowledge is lost and most Archonteans have no idea who the Elder Allies were.

Isadora, **aka Yasidoranicil**: An ancient gold dragon who preferred interaction with humans, particularly in the polymorphed form of Isadora, a wealthy Archontean aristocrat. Isadora bonded with Priscus Pulcher and became his lover. She recovered his broken body from Narsileon during the War of Sortians and Theosophs and buried it in her sanctum (SL11-24). She 'took the stone' shortly after his demise; her body may be found at SL11-19. Almost no living person knows that "Lady Isadora" was a gold dragon.

Larel One-Eye: The most famous legendary figure in Archontean history. Larel is the archetypal trickster, who always manages to reveal the pride or stupidity of the powerful through his wit and cleverness. A certain number of his escapades are iconic; many more are known only as regional variations.

Marius Tricotor (aka Marius Invictus, or Marius the Unconquered): An ancient Archontean military hero. As archon of Arden Vul in the early years of the Archontean presence, he was responsible for defeating and mostly exterminating the 'hopper' foes (i.e., heqeti).

Phagtro the Westron: A popular 'barbarian' warrior featuring in Archontean epic literature. The "Deeds of Phagtro" are numerous and vary according to the teller. He is usually cast as a grudging but useful ally of the Archonteans during their expansionist phase, although his outsider status allows writers to use him to critique Archontean social norms. There was a real Phagtro, and his burial mound may be found hidden within the Thicket in Burdock's Valley.

Priscus Pulcher, '**the Hekate**': A powerful male Archontean magic user in antiquity. Priscus became one of the prominent Sortians (q.v.), and an advocate for the liberalization of magical training. He died tragically in the War of the Sortians and Theosophs (q.v.). Although in life he strove to expand the rights of all Archonteans, over the centuries Priscus has come to be thought of as a great villain whose 'treachery' brought the empire to its knees. His remains are secretly entombed in SL11-24.

Sortians (SOR-tee-ans): The reformers and rebels who battled the Theosophs in the great civil war that ended the Archontean golden age 1,200 years ago (aka 'the War of the Sortians and Theosophs').

Taking their name from the word for 'fate' or 'prophecy', they formed a loose "League of the Sortians" with the goal of forcing the Order of Thoth to democratize the training of magic throughout the empire. The traditional system was rigidly hierarchical and socially restrictive; the Sortians felt that the empire would prosper if all those with the talent for magic were given the same, imperially-sanctioned training.

Because its members eschewed rigid hierarchies, the Sortians proved maddeningly difficult for the entrenched Theosophs to eliminate; rather than a single leader, the Sortians preferred collective action and de-centralized, cellular structures.

Although modern Archonteans think of all the Sortians as identical and as having been corrupted by the 'dark prince' of the Sortians, Priscus Pulcher, in reality the Sortians embraced a number of philosophies, personalities, and approaches. Priscus Pulcher (sometimes called 'the Hekate') was, in fact, merely one of the leading voices within the League, although he was especially influential among those who favored negotiation and compromise.

Other groups of Sortians, including those more closely bonded with chromatic dragonkind, favored hardline guerilla and paramilitary action. As a part of the eventual compromise that ended the great war, all prominent Sortians agreed to retire from public life (even as their egalitarian goals were realized).

Ten, **The**: The modern pantheon of deities worshipped in the Archontean empire emerged out of the chaos surrounding the War of the Sortians and Theosophs. Whether the 'new' gods are merely avatars of the original Twelve (q.v.) is an open theological question. An additional seventeen minor deities are also venerated within the Empire. See below, Gods of Magae, for the modern pantheon.

Theosophs (THEE-oh-soffs): An obscure word used pejoratively to describe the conservative faction in the great civil war that ended the Archontean golden age 1,200 years ago (the War of the Sortians and Theosophs). While both factions drew from all reaches of Archontean society, the Theosophs were dominated and led by the powerful priesthoods of Thoth, Set and Horus, and by the old-timers in the wizardly Order of Thoth. The Theosophs maintained that Archontean success was predicated on retaining divine favor, and thus that the reforms advocated by the Sortians would lead to the retraction of divine influence.

The power of the Theosophs was broken in the war, leading to the democratization of magical training (and the swift creation of six new collegia to accompany the Order of Thoth).

Trenner's Rock: A famous Archontean victory of antiquity, at which the legions defeated a larger force of assembled Thorcin thegns on Irthuin. The architect of the victory was the polemarch

Eadgifia, a native Thorcin but acculturated Archontean, who commanded the 3rd Legion of heavy infantry. The victory shattered effective opposition to Archontean expansion, and thus led to the creation of the exarchates of Narsileon and Arcturos.

Twelve, **The**: These were the original gods of Archontos, worshipped for more than 3,000 years. In the centuries on either side of the War of Sortians and Theosophs, however, the Archonteans came to worship a new pantheon (the Ten). Some theologians argue that the Ten are merely reskinned versions of the original twelve; others maintain that the new pantheon ousted the old. Devotees of the twelve still exist, but in many fewer numbers, and typically in secluded communities; for instance, a revived cult of Set has proven most troublesome to the current imperial administration. Most agree that at least one of the Twelve was actually slain (Horus), although arguments about how his death occurred are legion. See below, Gods of Magae, for the Twelve.

Twelve Labors of Arden, **The**: These are the twelve famous feats accomplished by the great adventurer-heroine, Arden the Defender. While modern scholars are probably right in suspecting that many of the labors conflate numerous lesser accomplishments, the historicity of the Labors is largely accepted by the Archontean people, who love to relate the tales to children, cite them didactically, and use them to highlight normative virtues. For details of each Labor, see *the Twelve Labors of Arden* in the Arden Vul books appendix. The Twelfth Labor is generally undescribed, since, according to tradition, Arden will return from death to aid the Empire in its time of greatest need.

Vul the Sorcerer: One of the great heroes of the Archontean expansion. Vul was a classic adventuring magic user who, with his companion Arden the Defender, journeyed through the imperial territories, solving problems and experiencing adventures. Despite the fact that the two almost always appear as equals in the stories, it is Arden and not Vul whom modern Archonteans revere. Vul is known mostly as the taciturn, moody companion of compassionate Arden; only a few wizards and sages know of his real role in Arden's Labors. He is also known, albeit only to experienced mages, for his famous Four Summonings.

War of the Sortians and Theosophs: A bitter civil war fought within the Archontean Empire some 1,200 years ago. The Sortians (q.v.) were a group of radical reformers who wished to bring innovation to hidebound imperial institutions, particularly by liberalizing access to magical instruction by opening the Order of Thoth to any with the gift for magic. The Sortians were opposed by traditionalists known as Theosophs (q.v.), who argued that Archontean dominance was a sign of divine favor and that, therefore, the status quo should not be threatened; the chief members of the Theosophs were the old-timers in the Order of Thoth and most of the clergy in the powerful temples of Horus, Thoth, and Set.

Decades of rising antagonism and failed attempts to broker a compromise escalated into open war after a leading Sortian, Priscus Pulcher, surrendered to authorities in the mistaken belief that doing so would lead to peace. When the authorities in Narsileon instead tortured and executed him, the more militaristic Sortians rose in open warfare. The war was cataclysmic, resulting in the utter destruction of Agoreon and Arden Vul, and the retraction of the Empire from Irthuin for some 800 years. Only when Emperor Drusus V Dives personally guaranteed the peace did the two sides lay down their arms.

As part of the compromise, prominent Sortians agreed to retire from public life, while the Order of Thoth was opened to any and all (a ruling which led swiftly to the creation of six new collegia). Eventually the Emperor Drusus V Dives made peace between the factions (including a democratization of the collegia), but by then the damage had been done.

Worthies of the Archontean Empire: Imperial historians and apologists love to construct lists of the twenty greatest heroes of antiquity. While these lists usually vary in a few names, most of the following are usually included: Amalasuntha of Narsileon, Arden the Defender, Crinius the Rector, Ennius the First Lord, Felix Minucius, Halduin the Citharist, Horatius Interfector, Jixon of Archontos, Licinia the Seer, Kalea the Theosoph, Marius Tricotor (called Marius Invictus), Phocion the Builder, Plotinus Quartus Claudino, Pol the Grinning Mage, Taticus and Thekla (the Twins), Vul the Sorcerer, and Yeth, He-Who-Sought-to-Bring-Law-to-Chaos. Frequent (but controversial) additions to this list include Priscus Pulcher and Larel One-Eye.

Some devotees of lists have concocted a list of 'lesser worthies', that typically includes: Eadgifia 'the wall' (a legionary), Grimir the Mighty (a Wiskin warrior), Hertulion the legionary, Hjaltion the dekarch, Isidora companion of Priscus Pulcher, Jaken the Proud, Janata the scout, Lauret the archer, Lucius Minux, Phagtro the Westron, Pharastina sister of Phagtro, Ptoh-Ristus the priest, and Terencius Borsa ('the gut-sucker').

Yasidoranicil: See Isadora.

F. Titles and Hierarchies

Civilian:

Archon (AR-kon): Either 1) governor of one of the seven urban districts of Archontos, or 2) sole governor of a smaller city/town

Basileus (bas-uh-LEY-us): Emperor

Chartoularios (char-too-LAR-ee-us): Ubiquitous middle- and low-level administrators, reporting to a logothete

Eparch (EP-ark): Prefect or governor of the city of Archontos

Exarch (EX-ark): Governor of a province that is extended from the imperial city

Krites (KREE-tays): Judge. Plural: kritai (KREE-tie).

Logothete (LOGO-theet): Financial administrator under an archon or exarch; also the traditional chief of one of the bureaus of imperial brueaucracy; also the chief of a regional branch of the Drome

Proedros (pro-A-dros): Mid-level administrator charged with logistics; under an archon

Protonotarios (proto-no-TAR-ee-os): Civilian chief administrator within a military theme

Sebastos (say-BAS-tos): Current leader of one of the Five Families

Strategos (STRA-teh-gos): Governor of a theme (unless that theme is governed by an exarch); also a military title

Thesmothete (THES-mo-theet): Senior administrator, particularly as chief assistant to an archon

Military:

Dekarch (DEHK-ark): In a regular legion, commander of a konturbs of 10 men; in a cohort of the imperial tagmata, commander of a konturbs of 20 men

Domestikos (do-MESS-tee-kos): Chief commander of the entire Archontean military establishment

Droungarios (droon-GAR-ee-os): Rear admiral, one in command of multiple naval units; often the adjutant to a naval strategos

Kentarch (KENT-ark): In both regular legions and cohorts of the tagmata, a commander of a kentarchia of 100 men

Komes (KO-mays): In a regular legion, commander of a cohort of 500 men; in a cohort of the tagmata, commander of a bandon of 500 men

Magos (MA-gos): Military magic user of any level attached to any unit

Novarch (NOV-ark): Captain of a naval vessel

Pentarch (PENT-ark): In a regular legion, a commander of a pentarchia of 50 men

Polemarch (POLE-uh-mark): Commander of a legion of 3,000 men; each legion is subdivided into six cohorts

Spatharios (spah-THAR-ee-os): Basic legionary, or private

Strategos (STRA-teh-gos): Commander of an army comprised of several disparate units, whether ground or sea forces; also the term for a governor of certain themes. Often used generically as 'general'.

Taxiarch (TAX-ee-ark): Commander of a cohort of the imperial tagmata; a cohort is subdivided into two banda

G. Languages & Writing Systems of Arden Vul

As a site filled with strange and lost cultures, Arden Vul offers numerous new and different languages to challenge and delight adventurers. Some groups may care little about such matters. For them, the languages listed in the text and in this appendix may simply appear as color or fluff. Other groups and GMs may wish to use the language structure to facilitate role-playing. After all, few modern Archonteans speak (or even read) Mithric, and no one reads or speaks Rudishva. In order to plumb the Halls of their deepest secrets, it may be necessary for some PCs to acquire facility in these (or other) tongues. The process of language acquisition can provide an opportunity for questing, learning, and negotiation with other intelligent denizens of the Halls.

Optional Rules for Languages

Mithric for Magic Users and Illusionists: Although no longer a spoken tongue, the Mithric language is still the language of arcane theory and practice. Any magic user or illusionist trained at one of the imperial collegia (that is, the majority) will have some ability to read Mithric. In game terms, such a PC has a 10% chance per level of sight-reading any given bit of written Mithric. For example, a 5th-level magic user has a 50% chance to read a piece of Mithric encountered as an inscription. This chance is doubled if the magic user has access to a good library to aid in reading it.

Starting Languages: A GM planning an Arden Vul campaign may wish to offer the following 'new' languages as potential starting languages: Mithric, Archontean, Thorcin, Wiskin, Khumus.

"**Common**": In most respects, Archontean functions as the 'common' tongue for the portion of Magae in which Arden Vul is located. That is, because of its cultural and political dominance, the language of the Archontean empire can be considered as the default language. So, even if a PC is Thorcin by origin, it is not inconceivable that he/she should be partly or fully comfortable with Archontean. The same holds for adventuring demi-humans: it can be assumed that they will have learned enough Archontean to get by in human-dominated areas.

Language Tables

Two tables follow. The first is organized according to spoken tongues. It lists all the spoken languages that are unique to this setting (as well as a few 'regular' ones), providing notes about who speaks each language and about the written form (if any) of that tongue. The second table is organized around the writing systems mentioned in column three of the first table, along with a description of that system (and, sometimes, some notes about the development of the system).

Spoken Language	Modern Speakers	Written Form
Mithric	Mithric is a dead language. It is still employed as the language of arcane theory and practice, so all magic users trained at one of the imperial collegia (i.e., the majority) have some knowledge of Mithric. In game terms, a PC magic user has a 10% chance per experience level to decipher something written in Mithric. Otherwise Mithric must be acquired like any other language.	Mithric
Archontean	Archonteans, halflings, imperial goblins, beastmen (in a debased form)	Mithric
Thorcin	Thorcinga	Mithric
Wiskin	Wiskinga	Wiskin Runic
Khumus	Khumus	Khumic characters
Beastman	The beastmen of Arden Vul	Mithric
Secret tongue of the priests of Thoth	No modern speakers; in antiquity, the priests of Thoth	Mithric

Secret tongue of the priests of Set	No modern speakers; in antiquity, the priests of Set	Mithric
Elvish	Elves	Sylvan Runic and Sylvan
Fey	Fey	Sylvan Runic and Sylvan
Dwarvish	Dwarves	Dwarven Runic
Galactic Common	Space-faring galactic races, including the rudishva, varumani, varuda, kaliyani, and niravairi	Glyphik (symbols), Glyphis (literary)
Logik	Galactic experts in mathematics, physics, astronomy, and engineering	Glyphik
Rudishva	Rudishva	Glyphik, Glyphis
Varumani	Varumani	Semi-glyphik
Kaliyani	Kaliyani	Semi-glyphik
Varuda	The debased varuda	None
Niravairi	Niravairi	Glyphik, Glyphis
Heqeti	Heqeti	Heqeti Runic
Draconic	Literate dragons	Draconic Runic

Writing System (Associated Spoken Tongues)	Description of Writing System
Mithric (Mithric, Archontean, Thorcin, Beastman, the secret tongues of the priests of Set and Thoth)	Mithric was the original writing system of the Archontean Empire. In expressing the spoken form of Mithric, the early Archonteans employed a set of angular letters (30) alongside a relatively small corpus of symbols (50); the symbols were mostly those used for public expressions of power and might. In the past 1,000 years, spoken Mithric has largely died, having been replaced by its linguistic daughter, Archontean. While Archontean uses the same Mithric alphabet, four letters and all the symbols have largely fallen away; this means that modern written Archontean uses only twenty-six letters of the old Mithric alphabet. As citizens of the empire, both the halflings of the Grain Islands and the imperial goblins speak Archontean like their masters and use the exact same version of Mithric for writing. The Thorcinga adopted the Mithric alphabet to their own distinct spoken language; in so doing, they retained two of the now-lost original Mithric letters and have added three others (for a total of 31 letters). Finally, the beastmen of Arden Vul have unsurprisingly retained Mithric as their writing system; their version of the Mithric alphabet is simpler, as it uses only 22 letters.
Dwarven Runic (Dwarvish)	As a runic system comprising some 350+ images, Dwarven Runic expresses concepts, nouns, and adjectives symbolically. Differences in time, number, and gender can be indicated by adding small flourishes to the base rune. Dwarven Runic is famous for devoting 63 characters to various descriptions of the shape, smell, taste, hardness, and color of rock.
Wiskin Runic (Wiskin)	Wiskin Runic is a simple runic system modeled on Dwarven Runic. It is able to convey numbers from 1-10 and in groups of 10, 50, and 100. It also includes a set of 200 or so angular runes used to describe concepts, temperatures, time, and nouns.
Sylvan Runic (Elvish, Fey)	In the distant past the elves contented themselves with a set of 275 runes that were used primarily for aesthetic and simple descriptive purposes (e.g., in smithing). Their system was adopted and modified by the intelligent Fey. While the elves eventually adopted a true alphabet (see Sylvan, below), they still employ Sylvan Runic for artistic, decorative, and symbolic purposes.
Sylvan (Elvish, Fey)	In response to the growth of human culture and writing, the elven lords commissioned a true alphabet to complement Sylvan Runic. This system, begun 4,500 years ago, was intended to represent spoken Elvish in both aesthetic and functional ways. Sylvan appears as a cursive, semi-continuous script of 31 letters, in which new thoughts are represented by elaborate geometric patterns which themselves carry hints of meaning (that is, each symbol, including symbols denoting pauses, connotes a different intention, emotion, or expectation)
Glyphik (Galactic Common, Logik, Rudishva, Niravairi)	A symbolic writing system associated with the great galactic empires, Glyphik is designed to convey practical information. Yet because it comprises a vast set of 1,500 characters, each formed by a combination of a basic octagonal shape with a greater or lesser proportion of radiating and delimiting lines, it is capable of sophisticated expression of complex ideas. Further subtleties can be added to the basic symbols by adding half-lines and curlicues to the base. Logik is a specialized form Glyphik, one that uses hyper-specialized symbols to express higher mathematical concepts and elements of equations, as well as terminology specific to physics, engineering, chemistry, and astronomy. Logik is only comprehensible to a narrow caste of the galactic peoples.

Glyphis (Galactic Common, Rudishva, Niravairi)	Glyphis is the philosophical and literary form of writing used by the galactic peoples. Based on Glyphik, it selected a limited set of Glyphik's symbols and modified them to create a fixed set of letters that emulated the sounds created by the main galactic races. This pared-down version of Glyphik resulted in an alphabet of 48 characters. Individual races could and did modify the basic system to reflect cultural and linguistic differences. The rudishva version, for instance, is highly cursive, with the 48 characters being linked by flourishes, curlicues, and so forth.
Semi-Glyphik (Varumani, Kaliyani, Varuda)	In the broadest terms, Semi-glyphik refers to any smaller set of symbolic characters or runes drawn from the larger corpus of Glyphik. Indeed, Glyphis itself might be considered to be but one form of Semi-glyphik. In the context of Arden Vul, however, 'Semi-glyphik' properly refers to the simplified systems of writing developed by the different starfaring races after the crash of the Beacon, and especially after the demise of the rudishva hegemony. Today, only the varumani and the kaliyani still use this system, as the few remaining debased varuda are not literate. Over the years, the varumani version of Semi-glyphik has mutated into system that combines an angular set of 15 letters with about 100 concept- and action-oriented symbols. The kaliyani version has developed into a far more fluid, rounded, and cursive example: it includes 13 letters and a corpus of 110 symbols. Because varumani and kaliyani Semi-glyphik have developed of over two millennia without cross-fertilization of words and concepts, the two systems are almost entirely unintelligible to each other.
Heqeti Runic (Heqeti)	Heqeti Runic combines a set of twelve letters with a system of several hundred pictographic symbols. It is fairly primitive, and does not lend itself to long narrative, philosophical, or theological discussion.
Khumic (Khumus)	Khumic developed without any influence from Mithric. It contains 19 letters and 200+ symbols, all of which are typically joined together in an elegant, cursive hand.
Draconic (Draconic)	Draconic is one of the oldest languages native to Magae. Spoken draconic sounds like long wheezes of sound, varying in intensity of expelled breath, in timbre, in volume, and very occasionally in the presence of glottal interjections. Written draconic is a continuous and elaborate cursive script, without distinct words or punctuation; it is thus very difficult to get a sense for the meaning of a text without reading the entire thing, as context and shades of meaning can be modified by the expressions found later in a manuscript.
Galactic Common	Space-faring galactic races, including the rudishva, varumani, varuda, kaliyani, and niravairi
Logik	Galactic experts in mathematics, physics, astronomy, and engineering

H. Gods of Magae

Many deities are worshiped across Magae. Whether or not each is distinct, or merely an avatar of a set of ur-deities, is a question that has been debated by theologians in Archontos and other bastions of learning for millennia. Some heretics are even known to have claimed that deities are nothing more than mortals who have transcended death and time.

The Archontean Pantheons (aka, The Twelve and the Ten)

There were twelve original gods of Archontos, with the earliest written reference to one of them dating to 1218 SP (it refers to Thoth). Certainly, all of the Twelve were acknowledged by c.500 SP, and thus they were the gods whom the Archonteans brought with them in the great period of imperial expansion. During this golden age, the Twelve each boasted broad portfolios of 'expertise'. This made syncretism not only possible but common during the Archontean expansion: it was easy enough for the Archonteans to see in some foreign god a particular 'aspect' of one of the Twelve. Many aspects were thus 'discovered. For instance, Sekhmet (F) came to be understood as an aspect of Wadjet, with special influence on fire and warfare. Of course, whether or not such foreign 'gods' were distinct entities or merely aspects of the Twelve was, of course, a hotly debated theological point. Some modern theologians blame this flexible and accepting approach for the gradual decline of the Twelve; these critics suggest that by claiming to encompass all things, the Twelve lost their uniqueness and thus their appeal to the broader populace. For whatever reason, worship of the Twelve had become ossified and ritualized by the time of the War of Sortians and Theosophs. By 1855 AEP, the imperial government decided to officially link itself to a new slate of deities, ones whose divine support promised to revive the empire. The new pantheon centered around ten very powerful deities ("the Ten") who were served by seventeen (or more) lesser gods. Theological cynics could and did note that many of these 'new' gods resembled the most popular of the 'aspects' of the old pantheon, but the official



position is that the Ten are distinct from the Twelve. In the present, worship of the old gods is rare; some of the Twelve are forgotten, at least one (Horus) is presumed 'dead', and another (Set) is the object of secretive, illegal cult worship. The Ten and the Seventeen have clearly replaced them. For the past 500 years, the emperor has also been the subject of a cult; the theology of this is a bit fuzzy, and 'worship' of the emperor is primarily understood as a measure of loyalty more than anything else. **Note**: the Archonteans remain accepting of foreign gods; it is not at all uncommon to find temples or shrines to the Wiskin and Thorcin pantheons existing alongside those of their Archontean rivals within the communities of the Empire. The same, however, is not true beyond the borders of the empire; shrines and temples to the Ten are unwelcome outside the imperial boundaries.

Table 1: The Twelve

God	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Anubis (M), greater god	Lawful neutral	Burial, guidance (both of the souls of the dead and of travelers)	Jackal; staff, dagger
Besa (F), greater god	Chaotic evil	Potency, pleasure, violence, hedonism	Phallus, green eye; phallic mace
Horus (M), greater god	Neutral good	Sky, sun, right behavior	Solar disk, hawk; mace
Isis (F), greater god	Lawful good	Fidelity, motherhood, mercy, magic	Ankh; staff
Jael (F), greater god	Neutral evil	The moon, nighttime, secrecy, lawlessness, vengeance	Quarter moon; dagger
Osiris (M), greater god	Neutral	The afterlife, death, justice, punishment	Feather; staff
Ptah (M), greater god	Lawful good	Creator of the universe through thought, wisdom, craftsmen, harvests	A level, pencil, or plumb line; bow and arrow
Seker (M), greater god	Lawful good	Creation, fertility, crafting, the sun	A golden seed; spear, flail
Set (M), greater god	Lawful evil	Power, knowledge, domination, judgment, vengeance, serpents	Whirlwind, Set animal, jackal, red-headed man; was stick, spear
Thoth (M), greater god	Lawful neutral	Knowledge, judging, magic, secrecy and gnosis	Ibis, baboon, arcane symbols; staff
Tiamat (F), greater god	Neutral evil	Wealth, selfishness, conquest, queen of dragons	Rainbow; spear
Wadjet (F), greater god	Lawful neutral	Protection, warfare, snakes and lizards	A lidless snake's eye, a hooded cobra; toothed club

Table 2: The Ten

God	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Ardenia Tessaeron (F), greater god	Lawful good	Wisdom, battle tactics, invention, justice	Owl; spear
Crestion (M), greater god	Chaotic good	Poetry, music, the arts, creative impulses, selfishness	Lyre, cluster of wild berries; bow
Debellaton (M), greater god	Lawful evil	Death, might, order through might, sacrifice	Skull, scythe, black disk; flail
Demma (F), greater god	Lawful good	Fertility, crops, households, childbirth, magic	A seed; flail
Heschius Ban (M), greater god	Lawful evil	Triumph, water, inevitability, power, magic	Shackles, a green oval; flail
Lucreon (M), greater god	Lawful neutral	Profit, amassing wealth, negotiation, merchants, impartiality	A gold coin; hammer
Lysseon (M), greater god	Chaotic neutral	Wine, indulgence, madness, rage, creativity	A bunch of grapes; flail, sickle
Mitra (M), greater god	Lawful good	Justice, contracts, omniscience, defender, oaths, humanitarian impulses	Scales of justice, lions, flames; long sword

Thelis (F), greater god	Chaotic good	Love, desire, aspiration, planning	Diamond; sword
Tychias (F), greater god	Chaotic neutral	Luck, fate, wealth, 'the Lady of Thieves'	Crimson coin; dagger, staff

Table 3: The Seventeen

God	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Aranyania (F), lesser god	Neutral	Woodlands, nature, growing things, time, balance	Oak leaf; longbow
Atashak (M), lesser god	Lawful evil	Fire, the sun, inevitable destruction, battle, sacrifice	Burning torch; battle axe
Banion (M), lesser god	Chaotic neutral	Decision-making, trickery, deceit; the twin of Yanion	An idealized face, half white and half black, with red eyes; dagger
Basileus (M/F), lesser god (?)	Lawful neutral	The Emperor	Laurel wreath; mace
Bisor (M), lesser god	Lawful good	The household, security, lineage	Blue key; staff
Chibalba (M), lesser god	Neutral	The underworld, slow death, savage beauty, Lord of Caves	Barred gate; scythe
Diktynna (F), lesser god	Chaotic neutral	Hunting, the chase in all forms, the moon	A horn, a brown satchel; bows, hunting spears
Ellion (F), lesser god	Chaotic neutral	The night, the moon, uncertainty, financial ventures	Blindfolds, stilts; dagger, crossbow
Envalios (M), lesser god	Chaotic neutral	Battle, mercenaries, fire as pitiless destruction	Crow; battle axe
Kaerion (M/F), lesser god	Neutral	The (genderless) Lord of Time, endlessness, prophecy, creation	Hourglass; staff
Lyncion (M), lesser god	Neutral evil	Secrets, magic, demons, hidden knowledge, power	A blue eye; dagger
Melkarton (M), lesser god	Neutral good	The sea, travel, merchants, fair dealing	Manta ray; long sword
Nicetoreon (F), lesser god	Neutral	Judgment, the afterlife, passage of souls, earning merit	A lead weight, a small figurine representing the soul; mace
Qandisi (F), lesser god	Chaotic evil	The Sloe-Eyed Lady of Lust, the Dancing Maiden of Chaos, lust, control, sex	Human image with breasts and phallus; whip
Rudiana (F), lesser god	Chaotic neutral	Battle, berserkers, unrestrained violence	Red teardrop; axe
Treshub (M), lesser god	Chaotic evil	Storms, the sky, lightning, fertility	Lightning bolt; spear
Yanion (F), lesser god	Lawful neutral	Medicine, thresholds, decisions (twin to Banion)	A half-empty vial; club

The Wiskin Pantheon

The Wiskinga are a hardy people inhabiting the frozen north of glaciers, mountains, and snow-covered fields. The Wiskinga believe their gods inhabit an enchanted valley high up in the mountains above Westholm.

God	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Bragi (M), greater god	Chaotic good	Poetry, music, persuasion, beauty	A bagpipe; staff
Fenrir (M/F), lesser god	Chaotic evil	Hunger, chaos, destruction, wolves	Wolf's pawprint; axe
Freya (F), greater god	Chaotic good	Beauty, love (esp. unrequited), sadness, wealth	Strand of yellow hair; sword

Frigg (F), greater god	Lawful good	The household, motherhood, spinning	Distaff; staff
Gna (F), lesser god	Chaotic neutral	Travel, messages, speed	Brass arrow; arrows
Hafgufa (F), greater god	Chaotic evil	The Seas, relentlessness, implacability, the Red Whale	Red whale; trident
Heimdall (M), greater god	Lawful neutral	Watchmen, fidelity, stamina, defense	Blindfold; halberd
Jormungundir (M/F), greater god	Lawful evil	Destruction, sabotage, planning and undermining endeavors, snakes	Ouroboros; flail
Loki (M), greater god	Chaotic evil	Plots, trickery, crafts, invention	Fish; dagger
Odin (M), greater god	Neutral good	War, justice, prophecy, inspiration, the All-Father	Raven; spear
Snotra (M), lesser god	Lawful neutral	Hospitality, noble behavior, speech	Songbird; sword
Surt (M), lesser god	Lawful evil	Fire, caves, smithing	Pair of glowing red eyes; hammer, two-handed sword
Thor (M), greater god	Chaotic good	War, battle, storms	Hammer; war hammer
Ymir (M), lesser god	Chaotic evil	Strength, endurance, giants; All-Father of Giants	Red handprint; maul

The Thorcin Pantheon

The Thorcinga have a remarkably diverse pantheon, especially for a people that have never built a lasting monumental civilization. If Father Utar is the technical head of the pantheon, he is in fact often an object of ridicule for the failure of his (and Thorcin) schemes.

God	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Apenn (M), greater god	Chaotic good	Good fortune, wine, agriculture, revelry. Represents life of the vine from first tender shoots to death in winter	Wine cup; sickle, staff
Croul (M), greater god	Neutral	Mountains, snow, pitiless striving. The Lord of Peaks, the Cold Warrior. Famously uncaring.	N.a.; axe
Ethrik (F), lesser god	Chaotic neutral	Love, sensuality and passion, beauty, seduction and carnal desire. The eternal adulteress without spite. Daughter of Utar and Shimra, twin of Shapral	Figs; dagger
Fenth (M), greater god	Lawful evil	Forests, nature, harshness. Lord of The Trees, First Seed. Brother of Utar.	Acorn; bow
Ghareela (F), greater god	Chaotic evil	Anarchy, destruction, chaos; hermaphroditic; the Destroyer, the Dark Mother, Lady of Blood.	Skeletal finger, hooded figure; bows, acid
Ghureena (F), greater god	Lawful good	Life, growth, productivity, order. Toad-headed opposite of Ghareela	Toad; club
Laraveen (F), greater god	Lawful neutral	Wisdom, war, planning, construction	Framing square; spear
Mishpral (F), greater god	Lawful neutral	Health, healing	An open hand; spear
Nitheral (F), lesser god	Neutral	Forests, nature, hidden paths and secrets; Pitiless Lady of the Hunt, Wild Daughter, Finder of Tracks. Daughter of Fenth, and more popular than him.	A large canine tooth; bow
Pertiora (F), lesser god	Chaotic evil	The Seas. The Bitch of the Sea, who preys on impious sailors	Octopus; spear

Phreena (F), lesser god	Lawful neutral	Fate, lost causes, slaves, the destitute	Potsherd with a black dot on it; staff, club
Shapral (M), lesser god	Chaotic neutral	Thieves, the night, adventure, warfare. Son of Utar and Shimra, twin to Ethrik	Coil of rope; long sword
Sherlosh (M), greater god	Chaotic neutral	Seas and oceans, fishing	Net, fishing hook; trident
Shimra (F), greater god	Lawful good	The hearth, kitchens, mothers, infants. Wife of Utar.	Cooking pot; knife
Utar (M), greater god	Lawful neutral	Knowledge, wisdom, schemes, oratory, justice, ingenuity, questioning authority. Father Utar, Lord of the Eyes	Jeweled eye; short sword
Thefila (F), greater god	Lawful good	Marriage, respect and fidelity, hearth, family	Tear-drop earring; staff
Thrufor (M), lesser god	Chaotic good	Travel, trade, the disabled. Clubfooted.	Generic smiling face, sandal; iron-shod staff

The Khumus Pantheon

The gods worshipped by the Khumus people of the far west are not widely known in the Archontean empire. As such, only a handful of their deities are listed here. If more are needed the GM should feel free to expand upon the list.

God	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Ak Alif (M), greater god	Neutral good	Fertility, fecundity, plenty, horses. Brother of At Ayut	A stallion's head, a phallus; spear
At Ayut (F), greater god	Neutral evil	Sorrow, death, loss, consumption. Sister of Ak Alif	A skull; bows
Gol Tingri (M), greater god	Chaotic evil	Battle, destruction, sacrifice	A red dot; swords, axes
Tingri (M), greater god)	Lawful neutral	The sky, winds, storms, procreation, creation	Raindrop, lightning bolt, yurt; spear, bow

Demi Human Deities

The various demihuman races tend to have smaller pantheons.

Dwarves: Dwarves venerate a single creator god, Zodarrim, the All Father, Shaper of Stone, First Tapper, Giver of Gifts, Lord of Battle.

Elves: The elves of Magae do not worship deities per se. They believe that creation was wrought by Valborian, who created Gildorin out of pure magic and who subsequently shaped the hundred First Elves to be Gildorin's companions. All subsequent elves are thus Valborian's children, and while they know they will return to him/her some day, they do not actively construct cults, temples, priesthoods, and so forth. Many Elves, particularly wild ones, revere nature, and acknowledge the role that Aranyania plays in human cosmogony; but again, they do not 'worship' her per se.

Half-Elves: Depending on their lineage (human or elven), half-elves follow human or elven practice.

Halflings: The small folk have a fairly limited pantheon of deities, and often worship human ones.

Imperial Goblins: The 'civilized' goblins have a fairly limited pantheon of traditional goblin deities and are often found worshipping human ones.

Dwarven God	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Zodarrim	Neutral	Creation, battle, stone-work, crafting, fertility	A stone chip, hammer; war hammer

Halfling Gods	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Alder Lightfingers (F), lesser god	Chaotic neutral	Stealth, thievery, wanderlust, adventure	Footprint; sling
Griffo the Roarer (M), lesser god	Chaotic good	Feasting, drinking, oratory, parties, prosperity	Foaming mug; sword

Hamson Greenfinger (M), lesser god	Lawful good	Fields, fertility, security, harvest	Pipe-weed leaf; pole-arms
Rowan Fairbrow (F), lesser god	Neutral good	Security, protection, love	A red apple; spear

Imperial Goblin Gods	Alignment	Areas of Influence	Symbol(s) and Weapon(s)
Dapp Sapfinder (M), lesser god	Neutral	Mountain forests, growth, fertility, animals	Raccoon; spear
Glum Gaping-Maw (M), lesser god	Chaotic evil	Consumption, avarice, destruction	Fanged, gaping mouth; mace
Grindledor (M), lesser god	Lawful evil	Creation, might, judging. The Creator	Three concentric circles, a clenched fist; whip
Jacko the Frowner (M), lesser god	Neutral evil	Entropy, revenge, sorrow. Twin to Jeska	Black anvil split in two; war hammer
Jeska Pouchlifter (F), lesser god	Chaotic good	Luck, trickery, crafting. Twin to Jacko	Gold coin; hand axe

Cults and Unusual Deities

The following does not constitute a pantheon of linked gods but is rather a simple list of unusual deities. Most are inimical and thus proscribed in human and demi-human societies. Ontological questions abound about some of these entities: are they demons? True deities? Something greater than the usual 'known' deities?

God	Alignment	Areas of Influence	Symbol(s) and Weapon(s)	Notes
Bajrang the Destroyer	Chaotic evil	Apes, animals, chaos	A black ape's head; club	
Dagon	Chaotic evil	Water, darkness, the underworld	A single tentacle, a five-sided star; trident, spear	Also a demon prince
Frelothian	Chaotic evil	?	?	One of the seven elder deities, banished
Jeqellathon	Chaotic evil	?	?	One of the seven elder deities, banished
Mzingaloq	Chaotic evil	?	An opening door	One of the seven elder deities, banished. Waits in Lyaeltok, with its 11 servitors. Rival of Rimmaq-Isfet
Rimmaq-Isfet (see new monsters)	Chaotic evil	Salamanders, slimes, chaos	A thin black circle on a white or blue field, a sinuous tongue, an ovoid cave opening on a cliff face	One of the seven elder deities, banished. Rival of Mzingaloq
Orcus	Chaotic evil	Demons, pain, destruction, torture	Pentagram with skull in the middle of it; mace	A demon prince
Thanatos	Lawful evil	Death, burial, unlife	A glove; flail	
Tsathogga	Chaotic evil	Chaos, slimes, slow destruction	A giant frog; sword	A demon prince
Yazgog the Spider	Chaotic evil	Chaos, plotting, destruction	Black widow spider; dagger	
Zerig the Uncaring	Chaotic evil	Endless appetite, consumption, magic	None; dagger	



NPC APPENDIX

This appendix is divided into two sections. The first section provides ten traditional NPC adventuring groups, each with a good mixture of typical adventuring classes. The second section addresses the 'magic user with flunkies' category. In each case three sets of statistics for the group are offered, one for that group at low level (levels 1-3), one for middle levels (levels 4-7), and one for high levels (levels 8-10).

A table at the commencement of each section allows a GM to randomly select a group; of course it is always worth thinking about the context in which such a group will be employed before deciding to use that group. Some GMs may decide to choose an appropriate group based on the level and interests of their PCs.

It is also important to note that some NPC groups also may be encountered as a fixed encounter in certain parts of the Halls (e.g., the Bad Neighbors, at 6-113 and 6-129). If such a group is indicated in the random table, the GM may wish to select a different group in order to preserve the integrity of the fixed encounter for that group. Of course the GM could always substitute one of the random parties for a group indicated as a fixed encounter.

I. NPC Adventuring Parties

1. Group 1: Dalton's Darlings (neutral/evil)

Leader: Dalton Erdell

General Ethos: Neutral/Evil. Dalton's Darlings are a roguish and self-centered bunch. They are quite willing to assist those more powerful than themselves and are more than willing to bully those who seem weaker.

Goals and Motives: Their goal is to get rich by looting the Halls and/or by stealing valuables from other adventurers.

Members

1. **Dalton Erdell**, **male human (Archontean) fighter**: AL CN; STR 16; INT 13; WIS 14; DEX 16; CON 10; CHA 17. Dalton is very handsome, with flowing brown hair tied back with a leather cord and a dashing smile. He is charming, a glib talker, and utterly self-centered.

2. **Jason**, **male human (Archontean) fighter**: AL LE; STR 17; INT 8; WIS 9; DEX 15; CON 16; CHA 13. Jason is short, barrel-chested, with close-cropped black hair, a long black beard and pretty blue eyes. He is vain but reserved.

3. **Helga**, **female human (Wiskin) thief**: AL NE; STR 10; INT 9; WIS 11; DEX 16; CON 15; CHA 17. Helga is big and blond, an archetypal Wiskinga warrior maiden; she has a long scar down her left cheek. By nature, she is quiet and reserved, but she has a long memory and a vengeful nature.

4. **Heliagabulus**, **male human (Archontean) magic user**: AL NE; STR 9; INT 17; WIS 10; DEX 17; CON 12; CHA 8. A member of the Collegium of Cinders, Heliagabulus is thin and ascetic, with greasy black hair and a long, Roman nose. He is distant and unpleasant, and socially insecure.

5. **Isidor Half-Hand**, **male halfling thief**: AL NE; STR 12; INT 13; WIS 16; DEX 17; CON 12; CHA 9. Isidor is a round, plump halfling, who affects ridiculous hats and bright but faded clothing. He has a strong body odor. Isidor is unctuous and completely venal. He enjoys mead and sweet rolls.

6. **Yvette of Archontos**, **female human** (Archontean) **cleric of Debellaton**: AL LE; STR 16; INT 7; WIS 16; DEX 10; CON 15; CHA 12. Yvette is short, with a hunched back, prematurely grey hair, and keen grey eyes. She is a social snob, which makes her imperious despite her inherent stupidity. By 9th level Yvette's WIS has increased to 17.

D10	Name of Adventuring Party	Ethos	Average Levels of Party as Statted Below	Found as a Fixed Encounter?
1	Dalton's Darlings	Neutral/Evil	2nd, 5th, 9th-10th	No
2	Five Fingers of Destiny	Neutral/Good	3rd, 6th, 9th	No
3	The Bad Neighbors	Evil	3rd, 7th, 10th	Yes, at 6-113 and 6-129
4	The Broom	Evil	1st-2nd, 4th, 7th-8th	Yes, at 7-75
5	Survivors of the Stone	Neutral	1st-2nd, 5th, 10th	No
6	Arcane Vengeance	Neutral	2nd, 5th, 10th	No
7	Jellik's Jarls	Evil	2nd, 5th, 9th	No
8	Hama and Company	Good	1st, 5th, 12th	No
9	Discipline and Punish	Evil	1st-2nd, 5th-6th, 9th-10th	No
10	Lost and Found	Good	1st-3rd, 5th-7th, 9th-11th	No

Statistics: Dalton's Darlings Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Dalton Erdell (16, 13, 14, 16, 10, 17)	F2 (CN)	90'	1	15	Banded and shield	Longsword (2-9), light crossbow, with 20 bolts (1-4)	**Potion of healing**
Jason (17, 8, 9, 15, 16, 13)	F2 (LE)	60'	2	18	Splint and shield	Battle axe (2-9), short bow with 20 arrows (1-6)	
Helga (10, 9, 11, 16, 15, 17)	T3 (NE)	120'	6	19	Leather	Broad sword (2-8), 6 throwing daggers (1-4)	
	Thief Skills: PP 40%, OL 38%, F/RT 30%, MS 27%, HS 20%, HN 15%, CW 87%, RL 0%						
Heliagabulus (9, 17, 10, 17, 12, 8)	MU2 (NE)	120'	7	7	N.a.	Darts (1-3)	**Potion of fire resistance**
	Memorized spells: **charm person**, **shield**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **magic missile**, **read magic**, **shield**						
Isidor Half-Hand (12, 13, 16, 17, 12, 9)	T2 (NE)	90'	5	9	Leather	Short sword (1-6), sling with 20 bullets (2-5)	
	Thief skills: PP 45%, OL 44%, F/RT 30%, MS 36%, HS 35%, HN 15%, CW 71%, RL 0%						
Yvette of Archontos 16, 7, 16, 10, 15, 12)	C2 (LE)	60'	5	13	Scale mail and shield	Flail (3-8)	
	Spell prayed-for: **bless**, **command**, **cure light wounds**, **detect magic**						

Statistics: Dalton's Darlings Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Dalton Erdell (16, 13, 14, 16, 10, 17)	F5 (CN)	120'	0	33	**Banded mail +1** and shield	**Longsword +1** (3-10), light crossbow with 20 bolts (1-4)	**Potion of healing**
Jason (17, 8, 9, 15, 16, 13)	F5 (LE)	90'	2	41	Banded mail and shield	Battle axe (2-9), short bow with 20 arrows (1-6), spear (1-6), 2 **javelins of piercing** (7-12)	**Potion of healing**
Helga (10, 9, 11, 16, 15, 17)	T6 (NE)	120'	5	28	**Leather +1**	**Broad sword +1** (3-9), 6 throwing daggers (1-4)	
	Thief Skills: PP 55%, OL 52%, F/RT 45%, MS 47%, HS 37%, HN 20%, CW 92%, RL 30%						
Heliagabulus (9, 17, 10, 17, 12, 8)	MU5 (NE)	120'	6	15	n.a.	Darts (1-3)	**Ring of protection +1**, **wand of negation** (53 charges), **potion of human control**
	Memorized spells: **charm person**, **enlarge**, **magic missile**, **shield**; **knock**, **mirror image**; **lightning bolt**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**; **continual light**, **knock**, **magic mouth**, **mirror image**, **scare**; **dispel magic**, **lightning bolt**, **slow**						
Isidor Half-Hand (12, 13, 16, 17, 12, 9)	T5 (NE)	90'	5	20	Leather	Short sword (1-6), sling with 20 bullets (2-5)	**Potion of invisibility**, **boots of elvenkind**
	Thief skills: PP 60%, OL 57%, F/RT 45%, MS 55%, HS 51%, HN 25%, CW 75%, RL 20%						
Yvette of Archontos (16, 7, 16, 10, 15, 12)	C5 (LE)	90'	3	34	Chain mail and **shield +1**	**Flail +1** (4-9)	**Rope of climbing**
	Spells prayed-for: **bless**, **command**, **cure light wounds** (x2), **remove fear**; **find traps**, **hold person**, **know alignment**, **silence 15' radius**, **slow poison**; **blindness** (reverse of **cure blindness**)						

Statistics: Dalton's Darlings High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Dalton Erdell (16, 13, 14, 16, 10, 17)	F9 (CN)	120'	0	75	**Banded mail +1** and shield	**Longsword +2** (4-11), light crossbow with 20 bolts +1 (2-5)	**Potion of extra healing** (x2)
Jason (17, 8, 9, 16, 15, 13)	F9 (LE)	120'	0	81	**Chain mail +2** and shield	**Battle axe +2** (4-11), short bow with 20 arrows +1 (2-7), 2 javelins of piercing (7-12)	**Potion of extra healing** (x2)
Helga (10, 9, 11, 16, 15, 17)	T11 (NE)	120'	2	50	**Leather +3**	**Broad sword +1** (3-9), 6 throwing daggers (1-4)	**Potion of invisibility** (x2), **cloak of elvenkind**, **ankh of protection** (2 charges; see new magic items)
	Thief Skills: PP 90%, OL 77%, F/RT 70%, MS 86%, HS 70%, HN 35%, CW 99.1%, RL 55%						
Heliagabulus (9, 17, 10, 17, 12, 8)	MU10 (NE)	120'	-3	28	n.a.	**Staff of power** (3-8), darts (1-3)	**Ring of protection +2**, **bracers of defense** (AC 4), **wand of negation** (13 charges), **staff of power** (11 charges), **potion of human control**
	Memorized spells: **charm person**, **enlarge**, **magic missile**, **shield**; **knock**, **levitate**, **mirror image**; **dispel magic**, **hold person**, **lightning bolt**; **charm monster**, **fear**; **cone of cold**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **hold portal**, **identify**, **magic missile**, **message**, **protection from evil**, **push**, **read magic**, **shield**, **sleep**, **ventriloquism**; **continual light**, **knock**, **levitate**, **magic mouth**, **mirror image**, **rope trick**, **scare wizard lock**; **blink**, **dispel magic**, **gust of wind**, **hold person**, **lightning bolt**, **phantasmal force**, **slow**; **charm monster**, **fear**, **fire charm**, **monster summoning II**, **polymorph self**; **cone of cold**, **hold monster**, **passwall**, **wall of stone**						
Isidor Half-Hand (12, 13, 16, 17, 12, 9)	T11 (NE)	90'	2	42	Leather	**Short sword +1** (2-7), sling with 20 bullets (2-5)	**Ring of protection +3**, **boots of elvenkind**, **potion of invisibility**, **potion of dispelling** (see new magic items)
	Thief skills: PP 100%, OL 87%, F/RT 75%, MS 101%, HS 90%, HN 40%, CW 84.1%, RL 50%						
Yvette of Archontos (16, 7, 16, 10, 15, 12)	C9 (LE)	120'	1	59	**Banded mail +1** and **shield +1**	**Flail +1 (4-9), hammer (3-6)**	**Rope of climbing**, **smokeless torch** (see new magic items)
	Spells prayed-for: **bless**, **command**, **cure light wounds** (x2), **remove fear**, **resist cold**; **chant**, **find traps**, **hold person**, **know alignment**, **silence 15' radius**, **slow poison**; **animate dead**, **blindness** (reverse of **cure blindness**), **continual light**, **remove curse**; **cure serious wounds**, **neutralize poison**; **flame strike**						



Group 2: Five Fingers of Destiny (neutral/good)

Leader: Roger the Rapier

General Ethos: The Five Fingers consider themselves to be dashing, bold, and highly experienced. This tends to make them appear blithe and over-confident. Still, they are not unwilling to chat with 'neophytes.' They might even come to the aid of an embattled party, provided the odds were good and they stood to benefit from the intervention.

Goals and Motives: They have two goals, namely 1) to eliminate dangerous and evil threats from the Halls, and 2) to procure items from AV on demand (and for a healthy) fee to interested parties in Newmarket and Narsileon.

Other: They have a catch-phrase, which Roger utters in a dramatic voice whenever possible: 'Five Fingers ... unite!' The phrase is accompanied by him slowly and dramatically clenching his left fist. At this, the group is expected to 'huddle up' to discuss/negotiate a course of action. The addition of a sixth party member (Hixonius) has made the 'five fingers' phrase a bit awkward.

Members

1. **Roger the Rapier**, **male human (Archontean) magic user**: AL CG; STR 10; INT 18; WIS 12; DEX 15; CON 16; CHA 12. Roger is short and stout, with a wide grin, good teeth, and a strong scent of pomade. He affects loose and colorful robes and a turban. Although he appears slightly goofy, he is quite clever and can be ruthless if needed.

2. **Lucrotus**, **male human (Archontean) fighter**: AL N; STR 18/34; INT 7; WIS 12; DEX 10; CON 16; CHA 9. Lucrotus is large, muscular, and dim-witted. He loves fighting and brawling and is fanatically loyal to Roger.

3. **Jenks**, **male halfling thief**: AL N; STR 14; INT 14; WIS 7; DEX 18; CON 10; CHA 13. Jenks is short, stout, and affable. He loves mead and toasted cheese. He's also an incurable kleptomaniac, although he's always filled with regret about his petty thievery.

4. **Tressa of Narsileon**, **female human (Thorcin) cleric of Mitra**: AL CG; STR 16; INT 9; WIS 16; DEX 15; CON 11; CHA 13. She is thin and severe-looking, with raven hair tied into three long tails. Despite appearances, she is quite vain. A classic cleric of Mitra, she is kind to the needy but merciless to criminals. By 6th level, Tressa has WIS 17.

5. **Adelrod the Grey**, **male human (Thorcin) magic user**: AL CN; STR 8; INT 16; WIS 12; DEX 15; CON 14; CHA 8. Adelrod is very tall and gangly (6'5"), with cropped blond hair and a tattoo of a skull over one eye. He is monosyllabic and obsessed with the undead (he is both afraid of and attracted to them).

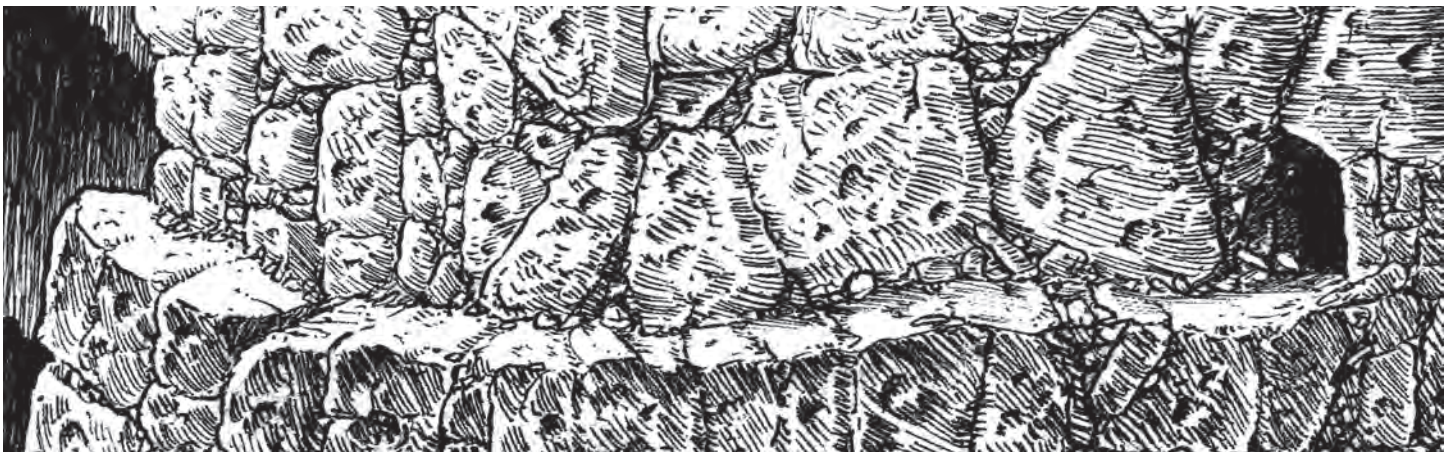
6. **Hixonius of the Glebe**, **male human (Thorcin) fighter**: AL LN; STR 17; INT 15; WIS 11; DEX 7; CON 13; CHA 13. Barrel-chested and square-jawed, with a shoulder-length 'prince valiant'-style haircut, Hixonius looks like a rube fresh off the farm. Despite speaking Archontean with a thick accent, he is quite intelligent.

Statistics: Five Fingers of Destiny Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Roger the Rapier (10, 18, 12, 15, 16, 12)	MU3 (CG)	120'	8	13	n.a.	Darts (1-3), staff (1-6)	**Amulet of natural armor +1** (see new magic items), **scroll of fireball**
	Memorized spells: **jump**, **sleep**, **mirror image**						
	Spell book: **dancing lights**, **detect magic**, **friends**, **hold portal**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**; **audible glamer**, **mirror image**, **scare**, **web**						
Lucrotus (18/34, 7, 12, 10, 16, 9)	F3 (N)	60'	4	29	Splint mail	Two-handed sword (4-13), short bow and 20 arrows (1-6)	10 **arrows +1**
Jenks (14, 14, 7, 18, 10, 13)	T3 (N)	90'	4	14	Leather	Short sword (1-6), sling with 20 bullets (2-5)	**Potion of invisibility**
	Thief skills: PP 55%, OL 53%, F/RT 40%, MS 47%, HS 45%, HN 20%, CW 72%, RL 0%						
Tressa of Narsileon (16, 9, 16, 15, 11, 13)	C3 (CG)	90'	3	19	Chain mail and shield	**Mace +1** (4-9)	**Scroll of protection from evil**
	Spells prayed-for: **cure light wounds**, **detect evil**, **light**, **remove fear**; **find traps**, **hold person**, **silence 15' radius**						
Adelrod the Grey (8, 16, 12, 15, 14, 8)	MU2 (CN)	120'	9	6		Dagger (1-4), darts (1-3)	**2 darts of sleeping** (see new magic items)
	Spells memorized: **charm person**, **shield**						
	Spell book: **charm person**, **feather fall**, **magic aura**, **push**, **read magic**, **shield**, **sleep**, **ventriloquism**						
Hixonius of the Glebe (17, 15, 11, 7, 13, 13)	F1 (LN)	90'	6	9	Ring mail and shield	Battle axe (2-9), heavy crossbow with 20 bolts (2-5)	**Potion of healing**

Statistics: Five Fingers of Destiny Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Roger the Rapier (10, 18, 12, 15, 16, 12)	MU6 (CG)	120'	3	24	n.a.	Staff (1-6), darts (1-3)	**Bracers of defense** (AC 5), **eye of seeing** (see new magic items), **wand of magic missiles** (42 charges), **scroll of protection from elementals**
	Spells memorized: **enlarge**, **identify**, **magic missile**, **sleep**; **knock**, **web**; **dispel magic**, **fireball**						
	Spell book: **comprehend languages**, **dancing lights**, **detect magic**, **enlarge**, **friends**, **hold portal**, **identify**, **jump**, **light**, **magic missile**, **read magic**, **shield**, **sleep**, **spider climb**; **audible glamer**, **continual light**, **knock**, **levitate**, **mirror image**, **scare**, **stinking cloud**, **web**; **dispel magic**, **fireball**, **gust of wind**, **invisibility 10' radius**, **protection from normal missiles**, **suggestion**						
Lucrotus (18/34, 7, 12, 10, 16, 9)	F6 (N)	120'	4	56	**Chain mail +1**	**Two-handed sword +1** (5-14), short bow and 20 arrows (1-6)	**Potion of extra healing**, **potion of the berserk** (see new magic items)
Jenks (14, 14, 7, 18, 10, 13)	T7 (N)	90'	3	31	**Leather +1**	Short sword (1-6), **sling +1** with 20 **bullets +1** (3-6)	**Dust of disappearance**
	Thief skills: PP 75%, OL 72%, F/RT 60%, MS 75%, HS 68%, HN 30%, CW 79%, RL 30%						
Tressa of Narsileon (16, 9, 17, 15, 11, 13)	C6 (CG)	90'	3	37	Chain mail and shield	**Mace +1** (4-9)	**Periapt of finding** (lesser) (see new magic items)
	Spells prayed-for: **command**, **cure light wounds** (x2), **light**, **protection from evil**; **chant**, **find traps**, **hold person** (x2), **silence 15' radius**; **continual light**, **dispel magic**, **remove curse**						
Adelrod the Grey (8, 16, 12, 15, 14, 8)	MU5 (CN)	120'	5	15	n.a.	Dagger (1-4), darts (1-3)	**Bracers of defense** (AC 6), **potion of clarity** (see new magic items), **ring of protection from normal missiles** (see new magic items), **wand of fire** (23 charges)
	Spells memorized: **charm person**, **magic missile**, **shield**, **sleep**; **darkness 15' radius**, **invisibility**; **fly**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **feather fall**, **light**, **magic aura**, **magic missile**, **push**, **read magic**, **shield**, **sleep**, **ventriloquism**; **continual light**, **darkness 15' radius**, **detect evil**, **ESP**, **invisibility**, **mirror image**, **ray of enfeeblement**; **clairaudience**, **dispel magic**, **fly**, **hold person**						
Hixonius of the Glebe (17, 15, 11, 7, 13, 13)	F5 (LN)	90'	4	42	Banded mail and shield	**Battle axe +2** (4-11), heavy crossbow with 20 bolts (2-5)	**Potion of healing**, **helm of infravision** (see new magic items)



Statistics: Five Fingers of Destiny High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Roger the Rapier (10, 18, 12, 15, 16, 12)	MU9 (CG)	120'	2	34	N.a.	Staff (1-6), 10 **darts +1** (2-4)	**Torc of authority** (see new magic items), **bracers of defense** (AC 5), **ring of protection +1**, **wand of paralyzation** (33 charges), **wand of magic missiles** (19 charges), **potion of ESP**
	Spells memorized: **enlarge**, **identify**, **magic missile**, **shield**; **continual light**, **knock**, **web**; **fireball**, **gust of wind**, **suggestion**; **charm monster**, **ice storm**; **feeblemind**						
	Spell book: **charm person**, **comprehend languages**, **dancing lights**, **detect magic**, **enlarge**, **friends**, **hold portal**, **identify**, **jump**, **light**, **magic missile**, **read magic**, **protection from evil**, **shield**, **sleep**, **spider climb**; **audible glamer**, **continual light**, **knock**, **levitate**, **locate object**, **mirror image**, **scare**, **stinking cloud**, **web**; **dispel magic**, **fireball**, **gust of wind**, **invisibility 10' radius**, **phantasmal force**, **protection from normal missiles**, **suggestion**; **charm monster**, **fire shield**, **ice storm**, **massmorph**, **mnemonic enhancer**, **wall of fire**; **conjure elemental**, **feeblemind**, **hold monster**, **telekinesis**						
Lucrotus (18/34, 7, 12, 10, 16, 9)	F8 (N)	120'	2	72	**Banded mail +2**	**Two-handed sword +2** (6-15), **short bow +1** and 20 **arrows +2** (3-8)	
Jenks (14, 14, 7, 18, 10, 13)	T9 (N)	90'	2	37	**Leather +2**	Short sword (1-6), **sling +1** with 20 **bullets +2** (4-7)	**Ring of change self** (see new magic items), **amulet of spell absorption** (see new magic items), **glass sphere of arcane assistance** (dispelling; see new magic items)
	Thief skills: PP 85%, OL 82%, F/RT 70%, MS 90%, HS 81%, HN 35%, CW 83%, RL 40%						
Tressa of Narsileon (16, 9, 17, 15, 11, 13)	C8 (CG)	90'	1	51	Banded mail and **shield +1**	**Mace +2** (5-10)	**Ankh of healing** (3 charges; see new magic items), **torc of domination** (see new magic items), **potion of truthfulness** (see new magic items)
	Spells prayed-for: **command**, **cure light wounds** (x2), **light**, **protection from evil**; **chant**, **find traps**, **hold person** (x2), **silence 15' radius**; **continual light**, **cure disease**, **dispel magic**, **remove curse**; **cure serious wounds**, **neutralize poison**						
Adelrod the Grey (8, 16, 12, 15, 14, 8)	MU9 (CN)	120'	5	28	N.a.	**Dagger +1** (2-5), darts (1-3)	**Bracers of defense** (AC 6), **ring of protection from normal missiles** (see new magic items), **wand of fire** (31 charges), **wand of shielding** (19 charges)
	Spells memorized: **feather fall**, **light**, **magic missile** (x2); **continual light**, **ESP**, **ray of enfeeblement**; **clairaudience**, **lightning bolt**, **slow**; **confusion**, **dimension door**; **cloudkill**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **feather fall**, **identify**, **light**, **magic aura**, **magic missile**, **protection from evil**, **push**, **read magic**, **shield**, **sleep**, **ventriloquism**; **continual light**, **darkness 15' radius**, **detect evil**, **ESP**, **invisibility**, **knock**, **locate object**, **mirror image**, **pyrotechnics**, **ray of enfeeblement**; **blink**, **clairaudience**, **dispel magic**, **fly**, **hold person**, **lightning bolt**, **protection from evil 10' radius**, **slow**; **confusion**, **dimension door**, **fumble**, **minor globe of invulnerability**, **plant growth**, **remove curse**; **interposing hand**, **cloudkill**, **distance distortion**, **monster summoning III**						
Hixonius of the Glebe (17, 15, 11, 7, 13, 13)	F8 (LN)	120'	2	63	Banded mail +1 and shield	**Battle axe +2** (4-11), heavy crossbow with 2 **bolts of fire** (see new magic items) (4-7 + 5-8) and 20 regular bolts (2-5)	2 doses of **stone salve** (see new magic items), **amulet of courage** (see new magic items), **potion of Greek fire** (see new magic items), **potion of extra healing**

Group 3: The Bad Neighbors (evil)

Leader: Klibo, the cleric of Heschius Ban

General Ethos: This ruthless band is highly directed, confident, and eager to locate unusual treasures and magic. Although 'evil', the Neighbors are more selfish than they are interested doing harm to others. Of course, in any dispute over territory, they live up to their nickname with ruthless ferocity.

Goals and Motives: The Neighbors are extremely interested in the rudishva. They are confident they will be able to penetrate or bypass the Obsidian Gates thereby allowing them access to the rudishva areas.

Fixed Encounter Location: 6-113, 6-129

Members

1. **Klibo**, **male human (Archontean) cleric of Heschius Ban**: AL LE; STR 13; INT 13; WIS 17; DEX 10; CON 16; CHA 15. Klibo is wiry and lean, with a luxurious black handlebar moustache. He is arrogant and something of a bully, never failing to exploit politeness or perceived weakness to his advantage. He is, however, also exceptionally loyal to 'his' team.

2. **Haldor**, **male human (Wiskin) fighter**: AL NE; STR 17; INT 7; WIS 9; DEX 15; CON 15; CHA 15. A tall, muscular, handsome Wiskin with flowing blond hair, Haldor affects tight-fitting leather clothing that shows off his physical gifts. He has a cruel streak that is only mitigated by his lack of imagination.

3. **Idris One-Eye**, **female human (Thorcin) magic user**: AL LN; STR 7; INT 17; WIS 12; DEX 16; CON 10; CHA 8. Idris lost her right eye in an apprentice's hazing ritual, so she wears a violet-colored eye-patch that has provided her nickname. She bears an abiding hatred towards the Collegium of Macrina, which she blames for her injury.

4. **Uriel Bean**, **male halfling thief**: AL CN; STR 13; INT 13; WIS 8; DEX 18; CON 15; CHA 10. Uriel dresses in black silk pajamas and slippers (even over his armor). He is somewhat reserved for a halfling, preferring to scope marks from the shadows.

5. **Wotar the Puny**, **male human (Khumus) fighter**: AL NE; STR 18/69; INT 8; WIS 10; DEX 12; CON 17; CHA 10. An expert horseman of the western steppes, Wotar is possessed of exceptional strength that is concealed by his lilting, bandy-legged gait. His beard is long and stringy, and he often has to tuck it into his belt. His command of the Archontean language is rather primitive.

6. **Qid of Qon**, **male (?) human (Khumus) magic user**: AL CE; STR 9; INT 18; WIS 11; DEX 16; CON 11; CHA 12. A short, round, Khumus nomad, Qid is completely hairless. For this reason no one is exactly sure whether Qid is male or female. He/she communicates mostly in grunts which are interpreted by Wotar.

7. **Diomedes**, **male human (Archontean) cleric of Debellaton**: AL LE; STR 17; INT 8; WIS 17; DEX 10; CON 12; CHA 14. Diomedes is convinced he has been sent by Debellaton to act as the god's harbinger of death. When anticipating battle, he paints his face as a skull. While his odd habits have not won him many friends, even within the Neighbors, he has assured Klibo that Debellaton wants him to assure the Neighbors's success.

8. **Cyricus**, **male human (Archontean) fighter**: AL LE; STR 17; INT 10; WIS 15; DEX 12; CON 15; CHA 14. A handsome lad from the slums of Narsileon, Cyricus is a bit untrained but a particularly vicious, dirty fighter with plenty of tricks up his sleeve. Don't be fooled by his winning smile ...

9. **Gyrde**, **female human (Wiskin) magic user**: AL LE; STR 9; INT 17; WIS 11; DEX 16; CON 9; CHA 9. A scrawny Wiskinga with blonde braids and bad skin, Gyrde is interested in demons ... verrrry interested in demons.

10. **Four male Thorcin bearers**, **noncombatants**: AC 10, HP 2, 2, 1, 1.

Statistics: The Bad Neighbors Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Klibo (13, 13, 17, 10, 16, 15)	C3 (LE)	90'	4	24	Chain mail and shield	Flail (2-7)	
	Spells prayed-for: **command**, **create water**, **resist cold**, **sanctuary**; **hold person**(x2), **silence 15' radius**.						
Haldor (17, 7, 9, 15, 15, 15)	F3 (NE)	60'	2	25	Splint mail and shield	Bastard sword (3-9), long bow and 20 arrows (1-6)	**Potion of healing**
Idris One-Eye (7, 17, 12, 16, 10, 8)	MU3 (LN)	120'	6	9	N.a.	Staff (1-6)	**Earring of protection +2** (see new magic items)
	Memorized spells: **magic missile**, **shield**; **pummeling fists of Arak-Zhorr** (see new spells)						
	Spell book: **charm person**, **detect magic**, **floating disk**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **knock**, **levitate**, **pummeling fists of Arak-Zhorr** (see new spells), **wizard lock**; **fireball**						

Uriel Bean (13, 13, 8, 18, 15, 10)	T3 (CN)	90'	4	15	Leather	Broad sword (2-8), 6 throwing daggers (1-4)	**Potion of diminution**
	Thief skills: PP 55%, OL 53%, F/RT 40%, MS 47%, HS 45%, HN 20%, CW 72%, RL 0%						
Wotar the Puny (18/69, 8, 10, 12, 17, 10)	F2 (NE)	60'	5	18	Scale mail and shield	Spear (4-9), 4 throwing axes (1-6)	**Amulet of mighty fists** (see new magic items)
Qid of Qon (9, 18, 11, 16, 11, 12)	MU2 (CE)	120'	8	6	N.a.	Darts (1-3)	**Scroll of mirror image**
	Memorized spells: **shield**, **sleep**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **identify**, **light**, **read magic**, **shield**, **sleep**; **Frigg's caustic kisses** (see new spells), **mirror image**; **monster summoning I**						
Diomedes (17, 8, 17, 10, 12, 14)	C2 (LE)	90'	4	13	Chain mail and shield	Mace (3-8)	**Potion of clairvoyance**
	Spells prayed-for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**						
Cyricus (17, 10, 15, 12, 15, 14)	F1 (LN)	90'	6	10	Ring mail and shield	Halberd (2-11), broad sword (2-8), light crossbow with 20 bolts (1-4)	
Gyrde (9, 17, 11, 16, 9, 9)	MU1 (LE)	120'	8	4	N.a.	6 throwing daggers (1-4)	
	Memorized spells: **sleep**						
	Spell book: **comprehend languages**, **detect magic**, **identify**, **light**, **magic missile**, **read magic**, **sleep**; **the Bracteros effect** (see new spells), **continual light**						
Bearers (x4)	n.a. (N)	120'	10	2	n.a.	n.a.	n.a.

Statistics: The Bad Neighbors Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Klibo (13, 13, 17, 10, 16, 15)	C7 (LE)	120'	2	51	**Chain mail +1** and **shield +1**	**Flail +1** (3-8)	**Wand of fear** (31 charges)
	Spells prayed-for: **command**, **cure light wounds** (x2), **cause fear**, **protection from good**; **chant**, **hold person**, **holy name** (see new spells), **know alignment**, **silence 15' radius**; **dispel magic**, **cause blindness**; **cause serious wounds**.						
Haldor (17, 7, 9, 15, 15, 15)	F6 (NE)	90'	2	47	Chain mail and **shield +1**	**Bastard sword +1** (4-10), long bow with 20 arrows and 2 **arrows of striking** (see new magic items)	**Potion of frost giant strength**
Idris One-Eye (7, 17, 12, 16, 10, 8)	MU7 (LN)	120'	6	21	n.a.	Staff (1-6)	**Earring of protection +2** (see new magic items), **wand of lightning** (24 charges), **amulet of protection from normal missiles** (see new magic items)
	Memorized spells: **charm person**, **detect magic**, **magic missile**, **shield**; **knock**, **levitate**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**; **ice storm**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues**; **dimension door**, **ice storm**						
Uriel Bean (13, 13, 8, 18, 15, 10)	T7 (CN)	90'	3	37	**Leather +1**	Short sword (1-6), **sling +2** with 20 bullets (2-5)	**Boots of levitation**
	Thief skills: PP 75%, OL 72%, F/RT 60%, MS 75%, HS 68%, HN 30%, CW 79%, RL 30%						

Wotar the Puny (18/69, 8, 10, 12, 17, 10)	F5 (NE)	90'	4	45	Chain mail and shield	**Spear +3** (7-13), throwing axes (1-6)	**Amulet of mighty fists** (see new magic items)
Qid of Qon (9, 18, 11, 16, 11, 12)	MU5 (CE)	120'	3	15	n.a.	Darts (1-3)	**Bracers of defense** (AC 5), **wand of magic detection** (61 charges), 3 **stones of striking** (see new magic items)
	Memorized spells: **charm person**, **comprehend languages**, **friends**, **sleep**; **Frigg's caustic kisses** (see new spells), **strength**; **hold person**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **identify**, **light**, **read magic**, **shield**, **sleep**, **floating disk**; **ESP**, **Frigg's caustic kisses** (see new spells), **levitate**, **mirror image**, **strength**, **web**, **wizard lock**; **clairaudience**, **clairvoyance**, **dispel magic**, **fireball**, **hold person**, **monster summoning I**						
Diomedes (17, 8, 17, 10, 12, 14)	C4 (LE)	90'	4	25	Chain mail and shield	**Mace +1** (4-9)	**Amulet of swimming** (see new magic items), **potion of clairvoyance**, **potion of ESP**
	Spells prayed-for: **command**, **cure light wounds** (x2), **curse** (reverse of bless), **protection from good**; **find traps**, **hold person**, **silence 15' radius**, **spiritual hammer**						
Cyricus (17, 10, 15, 12, 15, 14)	F3 (LN)	90'	4	23	Chain mail and shield	Halberd (2-11), broad sword (3-9), light crossbow with 20 **bolts +1** (2-5)	**Potion of healing** (x2)
Gyrde (9, 17, 11, 16, 9, 9)	MU4 (LE)	120'	6	12	n.a.	6 throwing daggers (1-4)	**Amulet of natural armor +2** (see new magic items), **wand of secret door and trap location** (35 charges), **potion of invisibility**
	Memorized spells: **detect magic**, **enlarge**, **magic missile**; **continual light**, **ESP**						
	Spell book: **burning hands**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **ESP**, **knock**, **ray of enfeeblement**, **stinking cloud**, **web**; **blink**, **protection from evil 10' radius**						
Bearers (x4)	n.a. (N)	120'	10	2	n.a.	n.a.	n.a.

Statistics: The Bad Neighbors High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Klibo (13, 13, 17, 10, 16, 15)	C10 (LE)	120'	2	75	Chain mail +1 and shield +1	Flail +1 (3-8)	Necklace of prayer beads (3 special beads), wand of fear (11 charges), staff of curing (19 charges)
	Spells prayed-for: bless, command, cure light wounds (x2), detect good, detect magic; chant, hold person, know alignment, silence 15' radius, augury, speak with animals; dispel magic, glyph of warding, curse; cause serious wounds (x2), protection from good 10' radius; commune, flame strike.						
Haldor (18/00, 7, 9, 15, 15, 15)	F9 (NE)	120'	0	76	Banded mail +1 and shield +1	Bastard sword +1 (9-15), long bow with 20 arrows and 2 arrows of striking (see new magic items), rudishva laser rifle (3 charges; see new technological items)	Gauntlets of ogre power, potion of extra healing

Idris One-Eye (7, 17, 12, 16, 10, 8)	MU10 (LN)	120'	5	31	n.a.	Staff (1-6)	Ring of protection +3, wand of lightning (14 charges), wand of shielding (53 charges), amulet of protection from normal missiles (see new magic items)
	Memorized spells: enlarge, identify, light, shield; darkness 15' radius, invisibility, knock, pummeling fists of Arak-Zhorr (see new spells); dispel magic, fireball, suggestion; confusion, ice storm; animate dead, cone of cold						
	Spell book: charm person, comprehend languages, detect magic, enlarge, floating disk, friends, hold portal, identify, light, magic aura, magic missile, protection from evil, read magic, shield, sleep, spider climb, unseen servant; continual light, darkness 15' radius, detect evil, detect invisibility, invisibility, knock, levitate, locate object, pummeling fists of Arak-Zhorr (see new spells), pyrotechnics, scare, strength, wizard lock; clairaudience, dispel magic, fireball, gust of wind, slow, suggestion, tiny hut, tongues; confusion, dimension door, ice storm, minor globe of invulnerability, remove curse; animate dead, cone of cold, monster summoning III, telekinesis						
Uriel Bean (13, 13, 8, 18, 15, 10)	T11 (CN)	90'	2	53	Leather +2	Short sword +1 (2-7), sling +2 with 20 bullets (2-5), rudishva laser rifle (2 charges; see new technological items)	Boots of levitation, ring of change self (see new magic items)
	Thief skills: PP 105%, OL 92%, F/RT 80%, MS 106%, HS 95%, HN 40%, CW 84.1%, RL 50%						
Wotar the Puny (18/69, 8, 10, 12, 17, 10)	F8 (NE)	120'	3	81	Chain mail+1 and shield	Spear +3 (7-13), throwing axes (1-6)	Amulet of mighty fists (see new magic items), potion of the berserk (see new magic items), potion of healing
Qid of Qon (9, 18, 11, 16, 11, 12)	MU8 (CE)	120'	3	24	n.a.	Staff (1-6), 6 darts (1-3)	Horn of chaos (see new magic items), bracers of defense (AC 5), wand of magic detection (31 charges), 3 stones of striking (see new magic items) wand of frost (27 charges)
	Memorized spells: comprehend languages, light, magic missile, shield; continual light, Frigg's caustic kisses (see new spells), web; dispel magic, fireball, protection from evil 10' radius; confusion, polymorph self						
	Spell book: affect normal fires, charm person, comprehend languages, detect magic, enlarge, erase, friends, identify, light, magic missile, read magic, shield, shocking grasp, sleep, unseen servant; audible glamer, continual light, detect invisibility, ESP, Frigg's caustic kisses (see new spells), invisibility, knock, levitate, mirror image, rope trick, strength, web, wizard lock; clairaudience, clairvoyance, dispel magic, fireball, hold person, monster summoning I, protection from evil 10' radius, slow, water breathing; confusion, fear, hallucinatory terrain, polymorph self, wall of fire						
Diomedes (17, 8, 17, 10, 12, 14)	C8 (LE)	90'	3	65	Chain mail and shield +1	Staff of striking (22 charges), mace +1 (4-9)	Amulet of swimming (see new magic items), brooch of confident action (see new magic items)
	Spells prayed-for: bless, command, cause light wounds, cure light wounds, light; chant, hold person, know alignment, resist fire, silence 15' radius; animate dead, blindness, dispel magic; cure serious wounds, protection from good 10' radius						
Cyricus (17, 10, 15, 12, 15, 14)	F7 (LN)	120'	2	58	Banded mail +1 and shield	Halberd (2-11), broad sword +1 (4-10), light crossbow with 20 bolts +1 (2-5)	Potion of healing (x3), potion of stone giant strength, helm of infravision (see new magic items)

Gyrde (9, 17, 11, 16, 9, 9)	MU8 (LE)	120'	5	22	n.a.	6 throwing daggers (1-4)	Ring of protection +3 (see new magic items), wand of secret door and trap location (11 charges), wand of magic missiles (53 charges), glass sphere of arcane assistance (protection – see new magic items)
	Memorized spells: charm person, detect magic, enlarge, magic missile; continual light, ESP, locate object; dispel magic, hold person, lightning bolt; charm monster, polymorph other.						
	Spell book: burning hands, charm person, comprehend languages, detect magic, enlarge, feather fall, hold portal, identify, light, magic missile, push, read magic, shield, sleep; the Bracteros effect (see new spells), continual light, darkness 15' radius, ESP, knock, locate object, mirror image, ray of enfeeblement, stinking cloud, web; blink, dispel magic, fireball, fly, hold person, lightning bolt, protection from evil 10' radius; charm monster, fear, monster summoning II, polymorph other						
Bearers (x4)	n.a. (N)	120'	10	2	n.a.	n.a.	n.a.

Group 4: The Broom (Evil)

Leader: Harold Good-Ears

General Ethos: This band of cutthroats is venal and ruthless; its members believe in eliminating anyone who gets in their way, and even those who may be bystanders (hence their nickname – they 'sweep' everyone away). While willing to accept contracts and treaties, they are just as willing to break them when doing so is to their advantage.

Goals and Motives: While publicly they claim wealth and magical treasure as their overriding goal, privately they also enjoy slaughter for its own sake. By mid-levels they have come to use the troll thegn's court (7-75) as a base of operations, and they can be found there. At this point in their career they have slain a group of kaliyani (see 8-8), which has garnered them wide respect with the varumani. They also know the location of the goblin mystic, Gislu (see 4-2), and are eager to profit from this information.

Fixed Encounter Location: 7-75

Members

1. **Harold Good-Ears**, **male human (Wiskin) fighter**: AL CE; STR 18/77; INT 9; WIS 12; DEX 11; CON 17; CHA 15. Harold is a tall, handsome Wiskin with protruding ears. His nickname, though, comes from his ability to appear to listen sympathetically to those around him, even if he is already plotting how best to eliminate them.

2. **Aethelwig the Golden**, **male human (Thorcin) magic user**: AL CE; STR 9; INT 17; WIS 13; DEX 15; CON 12; CHA 11. Aethelwig is the second son of a powerful Thorcin thegn. Thanks to his father, he has an apparently inexhaustible supply of coin (hence his nickname). Although a product of the Imperial Academy, he hates Archonteans with a passion.

3. **Hestia of Arcturos**, **female human (Thorcin) cleric of Ghareela**: AL CE; STR 13; INT 9; WIS 17; DEX 11; CON 15; CHA 9. Short and squat, Hestia is constantly plotting how to destroy beauty and goodness. Her obsessions make her a bit extreme even for the rest of her party, which treats her with kid gloves.

4. **Pella the Souse**, **female human (Thorcin) thief**: AL NE; STR 12; INT 10; WIS 11; DEX 17; CON 15; CHA 8. A recovering alcoholic, Pella hates her nickname. She has the good luck (for her trade) for not having any distinguishing features: she looks just about like almost every other Thorcin woman whom one has seen.

5. **Malachi Jade**, **male dwarf fighter**: AL NE; STR 18/53; INT 10; WIS 10; DEX 12; CON 15; CHA 14. Malachi's predilection for cruelty and torture rendered him an embarrassment to his clan, and he was encouraged to spend some time 'among the trees'. He is very proud of his strength.

6. **Silken Turrissa**, **female Human (Thorcin) magic user**: AL CE; STR 10; INT 16; WIS 13; DEX 18; CON 9; CHA 12. Turissa is a smooth operator, preferring to use misdirection and illusion to achieve her goals and avoid any tight spots.

7. **Mulch of Skallasholm**, **male human (Wiskin) thief**: AL CE; STR 16; INT 12; WIS 6; DEX 18; CON 15; CHA 15. Mulch seems a perfect specimen of Wiskin manhood: tall, blonde, strong, quick, and handsome (with warrior braids and a long handlebar mustache). It's too bad that he's got the common sense of a golden retriever.

Statistics: The Broom Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Harold Good-Ears (18/77, 9, 12, 11, 17, 15)	F2 (CE)	60'	5	21	Scale mail and shield	Battle axe (5-12), short bow and 20 arrows (1-6)	**Potion of healing**
Aethelwig the Golden (9, 17, 13, 15, 12, 11)	MU2 (CE)	120'	9	7	n.a.	Staff (1-6), darts (1-3)	**Scroll of shield**
	Memorized spells: **sleep**						
	Spell book: **comprehend languages**, **friends**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **sleep**						
Hestia of Arcturus (13, 9, 17, 11, 15, 9)	C1 (CE)	60'	5	9	Scale mail and shield	Mace (1-8)	
	Spells prayed-for: **cure light wounds** (x2), **protection from evil**						
Pella the Souse (12, 10, 11, 17, 15, 8)	T1 (NE)	120'	5	7	Leather	Long sword (1-8), sling with 20 bullets (2-5)	
	Thief skills: PP 35%, OL 35%, F/RT 20%, MS 20%, HS 15%, HN 10%, CW 85%, RL 0%						
Malachi Jade (18/53, 10, 10, 12, 15, 14)	F1 (NE)	90'	5	11	Chain mail	War hammer (5-8), light crossbow with 20 bolts (1-4)	
Silken Turissa (10, 16, 13, 18, 9, 12)	MU1 (CE)	120'	6	4	n.a.	Dagger (1-4), throwing daggers (1-4)	
	Memorized spells: **sleep**						
	Spell Book: **charm person**, **detect magic**, **friends**, **magic missile**, **read magic**, **shield sleep**						
Mulch of Skallasholm (16, 12, 6, 18, 15, 15)	T1 (CE)	120'	4	7	Leather	Club (2-7), throwing daggers (1-4)	
	Thief skills: PP 40%, OL 40%, F/RT 25%, MS 25%, HS 20%, HN 10%, CW 85%, RL 0%						

Statistics: The Broom Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Harold Good-Ears (18/77, 9, 12, 11, 17, 15)	F5 (CE)	120'	3	48	**Chain mail +1** and shield	**Battle axe +1** (6-13), short bow and 20 arrows (1-6)	**Potion of extra healing**
Aethelwig the Golden (9, 17, 13, 15, 12, 11)	MU5 (CE)	120'	5	15	n.a.	Staff (1-6), darts (1-3)	**Bracers of defense** (AC 6), **wand of fire** (35 charges), **scroll of protection from elementals**
	Memorized spells: **enlarge**, **light**, **magic missile**, **sleep**; **continual light**, **web**; **fireball**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **enlarge**, **find familiar**, **friends**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **sleep**, **spider climb**, **write**; **continual light**, **darkness 15' radius**, **ESP**, **knock**, **levitate**, **magic mouth**, **rope trick**, **shatter**, **web**; **dispel magic**, **fireball**, **monster summoning I**, **slow**, **tongues**; **dimension door**						
Hestia of Arcturus (13, 9, 17, 11, 15, 9)	C4 (CE)	90'	3	27	Chain mail and **shield +1**	Mace (1-8)	**Amulet of spell absorption** (see new magic items), **potion of dispelling** (see new magic items)
	Spells prayed-for: **bless**, **cure light wounds** (x2), **light**, **protection from evil**; **find traps**, **hold person** (x2), **silence 15' radius**						
Pella the Souse (12, 10, 11, 17, 15, 8)	T4 (NE)	120'	4	21	Leather	**Long sword +1** (2-9), sling with 20 bullets (2-5)	**Ring of protection +1**, **potion of invisibility**
	Thief skills: PP 50%, OL 47%, F/RT 35%, MS 38%, HS 30%, HN 15%, CW 88%, RL 20%						

Malachi Jade (18/53, 10, 10, 12, 15, 14)	F4 (NE)	90'	4	32	Chain mail +1	**War hammer +2** (7-10), light crossbow with 20 bolts (1-4)	**Potion of healing**
Silken Turissa (10, 16, 13, 18, 9, 12)	MU4 (CE)	120'	4	12	n.a.	Dagger (1-4), throwing daggers (1-4)	**Amulet of natural armor +2** (see new magic items), **wand of alignment detection** (27 charges, see new magic items), **scroll of dispel magic**
	Memorized spells: **charm person**, **shield**, **sleep**; **invisibility**, **mirror image**						
	Spell Book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **friends**, **identify**, **magic missile**, **read magic**, **shield**, **sleep**; **audible glamer**, **continual light**, **detect invisibility**, **invisibility**, **mirror image**, **rope trick**; **dispel magic**, **phantasmal force**, **suggestion**						
Mulch of Skallasholm (16, 12, 6, 18, 15, 15)	T4 (CE)	120'	4	20	Leather	Club (2-7), 6 **throwing daggers +1** (2-5)	**Ring of free action**, **potion of fire resistance**
	Thief skills: PP 55%, OL 52%, F/RT 40%, MS 43%, HS 35%, HN 15%, CW 88%, RL 20%						

Statistics: The Broom High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Harold Good-Ears (18/77, 9, 12, 11, 17, 15)	F8 (CE)	120'	2	78	**Chain mail +1** and **shield +1**	**Battle axe +2** (6-13), short bow and 20 arrows (1-6)	**Amulet of courage** (see new magic items), **potion of extra healing**
Aethelwig the Golden (9, 17, 13, 15, 12, 11)	MU8 (CE)	120'	3	25	n.a.	Staff (1-6), darts (1-3)	**Bracers of defense** (AC 4), **wand of fire** (44 charges), **scroll of protection from elementals**, **scroll of lightning bolt**, **potion of clairvoyance**
	Memorized spells: **charm person**, **comprehend languages**, **hold portal**, **magic missile**; **continual light**, **darkness 15' radius**, **web**; **dispel magic**, **fireball**, **haste**; **confusion**, **dimension door**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **enlarge**, **find familiar**, **friends**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **spider climb**, **write**; **continual light**, **darkness 15' radius**, **ESP**, **knock**, **levitate**, **magic mouth**, **rope trick**, **shatter**, **web**; **blink**, **dispel magic**, **fireball**, **gust of wind**, **infravision**, **monster summoning I**, **slow**, **tongues**, **water breathing**; **charm monster**, **confusion**, **dimension door**, **fire shield**, **minor globe of invulnerability**, **monster summoning II**; **airy water**						
Hestia of Arcturus (13, 9, 17, 11, 15, 9)	C7 (CE)	90'	2	46	Banded mail and **shield +1**	**Mace +2** (3-10)	**Amulet of spell absorption** (see new magic items), **potion of dispelling** (see new magic items), **rod of turning** (29 charges; see new magic items)
	Spells prayed-for: **bless**, **command**, **cure light wounds**, **remove fear**, **sanctuary**; **chant**, **hold person** (x2), **silence 15' radius** (x2); **animate dead**, **blindness**, **dispel magic**; **cure serious wounds**						
Pella the Souse (12, 10, 11, 17, 15, 8)	T8 (NE)	120'	3	42	**Leather +2**	**Long sword +1** (2-9), sling with 20 bullets (2-5)	**Brooch of shielding** (54 HP), **pearl necklace of invisibility** (15 pearls) (see new magic items)
	Thief skills: PP 70%, OL 67%, F/RT 55%, MS 67%, HS 54%, HN 25%, CW 96%, RL 40%						
Malachi Jade (18/53, 10, 10, 12, 15, 14)	F7 (NE)	90'	3	58	**Chain mail +2**	**War hammer +2** (7-10), light crossbow with 20 bolts (1-4)	**Amulet of protection from normal missiles** (see new magic items), **potion of healing** (x2)

Silken Turissa (10, 16, 13, 18, 9, 12)	MU7 (CE)	120'	4	21	n.a.	Dagger (1-4), throwing daggers (1-4)	**Amulet of natural armor +2** (see new magic items), **wand of alignment detection** (27 charges, see new magic items), **wand of illusion** (60 charges) **scroll of dispel magic**
	Memorized spells: **burning hands**, **charm person**, **friends**, **shield**; **continual light**, **invisibility**, **mirror image**; **dispel magic**, **suggestion**; **charm monster**						
	Spell Book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **friends**, **identify**, **jump**, **light**, **magic missile**, **read magic**, **shield**, **sleep**; **audible glamour**, **continual light**, **detect invisibility**, **invisibility**, **mirror image**, **rope trick**, **scare**; **dispel magic**, **fireball**, **phantasmal force**, **protection from normal missiles**, **slow**, **suggestion**; **charm monster**, **fire shield**, **fumble**, **remove curse**, **wall of fire**, **wizard eye**, **distance distortion**						
Mulch of Skallasholm (16, 12, 6, 18, 15, 15)	T7 (CE)	120'	3	36	**Leather +1**	Club (2-7), 6 **throwing daggers +2** (3-6)	**Ring of free action**, **potion of fire resistance**
	Thief skills: PP 70%, OL 67%, F/RT 55%, MS 65%, HS 53%, HN 25%, CW 94%, RL 35%						

Group 5: Survivors of the Stone (neutral)

Leaders: Ljot and Hallsted, cousins from House Diorite in Kazildor (see World of Archontos appendix)

General Ethos: Cautious and curt; they are scrupulously uninterested in the affairs of others, wishing only to live and let live.

Goals and Motives: They seek the legendary forge of Zhorak so as to reclaim it for dwarves. They are eager to grab as much ancient lore and wealth as can be found, and then take it all back to Kazildor.

Members

1. **Ljot Diorite**, **female dwarf fighter**: AL LN; STR 18/31; INT 13; WIS 9; DEX 10; CON 17; CHA 14. Ljot is as hard as her clan-name; this applies both to her incredible physical conditioning and to the methods she uses to further the goals of clan Diorite.



2. **Hallsted Diorite**, **male dwarf cleric**: AL LN; STR 16; INT 9; WIS 17; DEX 11; CON 15; CHA 8. Hallsted is a thin and wiry, with a set of impressive black fu-manchu moustaches. He is easier-going than Ljot, and has exhibited some curiosity about human culture and history.

3. **Krezik the Locksmith (clan-less)**, **male dwarf thief**: AL CN; STR 11; INT 15; WIS 11; DEX 17; CON 15; CHA 9. Krezik was expelled from his clan for theft. Small and wizened, with a thief's brand on his cheek, Krezik burns with resentment. He is very grateful to Hallsted for including him on this mission.

4. **Feldic Basalt**, **female dwarf fighter**: AL LG; STR 18/76; INT 7; WIS 11; DEX 10; CON 16; CHA 10. Affianced to Hallsted some twenty years ago as part of an arranged marriage between clans Diorite and Basalt, Feldic isn't sure she likes her future husband and his lack of proper morals. She accompanied the expedition to see how he comports himself, and also to carry an independent report on its progress back to the Council of Clans. She blames Hallsted's seeming lack of empathy on the 'bad influence' of Ljot.

5. **Zwerg the Unruly (clan-less)**, **male dwarf fighter**: AL CN; STR 18/03; INT 10; WIS 6; DEX 15; CON 16; CHA 9. Zwerg is a classic clanless tunnel-fighter from the lower reaches of Kazildor: rough, blunt, and self-centered. He favors a mohawk and numerous piercings.

6. **Georgia the Faithful**, **female human (Archontean) magic user**: AL LN; STR 9; INT 16; WIS 14; DEX 17; CON 9; CHA 10. Hired originally as a mercenary to provide arcane support to Ljot and Hallsted's venture, Georgia proved her worth and was eventually accorded a full share of any profits. Short and stout, with raven-black hair, it helps that she seems almost dwarf-like.

7. **Chisel**, **the war-dog**: Ljot raised Chisel from a pup, and Chisel is fanatically loyal to his mistress.

Statistics: Survivors of the Stone Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Ljot Diorite (18/31, 13, 9, 10, 17, 14)	F2 (LN)	90'	4	20	Chain mail and shield	Long sword (4-11), throwing axes (1-6)	**Dwarven lifestone** (see new magic items), **potion of healing**
Hallsted Diorite (16, 9, 17, 11, 15, 8)	C2 (LN)	90'	4	15	Chain mail and shield	Staff (2-7)	**Dwarven lifestone** (see new magic items), **ankh of protection** (5 charges; see new magic items)
	Spells prayed-for: **bless**, **cure light wounds** (x2), **protection from good**						
Krezik the Locksmith (11, 15, 11, 17, 15, 9)	T2 (CN)	90'	5	11	Leather	Long sword (1-8), 10 darts (1-3)	
	Thief skills: PP 40%; OL 49%; F/RT 40%; MS 26%; HS 20%; HN 10%; CW 76%; RL 0%						
Feldic Basalt (18/76, 7, 11, 10, 16, 10)	F1 (LG)	60'	3	12	Splint mail and shield	Battle axe (5-12), sling and 20 bullets (2-5)	**Dwarven lifestone** (see new magic items)
Zwerg the Unruly (18/03, 10, 6, 15, 16, 9)	F1 (CN)	60'	4	12	Scale mail and shield	Military pick (5-10), 3 javelins (1-6)	
Georgia the Faithful (9, 16, 14, 17, 9, 10)	MU1 (LN)	120'	7	4	n.a.	Staff, 6 darts (1-3)	**Scroll of shield**, **scroll of protection from evil**
	Memorized spells: **sleep**						
	Spell book: **burning hands**, **comprehend languages**, **detect magic**, **enlarge**, **magic missile**, **read magic**, **shield**, **sleep**; **continual light**						
Chisel, war dog	SZ M; AL N; MV 120'; HD 2+2; HP 13; #AT 1; Dmg 2-8						

Statistics: Survivors of the Stone Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Ljot Diorite (18/31, 13, 9, 10, 17, 14)	F6 (LN)	90'	3	58	Chain mail and **shield +1**	**Long sword +2** (6-13), throwing axes (1-6)	**Dwarven lifestone** (see new magic items), **potion of healing**
Hallsted Diorite (16, 9, 17, 11, 15, 8)	C6 (LN)	90'	3	41	**Scale mail +2** and shield	**Staff of striking** (4-9)	**Dwarven lifestone** (see new magic items), **ankh of protection** (5 charges; see new magic items), **staff of striking** (14 charges)
	Spells prayed-for: **bless**, **cure light wounds** (x2), **detect magic**, **protection from good**; **chant**, **hold person** (x2), **know alignment**, **silence 15' radius**; **continual light**, **dispel magic**, **remove curse**						
Krezik the Locksmith (11, 15, 11, 17, 15, 9)	T6 (CN)	90'	4	32	**Leather +1**	**Long sword +1** (2-9), 10 darts (1-3)	**Cloak of the dwarves** (see new magic items)
	Thief skills: PP 40%; OL 49%; F/RT 40%; MS 26%; HS 20%; HN 10%; CW 76%; RL 0%						
Feldic Basalt (18/76, 7, 11, 10, 16, 10)	F4 (LG)	60'	3	36	Splint mail and shield	**Battle axe +1** (6-13), sling and 20 bullets (2-5)	**Dwarven lifestone** (see new magic items), **potion of invulnerability**
Zwerg the Unruly (18/03, 10, 6, 15, 16, 9)	F4 (CN)	90'	3	34	Chain mail and shield	Military pick (5-10), 3 **javelins +1** (2-7)	**Potion of super-heroism**, **eye of seeing** (14 charges; see new magic items)

Georgia the Faithful (9, 16, 14, 17, 9, 10)	MU4 (LN)	120'	5	11	n.a.	Staff, 6 darts (1-3)	**Amulet of natural armor +2** (see new magic items), **scroll of fireball**, **scroll of protection from magic**
	Memorized spells: **magic missile**, **shield**, **sleep**; **mirror image**, **web**						
	Spell book: **burning hands**, **comprehend languages**, **detect magic**, **enlarge**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **sleep**; **continual light**, **darkness 15' radius**, **detect invisibility**, **knock**, **mirror image**, **web**; **dispel magic**, **feign death**						
Chisel, war dog	SZ M; AL N; MV 120'; HD 2+2; HP 13; #AT 1; Dmg 2-8						

Statistics: Survivors of the Stone High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Ljot Diorite (18/31, 13, 9, 10, 17, 14)	F11 (LN)	90'	1	95	**Banded mail +1** and **shield +1**	**Long sword +4**, **defender** (8-15), 6 **throwing axes +1** (2-7)	**Dwarven lifestone** (see new magic items), **ring of protection from normal missiles** (see new magic items)
Hallsted Diorite (16, 9, 17, 11, 15, 8)	C11 (LN)	90'	2	66	**Banded mail +1** and shield	**Staff of striking** (4-9)	**Dwarven lifestone** (see new magic items), **ankh of protection** (2 charges; see new magic items), **rudishva useful palm** (repelling; see new magic items), **torc of domination** (see new magic items), **staff of striking** (19 charges)
	Spells prayed-for: **bless**, **command**, **cure light wounds** (x2), **detect evil**, **detect magic**, **protection from good**; **chant**, **hold person** (x2), **know alignment**, **resist fire**, **silence 15' radius**, **slow poison**; **continual light**, **cure disease**, **dispel magic**, **feign death**, **remove curse**; **cure serious wounds**, **neutralize poison**, **protection from evil 10' radius**; **flame strike**, **raise dead**; **heal**						
Krezik the Locksmith (11, 15, 11, 17, 15, 9)	T12 (CN)	90'	3	57	**Leather +2**	**Long sword +1 (2-9), 10 darts +2 (3-5)**	**Cloak of the dwarves** (see new magic items), **ring of levitation** (see new magic items), **rope of climbing**
	Thief skills: PP 105%; OL 97%; F/RT 90%; MS 99%; HS 82%; HN 35%; CW 89.2%; RL 55%						
Feldic Basalt (18/76, 7, 11, 10, 16, 10)	F9 (LG)	90'	0	83	**Splint mail +2** and **shield +1**	**Battle axe +3** (8-15), sling and 20 bullets +1 (3-6)	**Dwarven lifestone** (see new magic items), **helm of telepathy**, **brooch of shielding**, **potion of invulnerability**
Zwerg the Unruly (18/03, 10, 6, 15, 16, 9)	F9 (CN)	90'	2	77	**Banded mail +1** and shield	Military pick +2 (7-12), 3 javelins +2 (3-8)	**Arrow of direction**, **ring of regeneration**, **potion of super-heroism**
Georgia the Faithful (9, 16, 14, 17, 9, 10)	MU9 (LN)	120'	-2	28	n.a.	**Staff of power** (3-8), 6 darts +2 (3-5)	**Bracers of defense** (AC 5), **scroll of fireball**, **staff of power** (22 charges), **ring of human influence**, **scroll of protection from magic**
	Memorized spells: **burning hands**, **comprehend languages**, **enlarge**, **magic missile**; **darkness 15' radius**, **levitate**, **web**; **dispel magic**, **fly**, **haste**; **ice storm**, **wall of ice**; **interposing hand**						
	Spell book: **affect normal fires**, **burning hands**, **comprehend languages**, **detect magic**, **enlarge**, **floating disk**, **hold portal**, **identify**, **jump**, **magic missile**, **read magic**, **shield**, **sleep**; **continual light**, **darkness 15' radius**, **detect invisibility**, **knock**, **levitate**, **mirror image**, **ray of enfeeblement**, **web**; **dispel magic**, **feign death**, **fireball**, **fly**, **haste**, **protection from normal missiles**, **suggestion**; **charm monster**, **fear**, **fumble**, **ice storm**, **monster summoning II**, **wall of ice**; **conjure elemental**, **interposing hand**, **stone shape**, **telekinesis**						
Chisel, war dog	SZ M; AL N; MV 120'; HD 2+2; HP 13; #AT 1; Dmg 2-8						



Group 6: Arcane Vengeance (Neutral)

Leaders: The siblings Noredden and Trillis

General Ethos: Cautious and imperious, this band of kinfolk are disciplined and directed. They haunt the territories of the factions, hoping to acquire information about (and locations of) arcane power through negotiation, bribery, and diplomacy. Still, when necessary, they are ruthless and violent.

Goals and Motives: They are seeking major supplies of **arcanum** (see new magic items), as well as lost items of magical power, particularly those associated with the Sortians.

Members

1. **Noredden Galesdottir**, **female elf magic user**: AL LN; STR 9; INT 17; WIS 14; DEX 17; CON 10; CHA 16. Twin of Trillis, Noredden is tall, slender, with prematurely white hair and a penchant for impressive jewelry. She prefers to observe from the shadows before making decisions.

2. **Trillis Galesson**, **male elf magic user**: AL N; STR 9; INT 17; WIS 10; DEX 16; CON 15; CHA 10. Twin of Noredden, Trillis is short for an elf, with a brown Prince Valiant haircut. Trillis is also reckless for an elf, a fact which Noredden both admires and fears.

3. **Edrias Noreddensson**, **male elf fighter/magic user**: AL LN; STR 17; INT 16; WIS 12; DEX 16; CON 10; CHA 11. Quite different in appearance from his elegant mother (Noredden), Edrias is a plain, black-haired elf with a large nose and several scars. A proud warrior, he considers himself the defender of the clan.

4. **Riannis Trillisdottir**, **female elf magic user/thief**: AL N; STR 9; INT 16; WIS 10; DEX 18; CON 13; CHA 15. For all her blonde beauty and charisma, Riannis is far more shy and reserved than her bold father (Trillis). She is fascinated with the Archontean golden age.

5. **Palar Gadillosson**, **male elf fighter/magic user/thief**: AL CN; STR 17; INT 16; WIS 9; DEX 16; CON 10; CHA 9. A cousin of the twins Trillis and Noredden, Palar is a cautious elder statesman who sees his duty as protecting the band on what he considers to be an ill-advised expedition.

6. **Franalis Raedisdottir**, **female elf fighter/magic user/thief**: AL N; STR 18/59; INT 16; WIS 9; DEX 17; CON 8; CHA 9. Another cousin of the twins, Franalis is partner to Palar and shares her spouse's belief that it is her duty to protect the 'rash' younger members of the team.

Statistics: Arcane Vengeance Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Noredden Galesdottir (9, 17, 14, 17, 10, 16)	MU2	120'	5	7	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 8)
	Memorized spells: **grease**, **sleep**						
	Spell book: **burning hands**, **charm person**, **grease**, **light**, **magic missile**, **read magic**, **run**, **sleep**, **spider climb**, **wizard's mark**; **darkness 15' radius**, **Frigg's jelly legs (see new spells)**, **invisibility**; **dispel magic**						
Trillis Galesson (9, 17, 10, 16, 15, 10)	MU2	120'	7	9	n.a.	Staff (1-6), 6 darts (1-3)	**Cloak of protection +1**
	Memorized spells: **magic missile**, **protection from evil**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **light**, **magic aura**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**; **continual light**, **pummeling fists of Arak-Zhorr (see new spells)**, **strength**; **clairaudience**						
Edrias Noreddensson (17, 16, 12, 16, 10, 11)	F1/MU1	120'	2	7	Elfin chain and shield	Long sword (2-9), long bow with 20 arrows (1-6)	
	Memorized spells: **spider climb**						
	Spell book: **burning hands**, **charm person**, **identify**, **magic missile**, **protection from evil**, **read magic**, **shield**, **spider climb**; **continual light**, **knock**						
Riannis Trillisdottier (9, 16, 10, 18, 13, 15)	MU1/T2	120'	4	8	Leather	Long sword (1-8), short bow with 20 arrows (1-6)	**Potion of invisibility**
	Thief skills: PP 50%, OL 39%, F/RT 30%, MS 36%, HS 35%, HN 15%, CW 86%, RL 0%						
	Memorized spells: **light**						
	Spell book: **dancing lights**, **enlarge**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **spider climb**, **write**; **ESP**, **web**						

Palar Gadillosson (17, 16, 9, 16, 10, 9)	F1/MU1/T1	120'	6	7	Leather	Long sword (2-9), long bow with 20 arrows (1-6)	
	Thief skills: PP 35%, OL 25%, F/RT 20%, MS 20%, HS 20%, HN 15%, CW 85%, RL 0%						
	Memorized spells: **magic missile**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **enlarge**, **light**, **magic missile**, **push**, **read magic**, **shield**; **ESP**, **shatter**						
Franalis, Raedisdottir (18/59, 16, 9, 17, 8, 9)	F1/MU1/T1	120'	5	7	Leather	Long sword (4-11), long bow with 20 arrows (1-6)	
	Thief skills: PP 40%, OL 30%, F/RT 20%, MS 25%, HS 25%, HN 15%, CW 85%, RL 0%						
	Memorized spells: **charm person**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **magic missile**, **push**, **read magic**, **shield**, **sleep**; **the Bracteros effect (see new spells)**, **knock**, **mirror image**, **stinking cloud**						

Statistics: Arcane Vengeance Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Noredden Galesdottir (9, 17, 14, 17, 10, 16)	MU5	120'	3	16	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 6), **rod of beguiling** (29 charges), **necklace of missiles**
	Memorized spells: **charm person**, **light**, **magic missile**, **sleep**; **invisibility**, **web**; **slow**						
	Spell book: **burning hands**, **charm person**, **dancing lights**, **detect magic**, **firewater**, **grease**, **hold portal**, **identify**, **light**, **magic missile**, **read magic**, **run**, **sleep**, **spider climb**, **wizard's mark**; **darkness 15' radius**, **flaming sphere**, **forget**, **Frigg's jelly legs** (see new spells), **invisibility**, **acid arrow**, **rope trick**, **web**; **dispel magic**, **fireball**, **fly**, **gust of wind**, **hold person**, **slow**, **suggestion**; **dimension door**, **the hekate's bonds** (see new spells)						
Trillis Galesson (9, 17, 10, 16, 15, 10)	MU5	120'	6	20	n.a.	**Staff of striking** (4-9)	**Cloak of protection +2**, **wand of secret door and trap location** (55 charges), **staff of striking** (15 charges)
	Memorized spells: **enlarge**, **magic missile**, **protection from evil**, **shield**; **continual light**, **pummeling fists of Arak-Zhorr** (see new spells); **suggestion**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **light**, **magic aura**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**, **spider climb**, **unseen servant**; **continual light**, **darkness 15' radius**, **detect invisibility**, **invisibility**, **knock**, **levitate**, **pummeling fists of Arak-Zhorr** (see new spells), **strength**, **wizard lock**; **clairaudience**, **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**; **minor globe of invulnerability**						
Edrias Noreddensson (17, 16, 12, 16, 10, 11)	F4/MU4	120'	1	28	Elfin chain and **shield +1**	**Long sword +1** (3-10), long bow with 20 **arrows +1** (2-7)	**Scroll of protection from magic**
	Memorized spells: **comprehend languages**, **magic missile**, **shield**; **continual light**, **invisibility**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **identify**, **magic missile**, **message**, **protection from evil**, **read magic**, **shield**, **sleep**, **spider climb**; **continual light**, **darkness 15' radius**, **detect invisibility**, **forget**, **invisibility**, **knock**, **levitate**, **pyrotechnics**; **hold person**, **phantasmal force**, **slow**						
Riannis Trillisdottier (9, 16, 10, 18, 13, 15)	MU4/T5	120'	3	18	**Leather +1**	Long sword (1-8), **short bow +1** with 20 arrows (1-6)	**Boots of elvenkind**, **potion of invisibility**
	Thief skills: PP 65%, OL 52%, F/RT 45%, MS 55%, HS 51%, HN 30%, CW 90%, RL 25%						
	Memorized spells: **enlarge**, **shield**, **spider climb**; **ESP**, **invisibility**						
	Spell book: **armor**, **dancing lights**, **enlarge**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **spider climb**, **write**; **continual light**, **ESP**, **flaming sphere**, **invisibility**, **mirror image**, **pummeling fists of Arak-Zhorr** (see new spells), **web**; **clairaudience**, **dispel magic**						

Palar Gadillosson (17, 16, 9, 16, 10, 9)	F4/MU4/T5	120'	5	28	**Leather +1**	**Long sword +1** (3-10), long bow with 20 arrows (1-6)	**Ring of levitation**, **wand of shielding** (41 charges; see new magic items)
	Thief skills: PP 55%, OL 42%, F/RT 40%, MS 45%, HS 41%, HN 30%, CW 90%, RL 25%						
	Memorized spells: **comprehend languages**, **magic missile**, **push**; **knock**, **web**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **enlarge**, **light**, **magic missile**, **push**, **read magic**, **shield**, **write**; **continual light**, **darkness 15' radius**, **ESP**, **knock**, **rope trick**, **shatter**, **web**; **gust of wind**, **infravision**						
Franalis, Raedisdottir (18/59, 16, 9, 17, 8, 9)	F4/MU4/T5	120'	4	27	Leather	**Long sword +1** (5-12), long bow with **20 arrows +1** (2-7)	**Ring of protection +1**, **wand of fire** (33 charges)
	Thief skills: PP 60%, OL 47%, F/RT 40%, MS 50%, HS 46%, HN 30%, CW 90%, RL 25%						
	Memorized spells: **burning hands**, **enlarge**, **magic missile**; **the Bracteros effect (see new spells)**, **mirror image**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **magic missile**, **push**, **read magic**, **shield**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **ESP**, **knock**, **mirror image**, **ray of enfeeblement**, **stinking cloud**; **fly**, **lightning bolt**						

Statistics: Arcane Vengeance High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Noredden Galesdottir (9, 17, 14, 17, 10, 16)	MU10	120'	0	31	n.a.	**Staff of power** (3-8), 6 darts (1-3)	**Robe of the archmagi** (gray), **staff of power** (21 charges) **rod of beguiling** (19 charges), **necklace of missiles**, **wand of illusion** (41 charges), **scroll of polymorph other**
	Memorized spells: **charm person**, **light**, **magic missile**, **sleep**; **acid arrow**, **darkness 15' radius**, **flaming sphere**, **web**; **fireball**, **fly**, **hold person**; **harnessing the chaos** (see new spells), **polymorph other**; **interposing hand**, **magic jar**						
	Spell book: **burning hands**, **charm person**, **dancing lights**, **detect magic**, **firewater**, **grease**, **hold portal**, **identify**, **light**, **magic missile**, **melt**, **message**, **precipitation**, **read magic**, **run**, **sleep**, **spider climb**, **taunt**, **ventriloquism**, **wizard's mark**; **bind**, **darkness 15' radius**, **deeppockets**, **detect evil**, **flaming sphere**, **forget**, **Frigg's jelly legs** (see new spells), **invisibility**, **irritation**, **know alignment**, **locate object**, **acid arrow**, **rope trick**, **vocalize**, **web**, **wizard lock**; **blink**, **cloudburst**, **dispel magic**, **explosive runes**, **fireball**, **fly**, **gust of wind**, **hold person**, **item**, **minute meteor**, **secret page**, **slow**, **suggestion**, **water breathing**; **confusion**, **dig**, **dimension door**, **extension I**, **fire trap**, **fumble**, **harnessing the chaos** (see new spells), **the hekate's bonds** (see new spells), **ice storm**, **massmorph**, **plant growth**, **polymorph self**, **polymorph other**, **remove curse**, **shout**, **wall of ice**; **avoidance**, **interposing hand**, **contact other plane**, **extension II**, **hold monster**, **magic jar**, **sending**, **teleport**; **chain lightning**, **disintegrate**, **eyebite**, **legend lore**, **part water**; **Kentillian's abyssal ice** (see new spells)						
Trillis Galesson (9, 17, 10, 16, 15, 10)	MU10	120'	1	39	n.a.	**Staff of striking** (4-9), 6 darts (1-3)	**Robe of blending**, **bracers of defense** (AC 4), **ring of protection +1**, **staff of striking** (18 charges), **wand of secret door and trap location** (35 charges), **wand of frost** (47 charges), **scroll of fireball**
	Memorized spells: **enlarge**, **identify**, **light**, **shield**; **darkness 15' radius**, **invisibility**, **knock**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**, **suggestion**; **confusion**, **ice storm**; **animate dead**, **cone of cold**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **floating disk**, **friends**, **hold portal**, **identify**, **light**, **magic aura**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**, **spider climb**, **unseen servant**; **continual light**, **darkness 15' radius**, **detect evil**, **detect invisibility**, **invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **pyrotechnics**, **scare**, **strength**, **wizard lock**; **clairaudience**, **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues**; **confusion**, **dimension door**, **ice storm**, **minor globe of invulnerability**, **remove curse**; **animate dead**, **cone of cold**, **monster summoning III**, **telekinesis**						

Edrias Noreddensson (18/00, 16, 12, 16, 10, 11)	F6/MU9	120'	-1	36	**Chain mail +2** and **shield +1**	**Long sword +3 of wounding** (10-17), long bow with 20 arrows +1 (2-7)	**Gauntlets of ogre power**, **scroll of protection from magic**, **wand of alignment detection** (62 charges), **scroll of hold monster**
	Memorized spells: **charm person**, **identify**, **magic missile**, **shield**; **continual light**, **forget**, **web**; **dispel magic**, **fireball**, **suggestion**; **charm monster**, **ice storm**; **cone of cold**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **friends**, **hold portal**, **identify**, **magic missile**, **message**, **protection from evil**, **read magic**, **shield**, **sleep**, **spider climb**, **floating disk**; **continual light**, **darkness 15' radius**, **detect invisibility**, **forget**, **invisibility**, **knock**, **levitate**, **pyrotechnics**, **scare**, **strength**, **web**, **wizard lock**; **dispel magic**, **fireball**, **hold person**, **phantasmal force**, **slow**, **suggestion**, **tongues**; **charm monster**, **dimension door**, **fire shield**, **ice storm**, **polymorph other**, **remove curse**, **wall of ice**; **conjure elemental**, **cone of cold**, **hold monster**, **stone shape**, **transmute rock to mud**						
Riannis Trillisdottier (9, 16, 10, 18, 13, 15)	MU9/T10	120'	2	38	**Leather armor of shadows** (see new magic items)	**Long sword +2** (3-10), **short bow +1** with 20 arrows (1-6)	**Boots of elvenkind**, **necklace of adaptation**, **potion of invisibility**, **scroll of stoneskin**
	Thief skills: PP 95%, OL 77%, F/RT 70%, MS 103%, HS 93%, HN 35%, CW 99%, RL 50%						
	Memorized spells: **grease**, **magic missile**, **shield**, **shrink** (reverse of **enlarge**); **invisibility**, **mirror image**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **hold person**, **lightning bolt**; **fire shield**, **ice storm**; **feeblemind**						
	Spell book: **armor**, **charm person**, **dancing lights**, **enlarge**, **feather fall**, **grease**, **identify**, **light**, **magic missile**, **mending**, **magic aura**, **push**, **read magic**, **shield**, **spider climb**, **write**; **continual light**, **ESP**, **flaming sphere**, **forget**, **invisibility**, **levitate**, **mirror image**, **preserve**, **pummeling fists of Arak-Zhorr** (see new spells), **rope trick**, **scare**, **web**; **clairaudience**, **clairvoyance**, **dispel magic**, **feign death**, **fireball**, **hold person**, **invisibility 10' radius**, **lightning bolt**, **material**, **protection from evil 10' radius**, **sepia snake sigil**, **wind wall**; **charm monster**, **dimension door**, **fire shield**, **ice storm**, **mnemonic enhancer**, **remove curse**, **stoneskin**,; **airy water**, **cloudkill**, **distance distortion**, **feeblemind**, **passwall**, **stone shape**; **enchant an item**, **globe of invulnerability**, **project image**						
Palar Gadillosson (17, 16, 9, 16, 10, 9)	F6/MU8/T8	120'	3	51	**Leather +3**	**Long sword +2** (4-11), long bow with 20 arrows (1-6)	**Ring of levitation**, **wand of shielding** (31 charges; see new magic items); **bag of holding** (150 cu. ft.), **scroll of fireball**
	Thief skills: PP 70%, OL 57%, F/RT 55%, MS 67%, HS 59%, HN 30%, CW 96%, RL 40%						
	Memorized spells: **charm person**, **comprehend languages**, **hold portal**, **magic missile**; **continual light**, **darkness 15' radius**, **web**; **dispel magic**, **fireball**, **haste**; **confusion**, **dimension door**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **enlarge**, **find familiar**, **friends**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **spider climb**, **write**; **continual light**, **darkness 15' radius**, **ESP**, **knock**, **levitate**, **magic mouth**, **rope trick**, **shatter**, **web**; **blink**, **dispel magic**, **fireball**, **gust of wind**, **infravision**, **monster summoning I**, **slow**, **tongues**, **water breathing**; **charm monster**, **confusion**, **dimension door**, **fire shield**, **minor globe of invulnerability**, **monster summoning II**; **airy water**						
Franalis, Raedisdottir (18/59, 16, 9, 17, 8, 9)	F7/MU8/T8	120'	2	54	**Leather +2**	**Long sword +2** (6-13), long bow with 20 arrows +1 (2-7)	**Ring of protection +1**, **wand of fire** (43 charges), **potion of healing** (x2), **scroll of dispel magic**
	Thief skills: PP 75%, OL 62%, F/RT 55%, MS 72%, HS 64%, HN 30%, CW 96%, RL 40%						
	Memorized spells: **charm person**, **detect magic**, **enlarge**, **magic missile**; **continual light**, **ESP**, **locate object**; **dispel magic**, **hold person**, **lightning bolt**; **charm monster**, **polymorph other**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **push**, **read magic**, **shield**, **sleep**; **the Bracteros effect** (see new spells), **continual light**, **darkness 15' radius**, **ESP**, **knock**, **locate object**, **mirror image**, **ray of enfeeblement**, **stinking cloud**, **web**; **blink**, **dispel magic**, **fireball**, **fly**, **hold person**, **lightning bolt**, **protection from evil 10' radius**; **charm monster**, **fear**, **monster summoning II**, **polymorph other**						

Group 7: Jellik's Jarls (evil)

Leader: Jellik

General Ethos: The Jarls are a group of utterly opportunistic and ruthless predators with a strong Wiskinga cultural background. Like the seaborne reivers from their homeland, they are just as willing to trade with those they consider dangerous as they are to assault those they consider weak.

Goals and Motives: Jellik and his crew are uninterested in the history or culture of Arden Vul and care only about wealth. They have come to the logical conclusion that it is often easier to relieve other adventurers of wealth than to seek it on their own; as a result they operate much of the time as simple – albeit highly dangerous - bandits. This means that they typically circle about well-traveled areas, hoping to spot likely marks to track into the wilds of the dungeons and there relieve them of their valuables and lives.

Fixed Encounter Areas: None, although they are known to frequent the Forum (4-2), the Peace Door (6-7A), the Troll Market (7-76), and the Goblin market (SL4-40F).

Members

1. **Jellik**, **male human (Wiskin) thief**: AL NE; STR 8; INT 14; WIS 11; DEX 17; CON 15; CHA 15. Jellik is small and dark for a Wiskin, but he is possessed of a charming wit and the gift of gab. He uses these skills to mask his ruthlessness.

2. **Arvid**, **female human (Wiskin) cleric of Loki**: AL CE; STR 16; INT 8; WIS 16; DEX 13; CON 11; CHA 10. By 9th level, Arvid's WIS has increased to 17. A tall ginger woman, Arvid lives for deceit and trickery.

3. **Teodor**, **male human (Archontean) fighter**: AL CN; STR 17; INT 6; WIS 13; DEX 13; CON 17; CHA 11. Teodor is a dull-witted, fire-plug-shaped fellow who owes his life to Jellik. He repays it with fanatical loyalty.

4. **Vask**, **male human (Archontean) magic user**: AL LE; STR 10; INT 17; WIS 13; DEX 10; CON 7; CHA 10. An average-looking Archontean with olive skin and black hair, Vask has a consumptive cough that is a product of a run-in with the Drome some years back. He consequently bears a grudge against the imperial bureaucracy and most Archonteans.

5. **Gunter**, **male human (Wiskin) fighter**: AL LE; STR 16; INT 8; WIS 12; DEX 14; CON 16; CHA 14. Gunter is a typically blonde Wiskin. He had to flee his village after conducting a vengeance killing against his jarl's family.

6. **Ixon**, **male human (Wiskin) fighter**: AL LE; STR 16; INT 5; WIS 14; DEX 14; CON 16; CHA 9. Ixon is particularly dense. He foolishly aided Gunter in his vengeance killing and was forced to flee with Gunter.

7. **Frida**, **female human (Wiskin) magic user**: AL LN; STR 10; INT 18; WIS 14; DEX 17; CON 11; CHA 15. Frida has waist-length blonde hair and a pretty face. A child prodigy at the New School of Arcane Might, Frida is young and impressionable; Jellik easily convinced her that joining him would be her fastest path to real arcane power.

Statistics: Jellik's Jarls Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Jellik (8, 14, 11, 17, 15, 15)	T3 (NE)	120'	5	16	Leather	Long sword (1-8), sling with 20 bullets (2-5)	2 vials of mortality poison (see area 3-4), **torc of domination** (see new magic items)
	Thief skills: PP 45%, OL 43%, F/RT 30%, MS 32%, HS 25%, HN 15%, CW 87%, RL 0%						
Arvid (16, 8, 16, 13, 11, 10)	C3 (CE)	90'	3	17	Banded mail and shield	**Flail +1** (3-8), 3 throwing hammers (2-5)	**Potion of healing**
	Spells prayed-for: **cure light wounds** (x2), **light**, **sanctuary**; **chant**, **hold person**, **silence 15' radius**						
Teodor (17, 6, 13, 13, 17, 11)	F3 (CN)	90'	3	27	Chain mail and shield	**Spear +1** (3-8), 4 javelins (1-6)	**Potion of heroism**
Vask (10, 17, 13, 10, 7, 10)	MU3 (LE)	120'	8	9	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 8), **scroll of shield**, **scroll of magic missile**
	Memorized spells: **magic missile**, **sleep**; **web**						
	Spell book: **charm person**, **dancing lights**, **detect magic**, **grease**, **identify**, **light**, **magic missile**, **read magic**, **run**, **sleep**, **spider climb**, **taunt**, **wizard's mark**; **darkness 15' radius**, **deeppockets**, **invisibility**, **acid arrow**, **rope trick**, **web**, **wizard lock**; **slow**						

Gunter (18/59, 8, 12, 14, 17, 14)	F1 (LE)	90'	6	12	Ring mail and shield	Military pick (5-10), long bow with 20 arrows (1-6)	
Ixon (16, 5, 14, 14, 16, 9)	F1 (LE)	90'	6	12	Ring mail and shield	Battle axe (2-9), light crossbow with 20 bolts (1-4)	
Frida (10, 18, 14, 17, 11, 15)	MU1 (LN)	120'	6	4	n.a.	Dagger (1-4), 6 throwing daggers (1-4)	**Ring of protection +1**, **scroll of protection from magic**
	Memorized spells: **sleep**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **feather fall**, **magic missile**, **read magic**, **shield**, **shocking grasp**; **levitate**						

Statistics: Jellik's Jarls Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Jellik (8, 14, 11, 17, 15, 15)	T6 (NE)	120'	4	33	**Leather +1**	**Long sword +1** (2-9), sling with 20 bullets (2-5)	2 vials of mortality poison (see area 3-4), **torc of domination** (see new magic items)
	Thief skills: PP 60%, OL 57%, F/RT 45%, MS 52%, HS 42%, HN 20%, CW 92%, RL 30%						
Arvid (16, 8, 16, 13, 11, 10)	C6 (CE)	90'	2	36	Banded mail and **shield +1**	**Flail +1** (3-8), 3 throwing hammers (2-5)	**Horn of chaos**
	Spells prayed-for: **bless**, **cure light wounds** (x2), **endure heat**, **protection from evil**; **chant**, **enthrall**, **hold person** (x2), **silence 15' radius**; **negative plane protection**, **speak with dead**						
Teodor (17, 6, 13, 13, 17, 11)	F6 (CN)	120'	3	63	**Chain mail +1** and shield	**Spear +2** (4-9), 4 javelins (1-6)	**Guard cap** (see new magic items)
Vask (10, 17, 13, 10, 7, 10)	MU6 (LE)	120'	5	18	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 5), **wand of magic missile** (41 charges)
	Memorized spells: **burning hands**, **magic missile**, **sleep**; **darkness 15' radius**, **acid arrow**; **fly**, **lightning bolt**						
	Spell book: **burning hands**, **charm person**, **dancing lights**, **detect magic**, **firewater**, **grease**, **hold portal**, **identify**, **light**, **magic missile**, **read magic**, **run**, **sleep**, **spider climb**, **taunt**, **ventriloquism**, **wizard's mark**; **bind**, **darkness 15' radius**, **deeppockets**, **detect evil**, **invisibility**, **irritation**, **know alignment**, **acid arrow**, **rope trick**, **web**, **wizard lock**; **blink**, **cloudburst**, **dispel magic**, **fly**, **hold person**, **item**, **lightning bolt**, **minute meteor**, **slow**, **suggestion**, **water breathing**; **confusion**, **shout**						
Gunter (18/59, 8, 12, 14, 17, 14)	F4 (LE)	90'	3	42	Banded mail and shield	**Military pick +1** (6-11), long bow with 20 **arrows +1** (2-7)	**Potion of healing**
Ixon (16, 5, 14, 14, 16, 9)	F4 (LE)	90'	3	38	Chain mail and shield +1	**Battle axe +1** (3-10), light crossbow with 20 bolts (1-4)	**Potion of hill giant strength**
Frida (10, 18, 14, 17, 11, 15)	MU4 (LN)	120'	2	12	n.a.	Dagger (1-4), 6 throwing daggers (1-4)	**Ring of protection +1**, **bracers of defense** (AC 6), **wand of conjuration** (10 charges)
	Memorized spells: **magic missile**, **shield**, **shocking grasp**; **knock**, **levitate**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **feather fall**, **hold portal**, **light**, **magic missile**, **push**, **read magic**, **shield**, **shocking grasp**; **darkness 15' radius**, **detect invisibility**, **knock**, **levitate**, **ray of enfeeblement**, **stinking cloud**, **web**; **lightning bolt**, **protection from normal missiles**						

Statistics: Jellik's Jarls High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Jellik (8, 14, 11, 17, 15, 15)	T11 (NE)	120'	4	58	**Leather +1**	**Long sword +2** (2-9), sling with 20 bullets (2-5)	2 vials of mortality poison (see area 3-4), **torc of domination** (see new magic items), 3 **stones of striking** (see new magic items)
	Thief skills: PP 95%, OL 82%, F/RT 70%, MS 91%, HS 75%, HN 35%, CW 99.1%, RL 55%						
Arvid (16, 8, 17, 13, 11, 10)	C10 (CE)	120'	1	56	**Banded mail +1** and **shield +1**	**Flail +3** (5-10), 3 throwing hammers (2-5)	**Horn of chaos**, **ring of acid resistance** (see new magic items), **lesser periapt of finding** (see new magic items)
	Spells prayed-for: **bless**, **command**, **cure light wounds** (x2), **detect good**, **detect magic**; **chant**, **hold person**, **know alignment**, **silence 15' radius**, **augury**, **speak with animals**; **dispel magic**, **glyph of warding**, **curse**, **prayer**; **cure serious wounds** (x2), **protection from evil 10' radius**; **commune**, **flame strike**						
Teodor (17, 6, 13, 13, 17, 11)	F10 (CN)	120'	1	91	**Chain mail +2** and shield	**Spear +4**, **defender** (6-11), 4 **javelins of piercing** (7-12)	**Guard cap** (see new magic items)
Vask (10, 17, 13, 10, 7, 10)	MU10 (LE)		3	30	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 5), **ring of protection +2**, **wand of magic missile** (31 charges), **staff of the necromancer** (17 charges, see new magic items), **scroll of conjure elemental**
	Memorized spells: **grease**, **identify**, **magic missile** (x2); **acid arrow**, **darkness 15' radius**, **invisibility**, **web**; **dispel magic**, **hold person**, **suggestion**; **confusion**, **dimension door**; **interposing hand**, **hold monster**						
	Spell book: **burning hands**, **charm person**, **dancing lights**, **detect magic**, **firewater**, **grease**, **hold portal**, **identify**, **light**, **magic missile**, **melt**, **message**, **precipitation**, **read magic**, **run**, **sleep**, **spider climb**, **taunt**, **ventriloquism**, **wizard's mark**; **bind**, **darkness 15' radius**, **deeppockets**, **detect evil**, **flaming sphere**, **forget**, **invisibility**, **irritation**, **know alignment**, **locate object**, **acid arrow**, **rope trick**, **vocalize**, **web**, **wizard lock**; **blink**, **cloudburst**, **dispel magic**, **explosive runes**, **fly**, **gust of wind**, **hold person**, **item**, **lightning bolt**, **minute meteor**, **secret page**, **slow**, **suggestion**, **water breathing**; **confusion**, **dig**, **dimension door**, **extension I**, **fire trap**, **fumble**, **ice storm**, **massmorph**, **plant growth**, **polymorph self**, **remove curse**, **shout**, **wall of ice**; **avoidance**, **interposing hand**, **contact other plane**, **extension II**, **hold monster**, **magic jar**, **sending**, **teleport**; **chain lightning**, **eyebite**						
Gunter (18/59, 8, 12, 14, 17, 14)	F7 (LE)	120'	2	74	**Banded mail +1** and shield	**Military pick +3** (8-13), long bow with 20 **arrows +1** (2-7) and 2 **arrows of striking** (2-7)	**Ring of free action**, **gauntlets of swimming and climbing**
Ixon (16, 5, 14, 14, 16, 9)	F7 (LE)	90'	2	67	Banded mail and **shield +1**	**Battle axe +2** (4-11), light crossbow with 20 bolts (1-4) and 3 **bolts of fire** (3-6)	**Potion of hill giant strength**, **wand of illumination** (55 charges)
Frida (10, 18, 14, 17, 11, 15)	MU7 (LN)	120'	2	21	n.a.	Dagger (1-4), 6 throwing daggers (1-4)	**Ring of protection +1**, **bracers of defense** (AC 6), **wand of conjuration** (10 charges), **scroll of wall of fire**
	Memorized spells: **charm person**, **light**, **magic missile**, **shield**; **darkness 15' radius**, **levitate**, **ray of enfeeblement**; **gust of wind**, **lightning bolt**; **ice storm**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **feather fall**, **hold portal**, **light**, **magic missile**, **push**, **read magic**, **shield**, **shocking grasp**; **darkness 15' radius**, **detect invisibility**, **knock**, **levitate**, **ray of enfeeblement**, **stinking cloud**, **web**; **dispel magic**, **fireball**, **gust of wind**, **haste**, **lightning bolt**, **protection from normal missiles**, **slow**; **dimension door**, **fear**, **ice storm**, **polymorph self**						

Group 8: Hama and Company (good)

Leader: Hama Reeveson

General Ethos: Cautious but kind; Hama and his band are classic nurturers, caring for the weak and powerless. They hope to use wealth and knowledge found in Arden Vul for the betterment of Thorcin communities.

Goals and Motives: Hama is sympathetic to the Thorcin Recovery League's general ideology of promoting Thorcin rights (see see World of Archontos appendix), but he disagrees with the TRL's violent methods. He has heard rumors of lost Thorcin treasures in Arden Vul and would like to recover them (he's thinking about the Archonal regalia). The regalia are the **bone ring of Jagri-Naz** (area 5-74), the tablet of the beacon (9-107), the **ebon spear** (SL5-13A), and the **iron circlet of Ghanor** (3-127A).

Members

1. **Hama Reeveson**, **male human (Thorcin) fighter**: AL NG; STR 18/43; INT 11; WIS 11; DEX 10; CON 17; CHA 14. Possessed of a quiet confidence and charisma, Hama leads by example.

2. **Grestain Fifty-Hides**, **male human (Thorcin) magic user**: AL NG; STR 10; INT 17; WIS 15; DEX 17; CON 11; CHA 8. By 9th level, he has INT 18. Short and stout, Grestain has an inferiority complex that he overcompensates for with showy magic.

3. **Justina the Areopagite**, **female human (Archontean) cleric of Ardenia Tessaeron**: AL LG; STR 16; INT 10; WIS 17; DEX 11; CON 16; CHA 12. By 9th level she has WIS 18. Brown-haired and olive-complexioned, Justina is kind, compassionate, and eager to help the poor and disenfranchised.

4. **Thorwald**, **male human (Wiskin) thief**: AL N; STR 10; INT 14; WIS 14; DEX 17; CON 15; CHA 17. Tall and fair, with flowing brown locks, Thorwald is incredibly handsome and charming. He uses his charm to enable his cons and thieving adventures ... all for the greater good, of course.

5. **Blytha**, **female human (Thorcin) fighter**: AL CG; STR 17; INT 15; WIS 6; DEX 10; CON 16; CHA 10. Blytha looks big and dumb, but she is actually highly intelligent. Many of Hama's long-term strategies are planned by Blytha.

6. **Willa the Badger**, **female human (Thorcin) ranger**: AL CG; STR 17; INT 15; WIS 15; DEX 11; CON 16; CHA 9. Willa is introverted and contemplative, but a genius on the trail. She wears her hair cut short and favors unassuming peasant clothes.

Statistics: Hama and Company Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Hama Reeveson (18/43, 11, 11, 10, 17, 14)	F1 (NG)	60'	3	12	Splint mail and shield	Spear (4-9), broad sword (5-11), long bow with 20 arrows (1-6)	
Grestain Fifty-Hides (10, 17, 15, 17, 11, 8)	MU1 (NG)	120'	7	4	n.a.	Staff (1-6), 6 darts (1-3)	**Scroll with shield** and **protection from evil**
	Memorized spells: **sleep**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **jump**, **light**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**; **invisibility**						
Justina the Areopagite (16, 10, 17, 11, 16, 12)	C1	60'	5	10	Scale mail and shield	Mace (2-9)	
	Spells prayed-for: **bless**, **cure light wounds** (x2)						
Thorwald (10, 14, 14, 17, 15, 17)	T1	120'	5	7	Leather	Long sword (1-8), sling with 20 bullets (2-5)	
	Thief skills: PP 35%, OL 35%, F/RT 20%, MS 20%, HS 15%, HN 10%, CW 85%, RL 0%						
Blytha (17, 15, 6, 10, 16, 10)	F1	60'	5	12	Scale mail and shield	Morning star (3-9), 6 javelins (1-6)	
Willa the Badger (17, 15, 15, 11, 16, 9)	R1	90'	5	15	Chain mail	Long sword (2-9), long bow with 20 arrows (1-6)	

Statistics: Hama and Company Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Hama Reeveson (18/43, 11, 11, 10, 17, 14)	F5	90'	3	52	Chain mail and **shield +1**	**Spear +1** (5-10), broad sword (5-11), long bow with 20 arrows (1-6)	**Pearly white ioun stone**
Grestain Fifty-Hides (10, 17, 15, 17, 11, 8)	MU5	120'	4	15	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 7), **wand of illumination** (61 charges), scroll of **protection from evil** and **magic missile**
	Memorized spells: **light**, **magic missile**, **shield**; **invisibility**, **mirror image**, **web**; **fireball**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **identify**, **jump**, **light**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**, **spider climb**, **unseen servant**; **continual light**, **darkness 15' radius**, **ESP**, **invisibility**, **knock**, **mirror image**, **ray of enfeeblement**, **web**, **wizard lock**; **blink**, **dispel magic**, **fireball**, **hold person**, **invisibility 10' radius**, **monster summoning I**, **suggestion**, **tongues**						
Justina the Areopagite (16, 10, 17, 11, 16, 12)	C5	90'	2	40	Banded mail and shield	Mace +1 (3-10)	**Pale lavender ioun stone** (23 levels remaining)
	Spells prayed-for: **bless**, **command**, **cure light wounds** (x2), **light**; **chant**, **hold person** (x2), **silence 15' radius**, **speak with animals**; **dispel magic**, **remove curse**						
Thorwald (10, 14, 14, 17, 15, 17)	T6	120'	4	33	**Leather +1**	Long sword (1-8), sling with 20 bullets +1 (3-6)	**Brooch of confident action** (see new magic items)
	Thief skills: PP 60%, OL 57%, F/RT 45%, MS 52%, HS 42%, HN 20%, CW 92%, RL 30%						
Blytha (17, 15, 6, 10, 16, 10)	F5	90'	4	50	Chain mail and shield	**Morning star +1** (4-10), 6 javelins (1-6)	**Potion of super-heroism**, **amulet of courage** (see new magic items)
Willa the Badger (17, 15, 15, 11, 16, 9)	R5	90'	4	47	Banded mail	**Long sword +1** (3-10), long bow with 20 arrows (1-6)	**Cloak of elvenkind**, **potion of extra healing**

Statistics: Hama and Company High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Hama Reeveson (18/43, 11, 11, 10, 17, 14)	F12	120'	0	110	**Banded mail +2** and **shield +1**	**Spear +3** (7-12), **broad sword +1** (6-12), long bow with 20 **arrows +1** (1-6)	**Pearly white ioun stone**, **scarab of protection**, **potion of Greek fire** (see new magic items)
Grestain Fifty-Hides (10, 18, 15, 17, 11, 8)	MU12	120'	1	34	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 4), **wand of illumination** (21 charges), **scroll of protection from magic**, **staff of the magi** (21 charges), **ring of water walking**, 3 **darts of sleeping** (see new magic items)
	Memorized spells: **comprehend languages**, **detect magic**, **magic missile** (x2); **continual light**, **detect evil**, **levitate**, **ray of enfeeblement**; **dispel magic**, **fireball**, **slow**, **suggestion**; **confusion**, **monster summoning II**, **remove curse**, **wall of force**; **cone of cold**, **conjure elemental**, **interposing hand**, **wall of force**; **monster summoning IV**						
	Spell book: **burning hands**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **feather fall**, **friends**, **hold portal**, **identify**, **jump**, **light**, **magic missile**, **message**, **protection from evil**, **read magic**, **shield**, **shocking grasp**, **sleep**, **spider climb**, **unseen servant**; **continual light**, **darkness 15' radius**, **detect evil**, **detect invisibility**, **ESP**, **invisibility**, **knock**, **levitate**, **mirror image**, **ray of enfeeblement**, **stinking cloud**, **strength**, **web**, **wizard lock**; **blink**, **clairaudience**, **dispel magic**, **fireball**, **gust of wind**, **haste**, **hold person**, **invisibility 10' radius**, **lightning bolt**, **monster summoning I**, **slow**, **suggestion**, **tongues**; **charm monster**, **confusion**, **dig**, **extension I**, **hallucinatory terrain**, **ice storm**, **monster summoning II**, **polymorph other**, **remove curse**, **wall of fire**; **cone of cold**, **conjure elemental**, **contact other plane**, **interposing hand**, **magic jar**, **monster summoning III**, **telekinesis**, **wall of force**; **forceful hand**, **globe of invulnerability**, **monster summoning IV**, **stone to flesh**						

Justina the Areopagite (16, 10, 18, 11, 16, 12)	C12	120'	1	84	**Banded mail +2** and shield	**Mace of dispruption** (3-10), hammer +2 (4-7)	**Wand of alignment detection** (50 charges; see new magic items), **eye of seeing** (8 charges; see new magic items), **amulet of protection from normal missiles** (see new magic items), **scroll of protection from evil**
	Spells prayed-for: **bless**, **remove fear**, **command** (x2), **create water**, **cure light wounds**, **light**, **resist cold**; **augury**, **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**, **speak with animals**; **cause blindness**, **cure disease**, **dispel magic** (x2), **remove curse**, **speak with dead**; **cure serious wounds**, **divination**, **neutralize poison**, **protection from evil 10' radius**; **flame strike**, **true seeing**; **aerial servant**, **heal**						
Thorwald (10, 14, 14, 17, 15, 17)	T13	120'	3	61	**Leather armor of shadows** (see new magic items)	**Long sword +2** (3-10), sling with 20 **bullets +1** (3-6)	**Brooch of confident action** (see new magic items), **pearl necklace of invisibility** (11 pearls; see new magic items), **sapphire Sortian eye** (see new magic items), 2 rudishva fragmentation grenades (see new technological items)
	Thief skills: PP 110%, OL 92%, F/RT 80%, MS 114%, HS 100%, HN 40%, CW 99.3%, RL 65%						
Blytha (18/46, 15, 6, 10, 16, 10)	F12	120'	1	100	**Banded mail +2** and shield	**Morning star +3** (8-14), 6 javelins (1-6), 2 **javelins of piercing** (7-12)	**Pale blue ioun stone**, **amulet of courage** (see new magic items), **helm of infravision** (see new magic items), **potion of healing** (x2)
Willa the Badger (17, 15, 15, 11, 16, 9)	R11	120'	2	90	**Chain mail +3**	**Long sword of sharpness** (3-10), long bow with 20 **arrows +3** (4-9)	**Cloak of elvenkind**, **potion of extra healing**, a **jar of restorative ointment**, **olifant of command** (woodland animals; see new magic items)

Group 9. Discipline and Punish (evil)

Leaders: Hrothgar and Doffy

General Ethos: This team of villains prefers to present a neutral face that masks their carefully-laid plans for domination, theft, and murder.

Goals and Motives: They would like to recover the archons's regalia and use it to establish themselves as political players in the Archontean empire. The regalia are the bone ring of Jagri-Naz (area 5-74), the tablet of the beacon (9-107), the ebon spear (SL5-13A), and the iron circlet of Ghanor (3-127A).

Members

1. **Hrothgar Mickel**, **male human (Wiskin) fighter**: AL LE; STR 18/63; INT 12; WIS 14; DEX 10; CON 17; CHA 15. Appearing as a hick who regularly chews straw, Hrothgar is in fact eagle-eyed and strategically gifted.

2. **Doffy**, **male imperial goblin thief**: AL CE; STR 11; INT 15; WIS 10; DEX 18; CON 15; CHA 11. N.B.: If imperial goblins are not used as a playable race (see World of Archontos appendix), Doffy will be a halfling and his thief abilities will need to be appropriately adjusted. A brash trash-talker who likes nothing more than taunting his enemies, Doffy has a long revenge list. That said, he is also easy to antagonize.

3. **Eadred**, **male human (Thorcin) fighter**: AL CE; STR 17; INT 9; WIS 15; DEX 16; CON 14; CHA 9. By 7th level Eadred has CON 15. Taciturn and uncomfortable indoors, Eadred prefers the woods. He always wears green and affects a jaunty, robin-hood-style cap.

4. **Jadeel the Soulless**, **female human (Archontean) illusionist**: AL NE; STR 8; INT 17; WIS 14; DEX 17; CON 10; CHA 11. Jadeel likes to boast about her actual and imagined accomplishments. She dresses flamboyantly, with faux silks and plenty of costume jewelry.

5. **Fredegar**, **male human (Thorcin) cleric of Shapral**: AL CN; STR 13; INT 13; WIS 17; DEX 10; CON 16; CHA 10. Always amiable in company, Fredegar is venal, slippery, and a good liar. He wears pilgrim's garb over his equipment.

6. **Theodora the Rose**, **female human (Archontean) magic user**: AL LE; STR 9; INT 18; WIS 13; DEX 16; CON 15; CHA 8. Theodora is a remarkably unpleasant, brown-haired woman who endlessly practices yoga.

Statistics: Discipline and Punish Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Hrothgar Mickel (18/63, 12, 14, 10, 17, 15)	F1 (LE)	90'	4	12	Chain mail and shield	Battle axe (4-11), short bow with 20 arrows (1-6)	**Potion of healing**
Doffy (11, 15, 10, 18, 15, 11)	T2 (CE)	90'	4	11	Leather	Short sword (1-6), sling with 20 bullets (2-5)	
	Thief skills: PP 45%, OL 49%, F/RT 40%, MS 36%, HS 30%, HN 20%, CW 71%, RL 0%						
Eadred (17, 9, 15, 16, 14, 9)	F1 (CE)	90'	4	9	Studded leather and shield	Spear (2-7), long bow with 20 arrows (1-6)	
Jadeel the Soulless (8, 17, 14, 17, 10, 11)	MU2 (NE)	120'	7	7	n.a.	Staff (1-6), 6 darts (1-3)	**Scroll of sleep**
	Memorized spells: **grease**, **sleep**						
	Spell book: **burning hands**, **charm person**, **firewater**, **grease**, **hold portal**, **identify**, **light**, **magic missile**, **read magic**, **sleep**, **spider climb**, **taunt**; **bind**, **deeppockets**, **Frigg's jelly legs** (see new spells), **invisibility**, **irritation**, **acid arrow**						
Fredegar (9, 18, 13, 16, 15, 8)	C1 (CN)	60'	3	8	Scale mail and shield	Flail (2-7)	
	Spells prayed-for: **cure light wounds** (x2), **light**						
Theodora the Rose (9, 18, 13, 16, 15, 8)	MU1 (LE)	120'	8	5	n.a.	Dagger (1-4), 6 darts (1-3)	**Scroll of shield**
	Memorized spells: **sleep**						
	Spell book: **burning hands**, **detect magic**, **enlarge**, **identify**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**, **unseen servant**; **Frigg's elephant ears** (see new spells), **Frigg's jelly legs** (see new spells)						

Statistics: Discipline and Punish Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Hrothgar Mickel (18/63, 12, 14, 10, 17, 15)	F5 (LE)	120'	2	53	**Chain mail +1** and **shield +1**	**Battle axe +1** (4-11), short bow with 20 arrows (1-6)	**Potion of healing**
Doffy (11, 15, 10, 18, 15, 11)	T6 (CE)	90'	3	33	Leather	Short sword (1-6), **dagger of venom** (2-5), sling with 20 bullets (2-5)	**Ring of protection +1**
	Thief skills: PP 65%, OL 67%, F/RT 60%, MS 62%, HS 52%, HN 30%, CW 77%, RL 30%						
Eadred (17, 9, 15, 16, 14, 9)	F5 (CE)	90'	3	38	Chain mail and **shield +1**	**Spear +2** (4-9), long bow with 20 arrows (1-6)	**Potion of Greek fire** (see new magic items)
Jadeel the Soulless (8, 17, 14, 17, 10, 11)	MU6 (NE)	120'	3	18	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 6), **bag of holding** (70 cu. ft.), **wand of magic missiles** (71 charges), **potion of clarity** (see new magic items)
	Memorized spells: **grease**, **magic missile**, **sleep**, **spider climb**; **acid arrow**, **Frigg's jelly legs** (see new spells); **dispel magic**, **hold person**						
	Spell book: **burning hands**, **charm person**, **firewater**, **grease**, **hold portal**, **identify**, **light**, **magic missile**, **melt**, **read magic**, **run**, **sleep**, **spider climb**, **taunt**, **wizard's mark**; **bind**, **darkness 15' radius**, **deeppockets**, **detect evil**, **flaming sphere**, **Frigg's jelly legs** (see new spells), **invisibility**, **irritation**, **acid arrow**, **rope trick**, **vocalize**; **blink**, **cloudburst**, **dispel magic**, **fireball**, **fly**, **hold person**, **item**, **minute meteor**, **slow**, **suggestion**; **dimension door**						

Fredegar (9, 18, 13, 16, 15, 8)	C5 (CN)	120'	1	35	**Chain mail +1** and shield	**Flail +1** (2-7)	**Amulet of spell absorption** (20 levels; see new magic items)
	Spells prayed-for: **bless**, **cure light wounds** (x2), **light**, **sanctuary**; **chant**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**; **cause blindness**, **dispel magic**						
Theodora the Rose (9, 18, 13, 16, 15, 8)	MU5 (LE)	120'	5	20	n.a.	Dagger (1-4), 6 darts (1-3)	**Cloak of displacement**, **ring of protection +1**, **wand of wonder** (49 charges), **scroll of protection from demons**
	Memorized **spells: dancing lights**, **magic missile**, **shield**, **sleep**; **Frigg's jelly legs** (see new spells), **mirror image**; **fireball**						
	Spell book: **burning hands**, **dancing lights**, **detect magic**, **enlarge**, **find familiar**, **identify**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**, **unseen servant**; **audible glamer**, **continual light**, **darkness 15' radius**, **Frigg's elephant ears** (see new spells), **Frigg's jelly legs** (see new spells), **invisibility**, **knock**, **magic mouth**, **mirror image**, **ray of enfeeblement**, **strength**, **web**; **clairvoyance**, **dispel magic**, **fireball**, **garrulous mouth** (see new spells), **hold person**, **invisibility 10' radius**, **Pelagion's rock sympathy** (see new spells), **slow**, **suggestion**; **extension I**						

Statistics: Discipline and Punish High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Hrothgar Mickel (18/63, 12, 14, 10, 17, 15)	F9 (LE)	120'	2	94	**Banded mail +1** and **shield +1**	**Battle axe +3** (6-13), short bow with 20 **arrows +2** (3-8)	**Necklace of harmony** (see new magic items), **potion of explosive acid** (see new magic items)
Doffy (11, 15, 10, 18, 15, 11)	T10 (CE)	90'	1	55	**Leather +2**	Short sword +2 (3-8), **dagger of venom** (2-5), sling with 20 **bullets +1** (3-6)	**Ring of protection +1**, **scroll of conjure earth elemental**, **Melchior's beads of escape** (4 beads; see new magic items)
	Thief skills: PP 90%, OL 87%, F/RT 80%, MS 93%, HS 78%, HN 40%, CW 84%, RL 50%						
Eadred (17, 9, 15, 16, 15, 9)	F9 (CE)	120'	0	68	**Banded mail +1** and **shield +1**	**Spear +3 of wounding** (5-10), long bow with 20 **arrows +1** (2-7)	**Potion of Greek fire** (see new magic items), **torc of protection** (see new magic items)
Jadeel the Soulless (8, 17, 14, 17, 10, 11)	MU10 (NE)	120'	3	31	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 6), **bag of holding** (70 cu. ft.), **wand of magic missiles** (21 charges), **wand of shielding** (45 charges; see new magic items)
	Memorized spells: light, **magic missile, precipitation, sleep; darkness 15' radius, Frigg's jelly legs** (see new spells), **invisibility, web; dispel magic, fireball, suggestion; the hekate's bonds** (see new spells), **shout; magic jar, teleport**						
	Spell book: **burning hands, charm person, dancing lights, detect magic, firewater, grease, hold portal, identify, light, magic missile, melt, message, precipitation, read magic, run, sleep, spider climb, taunt, ventriloquism, wizard's mark; bind, darkness 15' radius, deeppockets, detect evil, flaming sphere, forget, Frigg's jelly legs** (see new spells), **invisibility, irritation, know alignment, locate object, acid arrow, rope trick, vocalize, web, wizard lock; blink, cloudburst, dispel magic, explosive runes, fireball, fly, gust of wind, hold person, item, minute meteor, secret page, slow, suggestion, water breathing; confusion, dig, dimension door, extension I, fire trap, fumble, harnessing the chaos** (see new spells), **the hekate's bonds** (see new spells), **ice storm, massmorph, plant growth, polymorph self, remove curse, shout, wall of ice; avoidance, interposing hand, contact other plane, extension II, hold monster, magic jar, sending, teleport; chain lightning, disintegrate, eyebite, legend lore, part water; Kentillian's abyssal ice** (see new spells)						

Fredegar (9, 18, 13, 16, 15, 8)	C9 (CN)	120'	0	63	**Chain mail +2** and shield	**Flail +3** (4-9)	**Amulet of spell absorption** (20 levels; see new magic items), **rod of cancellation** (32 charges)
	Spells prayed-for: **bless, command, cure light wounds** (x2), **light, sanctuary; chant, detect charm, hold person, know alignment, resist fire, silence 15' radius; animate dead, cause blindness, dispel magic, glyph of warding; cure serious wounds, protection from good 10' radius; insect plague**						
Theodora the Rose (9, 18, 13, 16, 15, 8)	MU9 (LE)	120'	3	36	n.a.	Dagger (1-4), 6 darts (1-3)	**Cloak of displacement**, **ring of protection +3**, **wand of wonder** (29 charges), **wand of conjuration** (33 charges), **dust of disappearance**
	Memorized spells: **comprehend languages, charm person, magic missile, shield; continual light, detect good, mirror image, ESP; dispel magic, fly, suggestion; fear, polymorph other; feeblemind**						
	Spell book: all 1st-level spells; **audible glamer, continual light, detect good, darkness 15' radius, detect invisibility, ESP, forget, Frigg's elephant ears** (see new spells), **Frigg's jelly legs** (see new spells), **invisibility, knock, levitate, locate object, magic mouth, mirror image, ray of enfeeblement, rope trick, stinking cloud, strength, web; blink, clairaudience, clairvoyance, dispel magic, fireball, fly, garrulous mouth** (see new spells), **gust of wind, haste, hold person, invisibility 10' radius, lightning bolt, monster summoning I, Pelagion's rock sympathy** (see new spells), **phantasmal force, slow, suggestion, water breathing; confusion, extension I, fear, ice storm, massmorph, minor globe of invulnerability, polymorph other, remove curse, wall of fire; conjure elemental, contact other plane, feeblemind, mage's faithful hound, teleport**						

Group 10: Lost and Found (good)

Leaders: Balthazar the Blue (sometimes), or Grimley (sometimes)

General Ethos: Curious but easily led astray, this group follows whatever new lead presents itself. It is capable of great compassion, particularly with the downtrodden, but it is also bloodthirsty when it comes to the evil.

Goals and Motives: None that can be easily determined, except that Balthazar strives always to maximize his own reputation.

Members

1. **Balthazar the Blue**, **male human (Archontean) magic user**: AL NG; STR 10; INT 18; WIS 11; DEX 16; CON 16; CHA 14. Dressing all in blue, Balthazar is like a peacock, vain and self-possessed. He loves nothing more than to spread stories about his own achievements. Despite this, he's a gifted tactician and deadly enemy.

2. **Wicktrimmer**, **male imperial goblin thief**: AL N; STR 11; INT 15; WIS 9; DEX 17; CON 14; CHA 11. If imperial goblins are not a playable race (see World of Archontos appendix), Wicktrimmer should be considered a halfling and his thief abilities will need to be appropriately adjusted. Quiet and secretive, Wicktrimmer always has a plan in the works. He has a penchant for delivering the killing blow when needed. He has a soft spot for the downtrodden, especially the freed-goblins of the imperial cities.

3. **Aelin Fireheart**, **female human (Thorcin) ranger**: AL LG; STR 16; INT 13; WIS 14; DEX 18; CON 14; CHA 11. Introverted and quiet, Aelin prefers to observe from the shadows.

4. **Callista**, **female human (Archontean) monk**: AL LN; STR 16; INT 13; WIS 15; DEX 17; CON 13; CHA 9. A former woman-at-arms, Callista decided at age 20 to retrain herself as a monk. She is naturally curious and regularly thinks outside the box.

5. **Grimley**, **male human (Thorcin) paladin of Phreena**: AL LG; STR 17; INT 14; WIS 13; DEX 14; CON 17; CHA 17. A brewer's son and former alcoholic, Grimley found redemption in devotion to Phreena. Now he is a paragon of virtue who quietly supports the poor and disadvantaged in every location he visits and who smites evil wherever it may be found. By 5th level he has lost an eye, and by 9th level he has lost his left hand (although a smith has produced a buckler that attaches to the stump).

6. **Maggie**, **female half-elf thief**: AL CN; STR 9; INT 16; WIS 10; DEX 18; CON 9; CHA 18. The daughter of an elven noblewoman, Maggie grew up believing her father was the notorious Thorcin rebel, Eadric Strigona, founder of the Thorcin Recovery League (see World of Archontos appendix). As a consequence, she has become 'more Thorcin than the Thorcinga' in dress and demeanor. It was a blow at level 6 to learn that her father was, in fact, the logothete of the imperial drome (see World of Archontos appendix). Uncertain of herself despite her beauty and talents, Maggie strives to establish her own identity in an uncertain world.

7. **Drombaush Slate**, **male dwarf cleric of Mitra**: AL LG; STR 14; INT 11; WIS 18; DEX 12; CON 16; CHA 6. Gruff and possessed of few social niceties, Drombaush is no charmer. Yet he is loyal and generous to a fault. He refuses to explain why he left Kazildor.

8. **Cleopatra**, **female human (Archontean) illusionist**: AL CG; STR 8; INT 17; WIS 11; DEX 10; CON 13; CHA 16. A radiant, raven-haired beauty, Cleo is accustomed to getting her way through charm as much as through spells. Her striking features and smooth voice are a perfect accompaniment to her hypnotic spells.

9. **Adric**, **male human (Wiskin) cleric of Odin**: AL NG; STR 17; INT 9; WIS 17; DEX 10; CON 15; CHA 8. Adric removed his own eye to better embody his patron god. He is a classic warrior cleric, preferring to lead from the front lines.

Statistics: Lost and Found Low-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Balthazar the Blue, (10, 18, 11, 16, 16, 14)	MU3 (NG)	120'	7	15	n.a.	**Staff of blue light** (1-6; see new magic items)	**Amulet of protection from normal missiles** (see new magic items), **ring of protection +1**
	Memorized spells: **magic missile**, **sleep**; **web**						
	Spell book: **affect normal fires**, **burning hands**, **enlarge**, **identify**, **jump**, **magic aura**, **magic missile**, **read magic**, **shield**, **sleep**, **spider climb**, **unseen servant**; **audible glamer**, **Cleophalus's look-away spell (see new spells)**, **mirror image**, **ray of enfeeblement**, **web**; **fireball**						
Wicktrimmer (11, 15, 9, 17, 14, 11)	T3 (N)	90'	5	14	Leather	Short sword (1-6), **dagger +1** (3-6), light crossbow with 20 bolts (1-4)	**Potion of invisibility**, **potion of levitation**
	Thief skills: PP 45%, OL 48%, F/RT 40%, MS 37%, HS 30%, HN 20%, CW 72%, RL 0%						
Aelin Fireheart (16, 13, 14, 18, 14, 11)	R2 (LG)	90'	1	19	Chain mail	Longsword (2-9), **longbow +1** with 20 arrows (2-7)	**Potion of healing**
Callista (16, 13, 15, 17, 13, 9)	M1 (LN)	120'	10	7	n.a.	Bo stick (1-6), light crossbow with 20 bolts (1-4), open hand (1-3)	
	Thief-like skills: OL 35%, F/RT 20%, MS 20%, HS 15%, HN 10%, CW 85%						
Grimley (17, 14, 13, 14, 17, 17)	P1 (LG)	90'	5	12	Chain mail	Two-handed sword (2-11)	
Maggie (9, 16, 10, 18, 10, 18)	T1 (CN)	120'	4	6	Leather	Longsword (1-8), sling with 20 bullets (2-5)	
	Thief skills: PP 50%, OL 40%, F/RT 25%, MS 25%, HS 25%, HN 10%, CW 85%, RL 0%						
Drombaush Slate (14, 11, 18, 12, 16, 6)	C1 (LG)	90'	4	10	Chain mail, shield	Hammer (2-5)	**Scroll of protection from evil**
	Spells prayed for: **cure light wounds** (x2), **light**						
Cleopatra (8, 17, 11, 10, 13, 16)	I1 (CG)	120'	10	4	n.a.	Dagger (1-4)	**Potion of diminution**
	Memorized spells: **hypnotism**						
	Spell book: **audible glamer**, **the Bracteros effect** (see new spells), **color spray**, **dancing lights**, **hypnotism**, **light**, **phantasmal force**; **hypnotic pattern**						
Adric (17, 9, 17, 10, 15, 8)	C1 (NG)	90'	4	9	Chain mail, shield	Mace (3-8)	**Potion of healing**
	Spells prayed-for: **bless**, **cure light wounds** (x2)						



Statistics: Lost and Found Mid-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Balthazar the Blue, (10, 18, 11, 16, 16, 14)	MU7 (NG)	120'	4	35	n.a.	**Staff of blue light** (1-6; see new magic items)	**Wand of magic missiles** (51 charges), **bracers of defense** (AC 6), **wand of fire** (5 charges)
	Memorized spells: **identify**, **magic missile** (x2), **sleep**; **knock**, **Pol's endless sneezes** (see new spells), **web**; **fireball**, **lightning bolt**; **black tentacles**						
	Spell book: **affect normal fires**, **burning hands**, **comprehend languages**, **dancing lights**, **erase**, **enlarge**, **identify**, **jump**, **magic aura**, **magic missile**, **mending**, **message**, **push**, **read magic**, **shield**, **shocking grasp**, **sleep**, **spider climb**, **unseen servant**, **write**; **audible glamer**, **Cleophalus's look-away spell** (see new spells), **continual light**, **darkness 15' radius**, **ESP**, **knock**, **levitate**, **mirror image**, **Pol's endless sneezes** (see new spells), **ray of enfeeblement**, **rope trick**, **scare**, **shatter**, **strength**, **web**, **wizard lock**; **clairaudience**, **clairvoyance**, **dispel magic**, **fireball**, **fly invisibility**, **lightning bolt**, **monster summoning I**, **protection from evil 10' radius**; **charm monster**, **black tentacles**, **ice storm**, **polymorph other**, **polymorph self**, **remove curse**; **the thane's betrayal** (see new spells)						
Wicktrimmer (11, 15, 9, 17, 14, 11)	T7 (N)	90'	5	32	Leather	Short sword (1-6), **dagger +2** (3-6), light crossbow with 20 bolts (1-4)	**Necklace of adaptation**, **potion of invisibility**, **potion of levitation**
	Thief skills: PP 65%, OL 67%, F/RT 60%, MS 65%, HS 53%, HN 35%, CW 79%, RL 35%						
Aelin Fireheart (16, 13, 14, 18, 14, 11)	R6 (LG)	120'	0	42	**Chain mail +1**	**Longsword +1** (3-10), **longbow +2** with 20 arrows (3-8)	**Scarab of protection**
Callista (16, 13, 15, 17, 13, 9)	M5 (LN)	190'	7	18	n.a.	**Bo stick +1** (2-7), jo stick (1-6), light crossbow with 20 bolts (1-4), open hand (2-7)	**Ring of change self** (see new magic items)
	Thief-like skills: OL 52%, F/RT 40%, MS 45%, HS 36%, HN 20%, CW 90%						
Grimley (17, 14, 13, 14, 17, 17)	P5 (LG)	120'	4	53	**Chain mail +1**	**Two-handed sword +1** (3-12)	**Horn of Valhalla** (silver)
Maggie (9, 16, 10, 18, 10, 18)	T5 (CN)	120'	3	23	**Leather +1**	**Long sword +1** (2-9), sling with 20 **bullets +1** (3-6)	**Wand of magic detection** (61 charges), **potion of invisibility**, **potion of healing**
	Thief skills: PP 70%, OL 57%, F/RT 45%, MS 50%, HS 46%, HN 20%, CW 90%, RL 25%						
Drombaush Slate (14, 11, 18, 12, 16, 6)	C5 (LG)	90'	2	40	**Banded mail +1**, shield	**Hammer +1** (3-6)	**Staff of curing** (19 charges)
	Spells prayed for: **bless**, **cure light wounds** (x2), **detect magic**, **light**; **chant**, **find traps**, **hold person** (x2), **slow poison**; **cure disease**, **dispel magic**						
Cleopatra (8, 17, 11, 10, 13, 16)	I5 (CG)	120'	4	16	n.a.	**Dagger +2** (3-6)	**Bracers of defense** (AC 4), **wand of shielding** (61 charges; see new magic items), **potion of diminution**, **potion of polymorph self**
	Memorized spells: **color spray**, **dancing lights**, **hypnotism**, **phantasmal force**; **brain full of small spiders** (see new spells), **mirror image**; **suggestion**						
	Spell book: **audible glamer**, **the Bracteros effect** (see new spells), **color spray**, **dancing lights**, **darkness**, **hypnotism**, **light**, **phantasmal force**; **blur**, **brain full of small spiders** (see new spells), **detect magic**, **hypnotic pattern**, **improved phantasmal force**, **invisibility**, **mirror image**; **continual light**, **dispel illusion**, **Frigg's caustic kisses** (see new spells), **paralyzation**, **suggestion**; **brain full of large spiders** (see new spells)						
Adric (17, 9, 17, 10, 15, 8)	C5 (NG)	120'	3	36	**Chain mail +1**, shield	**Mace +1** (4-9)	**Brooch of shielding**, **potion of extra healing**
	Spells prayed-for: **bless**, **command**, **cure light wounds** (x2), **light**; **chant**, **hold person**, **holy name** (see new spells), **resist fire**, **silence 15' radius**; **cure disease**, **dispel magic**						

Statistics: Lost and Found High-Level Characters

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Balthazar the Blue, (10, 18, 11, 16, 16, 14)	MU11 (NG)	120'	1	55	n.a.	**Staff of striking** (4-9)	**Wand of magic missiles** (23 charges), **scarab of protection**, **wand of animal control** (39 charges), **scroll of lightning bolt**, **bracers of defense** (AC 3), **wand of fire** (21 charges), **staff of striking** (19 charges)
	Memorized spells: **floating disk**, **magic missile** (x2), **message**; **invisibility**, **knock**, **Pol's endless sneezes** (see new spells), **web**; **fireball**, **lightning bolt**, **protection from evil 10' radius**, **slow**; **black tentacles**, **polymorph other**, **remove curse**; **cloudkill**, **teleport**, **the thane's betrayal** (see new spells)						
	Spell book: **affect normal fires**, **burning hands**, **comprehend languages**, **dancing lights**, **erase**, **enlarge**, **feather fall**, **floating disk**, **friends**, **identify**, **jump**, **magic aura**, **magic missile**, **mending**, **message**, **push**, **read magic**, **shield**, **shocking grasp**, **sleep**, **spider climb**, **unseen servant**, **write**; **audible glamer**, **Cleophalus's look-away spell** (see new spells), **continual light**, **darkness 15' radius**, **detect evil**, **detect invisibility**, **ESP**, **forget**, **invisibility**, **knock**, **levitate**, **locate place** (see new spells), **magic mouth**, **mirror image**, **Pelagion's bridge of sighs** (see new spells), **Pol's endless sneezes** (see new spells), **ray of enfeeblement**, **rope trick**, **scare**, **shatter**, **strength**, **stinking cloud**, **web**, **wizard lock**; **blink**, **clairaudience**, **clairvoyance**, **dispel magic**, **feign death**, **fireball**, **fly garrulous mouth** (see new spells), **gust of wind**, **haste**, **hold person**, **invisibility**, **lightning bolt**, **monster summoning I**, **protection from evil 10' radius**, **protection from normal missiles**, **slow**, **water breathing**; **charm monster**, **enchanted weapon**, **black tentacles**, **extension I**, **fear**, **fire charm**, **fire shield**, **ice storm**, **magic mirror**, **massmorph**, **polymorph other**, **polymorph self**, **remove curse**, **resilient sphere**, **stoneskin**, **wall of fire**, **wall of ice**, **wizard eye**; **cloudkill**, **cone of cold**, **dolor**, **feeblemind**, **teleport**, **the thane's betrayal** (see new spells); **anti-magic shell**, **ensnarement**, **legend lore**, **part water**						
Wicktrimmer (11, 15, 9, 17, 15, 11)	T12 (N)	90'	3	61	**Leather +2**	**Short sword +2** (3-8), **dagger +2** (3-6), light crossbow with 20 bolts (1-4)	**Necklace of adaptation**, **pearl necklace of invisibility** (15 pearls, see new magic items), **djed amulet** (see new magic items)
	Thief skills: PP 105%, OL 92%, F/RT 85%, MS 104%, HS 87%, HN 45%, CW 84.2%, RL 60%						
Aelin Fireheart (16, 13, 14, 18, 14, 11)	R10 (LG)	120'	-1	67	**Chain mail +2**	**Longsword +2** (4-11), **longbow +2** with 20 arrows (3-8), 3 **arrows of striking** (see new magic items)	**Scarab of protection**, **boots of elvenkind**
Callista (16, 13, 15, 17, 13, 9)	M9 (LN)	230'	3	32	n.a.	**Bo stick +2** (3-8), **jo stick +1** (2-7), light crossbow with 20 bolts (1-4), open hand (2-12)	**Mantle of Fenth** (37 HP; see new magic items), **ring of change self** (see new magic items)
	Thief-like skills: OL 72%, F/RT 60%, MS 75%, HS 61%, HN 30%, CW 98%						
Grimley (17, 14, 13, 14, 17, 17)	P9 (LG)	120'	0	95	**Imperial field plate +1** (see Arden Vul items), shield	**Long sword +3**, **frost brand** (5-12)	**Ring of fire resistance**; **horn of Valhalla** (silver)
Maggie (9, 16, 10, 18, 10, 18)	T9 (CN)	120'	2	41	**Leather +2**	**Long sword +1** (2-9), sling with 20 **bullets +1** (3-6)	**Wand of magic detection** (21 charges), **amulet of spell absorption** (see new magic items), **potion of invisibility**, **potion of healing**
	Thief skills: PP 90%, OL 77%, F/RT 65%, MS 80%, HS 71%, HN 30%, CW 98%, RL 45%						

Drombaush Slate (14, 11, 18, 12, 16, 6)	C9 (LG)	90'	2	72	**Banded mail +1**, shield	**Hammer +3**, **dwarven thrower** (5-8)	**Staff of curing** (19 charges), **necklace of prayer beads**, **potion of truthfulness** (see new magic items)
	Spells prayed for: **bless**, **cure light wounds** (x3), **detect magic**, **light**; **augury**, **chant**, **find traps**, **hold person** (x2), **slow poison**; **continual light**, **cure disease**, **dispel magic**, **locate object**; **cure serious wounds**, **neutralize poison**; **raise dead**						
Cleopatra (8, 17, 11, 10, 13, 16)	I9 (CG)	120'	4	28	n.a.	**Dagger +2** (3-6)	**Bracers of defense** (AC 4), **wand of shielding** (43 charges; see new magic items), **staff of illusions** (22 charges; see new magic items), **potion of deafening light** (see new magic items)
	Memorized spells: **audible glamer**, **color spray**, **dancing lights**, **hypnotism**, **phantasmal force**; **brain full of small spiders** (see new spells), **improved phantasmal force**, **mirror image**; **Frigg's caustic kisses** (see new spells), **suggestion**; **brain full of large spiders** (see new spells), **confusion**; **chaos**						
	Spell book: **audible glamer**, **the Bracteros effect (see new spells)**, **color spray**, **dancing lights**, **darkness**, **Frigg's fraud** (see new spells), **gaze reflection**, **hypnotism**, **light**, **phantasmal force**; **blur**, **brain full of small spiders** (see new spells), **deafness**, **detect magic**, **hypnotic pattern**, **improved phantasmal force**, **invisibility**, **mirror image**, **misdirection**; **continual light**, **dispel illusion**, **fear**, **Frigg's caustic kisses** (see new spells), **paralyzation**, **spectral force**, **suggestion**, **wizard's cache** (see new spells); **brain full of large spiders** (see new spells), **confusion**, **emotion**, **massmorph**, **phantasmal killer**; **chaos**, **major creation**, **maze**, **shadow door**, **shadow magic**						
Adric (17, 9, 17, 10, 15, 8)	C9 (NG)	120'	2	63	**Chain mail +2**, shield	**Mace +3** (6-11)	**Brooch of shielding**, **ankh of healing** (see new magic items), **potion of the berserk** (see new magic items)
	Spells prayed-for: **bless**, **command**, **cure light wounds** (x2), **light**, **sanctuary**; **chant**, **hold person**, **holy name** (see new spells), **know alignment**, **resist fire**, **silence 15' radius**; **cure disease**, **dispel magic**, **glyph of warding**, **remove curse**; **cure serious wounds**, **protection from evil 10' radius**; **insect plague**						



II. Magic Users with Flunkies

Magic users are attracted to the secrets and lost arcana of Arden Vul like bears to honey. Below may be found six magic users who are traveling the Halls along with their servants, henchmen, and/or flunkies. Two magic users are low-level, two magic users are mid-level, and two magic users are high-level.

D6	Magic User	Level	Alignment	Flunkies
1	Clavinia	MU2	CG	4 men-at-arms
2	Hrodulf Ice-Blood	MU3	CN	1 cleric, 2 fighters, 1 torch-bearer
3	Lissop the Shrog	MU5	LE	1 thief, 3 fighters
4	Gellivan	MU6	CG	1 magic user, 2 fighters, 1 thief
5	Restep the Prestidigitator	MU8	LN	2 fighters, 1 thief
6	Thorda Thief-Eyes	MU10	CE	1 fighter, 4 charmed lizardmen

Statistics: Clavinia and Flunkies

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Clavinia (9, 17, 13, 16, 15, 11)	MU2 (CG)	120'	8	5	n.a.	Staff (1-6), 6 darts (1-3)	**Scroll of shield**, **scroll of invisibility**
	Memorized spells: **charm person**, **sleep**						
	Spell book: **charm person**, **detect magic**, **light**, **magic missile**, **read magic**, **shield**, **sleep**						
4 men-at-arms	0-level (N)	60'	6	6, 5, 4, 4	Scale mail	Spear (1-6), light crossbow with 20 bolts (1-4)	

Statistics: Hrodulf Ice-Blood and Flunkies

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Hrodulf Ice-Blood, male human (Wiskin) magic user (12, 16, 10, 17, 15, 14)	MU3 (CN)	120'	4	11	n.a.	Staff (1-6), 6 darts (1-3)	**Bracers of defense** (AC 7), **scroll of lightning bolt**
	Memorized spells: **magic missile**, **shield**; **web**						
	Spell book: **affect normal fires**, **burning hands**, **dancing lights**, **identify**, **jump**, **light**, **magic missile**, **read magic**, **shield**, **spider climb**; **ESP**, **fools gold**, **knock**, **shatter**, **web**						
Ulf, male human (Wiskin) fighter (16, 8, 10, 15, 17, 6)	F1 (LN)	60'	4	12	Scale mail and shield	Battle axe (2-9), short bow with 20 arrows (1-6)	
Freyal, female human (Wiskin) fighter (18/63, 8, 11, 16, 15, 9)	F1 (LE)	90'	3	9	Chain mail	Halberd (4-13), 6 javelins (1-6)	
Hoskuld Priestsson, male human (Wiskin) cleric of Heimdall (16, 9, 16, 11, 15, 10)	C1 (LN)	60'	5	7	Scale mail and shield	Mace (3-8)	
	Spell prayed-for: **bless**, **cure light wounds** (x2)						
Ralf the slave, torchbearer (non-combatant)	0-level (N)	120'	10	2	n.a.	n.a.	

Statistics: Lissop the Shrog and Flunkies

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Lissop the Shrog, male human (Khumus) magic user (8, 17, 11, 18, 13, 15)	MU5 (LE)	120'	4	16	n.a.	Staff (1-6), 6 darts (1-3)	**Amulet of natural armor +2** (see new magic items), **wand of illusion** (53 charges), **ankh of protection** (see new magic items)
	Memorized spells: **identify**, **magic missile**, **sleep**; **mirror image**, **strength**; **lightning bolt**						
	Spell book: affect **normal fires**, **charm person**, **comprehend languages**, **detect magic**, **erase**, **feather fall**, **hold portal**, **identify**, **light**, **magic missile**, **protection from evil**, **read magic**, **shield**, **sleep**; **continual light**, **detect evil**, **ESP**, **knock**, **locate place** (see new spells), **mirror image**, **rope trick**, **stinking cloud**, **strength**; **clairvoyance**, **dispel magic**, **hold person**, **lightning bolt**, **slow**; **ice storm**						

Batengis Horse-Hide, male human (Khumus) thief (14, 14, 9, 17, 11, 10)	T2 (CN)	120'	5	10	Leather	Club (1-6), 6 **darts of sleeping** (see new magic items)	**Potion of invisibility**
	Thief skills: PP 40%, OL 39%, F/RT 25%, MS 26%, HS 20%, HN 10%, CW 86%, RL 0%						
Arslin, male human (Khumus) fighter (17, 8, 11, 16, 16, 8)	F2 (LE)	90'	3	19	Chain mail	Two-handed sword (2-11), long composite bow (1-6)	**Potion of healing**
Enegen, female human (Khumus) fighter (17, 10, 14, 9, 17, 14)	F1 (CE)	60'	5	12	Scale mail and shield	Battle axe (2-9), short composite bow with 20 arrows (1-6)	
Sube, female human (Khumus) fighter (18/37, 9, 10, 11, 16, 15)	F1 (CE)	60'	5	11	Scale mail and shield	Khopesh (5-11), short composite bow with 20 arrows (1-6)	

Statistics: Gellivan and Flunkies

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Gellivan, male elf magic user (10, 17, 15, 17, 9, 10)	MU6 (CG)	120'	1	18	n.a.	Dagger (1-4), 6 darts (1-3)	**Bracers of defense** (AC 5), **ring of protection +1**, **wand of fire** (39 charges), **eye of seeing** (9 charges; see new magic items)
	Memorized spells: **charm person**, **detect magic**, **magic missile**, **shield**; **levitate**, **pummeling fists of Arak-Zhorr** (see new spells); **dispel magic**, **fireball**.						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **floating disk**, **friends**, **hold portal**, **identify**, **magic missile**, **read magic**, **shield**, **spider climb**, **unseen servant**; **continual light**, **detect invisibility**, **knock**, **levitate**, **locate object**, **pummeling fists of Arak-Zhorr** (see new spells), **scare**, **wizard lock**; **dispel magic**, **fireball**, **gust of wind**, **slow**, **suggestion**, **tiny hut**, **tongues**.						
Larrivan, male elf magic user, apprentice of Gellivan (12, 16, 12, 16, 12, 12)	MU2 (LN)	120'	7	7	n.a.	Staff (1-6), 4 throwing daggers (1-4)	**Cloak of protection +1**
	Memorized spells: **charm person**, **shield**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **magic missile**, **read magic**, **shield**						
Katareen, female half-elf thief (16, 12, 10, 17, 10, 9)	T2 (N)	120'	5	10	Leather	Long sword (2-9), sling with 20 bullets (2-5)	**Potion of deafening light** (see new magic items)
	Thief skills: PP 50%, OL 39%, F/RT 25%, MS 26%, HS 25%, HN 10%, CW 86%, RL 0%						
Vodi, male human (Thorcin) fighter (18/77, 8, 10, 11, 17, 10)	F2 (LG)	60'	3	22	Splint mail and shield	Military pick (6-11), heavy crossbow with 20 bolts (2-5)	**Potion of healing**
Provata, female human (Archontean) fighter (17, 10, 15, 10, 16, 8)	F2 (NG)	90'	4	20	Chain mail and shield	Spear (2-7), longbow with 20 arrows (1-6)	**Potion of healing**

Statistics: Restep the Prestidigitator and Flunkies

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Restep the Prestidigitator, human (Thorcin) magic user (10, 18, 14, 16, 15, 14)	MU8 (CN)	120'	2	38	n.a.	**Staff +1** (2-7), 6 throwing daggers (1-4)	**Bracers of defense** (AC 4), **robe of eyes**, **wand of illusions** (77 charges), **wand of magic missiles** (33 charges), **ring of acid protection** (see new magic items)
	Memorized spells: **comprehend languages**, **light**, **magic missile**, **shield**; **continual light**, **Frigg's caustic kisses** (see new spells), **web**; **dispel magic**, **fireball**, **protection from evil 10' radius**; **confusion**, **polymorph self**						
	Spell book: **affect normal fires**, **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **erase**, **friends**, **identify**, **light**, **magic missile**, **read magic**, **shield**, **shocking grasp**, **sleep**, **unseen servant**; **audible glamer**, **continual light**, **detect invisibility**, **ESP**, **Frigg's caustic kisses** (see new spells), **invisibility**, **knock**, **levitate**, **mirror image**, **rope trick**, **strength**, **web**, **wizard lock**; **clairaudience**, **clairvoyance**, **dispel magic**, **fireball**, **hold person**, **monster summoning I**, **protection from evil 10' radius**, **slow**, **water breathing**; **confusion**, **fear**, **hallucinatory terrain**, **polymorph self**, **wall of fire**						
Brand of Eastholm, male human (Wiskin) fighter (18/22, 9, 11, 15, 16, 10)	F4 (N)	120'	1	38	**Banded mail +1** and shield	**Long sword +1** (5-12), **spear +2** (6-11), 6 javelins (1-6)	**Potion of extra healing**
Lolly Bright-Eyes, female halfling thief (9, 11, 10, 18, 15, 14)	T5 (CN)	90'	3	29	**Leather +1**	Short sword (1-6), **sling +1** with 20 **bullets +1** (4-7)	**Potion of invisibility** (x2)
	Thief skills: PP 65%, OL 62%, F/RT 50%, MS 60%, HS 56%, HN 25%, CW 75%, RL 20%						
Martin the Souse, male human (Archontean) fighter (17, 12, 8, 15, 17, 8)	F3 (CN)	90'	3	33	Chain mail and shield	**Spear +1** (3-8), short bow with 20 arrows (1-6)	**Potion of healing**

Statistics: Thorda Thief-Eyes and Flunkies

Name (Attributes)	Class, Level (AL)	MV	AC	HP	Armor	Weapons (Damage)	Misc. Magic Items
Thorda Thief-Eyes, female human (Wiskin) magic user (11, 18, 12, 16, 15, 15)	MU10 (CE)	120'	3	40	**Robe of the archmagi** (black)	**Staff of striking** (4-9)	**Rod of turning** (33 charges; see new magic items), **wand of conjuration** (49 charges), **scroll of protection from magic**, **staff of striking** (12 charges)
	Memorized spells: **charm person**, **enlarge**, **magic missile**, **shield**; **knock**, **levitate**, **mirror image**; **dispel magic**, **hold person**, **lightning bolt**; **charm monster**, **fear**; **cone of cold**						
	Spell book: **charm person**, **comprehend languages**, **detect magic**, **enlarge**, **friends**, **hold portal**, **identify**, **magic missile**, **message**, **protection from evil**, **push**, **read magic**, **shield**, **sleep**, **ventriloquism**; **continual light**, **knock**, **levitate**, **magic mouth**, **mirror image**, **rope trick**, **scare wizard lock**; **blink**, **dispel magic**, **gust of wind**, **hold person**, **lightning bolt**, **phantasmal force**, **slow**; **charm monster**, **fear**, **fire charm**, **monster summoning II**, **polymorph self**; **cone of cold**, **hold monster**, **passwall**, **wall of stone**						
Hoskuld, male human (Wiskin) fighter (18/09, 8, 10, 10, 17, 12)	F5 (CE)	120'	3	54	**Chain mail +1** and shield	**Battle axe +1** (5-12), sling with 20 bullets (2-5)	**Potion of extra healing**, **potion of stone giant strength**
Four charmed lizardmen	SZ M; AL N; AC 4; MV 60', 120' swimming; HD 2+1; HP 16, 15, 13, 13; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins; shields.						

INDEX OF PROPER NAMES

A

Adamantine, Mard, dwarf thief and prisoner – 7-81
Aditya, true varumani prophet – Level 5 random encounters
Adric, cleric – SL4-40
Aebbe Long-Nose, cleric and merchant – 6-28
Aedelwine the Fair, logothete – AK-15
Aethelflaed Flatnose, Priscian war mage – 9-31
Aethelwig the Golden, magic user – 7-75
Aethgrim Fleet-hand, thief and lutist – 6-8
Agoravere, goblin sub-chief and interrogator – SL4-33
Aitón, Syagria, lich – 9-55
AKL-600, rudishva AI – SL14-13
Akla-Chah – see AKL-600
Alexandros, librarian – 4-54
Alexia Basileon, Lady – AK-2
Alison, magic user – 6-28
Amadec, Priscian war mage – 7-143
Anaximander, mad sage – 3-118
Ancharias, skeleton warrior – SL13-10J
Anders the Snake, thief – AK-5
Androsia, greenhag – 3-204
Anuran, petrified true varumani – 7-86
Apollonius of Archontos, lich – SL13-10J
Apophis, giant lizard – 3-112
Arcane Practitioners' Club – AK-30
Archon's Palace of Arden Vul – AV-29
Arctos, beastman sergeant and ambassador – 7-75
Arena – 6-68
Arena Lord – 6-85
Arethas, Set sergeant – 4-21
Arjun, true varumani apprentice – 7-21
Armory (rudishva) – 5-118
Artax-Ris, giant rudishva skeleton – 3-39
Artiklines, Joskelin, ranger and prisoner – 7-33
Aruna the Gatherer, thief and peddler – 7-76
Asbjorn, thief and merchant – 4-2D
Asdrusil the Swift, Priscian conversus – 9-61
Ashoka, true varumani court sorcerer – 7-22
Asim, marid – SL15-16
Astableon, scribe – AK-29
Astorion, Lyssandra, magic user – AK-30
Astreyiv, kaliyani sorcerer – 6-33
Astrid the Strong, smith – SL10A-19
Atet, cleric and priestess – 8-32
Audun Yellow-Eyes, logothete – AK-13
Aurellus, Georgius, vengeful spirit – SL6-46
Azgallatu, cleric and prisoner – 3-105
Azure Keep – AK-1
Azure Shield, Knights of – AK-1

B

Babildor, niravairi fighter/thief – SL1-11
Baela Ice-Hand, Priscian conversus – 6-49
Balcingor, Teodora, ranger – AK-2
Balthid, varlet – SL10A-18
Barileon, spectre – SL7-9
Basil, fighter and gladiator – 6-71
Basileon, Lady Alexia, aristocrat – AK-2
Bastet, temple of – 8-38 to 8-39
Beacon, bridge – SL14-10 to SL14-14
Beacon, engine room – 7-143
Beacon, medical pod – SL12-4 to SL12-15
Beacon, residential module – 6-113 to 6-124
Beacon, shuttle bay – SL13-37
Beacon, weapons module – 6-27
Bean, Uriel, halfling thief – 6-113
Bedara, true varumani prisoner – 10-8
Bede the Bloody, cleric – 4-2
Begelsson, Lellagalon, elf fighter – SL10A-4
Belisarius the Overseer, fighter and Set leader – 4-47
Bellringer, goblin sub-chief – 3-185
Belst, Udrenna, cleric of Heschius Ban – AK-8
Berenib, cat-form mummy – 8-40
Berenice, Set deacon and prisoner – 7-33
Bergthora, enslaved cleric – 4-13
Bertis, magic user and prisoner – 5-72
Besa, temple of – 8-120
Bestor, messenger and prisoner – 4-180
Beuvon, varlet – 7-76A
Bleth, goblin sub-chief and prisoner – 3-148
Benevolent Brotherhood – AK-5
Berrib, enslaved stone mason – 4-2
Bibi, goblin witch doctor – SL4-12
Bindu, true varumani apprentice – 7-21
Birgir, thief and merchant – 4-2D
Bitaurus, Priscian conversus – 7-44
Bjorn, bear-brother jarl – SL13-10D
Blandveg, magic user – 3-5
Bledwyn, ranger, heiress, slave – 4-7
Bliss Flowers, cave of – 8-67
Blutus, petrified Set acolyte – 4-95
Bobila, fighter and bodyguard – 4-8B
Boniface, varlet – SL10B-2
Bootsy, weretiger – 7-76
Bormol, Kel, magic user – SL3-2
Bothig, lesser varumani – 6-159
Brenna Three-Braids, fighter and vampire – 7-127
Brestillion, Glebeus, aristocrat – 4-7
Breg, lesser varumani – 7-30
Broken Head, Sign of – AV-22
Brood-nests of the Varuda – 5-108, 5-111
Bruno Bent-Nose, fighter and gambler – 6-61
Bsak, lizardman shaman – SL5-30
Bunefer, spectre – 8-122
Burris, fighter and prisoner – 2-29

C

Caertileon, Tappho, thief and prisoner – 10-43
Calculor, Sir, Sun-Scarred Knight – 4-2, Level 5 random encounters, 6-1, Sub-Level 6 random encounters
Callista, fighter and prisoner – 4-64
Cassie Top-Knot, Priscian conversus – 9-61
Caudatssa the Tongue, heqeti builder – 7-79
Cavern, Great – 3-163, 3-172
Celsus Torquatius, vengeance aspect of Sekhmet – 9-104
Cenwulf the Unseen, Priscian war mage – 9-31
Chairduster, goblin metallurgist – AK-11, AK-28
Chanda, lesser varumani apprentice – 7-21
Charity, varlet – SL10A-22
Chasm, Great – 2-63A, 3-38, 5-34, 6-108, 7-3, 8-2, 9-1
Chaudri the Ecophont, magic user and merchant – 7-76C
Choumnos, Basil, magic user and castellan – SL6-17A
Cheksib, heqeti weaver – 10-13
Christopher, Gaius, Knight of the Azure Shield and emissary – 7-75

Cinna Minux, fighter and vampire – 7-122
Citadel of the Sun-Scarred Knights – SL10A-14
Claudine of Narsileon, Set deacon and merchant – SL4-40F
Clearchus, fighter and prisoner – 7-81
Cleo, assassin and bodyguard – 4-8C
Clug, lesser varumani – 3-162
Coelrith the Mixer, magic user and merchant – 7-76G
Cold Jordan – see Rivulus, Jordan
Corbel, 'child' automaton of Kerbog Khan – 4-176
Corner, the, bar – 6-64
Cornelius, Lucius, the scriptor, tomb of – 6-135
Cos, lesser varumani – 7-38
Court of the Goblin King – SL4-23
Court of the Troll Thegn – 7-75
Craastonistorex, green dragon – AV-40
Creation, Fire-Pits of – 5-89
Crellik-Var – see Lord of the Arena
Creon the Unctuous, shopkeeper – AK-25
Crinux the Wrinkled, Priscian war mage – 9-31
Crisarius Three-Legs, statue broker – AV-22
Crosbenim, goblin prisoner – SL5-34
Crotus, Scarred, Priscian war mage – 7-39
Cyra Red-Eyes, magic user and prisoner – SL9-55
Cyricus, fighter – 6-129

D

Darko, fighter and guard commander – 6-80
Deino, witch – 3-158
Demetrios Sinister, Priscian war mage – 9-31
Demma, temple of – AK-9
Diomedes, cleric – 6-129
Discord, Sir, Sun-Scarred Knight – 8-116
Dolofina Yellow-Eyes, Priscian war mage – 9-61
Donjon (citadel) of Arden Vul – AV-27
Drood, beastman witch doctor – 3-144
Druva the Thegn, enhanced skeletal wight – 5-137
Dworm, fighter and bodyguard – 4-2D

E

Eadgithu, ranger and prisoner – 3-104
Ebba of Pristen, Priscian war mage – 9-62
Ecath, true varumani overseer of the Troll Lifts – 8-1
Edric 'who drinks water', cleric – Level 8 random encounters
Edwin the Wrinkled, fighter and spy – 6-8
Egill Flat-nose, bartender – AK-4
Egrk, caveman and prisoner – 2-65
Eigon the Bald, Priscian conversus – 9-61
Elena, paladin and prisoner – SL4-33
Ellagelsson, Erist, petrified elf magic user – SL6-5
Ellagelsson, Hallar, half-elf fighter-magic user and merchant – 7-76F
Ellergast Half-Elven, Priscian war mage – 9-62
Elliana, charmed fighter – 7-124
Ellisif, translator – AK-20
Elsevian, elf magic user and prisoner – 5-72
Ennius, Sir, Sun-Scarred Knight – SL10A-21
Eracleis, fighter and gladiator – 6-71
Erdell, Dalton, fighter - Areas 6-58 to 6-91 text
Erenbald, ranger and prisoner – 10-11
Eroica, Priscian conversus – 7-143
Estelle, cleric of Tychias – AV-22

F

Facetcutter, goblin shopkeeper – AK-11, AK-28
Factors – AK-17, AK-20, AK-24
Faidelsson, Revet, half-elf assassin – AK-21
Faradie, fighter – 6-28
Feasting Hall – 8-75
Fedolcin, half-elf druid – SL4-41
Felstapper, Gest, derro trader – SL9-76
Fenitor Stone-Hands, statue broker – AV-22
Feqarrip, heqeti weaver – 10-11
Ferx, true varumani – SL5-38
Fire Pits of Creation (rudishva) – 5-89
Flaxseed, Kerrie, halfling thief and prisoner – 6-104
Fleetfingers, Carloman, halfling figuter and prisoner – SL4-33
Flisserak, amnesiac heqeti builder – SL5-7
Floating Garden (rudishva) – 6-4, 7-4
Fogduster, goblin cook – SL10B-5
Foglifter the Seer, goblin peddler – 7-76
Forge of Zhorak – 8-100
Forty Pillars, Hall of – 5-6
Forum of Set – 4-2
Freyasson, Drusus, cleric – 6-8
Freydis the Stern – AK-2
Furicus, Gnaicus, fighter and golden statue – 5-95

G

Gadril, Mekos, vengeful spirit – AV-27/SL15-4
Gaius Christopher, Knight of the Azure Shield and emissary – 7-75
Galadnor Half-Elven, magic user and merchant – 4-2D
Galesdottir, Noredden, elf, Priscian and prisoner – 7-24
Galeth, enhanced wight – AV-43
Garden, Floating (rudishva) – 6-4, 7-4
Gastevean, Neolynda, guard captain – AK-32
Gavra the Easy-Going, true varumani clan chief – 7-25
Geldaka, lesser varumani smelter – 9-26
Geleg, magic user and prisoner – 3-105
Gellisson, Elanchian, Priscian war mage – SL4-44
Gemma of Arcturos, petrified magic user – SL6-5
Gennadius, ghost – 8-41
Georgik, beastman count – 3-149
Georgios, smith – SL10A-19
Gerg, bestial varumani – 5-55
Gert, kaliyani sorcerer – SL9-72
Geroius, cleric and prisoner – SL5-6
Gerrilad the Grey, half-elf druid – 2-69
Gesellion, Horatius, Sept Commander of the Knights of the Azure Shield – AK-1
Gesellon, petrified Sortian magic user – 7-88
Gethe, rudishva security construct – 6-16
Gevorda, true varumani prisoner – SL12-11
Gib, Arena wrangler and prisoner – 6-20
Gibreon, Priscian war mage – 9-62
Gillen, magic user and bandit leader – 4-180
Gimon, bat-human – 6-167
Gisli, fighter – 6-8
Gislu, goblin mystic – 4-2
Glesteon, Theron, logothete – AK-19
Glif, lesser varumani first adept – 7-24
Glory of Thoth (statue) – 3-2
Gneiss, Beryl, dwarf fighter and merchant – AK-24
Godric the Wise, statue broker – AV-22
Gog, exiled lesser varumani – 5-2
Gol, Ukamah, illusionist and chief torturer of Set – 4-14
Gordy, fighter – 4-180

Gorlen, true varumani overseer of the Troll Lifts – 6-5
Grachan of Newmarket, fighter and prisoner – SL5-34
Grain Hall – AK-18
Grakep, kaliyani sorcerer – SL9-71
Granite, Sable, dwarf (doppelganger) – 7-75
Great Cavern – 3-163, 3-172
Great Chasm – 2-63A, 3-38, 5-34, 6-108, 7-3, 8-2, 9-1
Great Hall (of Thoth) – 3-123
Great Pillar (rudishva) – 5-138, 6-103, 7-37, 9-30
Great Pukel – 9-40
Greenliver, Bartimaeus, halfling fighter and prisoner – SL7-22
Gren, beastman sergeant and gladiator - Areas 6-58 to 6-91 text
Greqillap the Undying, servitor of Mzingaloq – SL9-24
Gresta, cook – 4-41
Greta One-Eye, fighter and prisoner – 10-43
Grev-Kilj, giant rudishva skeleton – 3-52
Grevilar, Ida, thief and gambler – 6-61
Grevilar, Odile, cleric and gambler – 6-61
Grex, Julian, enhanced spectre – 5-85
Greywand, Pelton, magic user – AK-30
Gribble, goblin captain and prisoner – 3-105
Griga, true varumani card-shark – 6-8
Grim, insane Set acolyte and prisoner – 5-72
Grim, fighter – 6-8
Grist, dwarf fighter and prisoner – 3-105
Guillemin, varlet – SL10A-18
Gunnar, guildmaster of Set – 4-10, 4-64
Gunnbjorn, cleric – 7-75
Gwelf, dwarf thief and prisoner – 2-36D
Gyrde, magic user – 6-129

H

Hadellor, Martin, Knight of the Azure Shield – AK-1
Haine, rudishva security construct – 6-84
Hak, lesser varumani brewer – 7-94
Hakreon the Apothecary, cleric and peddler – 7-76
Hakrim the Hairy, true varumani overseer of the Troll Lifts – 6-3
Hal, lesser varumani barman – 6-64
Halbestdottir, Pelissa, elf fighter and gladiator – 6-71
Haldor, fighter – 6-113
Halidor the Observant, cleric of Lucreon – AK-10
Hall, fighter and prisoner – SL7-22
Hall, Grain – AK-18
Hall, Great (of Thoth) – 3-123
Hall of Forty Pillars – 5-6
Hall of Judgment (of Thoth) – 2-35
Hall of the Labors (of Arden) – SL13-10
Hallam, fighter – 6-8
Halti the hunter, true varumani hunter – 7-14
Haltor, Priscian conversus – 7-39
Hamfast, halfling fighter and gladiator – 6-71
Hamil, advanced Set acolyte – 3-125
Harab, goblin sub-chief – 3-130
Harold, man-at-arms – 6-8
Harold, merchant – 7-76I
Harold the Wary, fighter – 4-143
Harold, Handsome, Priscian conversus – 9-62
Harold Good-Ears, fighter – 7-75
Haskell, goblin witch doctor – SL4-12
Hazel, Sir, Sun-Scarred Knight – SL10A-18
Hazlitt One-Eye, fighter and merchant – 4-2D
Hector, fighter and gladiator – 6-71, 6-78
Hedin, frost giant emissary – 4-102
Hegemon, Sir, Sun-Scarred Knight – SL10A-21
Helena of Archontos, money-lender – 4-2G
Heliabolus, spectre – 7-56
Heliagabulus, magic user - Areas 6-58 to 6-91 text
Helga, thief - Areas 6-58 to 6-91 text
Helgi, fighter – 6-8
Helgi of Westholm, cleric and prisoner – 6-104
Helios, beastman sergeant – 4-2
Hella, true varumani outlaw – 6-8
Helle, bartender – AK-21
Heltor, ranger – 4-7
Hemptwister, goblin cook – SL10B-5
Hendrav, true varumani – 7-38
Hengist, fighter – 6-28
Hent, cleric and priestess – 8-32
Heraclion, Set sergeant – 4-46
Herman, Set acolyte and gladiator - Areas 6-58 to 6-91 text
Heschius Ban, temple of - AK-8
Heska, true varumani – 7-30
Hestia of Arcturos, cleric – 7-75
Hestril, kaliyani sorcerer – 5-125
Hexameros, fighter and escaped slave – 4-100
Hidlat, magic user and Set torturer – 3-99
Hilduin Two-Teeth, thief and emissary – 7-75
Hinna, lesser varumani smith – 7-69
Histar, enslaved beastman sergeant – 3-221
Hithra Paleologos, tomb of – 3-36
Hjall, frost giant emissary – 4-102
Hjalti, fighter and prisoner – 4-149
Hobim, goblin witch-doctor – SL4-12
Hod, fighter – 6-8
Hod, halfling merchant – 7-76B
Hogier, varlet – SL10B-2
Horatio, petrified Set guardsman – 4-95
Horsa, fighter – 6-28
House of Coins – AK-19
House of Isocorax – see Inn of the Lost
House of Sight – AK-13
Howling Caves – 2-56
Hraskaya, true varumani clan chief – 7-17
Hugo Berrydraw, undead spirit – 5-9
Huguccio, magic user and merchant – AK-24
Huguette, varlet – SL4-19
Hurub, Set deacon – 3-89

I

Icheltor, cleric – 4-180
Ichthelon, mummy – 4-146
Ichthelon, paladin and prisoner – 5-72
Idris, fighter and gladiator – 6-71
Idris One-Eye, magic user – 6-113
Igrippa the Unruly, true varumani clan chief – 7-26
Iklor, petrified true varumani – 5-53
Ilvala, rakshasa – 8-124
Imperial Span – 5-35
Inkor, giant intelligent baboon – SL3-25
Inlevris Half-Elven, Priscian conversus – 9-63A
Inn of the Lost, 6-7 to 6-20, 6-28
Inns – AK-12, AK-21, AV-22, 6-7 to 6-20
Intef, Set deacon and emissary – 7-75
Ipwet, cleric and priestess – 4-2, 8-32
Iredell, Tresti, magic user and prisoner – 2-36C
Iris, thief – 3-214
Isadora, deceased gold dragon – SL11-19A
Isidor Half-Hand, thief - Areas 6-58 to 6-91 text
Isidor Quick-Tongue, auctioneer – AK-18
Isocorax, rudishva survivor, vampire, and prisoner – 6-20
Isok-Crix – see Isocorax
Isocritis Half-Hand, magic user – 2-70

J

Jacinth, varlet – SL10B-27
Jacoby, Big, halfling merchant – 7-76B

Jade, Malachi, dwarf fighter – 7-75
Jador the Just, cleric of Mitra – AK-7
Jagat, lesser varumani apprentice – 7-21
Jalalbak, niravairi magic-user – SL1-11
Janaka, kaliyani sorcerer and prisoner – SL2-2
Janara, true varumani courtier – 7-75
Jaracondus the Sprightly, Priscian war mage – 9-63
Jason, fighter - Areas 6-58 to 6-91 text
Jellicos, Priscian war mage – 7-44
Jennistacoril, silver dragon – 7-76
Jerronsson, Nisdis, elf fighter and gladiator – 6-71
Jevvil, kaliyani scout – SL9-72
Jhentris, powerful ghoul – 2-22
Jicks, cleric and prisoner – 5-72
Jiks, lesser varumani gladiator - Areas 6-58 to 6-91 text
Jillia, Priscian war-mage – 6-49
Jisko Grey-Eyes, guildmaster of Set – 4-8C
Jisstriv, kaliyani sorcerer – 5-125
Jixon, beastman witch doctor – 3-144
Jobim, goblin brewer – SL4-40F
Jocko, bartender – AK-26
Jolene, apprentice magic user – SL10B-26
Jonas, magic user and gladiator – 6-71
Joshuel the Binder, magic user and vampire – 7-127
Jost of Newmarket, fighter and prisoner – 2-36E
Jostri the Skald, thief and escaped slave – 4-100
Judgment, Hall of (of Thoth) – 2-35
Julia, halfling fighter and gladiator – 6-71
Juliana, magic user – 8-37
Julianus the Red, petrified Sortian magic user – SL4-40D
Junienos, Marius, second priest of Set – 4-56
Juno, fighter – 5-128
Justin the Nose, magic user and sacristan – 6-7
Justine Two-Hands, fighter – 9-130
Justinian, Priscian war-mage – 6-48 and elsewhere
Justinus, Set sergeant – 4-44
Justus, vengeful spirit – SL13-14

K

Kaastir, kaliyani sorcerer – SL9-77
Kaelo, bathouse owner – AK-3
Kaitor, vengeful spirit – 5-11
Kaledon, Set deacon and prisoner – 4-64
Kaledor, Priasson, merchant and spy – AK-12
Kalifer, skeleton knight – 3-36C
Kaligo, true varumani – Level 3 random encounters
Kallion the White, dead adventurer – 8-15
Kalyan, true varumani apprentice – 7-21
Karol, beastman deserter – 8-1
Kathroc, fighter and Set torturer – 3-99
Kauket, demon prince – 10-35
Kauket, temple of – 7-78
Kekulessa, heqeti old one – 7-139
Kel Bormol, magic user – SL3-2
Kellan, Set sergeant – SL5-38
Keller, aka Killer Keller, fighter – 8-112
Kelo-Rep, rudishva thief and prisoner – SL2-2
Kelt, magic user and gladiator – 6-71
Kentillian the Undying, lich – SL5-13A
Kerbog Khan, techno-sorcerer – SL12-25
Kerbog Khan, workshops of - SL12-28
Kerrakistorac, red dragon – SL13-10K
Keth the Friendly, lesser varumani gambler – 6-61
Ketil, ranger and prisoner – 2-65
Ketil the Caterpillar, fighter and bandit – 8-5
Khan, Kerbog, techno-sorcerer – SL12-25
Kiglon, dying ranger – 4-149
Killik, goblin chief – 5-46
Kist, true varumani card-shark – 6-8
Kit, lesser varumani – 7-38
Kiwu, strong debased monk – 5-80
Kiya, cleric and priestess – 8-32
Klibo, cleric – 6-113
Klimopercet, blood-seeking demon – 4-14A
Knut the Lucky, fighter – Level 8 random encounters
Knut Half-troll, Priscian war mage – 9-61
Kolgrima, magic user – 6-8
Kop, Baltaj, niravairi fighter and prisoner – SL2-2
Korakios, Set deacon – SL8-7
Kormak the Snake, fighter – 8-132
Krakteros, Lady Aelia, aristocrat and emissary – 7-75
Krakteros, Justina, Priscian war mage – 9-62
Krator the Wit, Priscian conversus – 6-39
Kreel, fishman shaman – SL6-15
Krest, lizardman shaman – SL9-26
Krexit, goblin sub-chief – 5-49
Kronos Kettle-Belly, innkeeper – AV-22
Kunda the Outlander, cleric – 5-121
Kup, lesser varumani wrestler – 7-103
Kurab, Set deacon and prisoner – SL4-32
Kusok One-Eye, lizarman shaman – SL5-31
Kvillor, kaliyani sorcerer – SL9-72
Kyrus, fighter – 5-128
Kzaal, lizardman prophet – 4-2

L

Labors, Hall of the (of Arden) – SL13-10
Lacedaion, third priest of Set – 4-57
Laegel the Forsworn, Priscian war mage – 7-143
Laertes the Lithe, magic user – 8-112
Lake, merchant and prisoner – SL4-34
Lankios the hermit – 1-6
Lanlius, Publius, oathbound knight – 6-148
Laocoon, shadow lord – 8-15
Lara, fighter and gladiator – 6-71, 6-76
Lara One-Ear, fighter and bandit – 8-5
Larakim, goblin witch doctor – 3-130, SL4-12
Larel, Sir, Sun-Scarred Knight – SL10A-22
Larel One-Eye, spirit of – 3-46
Layela Three-Tufts, true varumani market warden – 7-76
Leddy the Worm, goblin gambler – 6-61
Ledyard of Arcturos, thief and gambler – 6-61
Leifcrim, Master, halfling thief and merchant – SL4-40F
Leila, fighter – 4-2
Leila, goblin servant – 6-84
Lella the Ripper, fighter – 4-2
Lenuel the jailer, fighter – 3-104
Leofwin Rufus, cleric – SL5-45
Lepp, thief – 6-158
Leutherius, Set guardsman and prisoner – SL9-17
Library of Set – 4-55
Library of Thoth – 2-70, 2-72
Licata, spectre – SL6-79
Liesbet the Reptile, Priscian conversus – 9-64A
Ligareon, Anna, guildmaster of Set – 4-8B
Ligareon, Maurikios – see Thegan White-Mane
Ligareon, Ysabel, cleric and prisoner – 3-148
Lightfingers, Klisko, illusionist – 3-191
Lillecin, half-elf druid – SL4-41
Lillian, canon of Mitra and prisoner – 3-105
Liriaco, fighter – 5-128
Lishna, true varumani courtier – 7-75
Lisut, Priscian war mage – 7-44
Lithiric the Talker, magic user – 9-22
Livod the Hunter, true varumani – 7-14
Ljots, powerful doppelganger – 8-100
Loff, lesser varumani smith – 7-69
Lommt, lesser varumani prisoner – 10-43
Lord of the Arena, rudishva survivor – 6-85

Lorg, lizardman shaman – SL5-30
Lucinda, petrified Set guardsman – 4-95
Lucitan, Gneiss, duergar fighter and prisoner – 10-43
Lucreon, temple of – AK-10
Ludrig, petrified true varumani – 4-95
Lugo, renegade lesser varumani – 8-136
Lukas, beastman deserter – 6-1
Lukor, Priscian war mage – SL4-44
Lump, varlet – SL10B-6
Lyssandra of Newmarket, fighter and merchant – 7-76I
Lytta, insane woman – SL13-6
Lyxander, fighter and prisoner – 7-79

M

Maab, Moder, svirfneblin fighter and prisoner – 10-43
Malachi, Priscian war mage – 7-143
Malachite, Master of the Sun-Scarred Knights – SL10A-33
Malachite, Kador, dwarf fighter and prisoner – 7-33
Malachite, Kegil, dwarf cleric and prisoner – 7-33
Malachite, Utor, dwarf fighter and peddler – 7-76
Malliastorin, red dragon – SL13-10K
Mananik, niravairi magic user/thief – SL1-11
Marco, beastman and prisoner – 2-65
Margarita Blood-Eyes, thief and trader – 10-54
Margot the Red, innkeeper – AK-21
Maris, succubus – 4-58
Marius Tricotor, shrine to – 6-145
Marius Tricotor, tomb of – 6-154
Maude, merchant – 7-76I
Melok-Ri – see Malachite, Master
Mendacity, Sir, Sun-Scarred Knight and prisoner – 7-81
Meral the Key-Monger, ranger – 4-2
Meskenit, greater mummy – 4-139C
Mestropo, fighter – 5-128
Metion, spectre – 5-17
Metit, passive revenant – 5-80
Midnight Road – 5-91
Minux, Cinna, fighter and vampire – 7-122
Migi, true varumani smith – 7-69
Mirko, magic user – 5-128
Mitra, temple of – AK-7
Mittoril the Ugly, magic user and gladiator - Areas 6-58 to 6-91 text
Mogret of Narsileon, merchant and prisoner – 4-180
Mollop, varlet – SL10B-28
Moneychanger – AK-27, 4-2G
Mord, magic user and gladiator – 6-71
Mox, lesser varumani prisoner – 10-11
Muddy Puddle, tavern – AK-26
Muirasso, wight – 5-38
Mulch of Skallasholm, thief – 7-75
Muq, exiled lesser varumani – 8-151

N

Naik-Lir, giant rudishva skeleton – SL7-13
Narbo, elf magic user and prisoner – SL4-34
Narbonnim, goblin emissary – SL5-38
Nassiv, kaliyani sorcerer – 4-51A
Nasteon of Upford, charmed thief – 7-124
Necropolis of Set, 4-136 to 4-146
Neepariq, heqeti weaver – 10-40
Neferet, greater mummy – 3-127A
Neftali, magic user and merchant – AK-20
Nemead, Lucia, Knight of the Azure Shield – AK-1
Nerub Null, Priscian war mage – 9-64
Nicetas the Aesthete, magic user and bandit – 8-5
Nicetas the bailiff, fighter and emissary – SL4-40
Nikeos, beastman count – 3-152
Niskim, goblin sub-chief – 8-114
Nisslok, lizard king and chieftain – SL9-27
Nixion the Bold, fighter and prisoner – SL9-55
Nizamudden, efreeti lord – 4-7, 7-75
Njall, fighter and bodyguard – 4-8A
No-Thumbs, bartender – 4-20
Nolgi the Hunter, true varumani – 7-14

O

Oakheart, Njal, charmed fighter – 2-36
Obsidian Gates – 5-6D
Octavus, Pretius, Priscian war mage – 9-31
Odd of Freyr's Landing, ranger and prisoner – 6-104
Olaf the Bee-Whisperer, magic user – 8-73
Old Well Tavern – AK-16
Oracle of Thoth – 3-118
Oresniffer, goblin slave – 4-2
Oskarina, Priscian war-mage – 6-39
Oswyn, fighter – 4-7
Oubaste, cleric and high priestess – 8-37
Oziman, 'avatar of Thoth' and demon – 5-83

P

Paganus, Priscian conversus – 7-44
Palestrim, goblin major domo – SL4-23
Palestrina the Enchantress, magic user and smith – 9-60
Pamiu the Chanter, benign ghost – 5-86
Pannius the Discordant, greater mummy – SL15-13
Paolindar the Caterpillar, guard captain – AK-32
Paula Sunburst, thief and merchant – 6-8
Paullor, Priscian conversus – SL4-44
Pavallo, beastman sergeant and prisoner – 10-43
Peabo, lesser varumani exile – 8-55
Peace Door – 6-7A
Peelstiv, kaliyani soldier and trader – 10-54
Pelagion the Grey, magic user – 4-62
Pelagor, Priscian war mage – 7-143
Pelipev, kaliyani sorcerer – SL9-65
Pella the Souse, thief – 7-75
Peller, fighter and bodyguard – 7-76
Perrilk, lizardman prisoner – SL4-34
Petronia, thief and prisoner – SL7-22
Pharastina, petrified thief – 4-95
Philautia, Sir, Sun-Scarred Knight – SL10B-2
Philippous of Newmarket, thief and merchant – 6-28
Phocas, chamberlain to Lord Burdock – 4-2, 7-75
Phocion the Builder, tomb of – 8-143
Phokas, Eusebia, thesmothete – AK-23
Phryne, nymph – SL15-16
Pikaressa, heqeti builder and Second Tongue – 10-49
Pillar, Great (rudishva) – 5-138, 6-103, 7-37, 9-30
Pillik, goblin sub-chief and ambassador – 7-75
Pippin of Magger, magic user and prisoner – 10-43
Pivvril, kaliyani sorcerer – 6-33
Plec-Gris, rudishva prisoner – SL2-2
Plesstra, kaliyani sorcerer – 4-51A
Plod, goblin servant – 7-76G
Plotina, mummy – SL6-96
Plumthorn, Phlebotomas, halfling thief – 3-5
Pol, the grinning mage, sentient stone head – SL6-8
Pol, tower of – SL6-17A
Posson, goblin and prisoner – 6-20
Prayaska, true varumani – 9-22
Preskell, goblin witch doctor – SL4-12
Priddy of Archontos, magic user – 5-128
Prika, true varumani prisoner – 10-43
Prisp, lizardman shaman – SL9-26

Private House – AK-15
Probus, Gesteon, cleric of Mitra – AK-7
Proethus of Epirenus, magic user and prisoner – 7-81
Prosper the Doughty, paladin – 6-8
Prosperity Factor – AK-24
Prudence, Sir, Sun-Scarred Knight – 7-76A
Psalor-Ki, rudishva survivor and vivisectionist – 5-74
Psillav, kaliyani sorcerer – SL9-71
Ptarmis, fungal mummy – 3-174
Pugh, lesser varumani – 6-1
Pukel, Great – 9-40
Pulcher, Priscus, remains of – SL11-24
Purbrin, goblin prisoner – SL4-34
Pyramid of Thoth – AV-15

Q

Qassapik, heqeti weaver – 10-48
Qebbil, kaliyani sorcerer – SL9-72
Quade, fighter – 4-180
Quarm, goblin slave – 4-101
Qid of Qon, magic user – 6-113

R

RAJ-750, insane rudishva AI – 6-27
Rango, giant intelligent baboon – AV-9
Ranke, rudishva security construct – SL10A-16
Ranko, giant intelligent baboon – SL3-16
Rarities Factor – AK-17
Raste, incognito Fey lord of Asters – 6-1
Ravi, petrified true varumani - 7-90
Razor Face, human gambler – 6-61
Red Bridge (of Set) – 4-120A
Reeflik, goblin advisor – SL4-23
Reepsiq, heqeti weaver and Great Tongue – 10-47
Reestiq, heqeti old one – SL9-30
Reesa the Hammer, thief – AK-26
Reith, lesser varumani overseer of the Troll Lifts – 6-1
Reiv-Tor, insane rudishva – SL7-23
Reja, lesser varumani courtier – 7-75
Relke, rudishva security construct – 6-30
Reskim the bailiff, goblin sub-chief – SL4-4
Relleion, Gaius Christopher, Knight of the Azure Shield – AK-1
Resedior, Yon, guildmaster of Set – 4-8A
Ressie, fighter – 6-28
Rí Mear, quickling lord – 9-14
Ricchar Wither-Hand, magic user – SL10B-26
Riglon, true varumani overseer of Troll Lifts – 5-54
Rissalviq, heqeti weaver – 7-79
Rivulus, Jordan, thief and merchant – 7-76D
Rivvep, kaliyani sorcerer – 9-118
Rizzit, lucern demon – SL4-15
Robben the Fat, merchant – 4-2D
Rocko, goblin sous-chef – 4-42
Rolf, ranger and prisoner – 3-148
Rorgo, varlet – 8-116
Roscoe, fighter – 3-214
Rushing River – 4-67
Rusticus, Priscian conversus – SL4-44

S

Sakeon the Horse-Whisperer, stabler – AK-31
Samantha the Red, fighter and prisoner – 2-36B
Sammy, Big, goblin sub-chief and gladiator – Areas 6-58 to 6-91 text
Sanctum (of Thoth) – 5-83
Sarabel Jewel-Eye, Priscian conversus – 9-31
Saucy, goblin chef – 6-14
Schisthelm, Silica, dwarf fighter – 4-2
Scoria, Arkose, 'dwarf' – see Ljots
Seamfinder, Klip, derro trader – SL9-76
Seldorsson, Seldorin, elf thief – SL4-41
Seamly Run, underground river – 3-217, 3-230
Semillimes, entrapment devil – 2-31
Serriv, kaliyani soldier – SL9-72
Set, Forum of – 4-2
Set, library – 4-55
Set, necropolis of, 4-136 to 4-146
Set, Red Bridge of – 4-120A
Set, temple of – 3-90
Sgraal, lizard king and chieftain – SL5-36
Shirley, receptionist – AK-5
Shilva, true varumani smith – 7-69
Sign of the Broken Head – AV-22
Silent Tempest, thief – 5-121
Simonet, Sir, Sun-Scarred Knight – 3-131
Silent Factor – AK-20
Sirsk of Archontos, bard – 4-2
Sisko, giant intelligent baboon – 2-29
Sixth, Sir, insane Sun-Scarred Knight – 6-39
Skalla of Wesholm, animated skeleton – 2-27
Skalla Ironmonger, fighter and merchant – 7-76E
Skimmel, goblin advisor – SL4-23
Skindros, Skellan, merchant – 4-2D
Skleros, beastman count – 3-151
Smallleaf, Jeremias, halfling moneylender – AK-27
Smithy – AK-14, 3-153, 4-2E, 7-68, 8-100, 9-60, SL10A-19
Sorrow, Sir, Sun-Scarred Knight – SL4-19
Spes, Sir, Sun-Scarred Knight – SL10A-24
Spriviv, kaliyani scout – SL9-20
Stephania, high priestess of Set – 4-51
Stemwinder, Rikso – imperial goblin – 4-7
Stiller, damaged rudishva security construct – 6-36
Stunned Acolyte Inn – AK-12
Stylesia, fighter and prisoner – 4-180
Sulla the Myrmex – SL6-22
Sulla Bellator, tomb of – 8-107
Sun-Scarred Knights, Citadel of – SL10A-14
Sundered Span – 5-35
Susarra, fighter – 3-83
Sveestik, kaliyani sorcerer – SL9-77
Sweetmeat, goblin chef – 6-14
Swiddy the Baker, ranger and baker – 6-28
Swithun of Upford, paladin – 7-75
Sycadora, varlet – SL10B-29

T

Tador, chef – AK-12
Talg-Roe, rudishva prisoner – SL2-2
Tataka, rakshasa – 8-125
Taverns – AK-16, AK-26, 4-2, 4-20, 6-64, 7-94, SL4-40F
Telator, Vafer, mummy – SL6-69
Temples – AK-7, AK-8, AK-9, AK-10, 3-71, 3-90, 7-76, 8-38 to 8-39, 8-120
Temrin, goblin artist – SL4-40F
Tergon the Rutter, Priscian conversus – 6-49
Testareon, magic user and prisoner – SL9-55
Thalia, ranger and prisoner – 2-60
Thane, Tikun, magic user – SL3-2
Thegan White-Mane, fighter, thief, and innkeeper – 6-19
Theo, assassin and bodyguard – 4-8C
Theo, Big, fighter and smith – 9-60
Theodora, Set sergeant – 4-40
Thirk, beastman witch doctor – 3-144
Theophrastus, escaped slave – 4-100
Thomas, fighter and gladiator – 6-71
Thomas, Set acolyte and prisoner – 3-148
Thorgrim the Easy, fighter and merchant – SL4-40F
Thorgrim the Stout, Priscian war mage – 9-31
Thorir, cleric and bandit – 8-5

Thoth, Glory of (statue) – 3-2
Thoth, library of – 2-70, 2-72
Thoth, oracle of – 3-118
Thoth, pyramid of – AV-15
Thoth, Sanctum of – 5-83
Thoth, temple of – 3-71
Threadneedle, Roddy, thief and prisoner – 5-72
Tikun Thane, magic user – SL3-2
Tillis, Chert, duergar cleric/assassin and trader – 10-54
Tissel, Poulos, vengeful spirit – AV-27/ SL15-4
Torunn, smith – AK-14
Tornikion, Loukios, master wraith- TS-16
Torquatius, Celsus, vengeance aspect of Sekhmet – 9-104
Tower of Pol – SL6-17A
Transit Shaft (rudishva) – 5-84, 6-164, 7-146, 9-91
Treb, lesser varumani jailer – 7-33
Trebizet, spectre – SL4-48
Tredgeris the Dapifer, fighter and overseer of gladiators – 6-75
Trefill, Theodor, auctioneer of Set – 4-3
Trefko, giant intelligent baboon – 2-32
Tressa, thief – 4-180
Trevel, man-at-arms – 6-8
Tricotor, Marius, shrine to – 6-145
Tricotor, Marius, tomb of – 6-154
Triforius, Set sergeant – 4-60
Trijax, true varumani overseer of the Troll Lifts – 7-1
Trillip, magic user – 3-214
Trillissason, Jiltorin, elf thief – 4-2, SL4-40
Trilti, bestial varumani – 5-55
Trisko the Natty, beastman count – 3-154
Triss, thief and prisoner – 5-55
Triv-Lok, rudishva fighter and prisoner – SL2-2
Trocadero of Newmarket, insane magic user – 3-176
Troll Lifts – 5-55, 6-1, 6-2, 6-3, 6-5, 7-1, 8-1
Troll Market – 7-76
Troll Pits – 5-131
Troll Thegn – see Varboka
Troll Thegn, court of – 7-75
Trood, lesser varumani – Level 3 random encounters
Trucleon, wrangler – AK-31
Trych, Horace, thief and merchant – 4-2D
Tsilliv, kaliyani sorcerer and magistra – SL9-77
Tuftwillig, sentient tree – AV-7
Tuolicha, mummy – 3-116
Turissa, Silken, magic user – 7-75

U

Ujax, beastman witch doctor – 3-144
Ulana of Newmarket, merchant – 4-2
Ulf the Dim, fighter and prisoner – 4-180
Ulf No-brows, Prisican war mage – 9-61
Umsko, giant intelligent baboon – 2-60
Uthgrim, magic user – SL5-38

V

Valdorsdot, Fael, half-elf druid – AK-18
Vambrace, Sir, Sun-Scarred Knight – SL10B-2
Vanara the First Thegn, giant varumani skeleton – 5-139
Varboka, true varumani and thegn – 7-30
Vareon, Ulf, innkeeper – AK-12
Varly, lesser varumani gladiator - Areas 6-58 to 6-91 text
Varuda, brood-nests of the – 5-108, 5-111
Varumani, court of the – 7-75
Vatapi, rakshasa – 8-120
Vedreya One-Eye, true varumani clan chief – 7-18
Veeblik, kaliyani sorcerer – SL9-78
Velerim, kaliyani sorcerer – 9-118
Veracity, varlet – SL10B-28
Verr, Laedion, bartender – AK-16
Verv, lesser varumani – 3-162
Veshlok, niravairi fighter – SL1-11
Vig, lesser varumani prisoner – SL9-55
Vimela, true varumani record keeper – 7-66
Vingelok, niravairi fighter – 9-48
Vingrim the Surly, goblin guard commander – SL4-24
Virgoolian, goblin chemist – 6-28
Visby, magic user and prisoner – SL5-34
Vislok, Durdeon, fighter/thief and entrepreneur – AV-12
Vivian, cleric of Demma – AK-9
Vor, lesser varumani – 7-38

W

Walid, ogre mage chieftain – 9-70
Warin the Tall, thief and merchant – AK-20
Well of Light - AV-14, 2-1
Wellor, Priscian conversus – SL4-44
Weskenim, goblin king – SL4-22
Whispering Hall – 2-63
Wicktrimmer, goblin merchant and thief – AK-17
Wiggy, goblin servant – 7-76G
Wigmund, fighter and emissary – 7-75
Winterleaf, Roskelly, halfling thief – 3-2
Workshops of Kerbog Khan – SL12-28
Wotar the Puny, fighter – 6-113

X

Xerxes, fighter and gladiator – 6-71

Y

Yamki, giant intelligent baboon – 2-61
Yasidoranicil – see Isadora
Yeggit, lesser varumani prisoner – 7-81
Yellow Cloak Inn – AK-21
Yerevan of the Yurt, magic user and gladiator - Areas 6-58 to 6-91 text
Yerk, fighter and gladiator – 6-71, 6-77
Ykriv, kaliyani sorcerer – SL9-71
Yoburra, true varumani ambassador – 4-101
Yog, lesser varumani courtier – 7-75
Yost, jackalwere and gladiator - Areas 6-58 to 6-91 text
Yrtol the Hungry, ghost – EX-4
Ysadel, Priscian war mage – SL4-44
Yurtil Skreel-friend, magic user – Sl5-35
Yvette of Archontos, cleric - Areas 6-58 to 6-91 text

Z

Zhorak, forge of – 8-100
Ziggurat, heqeti, lesser – 7-79
Ziggurat of Kauket (greater) – 10-32 to 10-37

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Years, how many it felt like it took to complete this work. Also see Years, 11

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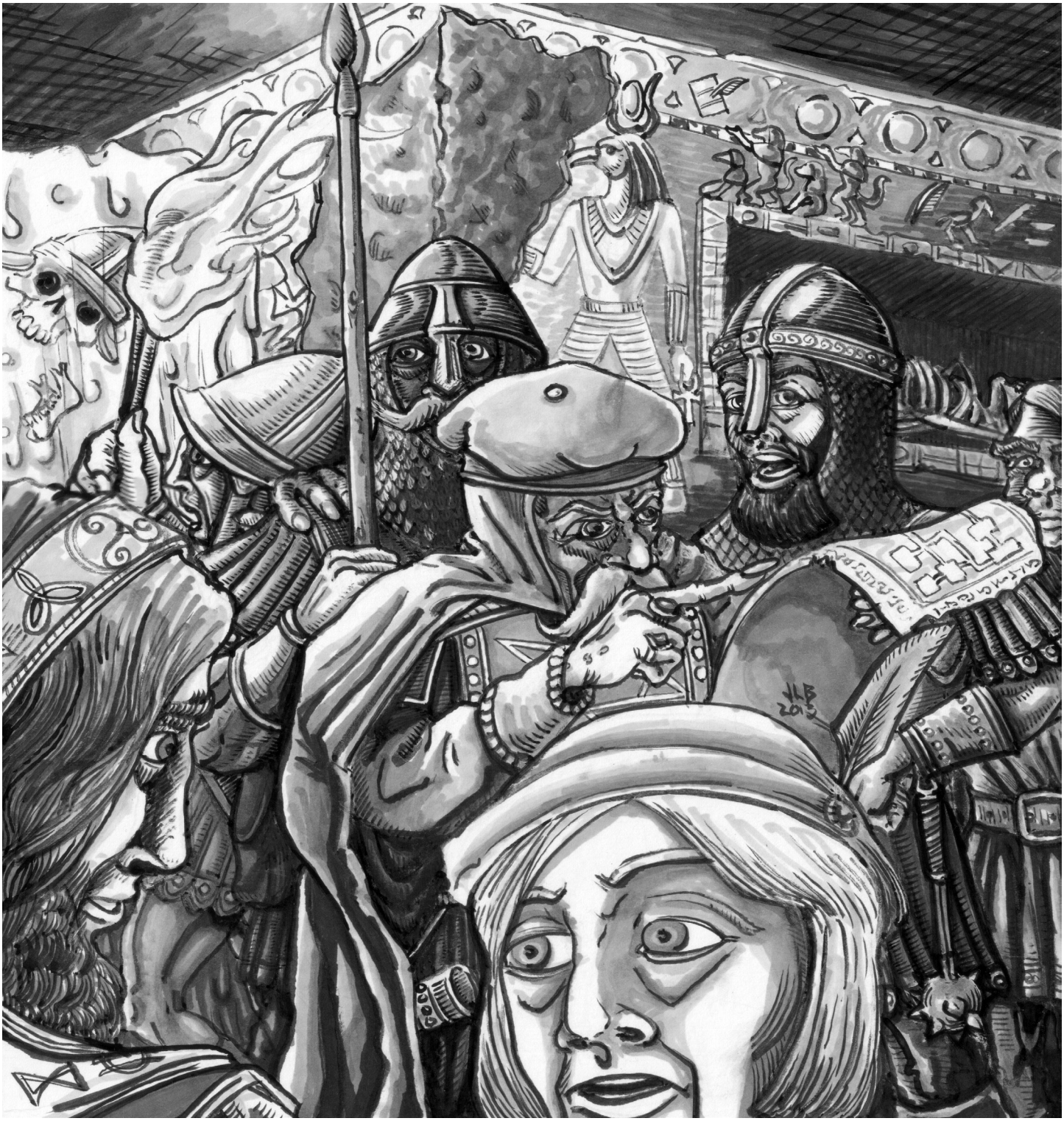
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ARDEN VUL - MAP KEY

- Door
- Door, Double
- Door, locked
- Door, One-way
- Door, false
- Door, Secret
- Door, concealed
- Door, electronic
- Magic Portal
- Sluice Gate
- Trap door, floor
- Trap door, ceiling
- Priscian Teleporter
- Thothian teleport ring
- Rudishva teleport ring
- Stairs
- Spiral Stairs
- Elevator
- Bricked-up Wall
- Illusionary Wall
- False Wall
- Spy Holes in Wall
- Force Wall
- Rudishva Force Wall
- Barricade
- Portcullis
- Curtain
- Wall Basin
- Window
- Field
- Sand / Muck
- Mushrooms
- Mud
- Slime
- Rubble
- Path
- Water
- Whirlpool
- Pool
- Trap
- Pit Trap
- Fire Pit
- Statue
- Altar
- Throne / Chair
- Fountain
- Sarcophagus
- Archway
- Pillar
- Bas-Relief
- Bas-relief statue
- Fireplace
- Ladder
- Chest
- Lever
- Bench
- Magic Mouth
- Chair
- Pod
- Broken column
- Bed
- Vat
- Rowboat
- Caryatid Column
- Well
- Well
- Vine curtain
- Cage
- Ballista
- Rudishva Point Defense Array
- Stove
- Bed
- Folding Screen
- Manacles
- Bench
- Rope Bridge

MAGAE

THE WORLD OF ARDEN VUL

N

1 Hex = 100 miles

Borealios

Westholm

Freyr's Landing

Realm of the Elves

Arden Vul

Narsileon

The Winedark Sea

River Elesseios

Irthuin

Mithruin

Grain Islands

Archontos

Iron Isles

Ostentown

Kazildor

Khumus Khor-ates

Arcturus

Dry Wastes

Sweetwater Hold

Agoreon

Red Sand Desert

Ostralios

BURDOCK'S VALLEY

Arden Vul
Azure Keep
The Fingers
The Thicket
Gosterwick
The Fenn
The Long Run
The Paw
Thorham
Hidden Lake
Rocky Ledges
Deepton
New Forest
Swift River
Old Forest
Beretun
Lost Shrine
Gold River
The Spire
Ulfham
Bald Hill
Bilsham
Billstream
Newmarket
Bandit Camp
Castle Burdock
Muddy River
The Ibis's Roost
Castleton
Valtos Marshes
Table Rock
To Narsileon

Forest
Special Site
Marsh / Swamp
Contour Line (300 feet / line)
Settlement
Water
Castle
Road
1 Hex = 3 miles

N

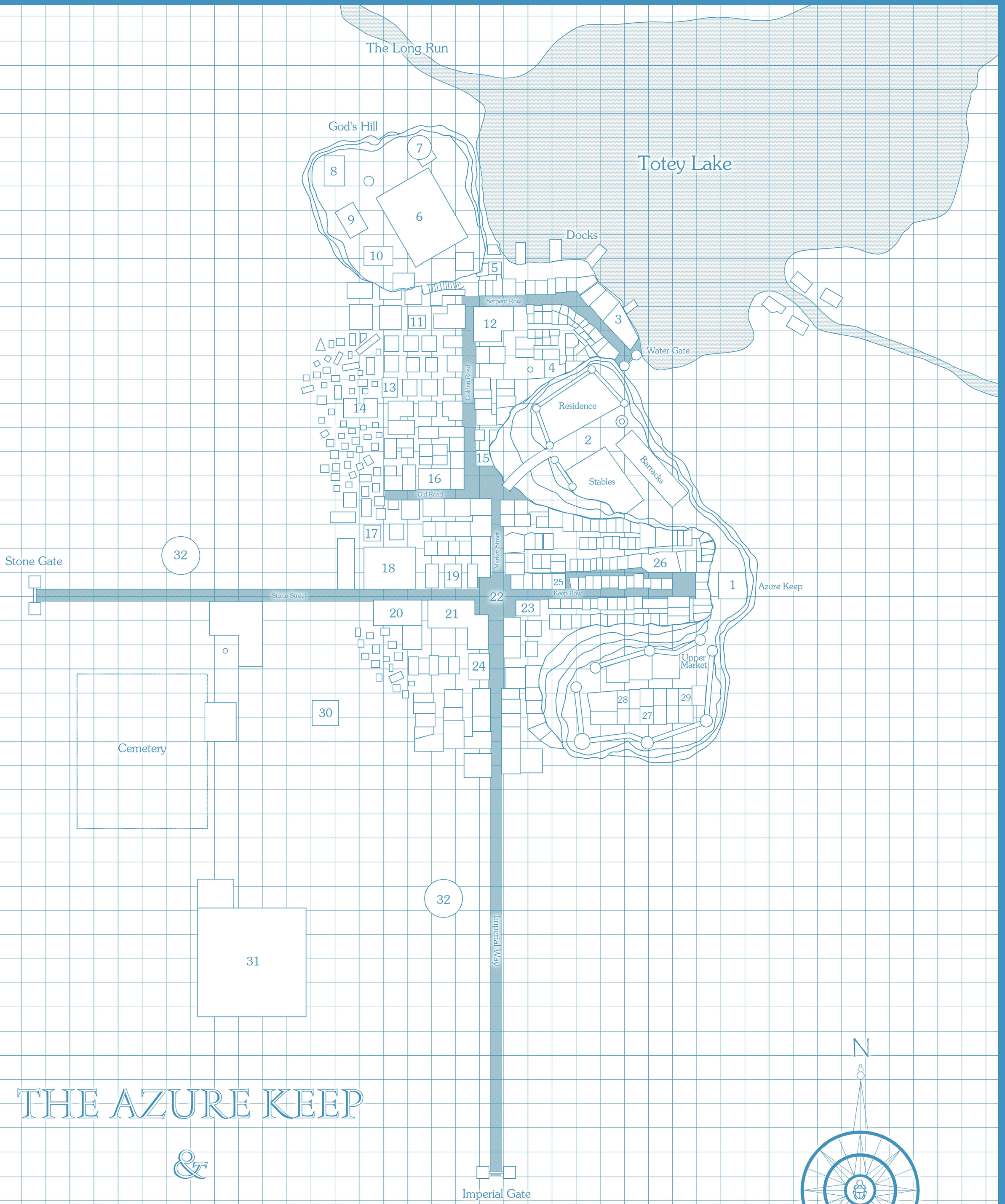
BURDOCK'S VALLEY

Arden Vul
Azure Keep
Gosterwick
The Fingers
The Fenn
The Long Run
The Paw
Thorham
Hidden Lake
Rocky Ledges
Deepton
New Forest
Swift River
Beretun
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Forest
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Contour Line (300 feet / line)
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Road
1 Hex = 3 miles

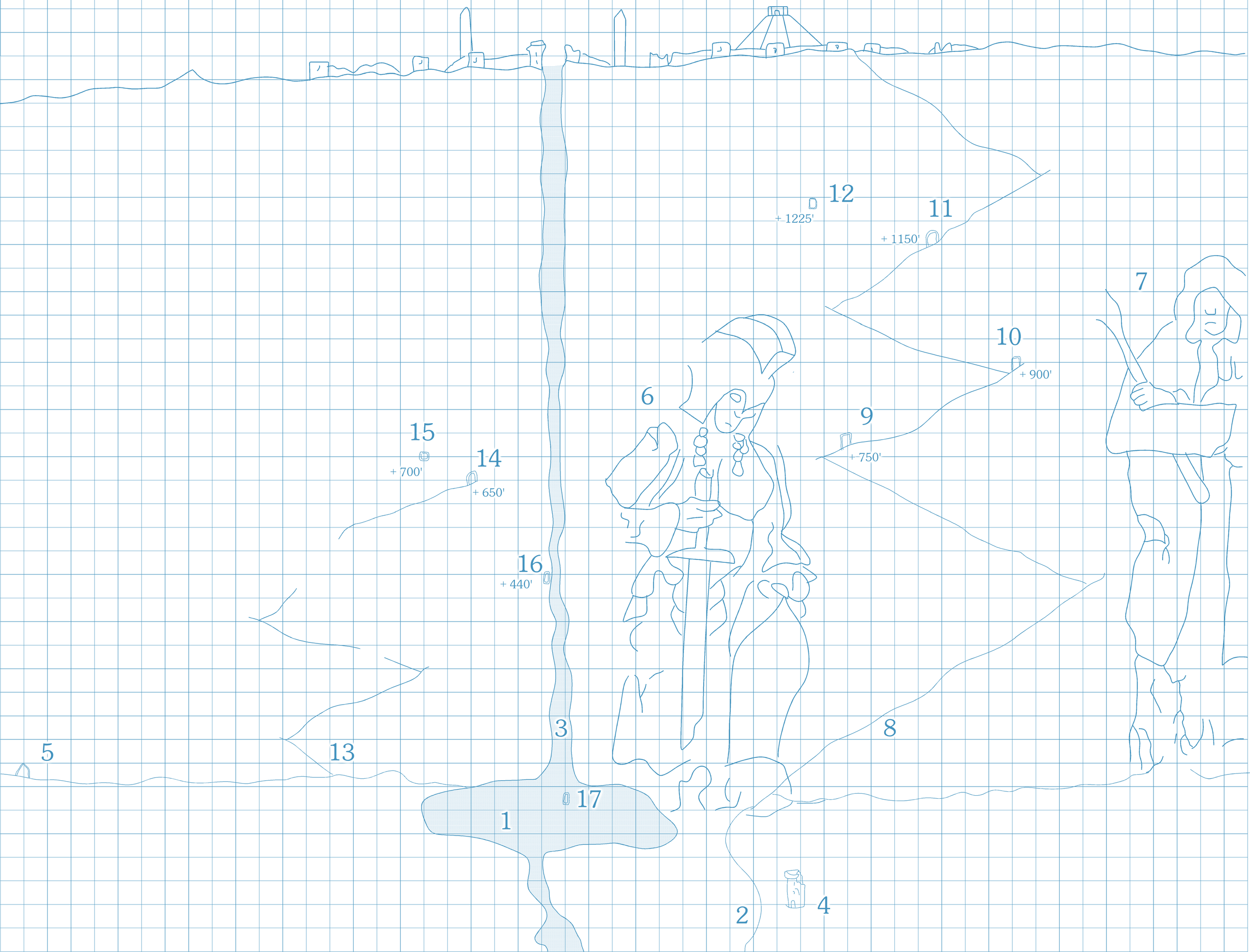
N

THE AZURE KEEP & GOSTERWICK



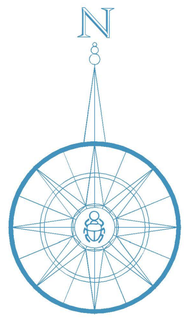
ARDEN VUL
THE CLIFF FACE

1 square = 50 feet



ARDEN VUL

THE RUINED CITY



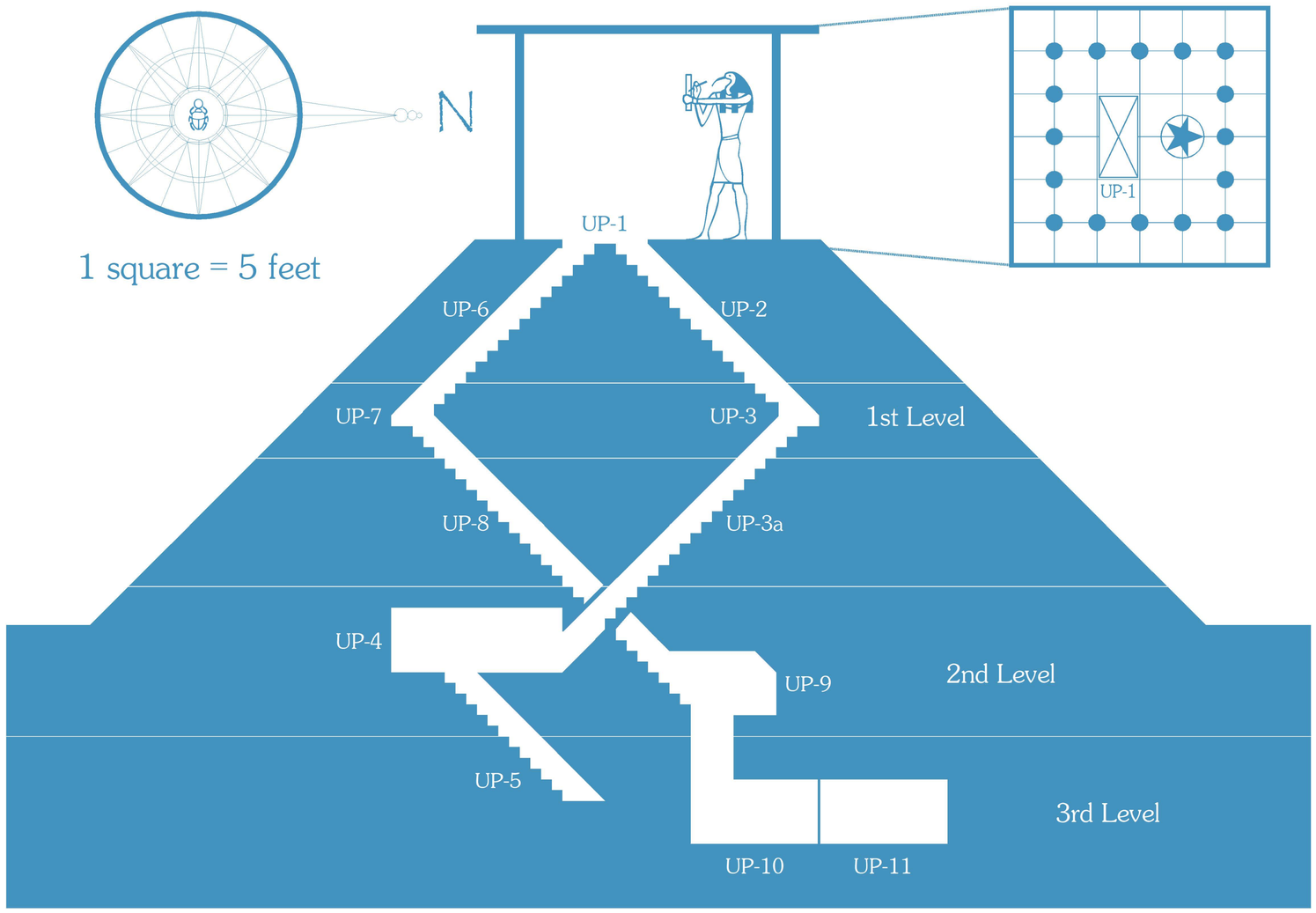
1 square = 50 feet

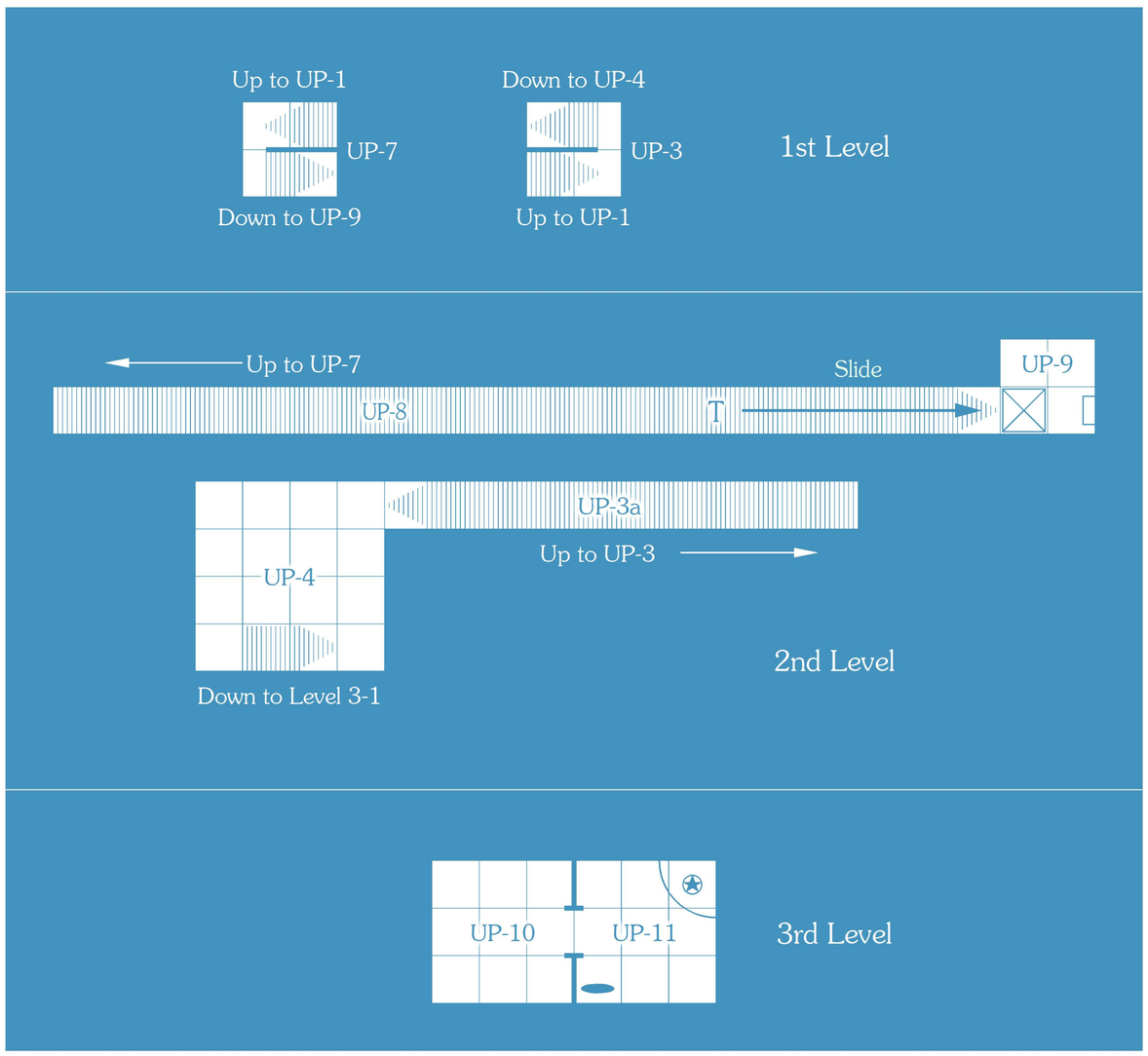


Connections to The Dungeon Levels

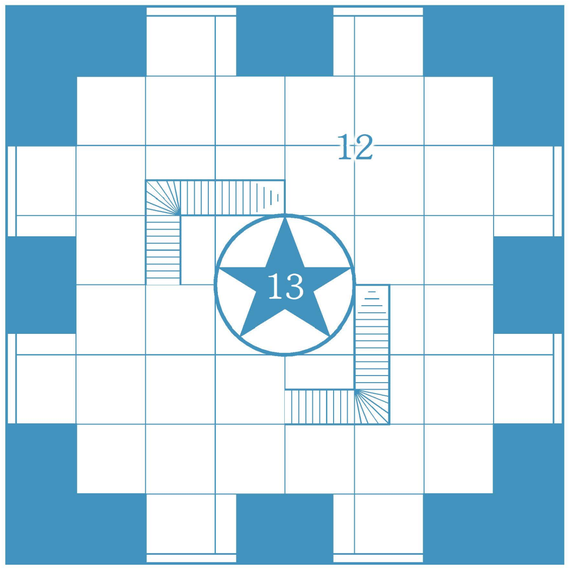
AV-10	To Level 2-54
AV-12	To Level 3-52A
AV-14	To Level 2-1
AV-14	To Sub-Level 1-1
AV-14	To Level 2-64 and 2-65
AV-15	To UP and Level 3-1
AV-16	To Sub-Level 4-37
AV-17	To Level 1-1
AV-18	To Level 2-23
AV-19	To Level 3-50A
AV-20	To Sub-Level 11-18
AV-27	To Sub-Level 6-152
AV-29	Thothian teleportation ring
AV-34	To Sub-Level 14-1
AV-39	To Level 4-122A
AV-44	To Sub-Level 15-9
AV-45	To Sub-Level 15-10
AV-46	To Sub-Level 15-21

UNDER THE PYRAMID OF THOTH

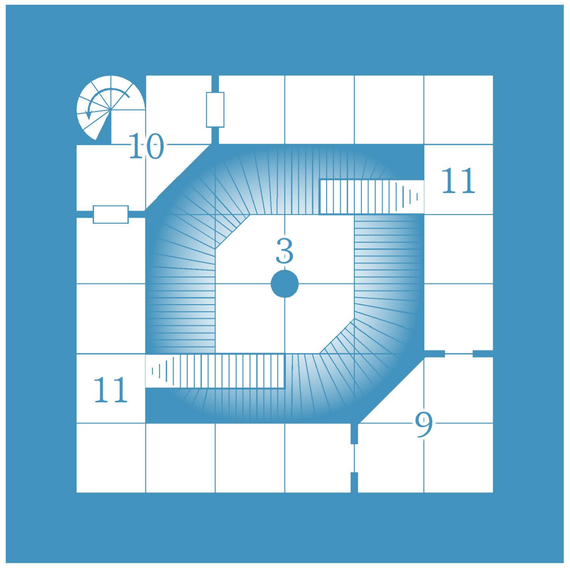




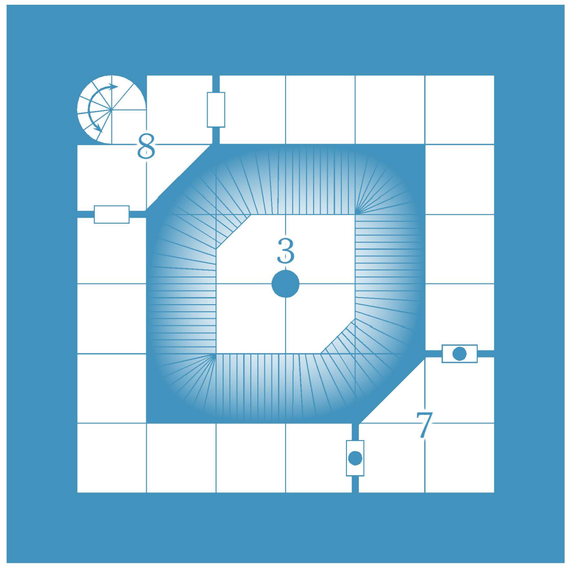
THE TOWER OF SCRUTINY



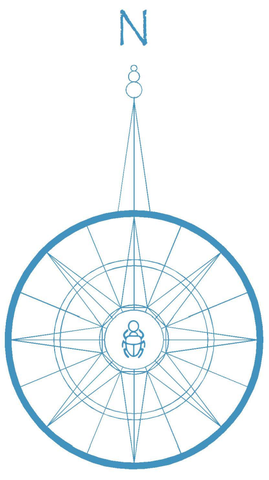
Top floor
(30' from ground)



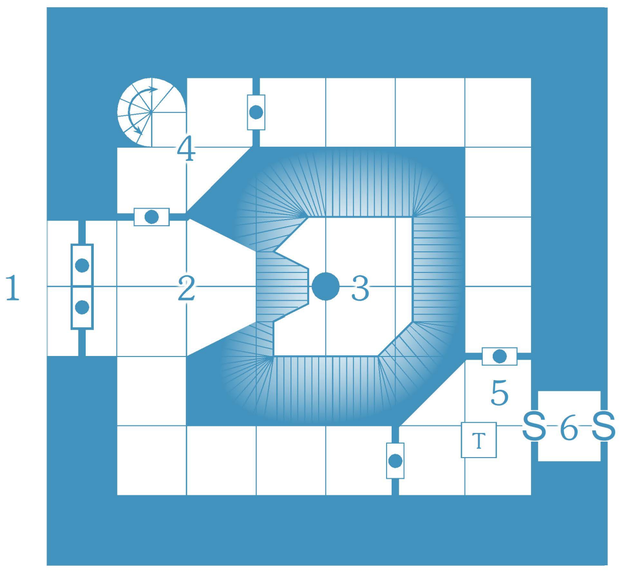
3rd floor
(20' from ground)



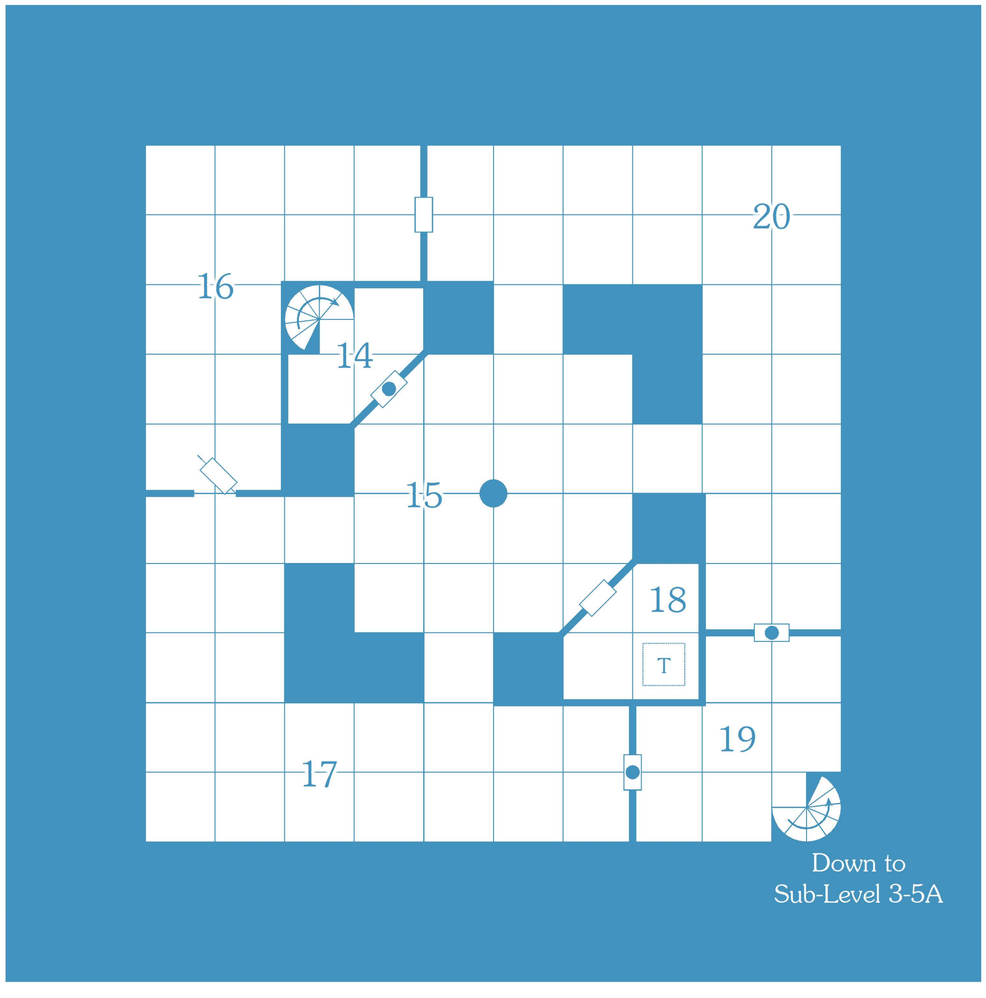
2nd floor
(10' from ground)



1 square = 5 feet



Ground floor



Basement

ARDEN VUL

SIDE VIEW

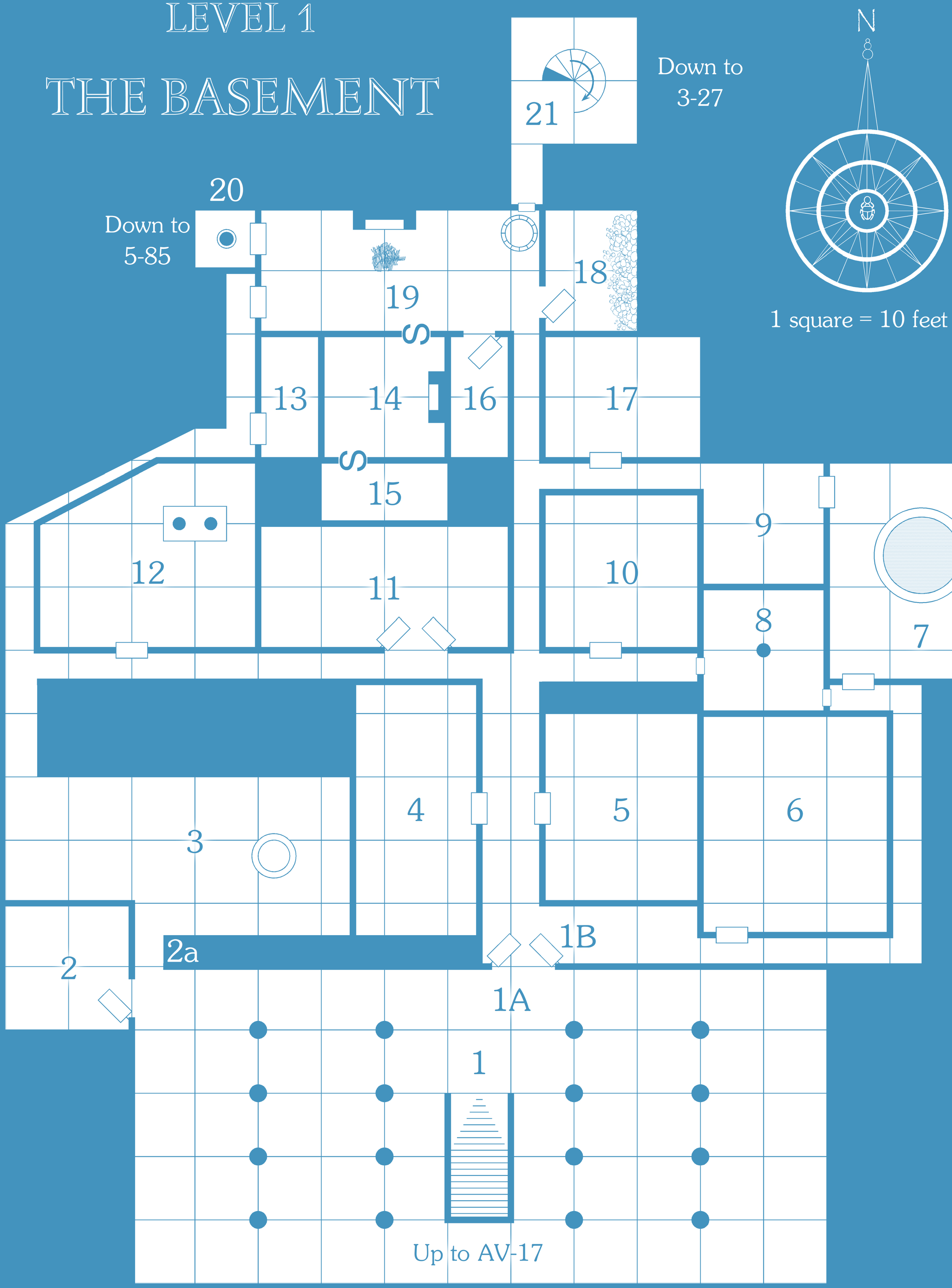
1 square = 50 feet

Pyramid
Well
AV-20
AV-45
Sub-Level 14
Level 1
Sub-Level 15
Sub-Level 1
Sub-Level 2
Level 2
Sub-Level 11
3-123
Level 3
3-105
Level 4
4-18
Sub-Level 12
Level 5
Level 4
Sub-Level 4
4-121 - 4-154
Sub-Level 6
Sub-Level 5
The Canyon
The Spillway
Sub-Level 7
Sub-Level 8
Sub-Level 9
Level 6
Tower
Level 7
Sub-Level 10
Level 8
Sub-Level 13
Level 9
River
Ziggurat
Heqeti Road
To Underearth
Level 10
River

- 100'
- 200'
- 300'
- 400'
- 500'
- 600'
- 700'
- 800'
- 900'
- 1000'
- 1100'
- 1200'
- 1300'
- 1400'
- 1500'
- 1600'
- 1700'
- 1800'

LEVEL 1

THE BASEMENT

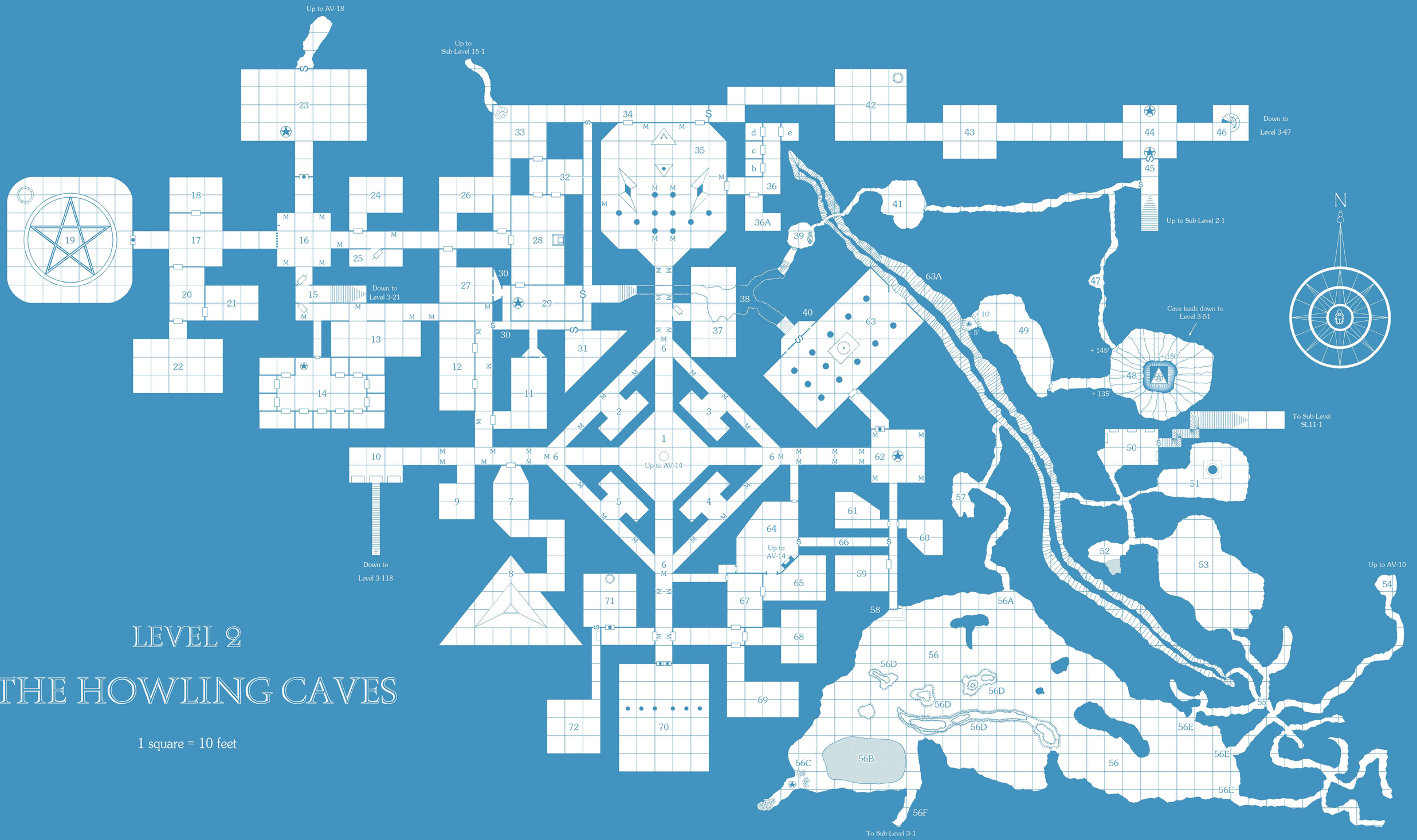


1 square = 10 feet

LEVEL 2

THE HOWLING CAVES

1 square = 10 feet



LEVEL 3

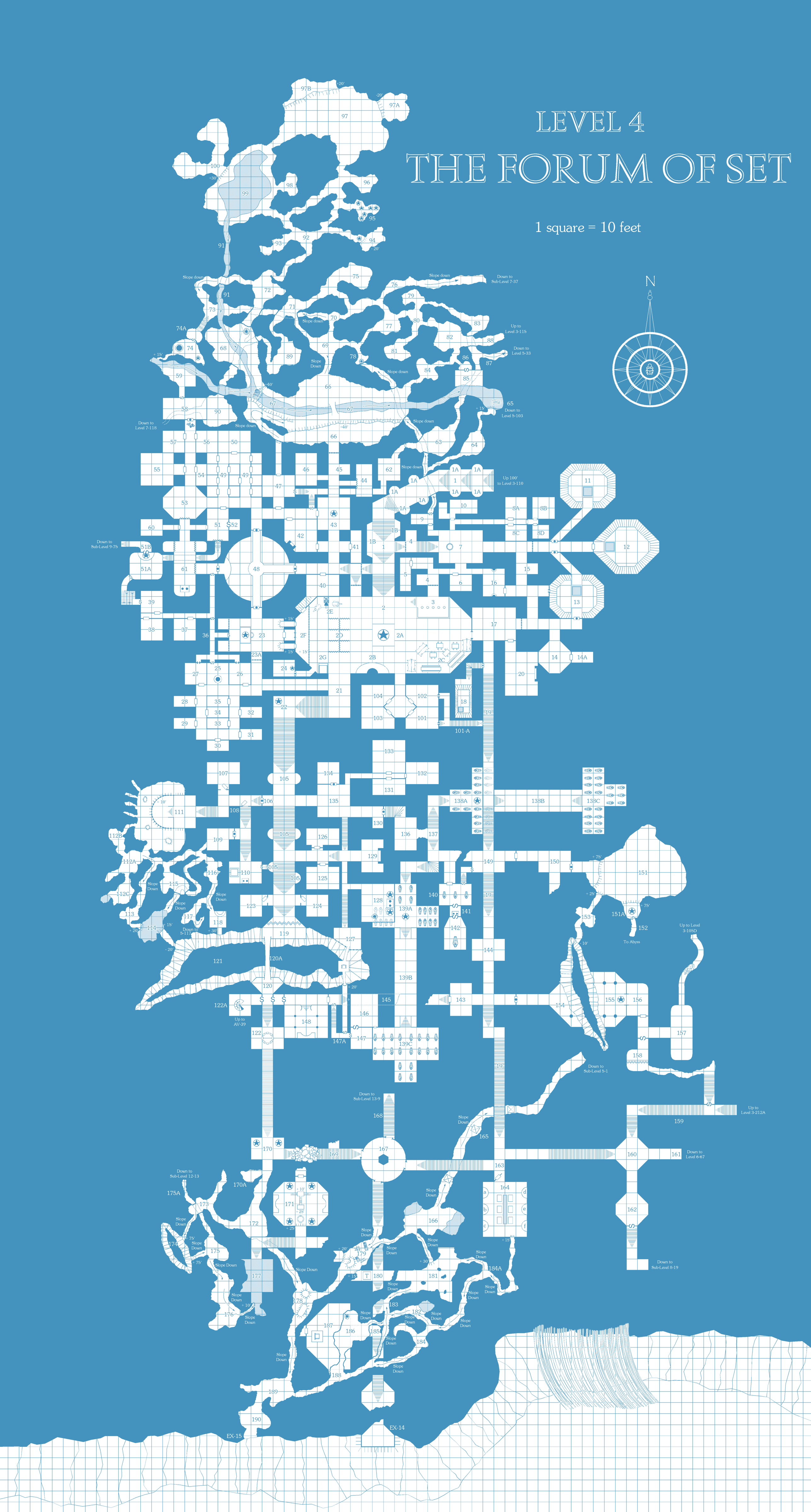
THE HALLS OF THOTH

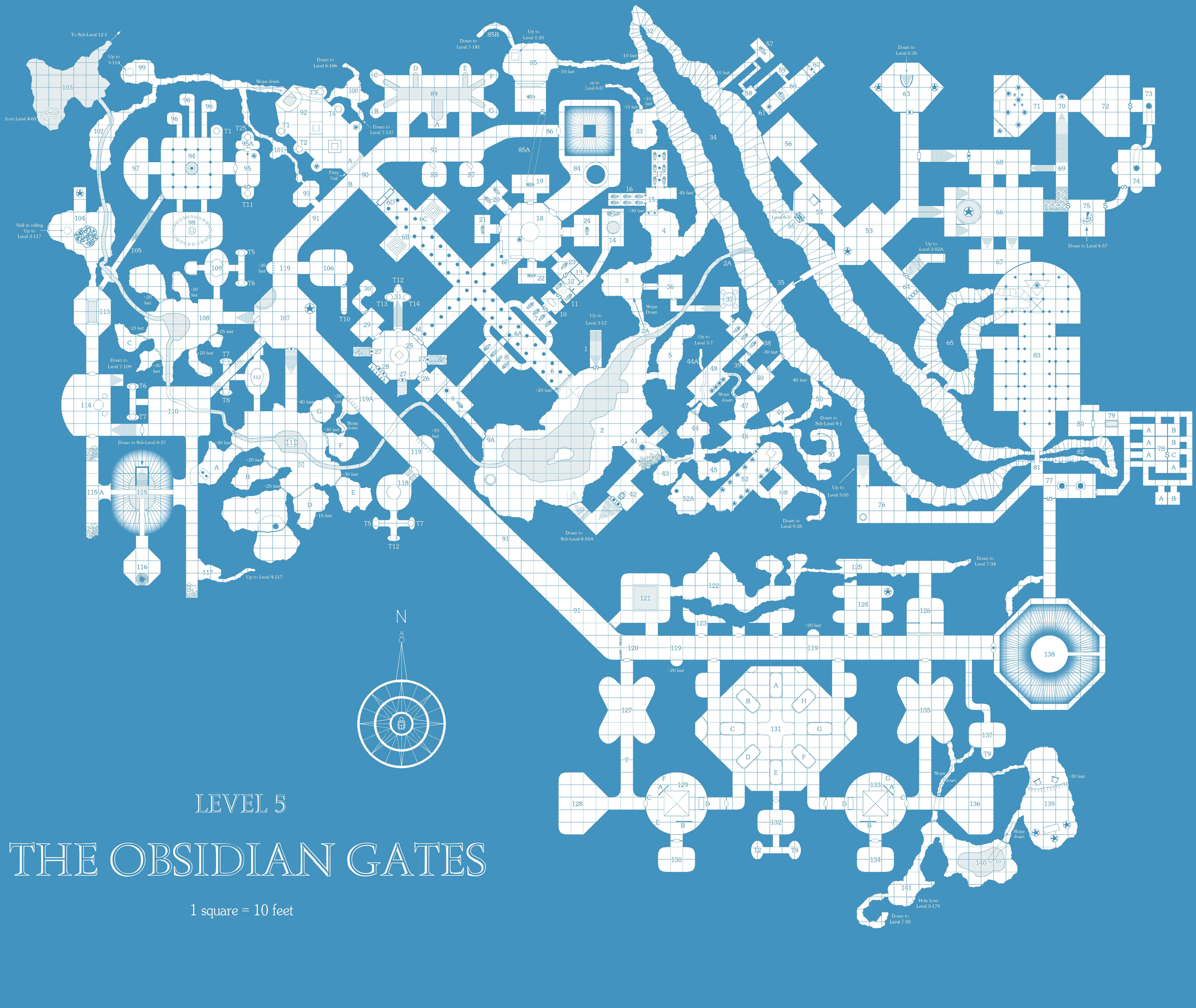
1 square = 10 feet

LEVEL 4

THE FORUM OF SET

1 square = 10 feet





LEVEL 5

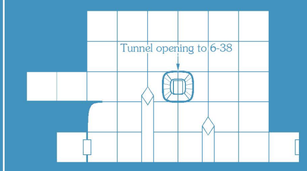
THE OBSIDIAN GATES

1 square = 10 feet

N

1 square = 10 feet

Side view of area #30 from north



LEVEL 6

THE TROLL LIFTS & THE ARENA

Pod Lower Level



N

1 square = 10 feet

LEVEL 7

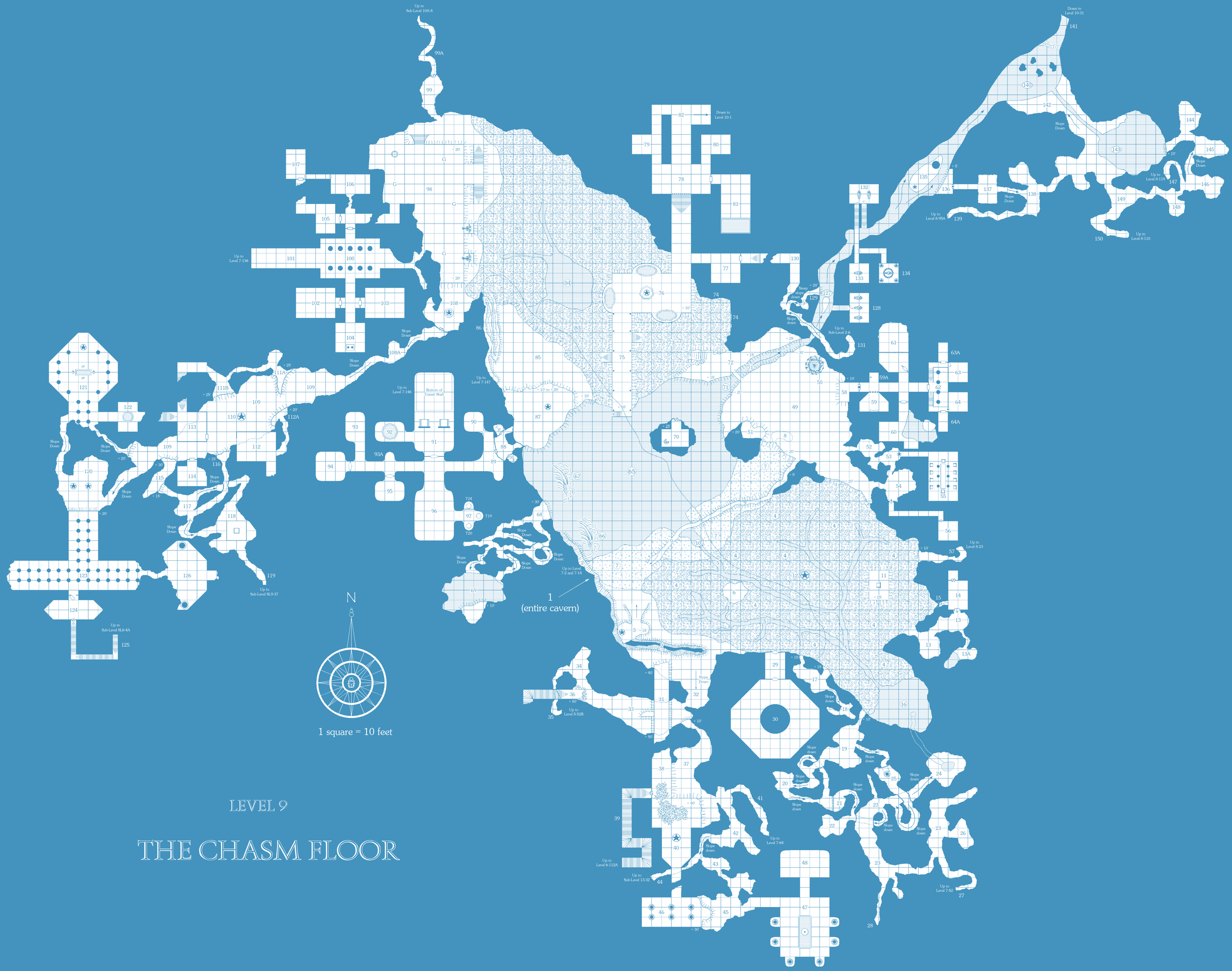
THE COURT OF THE TROLL THEGN

LEVEL 8

THE NETHER REACHES

N

1 square = 10 feet

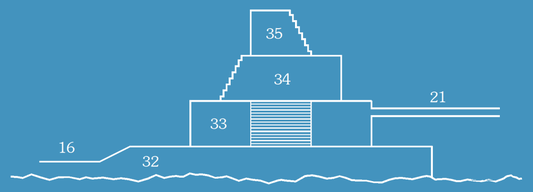


LEVEL 9

THE CHASM FLOOR

LEVEL 10

THE ZIGGURAT OF KAUKET



ZIGGURAT SIDE VIEW

To Level 9-82

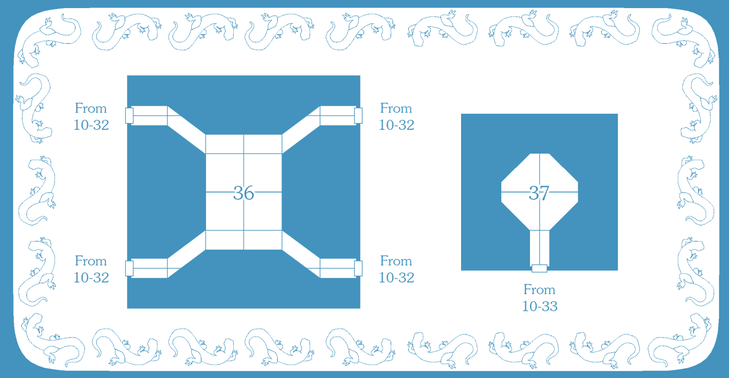
To Underearth

Down to Silent Sea

Up to Level 9-141

N

1 square = 10 feet



INSIDE THE ZIGGURAT

SUB-LEVEL 1

THE TOMBS OF LIGHT

Up to AV-14
and down to
Level 2-1

1

2

3

+ 50'

7

8

5

35 degree
slope

+ 20'

f

4

b

+ 20'

35 degree
slope

a

g

e

c

d

Upper Tomb Area

+ 20'

45 Slope

+ 50'

6

10

Lower Tomb Area

13

9

11

g

12

7

8

5

4

3

9

13

11

Side View of the
whole Tomb

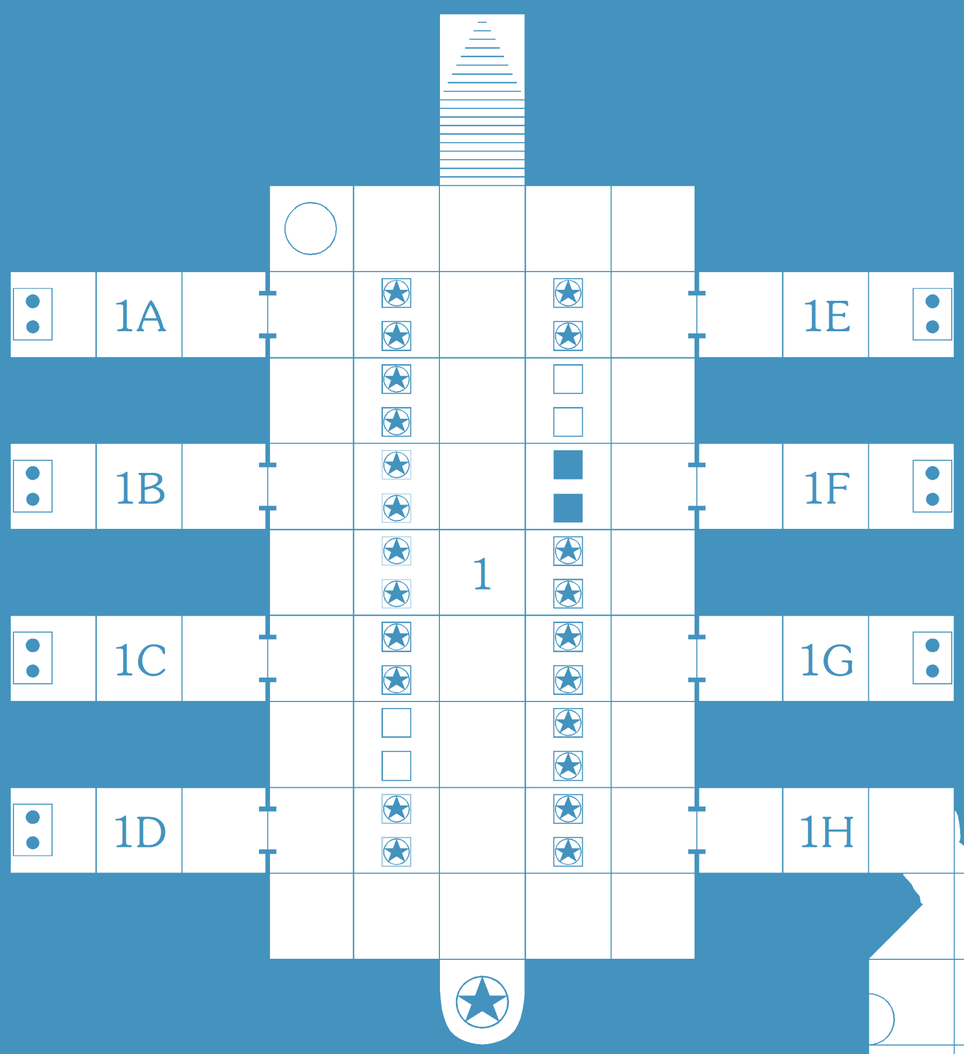
to 10

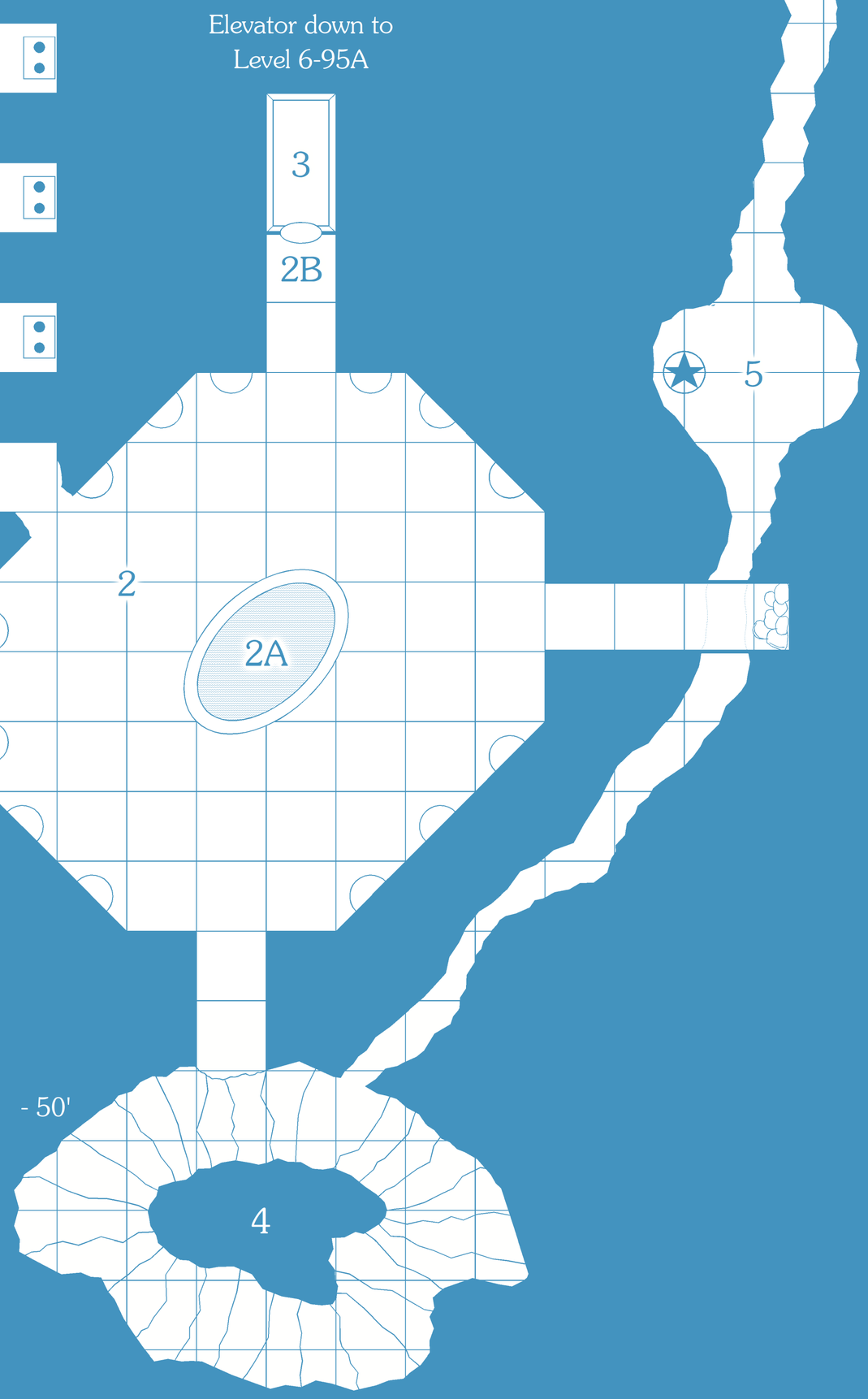
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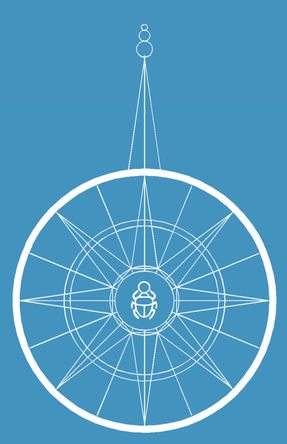
1 square = 10 feet

SUB-LEVEL 2

HALL OF SHRINES







1 square = 10 feet

SUB-LEVEL 3

LESSER BABOON CAVES



1 square = 10 feet

To Level 2-56F

Hall leads down to Level 3-123

Up to TS-19

Down to Level 3-135

Slope Down

Slope down

Slope Down

Slope Down

Slope Down

Slope Down

Slope Down

+ 30'

+ 40'

+ 40'

EX-12

275' down cliff face

SUB-LEVEL 4

THE GOBLIN WARRENS

1 square = 10 feet

N

Up to
Level 5-51

Steep
Slope down

+ 10'

+ 5'

Slope down

Slope down

Down-to
Sub-Level 4-40

UPPER REACHES

To Sub-Level
5-24

28
Down to
Level 6-112

Up to Level SL4-4

+15 feet

Up to
AV-16

+15 feet

+20 feet

Down to
Level 6-66

LOWER REACHES

Down to
Level 7-44A

SUB-LEVEL 5

THE LIZARDMAN CAVES

N

To Sub-Level 6-36

Up to
Sub-Level 4-31

Down to
Sub-Level 9-9

Down to
Level 7-95

Up to
Level 4-165

Slope down

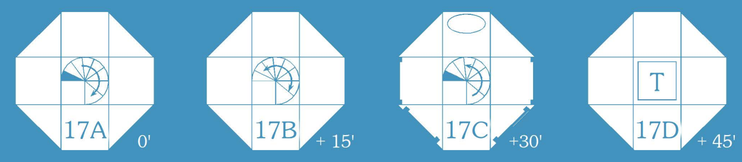
Slope down

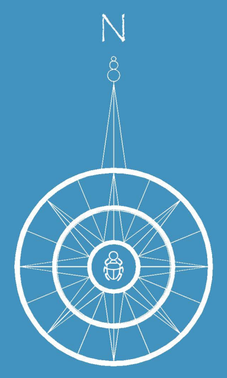
Slope down

SUB-LEVEL 6

THE DROWNED CANYON

Tower of Pol





1 square = 10 feet

Down to
Level 7-135

18

17A

17

15

14

+ 20'

16

S

Slope down
- 5'

+ 15'

12

13

22

T

T

16A

+ 20'

20

19

21

11

+10 feet

+5 feet

5

Up to
Level 3-87

8

+5 feet

Down to
Sub-Level 6-51

23A

+ 50'

23

+70 feet

4A

4

- 50'

+15 feet

+ 70'

6

9

7

10

Down to
Level 9-125

2A

1B

1A

24

24

25

Spillway down to
Level 6-143

1

2

2B

34

33

29

3

T13

35

+ 5'

28

30

+ 30'

26

35

31

30

Down
to
SL6-89

27

37

+ 5'

Fiery Veil

32

+ 10'

Down to
Level 7-86

Up to
Level 5-115

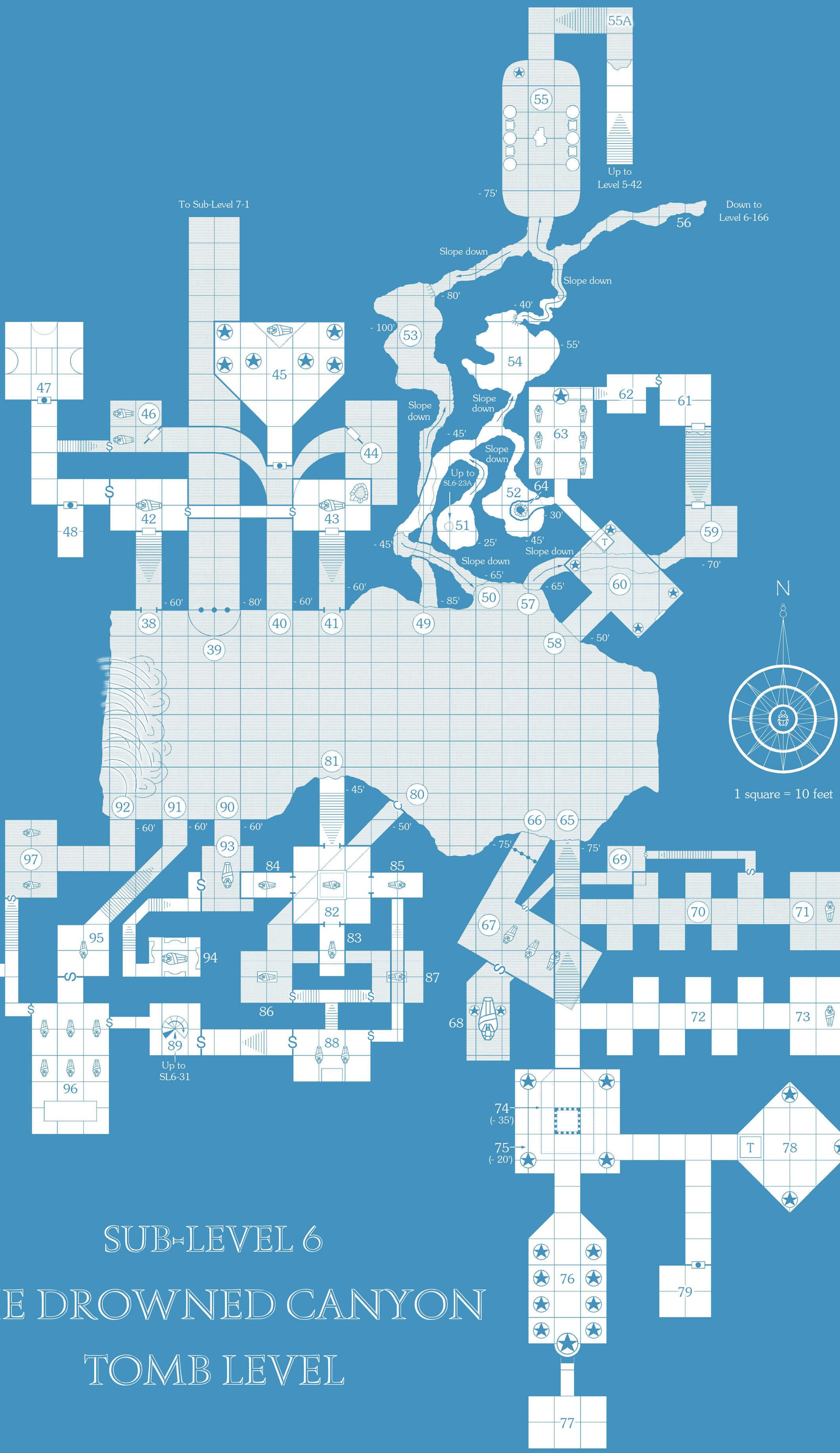
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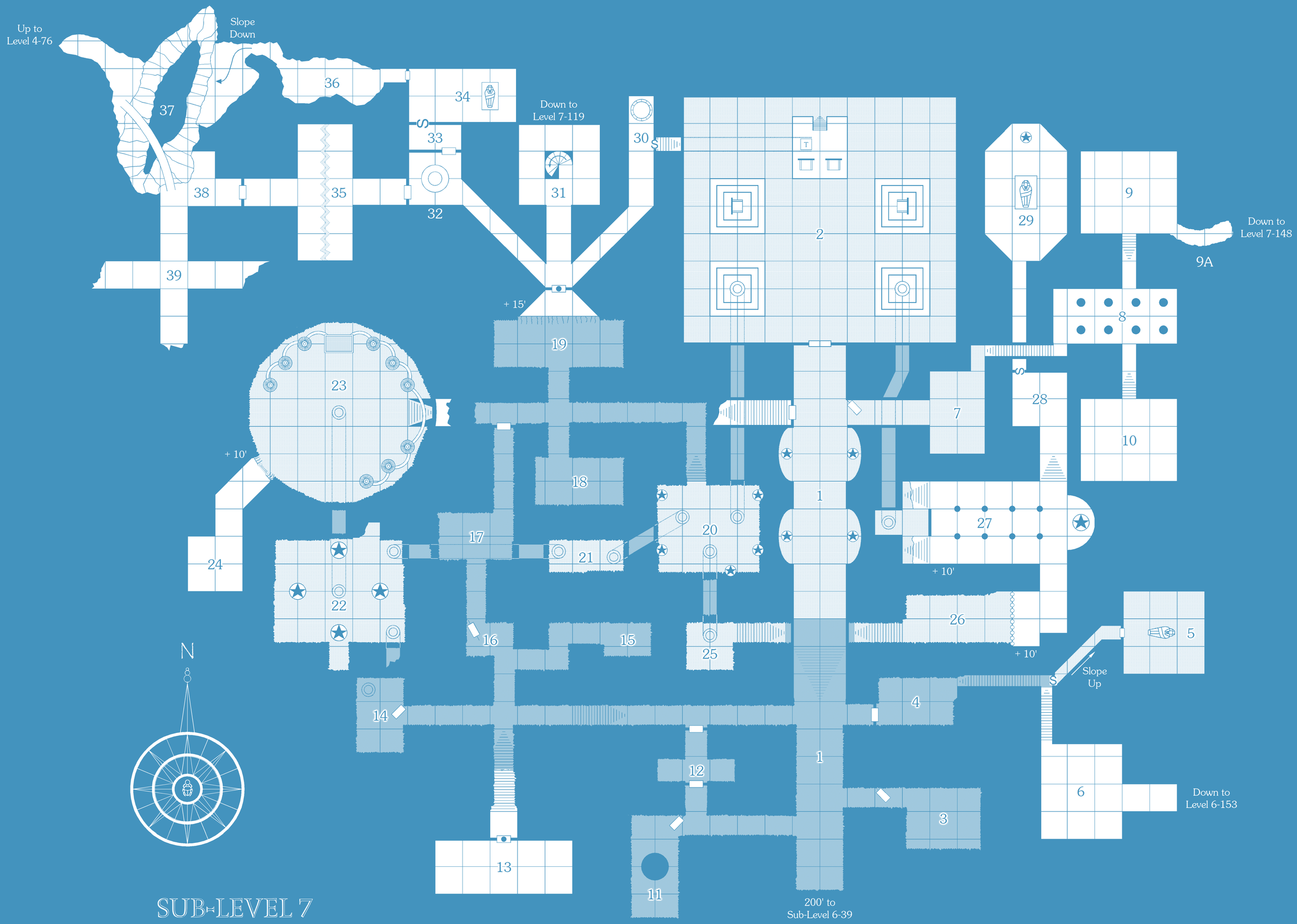
To Sub-Level 5-47

SUB-LEVEL 6

THE DROWNED CANYON

TOMB LEVEL





SUB-LEVEL 7

THE FLOODED VAULTS

SUB-LEVEL 8

THE CAVES BEHIND THE FALLS

N

1 square = 10 feet

Down to
Sub-Level 9-1

15

13A

14

+ 20'

+ 15'

Slope
down

+ 40'

+ 5'

+ 10'

16

17

18

24

Down to
Sub-Level 13-29

11

13

Slope
down

Slope
down

6C

10

Slope
down

Slope
down

12

Up to
Level 4-162

19

22

23

21

20

- 30'

- 30'

8

9

+ 25'

7

6B

- 20'

6A

5

4

Slope
down

Slope
down

3

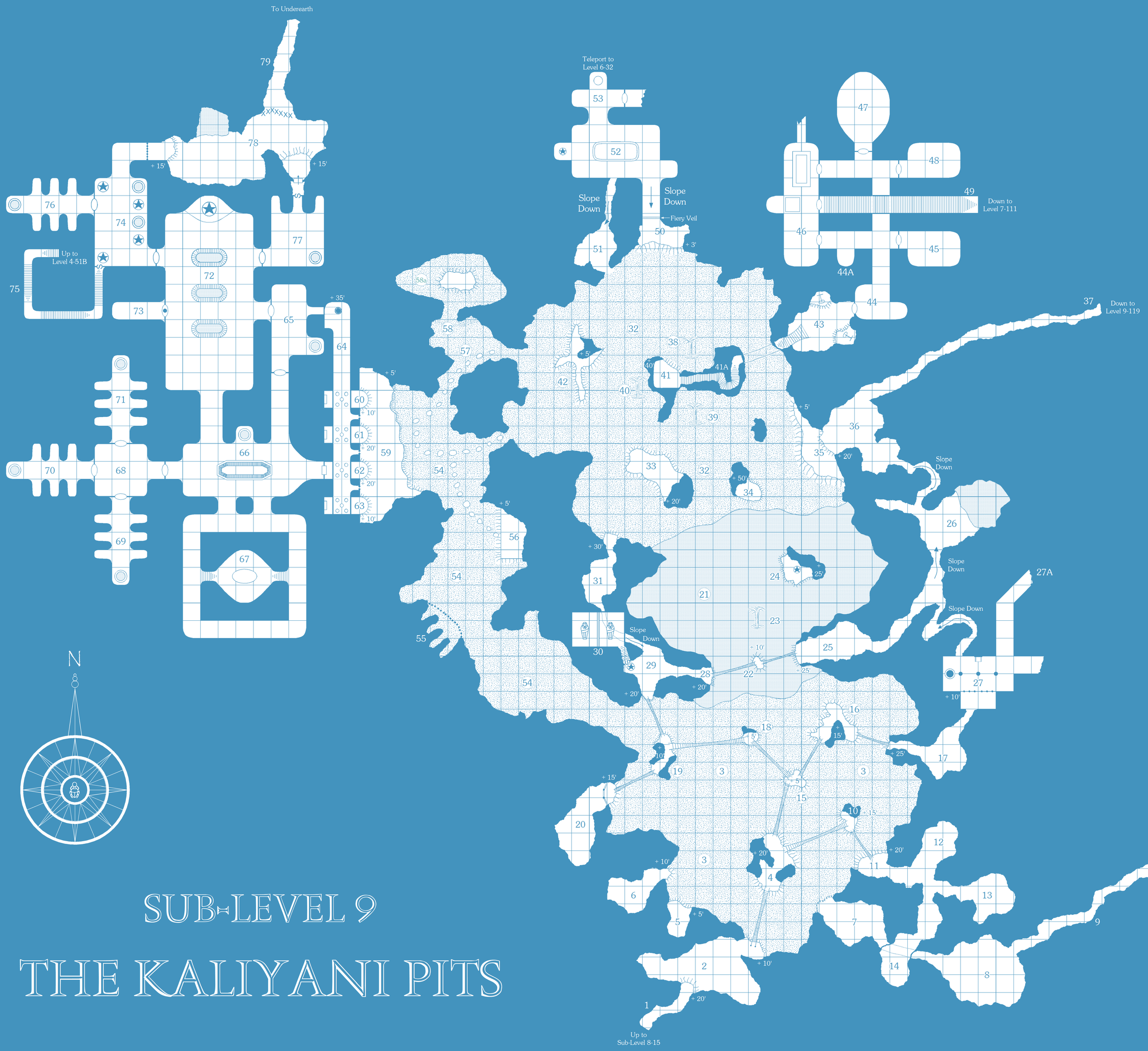
2

Slope
down

Steep
slope
down

1 (EX-16)
(450' above valley floor)

Steep Slope
up to EX-14

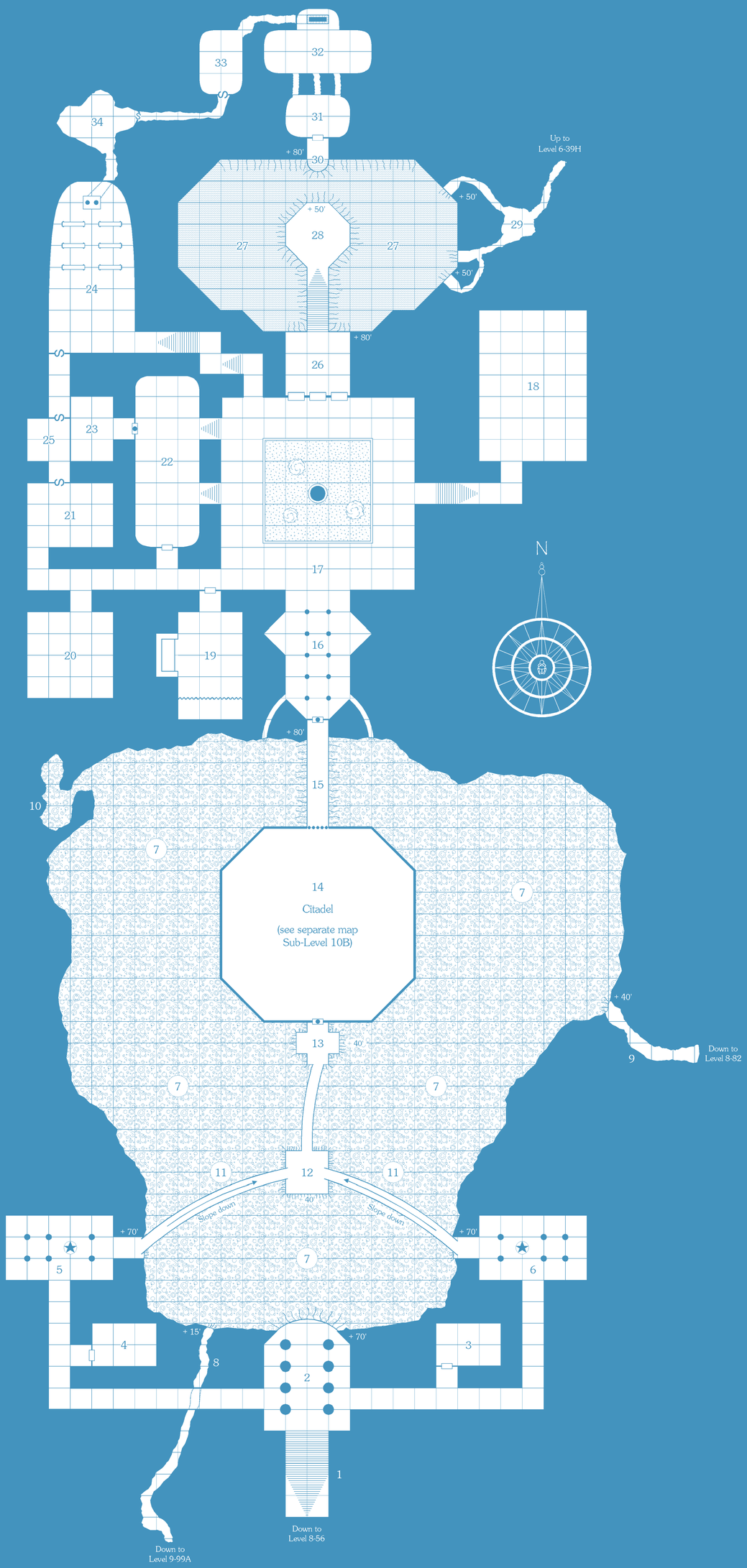


SUB-LEVEL 9

THE KALIYANI PITS

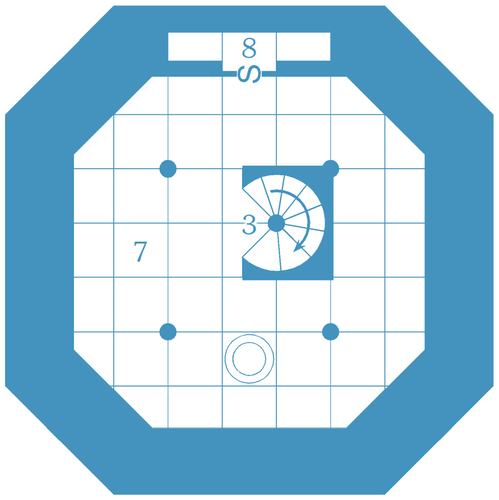
SUB-LEVEL 10A

HOLD OF THE SUN-SCARRED KNIGHTS

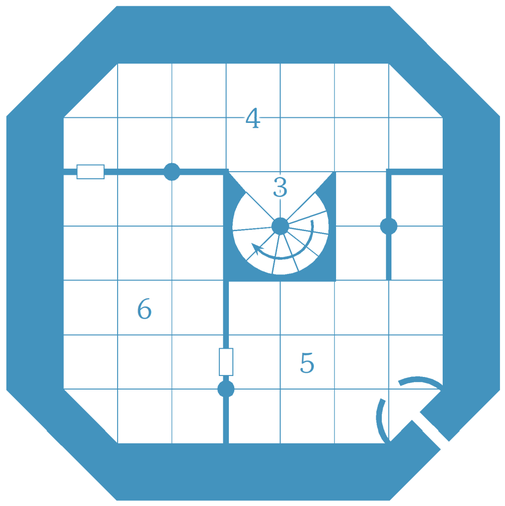


SUB-LEVEL 10B

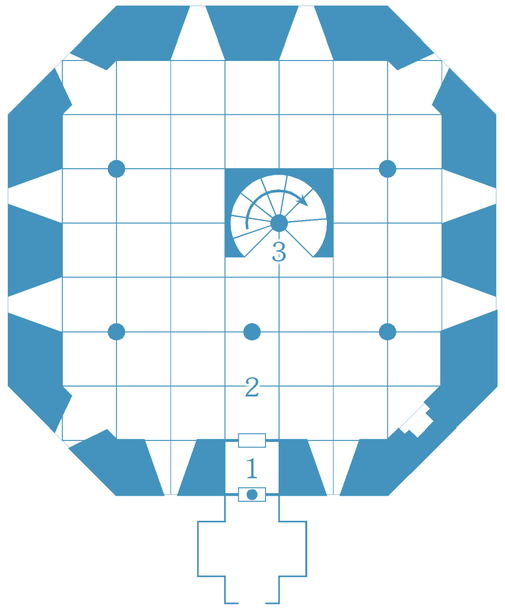
CITADEL OF THE SUN-SCARRED KNIGHTS



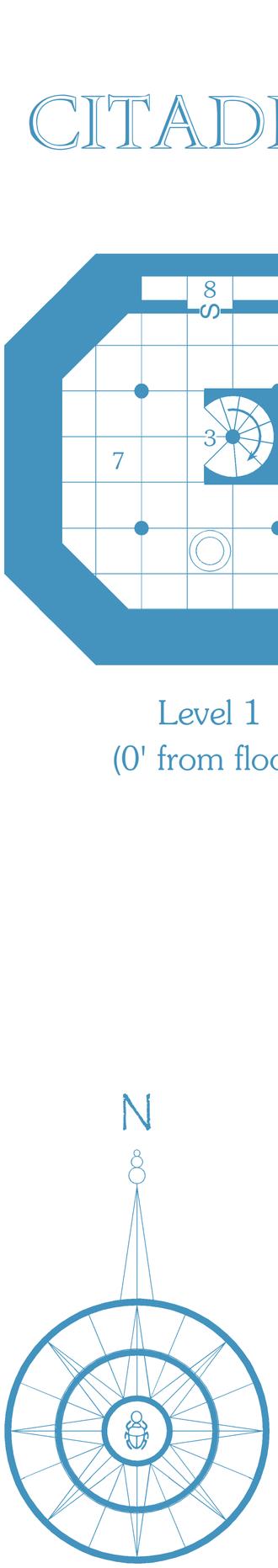
Level 1
(0' from floor)

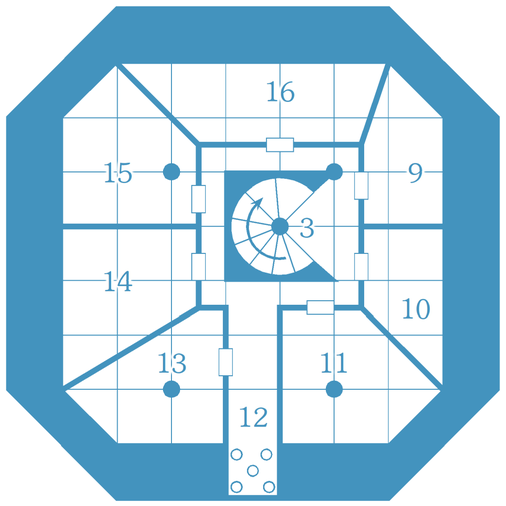


Level 2
(20' from floor)



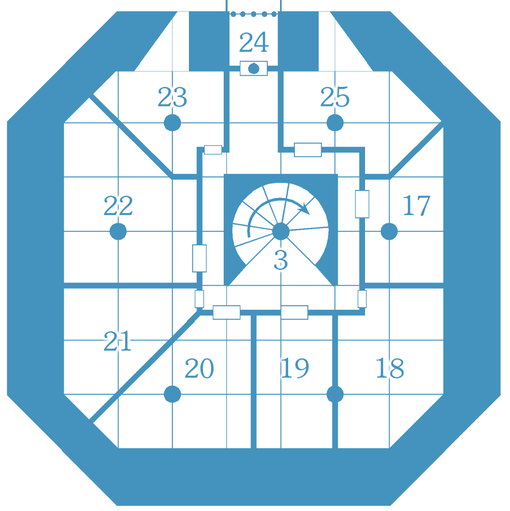
Level 3
(40' from floor)



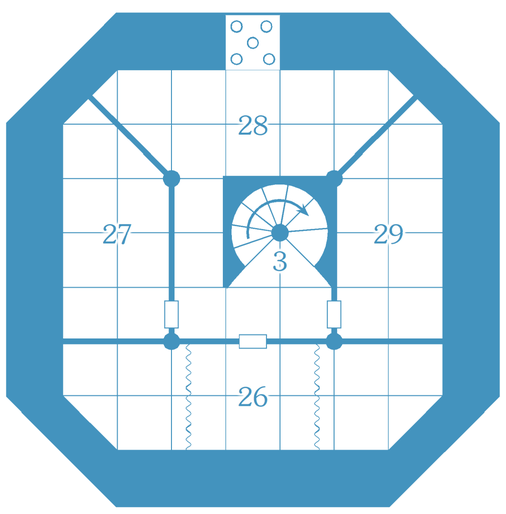


Level 4
(60' from floor)

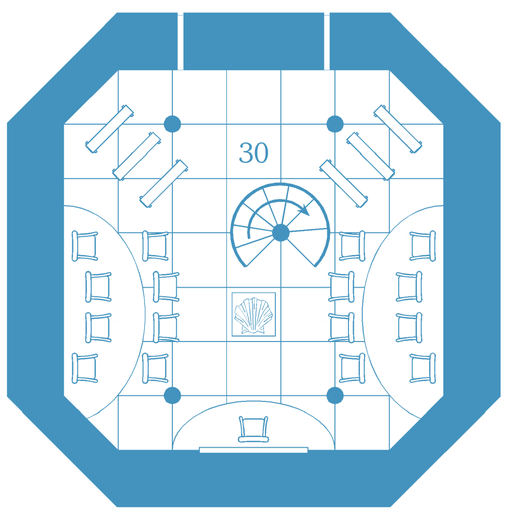
SL 10A-15



Level 5
(80' from floor)



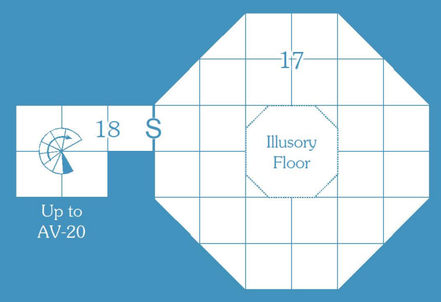
Level 6
(100' from floor)



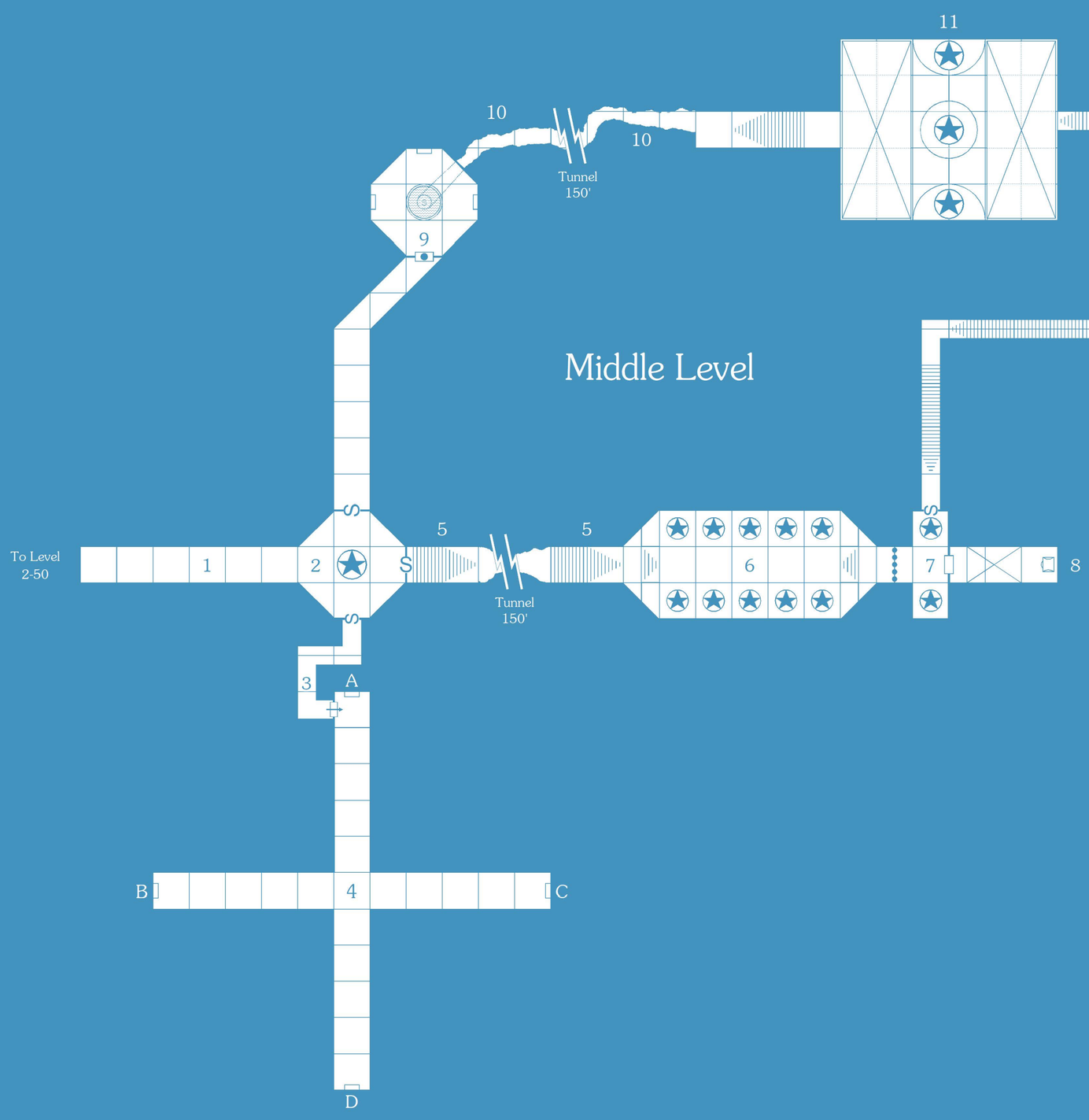
Level 7
(120' from floor)

SUB-LEVEL 11

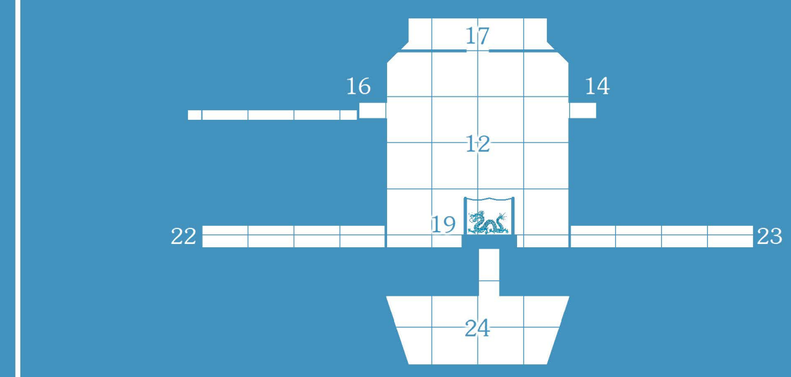
THE TOMB OF ISADORA



Upper Level

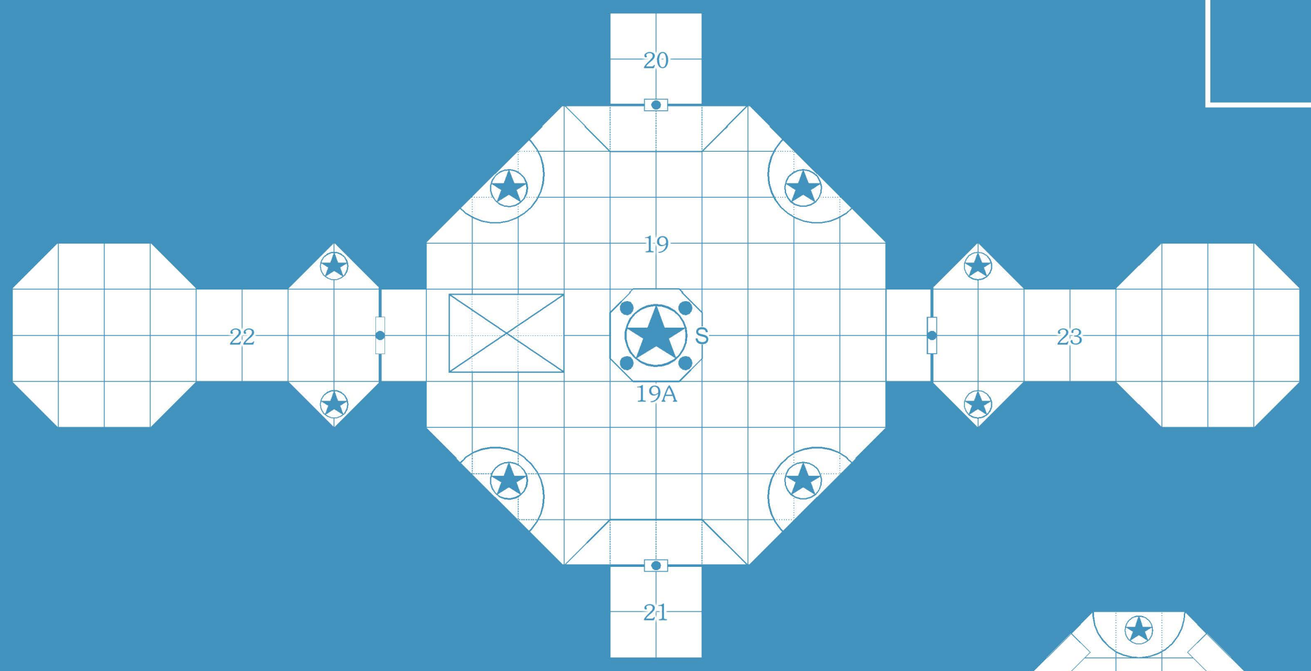


Middle Level

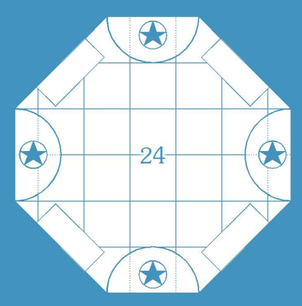


Side View

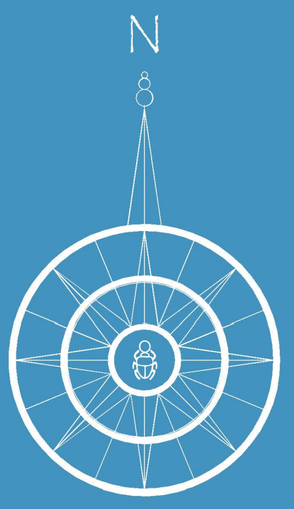
1 square = 25 feet



Ground Level

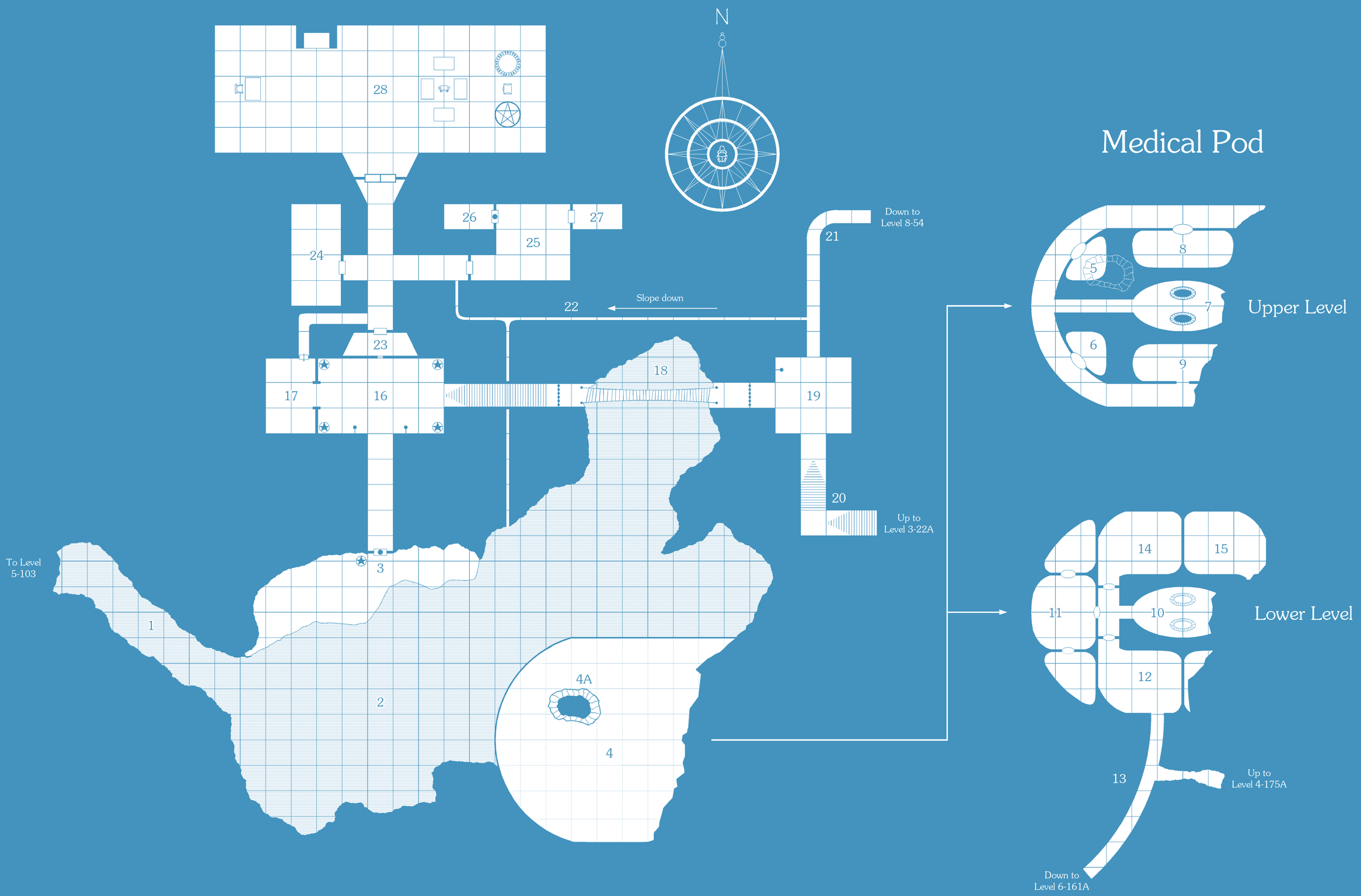


Treasure Chamber



SUB-LEVEL 12

THE WORKSHOPS OF KERBOG KHAN



SUB-LEVEL 13

LOST CHAMBERS OF ARDEN

N

Up to
Level 4-168

Up to
Level 6-144

Down to
Level 9-44

Up to
Level 7-59

Up to
Sub-Level 8-24

Slope down

Slope down

Slope
Down

Slope
Down

Slope
Down

Slope
Down

Slope
Down

+ 10'

+ 5'

+ 20'

- 20'

- 30'

- 35'

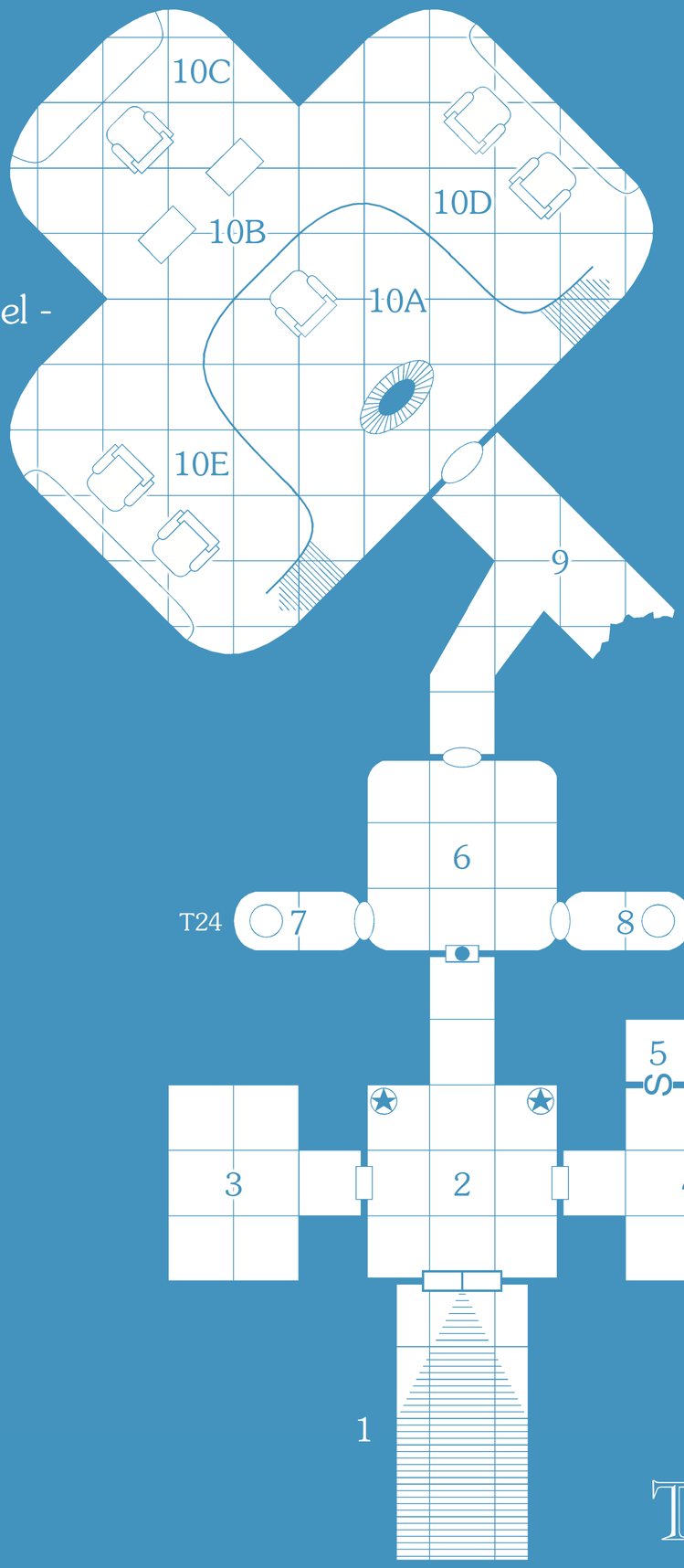
- 35'

- 40'

T20

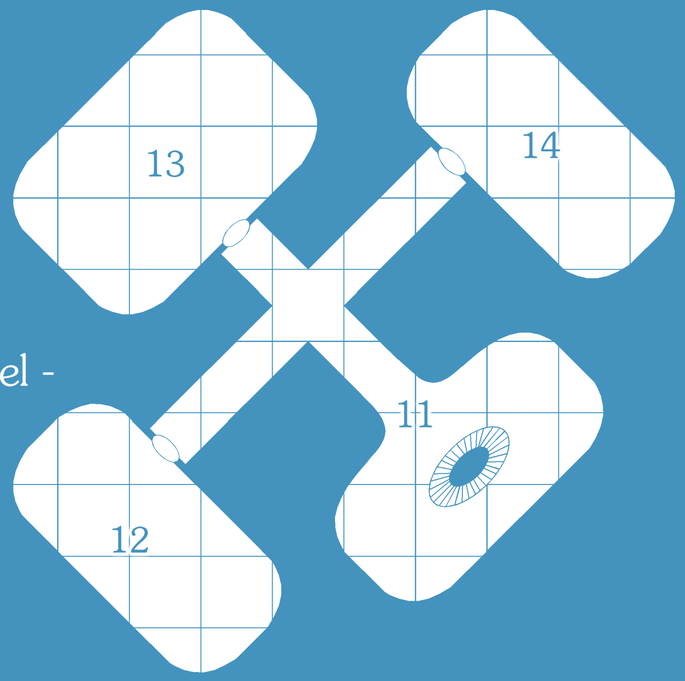
EX-17 on Cliff Face map

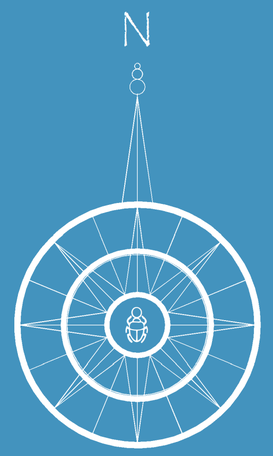
Bridge
- Upper Level -



Up to AV-34

Bridge
- Lower Level -





SUB-LEVEL 14

THE CHAMBER OF THE BEACON

SUB-LEVEL 15

THE DRUID'S RETREAT

21 — AV-46

Slope down

20

+ 25'

+ 20'

19

18

+ 8'

Slope down

Slope down

Slope down

17

Slope down

Slope down

15

16

Slope down

Slope down

14

Slope down

Slope down

13

11

Slope down

Slope down

Slope down

Slope down

Slope down

12

Down to Level 8-60

Slope down

Slope down

10

Up to AV-45

9

Up to AV-44

6

Slope down

5

7

8

Slope down

Rough edge of City Walls

+ 15'

Slope down

+ 25'

2

4

3

Up to AV-27

Slope down

1

Down to Level 2-33

N

1 square = 50 feet