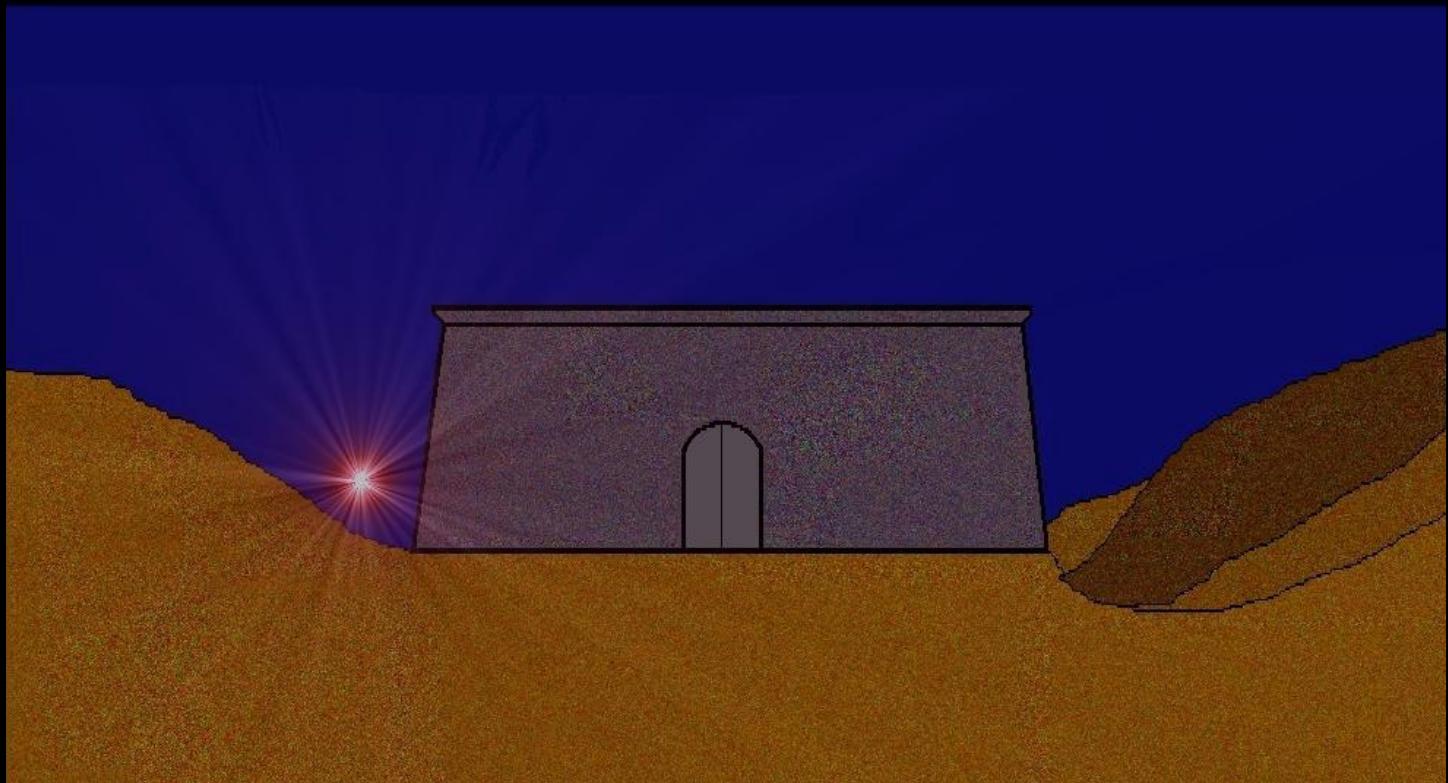


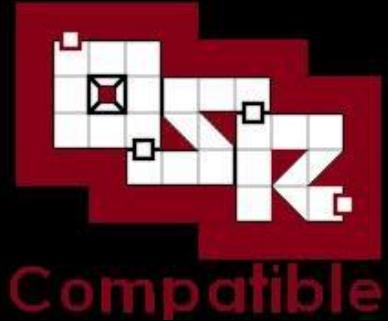
FM-2

The Tomb of Asibare

By Dave Tackett

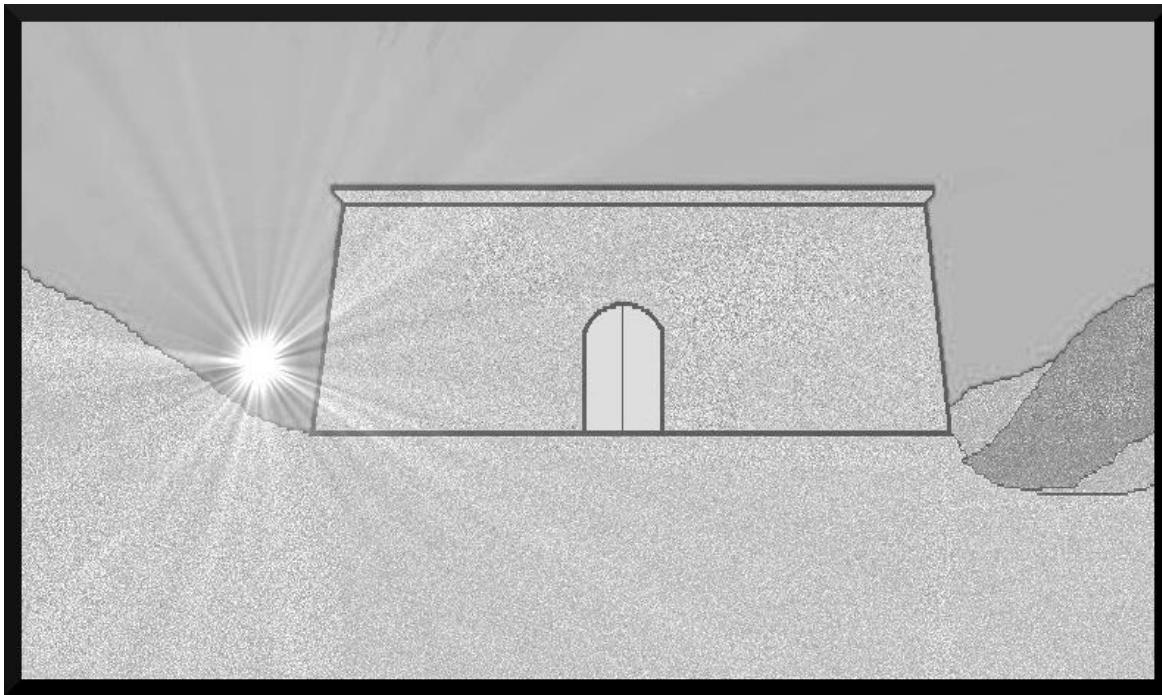


An OSR compatible module for any old school RPG or modern clone,
designed for character levels 2-4



FM-2: The Tomb of Asibare

By Dave Tackett



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This module is **OSR Compatible** and can be used with any old school RPG or modern clones. It was designed with the **advanced** version of the game in mind, but with minimal changes it can be used with any **original** or **classic** rules or their clones.

Encounters are listed in the following format:
Orcs (4) – AC 6 (14), HD 1 (x hp), #AT 1, D 1d6

Armor Class is given in both descending and ascending values, with the ascending values in parentheses. An unarmored character is AC 10.

Player's Intro

The sandstorm had finally abated and you could see the sky for the first time in days. Winds that had lifted sand and dirt from the desert floor and created a virtual dry hurricane ended as suddenly as they had begun. Now that the caravan had resumed its journey, you began looking forward to finally reaching the next oasis and perhaps sampling more of that exotic dark drink called "qawah."

It is nearly dark when you sight the oasis and a large, dark edifice to the north of it. Although nothing seems unusual to you, the merchants that you are guarding are shocked. The caravan leader tells you that they have travelled this way many times before and that there has always been a large sandy hill where a large building now stands. They speculate that this recent sandstorm, the likes of which none of them has ever seen before, has cleared away the sand that had covered the building.

Although you have an understandable desire to explore this strange building, your employer would prefer to wait until morning and spend the night in a celebratory feast. For once, others are left to guard the caravan and you are invited to the feast to celebrate the good fortune of coming through the worst sandstorm in memory unscathed. After the feast, you try to sleep, but something keeps you awake, perhaps it is the strange qawah drink or perhaps it is the normal sounds of desert life after a few days of howling sandstorms. Either way, it is a peaceful night, except for a few wind gusts and when the still of the night is broken by the eerie, distant howls of jackals as a gibbous moon rises in the east.

After what seems like mere minutes of sleep, you are awoken by a terrified scream from one of the caravan drivers. Arriving at the source of the scream, you encounter a gruesome site. One of the caravan guards is lying on the ground

dead, his throat completely ripped apart. Within minutes, two more dead guards are found, both with their throats ripped out. There is no sign of a struggle.

Game Master's Summary

Travelling as caravan guards, the characters survive a powerful sandstorm and find that it has unearthed a foreboding building that no one knew was there. Unbeknownst to the characters, while they were at a feast, three guards notice that the building's door had some inlaid gold and decided to remove it before anyone else discovered it. Unfortunately for them, their actions broke a magic seal and gave a few of the tomb's residents a means to escape. Though still bound to the tomb area by their nature, they killed the guards who dared disturb their tomb and took the gold which had been stolen. The guards were killed in their sleep as they had already been relieved from guard duty.

In the morning, the caravan master will ask the characters to take a dozen guards and investigate the tomb/temple to try to see what killed the guards. If they enter the building, they will be set upon by necromaca (a new monster type – see appendix) as soon as they enter the visitation room. After this, the external tomb will be fairly safe, though surviving and regenerated necromaca will make occasional hit and run attacks, likely killing an NPC or two. Only if the PCs discover and enter the temple proper will things get extremely dangerous again.

In the temple, the characters will encounter a rather disturbing Succubus (one who has very limited means to harm the players) and if they don't flee the temple, they will likely encounter the Demiwrath of Asibare, who, unless destroyed, will slowly pursue them throughout the adventure. If they enter The Night Everlasting, the adventure becomes more focused on survival and escape than on

acquiring treasure as they must travel further into the dark to escape The Tomb of Asibare.

Background

Years ago, two cities were locked in a deadly struggle for survival as their long simmering hatreds had finally exploded into a genocidal war. The mostly good-aligned city of Sarla was losing badly to the rather evil city of Osin when a shocking event happened. Sarlin's most infamous villain, the "necromancer" (actually the high priest of an evil temple) Asibare came out of hiding and joined the fight on Sarla's side. His efforts turned the tide as his undead broke the morale of the superstitious soldiers of Osin, but near the end of the final battle, a stray arrow took his life.

While the people of Sarla had no hesitation about rounding up the surviving members of Asibare's now revealed temple, none of whom participated in the battle, the corpse of Asibare presented complications. Popular opinion was divided. Many wanted to build a grand tomb to honor the man who had died saving the city, while others wanted to destroy the body, fearing that Asibare might return as a Lich or worse. Eventually a tomb, attached to the front of his no longer hidden temple, was built to honor him, although his body was placed in the temple itself. After a respectful period of time, the surviving magic-users, priests, and stonemasons of Sarlin spent years encasing the temple and the new tomb in a thick, granite casing, leaving only one set of doors, which were later magically sealed, and a long tunnel into tomb. Upon these stone walls they cast every ward that they knew and even *stone shaped* holy water into the stone. During the last days that the tomb was open, strange occurrences there convinced the city that it should, at last, be sealed forever. When they were starting to clear out the tomb in preparation for sealing it, workers observed a shadowy form floating toward them. Fleeing rapidly, they

barely remembered to remove the boards covering the pit and inadvertently trapped a few workers and several curious rock apes inside. The most powerful ward that the magic-users of Sarlin knew was quickly cast on the door, and then multiple *move earth* spells were used to bury the whole complex under tons of earth and sand.

Over time, the city of Sarla dwindled and was eventually lost to the ages. However, the Tomb of Abisare has endured, protected until now by being buried.

The Oasis

Surrounded by hills and surrounding two very small lakes, this sheltered oasis has numerous date and fig trees as well as many non-fruit bearing trees. The area is mostly sandy but with enough grass and other plants to feed a large population of hares, oryx, and other grazing animals. Even if the party doesn't include a ranger, the characters can easily hunt meals if they are so inclined. Numerous rock apes, a small, tailless monkey that is quite harmless when it isn't undead, live in the surrounding hills and come down to eat fruits from the trees and drink from the lakes. With all they prey animals here, it isn't surprising there are also a few predators. There are several packs of Jackals and a pride of smaller than average lions. (Mostly normal lion statistics except only 4 hit die each.) The jackals will leave the party alone unless they spot a character alone and near death. However, the lions will attack any group of less than three that travels more than a hundred yards from the caravan, but neither they nor any other living animal will willingly come within a hundred yards of the temple.

Commanding the attention of all within the oasis is the stone structure that stands in stark contrast to the natural scenery surrounding it. Where once stood a central, but otherwise unmemorable

hill, is the ominous edifice that is the tomb of Asibare. Apparently made of a single piece of grey granite, the only break in the near perfect smoothness of the structure is the set of double doors on the front of the building.

Oasis Random Encounters

Encounter occurs 1 in 6, check every 2 hours.

1: Small Lions (4 hd)	2d6
2: Jackals	1d6
3: Bandits	1d10
4: Flock of Buzzards	
5: Goblins	2d12
6: Necromaca	1d6

All monster stats are found in the appendices, except the buzzards, which do not engage in combat, but instead fly far overhead and ominously circle the characters.



The Temple of Eternal Night

Even from a distance this tenebrous structure radiates a feeling of wrongness. Perhaps it is merely that this dark structure stands out against the otherwise pleasant scenery, like a dark smudge on a landscape painting. Walking around the building provides no insight as it is uniformly smooth and featureless. As you move closer, you feel a chill that has nothing to do with temperature and the hairs on the back of your neck stand on end as you approach this nameless edifice. Every instinct tells you to run, but giving in to terror never led to wealth or glory.

Nothing the characters can do will harm the walls in any way. Nothing short of a *wish spell* or the actions of a being of demigod status or higher can harm them. Neither of which the characters are likely to have access to at their level. The aura of fear that the characters can feel is an intentionally weak, but permanent, fear spell that was meant to discourage visitors from remaining too long and becoming curious. It will not have any effect except to cause a vague uneasiness.

The doors stand just over 7' tall and are covered in numerous chiseled-in symbols. Any cleric, or other expert in religions, will recognize them as archaic symbols of deities of goodness, light, and life. There are fresh looking scratches around some of the symbols on the door, as if something had recently been scraped away. All of the holy symbols had inlaid gold, on which powerful wards and *protection from evil* spells had been cast. When the guards removed the inlaid gold, they broke all of the protective spells that had been cast on the door. In addition to the protective symbols, there is an inscription that reads, "Here lie the mortal remains of Asibare, accursed and honored necromancer who made possible the smiting of Osin. May he and his temple of darkness lie here for all eternity and never again honor the world with their malevolence."

Tomb of Asibare

Built to honor the unexpected hero of Sarla, this four room addition to the temple is, despite its shadowy appearance, a less evil area than the temple. The walls are painted with scenes of Asibare leading undead into battle, but they celebrate the victory, not the evil.

Tomb Random Encounters

Encounter occurs 1 in 6, check every half hour.

1: Necromaca (1d3)

2: A distant scream, probably human, is barely audible from somewhere in the distance. *

3: A random character or NPC will be the target of a fear spell. Save vs magic or flee as if the room itself had cast the spell. *

4: Strange, disembodied, impossible to locate whispering surrounds the characters. The only word that can be understood is "sacrifices." *

5: Rats (1d6).**

6: A random PC suddenly feels warm and tingly. *

7: 1d4 skeletons of forgotten workers, who were trapped here when the tomb was sealed.

8: A random torch or *light spell* goes out for no apparent reason. *

* These are caused by the Night Everlasting's presence.

** The rats will only be here if the characters have been here a couple of hours and boards or ropes have been left over the pit in the entry hall.

Tomb Key

1 Entry Hall

Ahead is a long dark tunnel with walls made of the same dark granite as the outside of the building. Perfectly straight and smooth, it was obviously created by magic and not by human hands. Far less perfect are the carvings and scrapes on the walls which all appear to be hastily chiseled warning against disturbing the dead. A typical one reads "Do not disturb that which sleeps here. We are grateful that this evil fought for us once; we do not assume that it will do so the next time. Leave the dead in peace, if not from gratitude then from a wise fear."

Ahead, through an open door, you see subtle movement in the distance, although this might just be the flickering torchlight causing shadows to move. From the shadows ahead, you hear

whispery gibbering as if some being at the edge of madness was mumbling to itself.

This long tunnel, not shown to scale on the map, is 6' tall and 10' wide. There is a rather simple pit trap in the walkway that is 15' long. The pit is 20' deep with numerous spikes set into the bottom. The pit is in no way disguised and unless the characters have no sources of light or are running in a blind panic, they will automatically spot it. If they choose to do so, the characters can get boards to place across the pit from the caravan.

2 Visitation room

As the first flickering lights from your torches enter this room, everything goes silent. You can dimly make out that this shadowy room has three rows of wooden benches, similar to church pews, though no regular service was ever held here. Twelve decorated pillars each shaped like a resting angel, separate the rows of benches, adding even more shadows to the room. The walls are painted with scenes of a powerful magic-user and his undead minions. Across the room is a raised coffin on a small dais. You see a flash of gold coming from the coffin when the sounds of furtive movement reach your ears and ...

Necromaca (11) - AC 6/ (14), HD 2 (16, 12, 11, 10, 10, 10, 9, 8, 7, 5, 2 hp), #AT 1, damage 1d4.

Each Necromaca will attack until injured, then flee and attempt to hide in the shadows. As long as they are in the tomb or temple, the presence of The Night Eternal causes them to regenerate 1 hp per hour, even after being "killed."

If any character or NPC has entered the Temple of Eternal Night then the next time that person enters this room the Caryatid Columns will animate and attack indiscriminately. Fortunately for them, it takes three rounds for them to fully

animate and the characters have plenty of time to run toward the exit. The Caryatid Columns are slow and will not leave the tomb so the characters should easily escape, unless they forget and run into the pit trap. The Caryatid Columns cannot cross the pit trap or leave the tomb/temple by any other means.

Caryatid Columns (12) – AC 5 (15), HD 5 (39, 35, 33, 27, 27, 25, 23, 22, 22, 20, 16, 12 hp), #AT 1, damage 2d4.

The coffin is now empty, but there is 100gp worth of gold inlaid into the casket.

3 (False) Tomb

In the center of the room is 3' tall rectangular outcropping from the granite floor that is covered by a black cloth. On it is a stone sarcophagus carved with the likeness of Asibare. The walls are covered with paintings showing scenes an army of the undead overrunning a small city.

The sarcophagus is a fake. The body here is not that of Asibre but of an ordinary criminal whose corpse was placed here to impersonate him. The body has a gold ring (10gp but it is actually a *ring of contrariness*) and holds a staff (non-magic) carved in the shape of a cobra, with inlaid gild and lapis (100gp).

Part of one of the paintings is a permanent illusion and any character searching for secret doors will easily discover the door that is covered by the illusion.

4 Offering room

In this room is a 10' tall statue of Asibare looking contemptuously down on the room. Along the dais are scattered offerings of weapons, gold and silver coins (150gp total), and desiccated piles of what might once have

been fruit. There is also a small pile of gold that is still damp with blood.

If examined closely, the pile of gold can be seen to form parts of letters. This is the gold that the guards scraped from the external door and is worth 300gp. It cannot be reassembled and put back on the doors; the spells are permanently broken. In this room, the walls are painted with scenes of the city that Asibare saved. The weapons left here are still good, but of very low quality.

Temple Key

Consecrated to darkness, The Temple of the Night Everlasting was the heart of the blasphemous cult led by Asibare. Hidden until the last days of his life, its location was revealed when Asibare led a small hoard of undead from it to join the battle against Osin. After Asibare's death, the temple was left standing out of respect for his final actions, but they did burn all the temple's books that they could find. There are some stylistic similarities between the art and architecture of the tomb and the temple, both having been built in the same era, but they are radically different thematically. While the paintings in the tomb memorialize victory and sacrifice, those in the temple celebrate the evils and decadence facilitated by darkness.

Temple Random Encounters

Encounter occurs 1 in 6, check every 10 turns.

- 1: Something slams hard against a door as if trying to break it down. Nothing is there.
- 2: An open door slams shut.
- 3: Necromaca 1d3
- 4: An NPC starts talking backwards, then denies doing so.
- 5: A door locks and resists all attempts to open it for ten minutes then open on its own accord.

6: 1d3 random characters and NPCs are hit with *fear spells* save to avoid.

7: There is suddenly a nearly overwhelming stench of sulfur in the air, which slowly dissipates.

8: Roll twice on the tomb table, using both results.

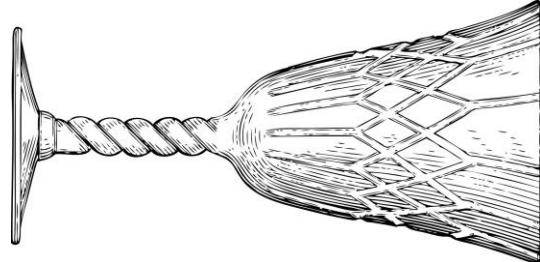
5 Main temple of The Night Everlasting

Even darker than the outer rooms, this menacing room is clearly the temple itself. Sitting on the blood-red carpet that covers the floor, at the far end of the room, is a large, obsidian sacrificial alter on which rests a ceremonial, silver kris knife (20gp). Pillars of expensive mahogany support the ceiling and matching mahogany panels three of the walls. The fourth wall, behind the altar, is painted with unmentionably blasphemous scenes of nighttime horrors and room is filled with unnatural decadence. The room is filled with a hideous stench of blended death, sex, and rot.

However, what captures your attention first is a nude, bat-winged woman floating about a foot above the floor. Her drooling head lies askew making it look as if she has been recently hanged, though there is no rope. Her long, stringy black hair lying over her exceptionally pale flesh only enhances the appearance of death. There is no carpet underneath her feet but instead there is a 6' diameter pentagram carved into the floor. As you are taking in the scene, she turns her head to a normal angle and stares unblinking at you while saying in a surprisingly calm voice "give yourself to The Night Everlasting."

This was the main center of worship for the temple of the night everlasting. Here rituals were held and sacrifices, typically goats, but humans and demi-humans on rare occasions, were made to The Night Everlasting.

Behind the altar is a small cabinet in which are stored the ceremonial instruments for the temple. There is a gold chalice (100gp), as well six silver cups (10gp total), the obligatory black candles (10cp), and other blasphemous and indescribable items (5gp but many questions will be asked if the PCs try to sell these items in a good aligned region).



Succubus (1) - AC 0 (20), HD 6 (48 hp), #AT 2, damage 1d3/1d3 + special.

Originally summoned for the entertainment of Asibare and the other temple priests, she has been trapped here for all the intervening years. All this time alone with The Night Eternal has shifted her alignment to neutral evil and given her some atypical abilities. Menwë, the succubus, has no real desire to harm or even corrupt the characters; they are the first new beings that she has come in contact with in countless centuries and wants to "play" with them for as long as they are in the temple. She is curious and will simply watch the characters, not answering any questions they may ask. However, if the characters manage to injure her or attempt to damage the temple, she will take action.

Menwë is trapped in an unusual summoning circle, one that keeps summoned creatures in, but also prevents good aligned beings from entering it. Any good aligned character that tries to enter it, intentionally or otherwise, will feel something akin to an invisible, steel wall preventing them from entering. Items held by

good characters cannot enter the circle, but may be thrown in.

If she or the temple is injured, she will respond by reciting, in a whispery voice that echoes louder than it was spoken, a couple of nonsense lines “rain, rain on eight legs crawl / dark, dark upon them fall.” At which point, thousands of spiders appear and fall from the ceiling and land on the PCs and NPCs (save vs magic or take 1d2 damage from countless small spider bites) and 4 large spiders (hp 9, 7, 5, 4) will attack random characters and NPCs. If the characters attack the succubus or the temple again, all characters and NPCs will be hit by a *fear spell*; the time after, a rain of snakes, etc. Theft of temple artifacts is not considered to be damaging the temple as theft is often associated with the night. After ten rounds, the succubus’ hunger will temporarily get the better of her and she will *charm* or *dominate* a neutral aligned NPC and when he walks into the pentagram will grab him and use her draining kiss on him.

As you search the room, one of the caravan guards suddenly walks into the pentagram and is grabbed and lifted by the demon who immediately kisses him. For a second, it seems as if the man has found ultimate ecstasy, but that look is quickly replaced by an expression of extreme terror and pain as he shrivels up before your eyes. Almost instantly, she is finished and he is dropped, leaving only a withered husk of a corpse lying on the floor. The demon then resumes watching you with an unreadable expression on her face.

6 Lesser Priests’ Rooms

6A

This room was clearly the bedroom of a priest or high-ranking cult member of the Temple of the Night Everlasting. It is furnished with a simple wardrobe (locked), a bed, and an empty table. The walls are painted black with words “I give

myself to the night everlasting. May it fill me with its unknowable secrets.” painted on the wall in dripping red letters.

The wardrobe contains four black hooded robes, 2 worn sandals, a dagger, and a small leather bag with 40 silver pieces.

6B

The door to this room, which opens outward into the temple, is boarded shut. If the characters open the doors, you can read.

As the door opens, your noses are assaulted by stench of death. An accursed creature that was once a man staggers toward you, its long black tongue licking the air as if it could already taste your flesh. Behind it, stands a skeleton that seems to take notice of the commotion and moves toward you.

Ghoul (1) - AC 6 (14), HD 2 (15 hp), #AT 3, damage 1d3/1d3/1d6 + Paralysation.

Skeleton (1) – AC 7 (13) HD 1 (7 hp.) #AT 1, damage 1d6.

The room may once have been a bedroom but everything in it has been utterly destroyed. Glass shards, splintered wood, and ripped fragments of cloth cover the floor. Only a book titled *Ecstasies of the Eternal Night* survives. It sits in a corner with no trash within several inches of it.

While the grateful people of Sarla were determined to treat the remains of Asibare respectfully, other members of the temple were not so lucky. The two lesser priests who lived here were sealed in the room alive. With no food, but enough wine to keep them alive, though severely dehydrated and drunk, the more senior priest killed and slowly consumed the junior priest, eventually dying and reanimating as a ghoul. The evil radiating from The Night

Everlasting later caused the corpse of the junior priest to reanimate as a skeleton.

The book is easily worth 50gp but it might lead to questions, or even arrest, if the characters attempt to sell it in a good aligned town. If the room is searched, 20sp will be discovered but everything else is broken junk.

7 High Priest's Room

Lavishly decorated, this room shows that Asibare was by no means an ascetic. The walls are painted with graphic scenes of decadent perversions and other loathsome blasphemies that repel all but the most evil of viewers. A hideous bronze sculpture of some unnamed daemon (10gp) sits on a beautiful mahogany and teak end table (125gp) and there is a large shelf of old wines (45 bottles are still good and are worth 10gp each). In the center of the room is a large pile of ashes from burned books and shelves. Among the ashes, you see a fragment of a title "Pnakotic Manus" and instinctively realize that these books must have once contained obscure lore of unmentionable evils. Lastly, there is luxurious looking bed that is covered in fine satin sheets. It would look quite inviting if it weren't for the desiccated corpse lying on the bed. Lying wrapped, almost mummy-like, is the corpse of Asibare with a broken staff lying next to it. Then, as you stand amazed, a dark, spectral shape rises from the corpse itself and moves toward you.

Demiwraith (1) – AC 6 (14). HD 3+3 (17 hp), #AT 1, damage 1d4 + constitution drain.

The demiwraith of Asibare has only the barest of fragmented memories of its past life, but it feels attached to its corpse. It will try to attack the characters and NPCs, though they can easily outrun it. The demiwraith is slow to react and if the characters flee, it will hesitate for 1d6 rounds before pursuing. The demiwraith can, and will

follow the characters anywhere within the tomb and temple, including within the maze.

Asibare was more than powerful enough to become a full wraith, but his final actions of choosing his city over pure evil, stained his otherwise purely evil soul with a tiny streak of goodness. As such, he arose as a demiwraith, weaker but now purely evil.

8 Library

Empty shelves and ashes fill what must have been the temple's library. What unspeakable blasphemies were written about in these lost tomes will never be known. Perhaps it is better that way. As you look around the room, you notice that what had at first seemed a shadow is a cat with a coat of utmost blackness, staring at you with eyes reflecting the red light of the burning torches.

The cat is, or rather was, Asibare's familiar and was in the temple when he died. The power of The Night Everlasting has allowed it to survive the centuries. It should be treated as a regular cat, except that it is of average (11) intelligence, it is neutral evil, and it cannot be permanently killed. The cat will follow the characters and attack the first to do anything disrespectful in the temple. When it is killed, it will dissolve in pool shadows and reform either in the library or on the temple alter 3d6 rounds later.

9 First Room of The Night Everlasting

As you enter this room, an eldritch darkness seems to permeate the very fabric of the air. Torches dim and give off less light than candles normally would and magical lights are reduced to half strength. Looking around the room you can barely make out what might be door. Turning around, you notice with horror that there is no door on this side.

This room is completely empty except for the door, upon which is carved the words “I give myself to The Night Everlasting.” The door will not open. However, if anyone says the words carved on the door, while touching it, everyone in the room will be teleported into room #10. There are no random encounters here, although the demiwraith of Asibare might follow the characters here because it can pass through the doors at will.

10 Second Room of The Night Everlasting

This room is empty and except for an even stronger suppression of light is identical to room #9.

If the party has no magical light then read
You can see nothing. You can still feel heat from the torch you are carrying, but it gives off no light. Feeling the wall behind you, you realize that again there is no door back.

If they do have magical light then
Your brightest magical light gives no more light than a glowing ember of coal here. It is as if something in the air is draining all but the most powerful lights out of existence. You can just barely see well enough behind you to realize that again there is no door back.

11 The Eternal Night

Here there is only darkness. You hear strange whispering and perhaps distant laughter, as an eerie, hollow voice echoes something unintelligible before fading out. Then it silent with the only sounds being you and your companions.

If there was ever a literal heart of darkness, this is it. No light exists here, neither magical nor mundane. As with the prior rooms, the door into the room is strictly one way. No magic short of a wish of miracle will create any light and all forms of infravision and low-light vision are

completely useless. In the center is an altar identical to the one in room #5. When any character touches the altar, everyone in the room will be teleported to room #12, but they may not realize this in the dark.

12 The Maze.

The maze was created as an initiation test for new cult members. As such, it wasn’t intended to be too dangerous, but it has become far less safe since the temple fell. Fleeing from Sarla soldiers, some cultists fled into the maze to attempt to escape. They quickly turned on each other and their bones joined those of the few initiates who failed to find their way out and died here. As with elsewhere in the temple, despite the distance, all undead slowly regenerate so there is no limit to how many can appear. Torches and magic lights work as they do in room #9 so characters might be surprised when they can see a little – if they still have lights on.

Maze Random Encounters

Encounter occurs 1 in 4, check every 10 rounds.

- 1:** A loud crash as if countless glasses had been dropped.
- 2:** Skeletons (1d6)
- 3:** A random NPC, or PC if there are no living NPCs, must save vs magic or spend the next 10 rounds attacking other party members and speaking gibberish.
- 4:** A strange inhuman wail is heard from somewhere ahead of the party.
- 5:** The temperature suddenly drops to freezing.
- 6:** 1d3 random characters and NPCs are hit with *fear spells* save to avoid.
- 7:** There is suddenly a nearly overwhelming stench of sulfur in the air, which slowly dissipates.
- 8:** Ghoul (1)
- 9:** The characters find 1) a *protection from good scroll*, 2) a dagger, 3) a

platinum piece, 4) an obscene drawing, 5) a page from a lost manuscript of evil (10gp to a collector, but questions might be asked), or 6) a bit of chewed human bone. Roll a d6 to determine which.

10: A torch suddenly goes out or a magic light is dispelled. If there are more than one, choose at random. If there are no lights then nothing happens.

12A Arrival Room

For a fraction of a second, you touch what seems to be the corner of an altar similar to the one in the main temple. Then it disappears and there is a sudden chill in the air as the temperature plummets and dankness still permeates the room.

This room and the surrounding maze are actually thousands of miles away from the temple, but like room #9, it is strongly connected to The Night Everlasting. It was originally a small natural cavern that was magically modified by various members of the temple, until it was physically an exact duplicate of room #11, except for the temperature and humidity. There is nothing in the room.

12B Teleport

When this spot is stepped on, the character or NPC, along with any other person within 20' of them, is teleported to 12C. Unless the characters have a light source, there will be no sign that they have been teleported. If the characters have a light, they can notice subtle differences in the walls' appearances. A dwarf or other character with a mining or spelunking background will automatically notice the difference. Other characters will only notice if they are actively searching the walls, such as for secret doors.

12C Teleport Landing

After being teleported from elsewhere in the maze, the characters arrive here.

12D Ooze

On the floor is strange clear ooze. It is a quite harmless, slow-moving, bacterial slime that lives off microorganisms in the maze. During the first encounter with this, an NPC will slip and accidentally touch it. A few rounds later, he will become nauseous and pass out. This is purely psychosomatic, but the characters don't know this.

12F Reverse Directions

This is a simple teleport device that can hinder mapping and confuse characters. The character stepping on it, along with any other person within 5' of them, will be teleported in such a way that they are in the same spot but facing the opposite direction. However, this trick will only work on a solo character or NPC. If even two characters are together when the teleport occurs, they will notice something wrong when the character in the lead is suddenly behind the other character.

12G Exit

Dimly visible in the low light, you see a beckoning outline of a door on the wall ahead. As you approach the door, you notice that your light becomes a little brighter. Could this be escape at last?

Touching this door will safely teleport the character to the main temple (Room #5). Here the game master has a decision to make. If the characters have suffered long enough, or the players are sick of the maze, the door should remain where it is and anyone touching it is teleported safely to the temple. Otherwise, the door moves to 12H after one character has been teleported to safety. If the door moves and the person teleported alone was an NPC, he will be dead when the rest of the party arrives and 1d3 necromaca will attack the party. If it was a PC, then this won't happen, but they will have to roll

for random encounters as long as they remain in the temple.

12H Exit Again

This is the same door that was at 12G. It is only here if the characters have already encountered it at 12G and the game master decided that they needed to spend more time in the maze. Because the priests of the temple never anticipated sending more than two people at once into the maze, the door will remain here until the last living person leaves. After everyone has been teleported out, the door will return to 12G.

Concluding the Adventure

After the characters have returned to temple, they should be able to escape fairly easily, though they will still have to face more random encounters if they linger. The succubus, Menwë, will just stare at them and will not speak unless attacked. As the characters enter room #1, the Caryatid Columns will slowly start to animate, allowing the characters plenty of time to escape, unless they run into the pit.

Surviving PCs will likely want to put as much distance between themselves and the tomb as possible. The caravan has no means to reseal the tomb or to stop the darkness from spreading so the oasis will soon become unusable as rock apes from the surrounding hills become transformed into necromaca. The no longer contained Night Everlasting will serve as a beacon for evil and soon a new cult will spring up around it, allowing characters a chance to come back and clean out the temple when they reach much higher levels.

If the characters do not find the temple, they will have a very easy time and will likely wonder if they might have missed something. The game master can have one of the characters have a vague dream of a great evil in the building if they want to give the party a gentle nudge.

For information about upcoming QDG products, to ask questions, and for errata (if necessary), see <http://quasargames.blogspot.com>.

Appendix I: Terms and Stats.

Caravan Guards: AC 8(12), HD 1-6hp, #AT 1, damage by weapon (1d6). All are Neutral, wear leather armor, and carry a sword. They each carry 2d6sp

Their purpose in this adventure is to die. These are the ordinary, non-adventurer guards. By having them die mercilessly, the game master can emphasize the deadly nature of the tomb/temple without being a “killer game master.”

Caravan Leader: Hinir Hayredd is an exceptionally skilled merchant and a charismatic leader. He has come to appreciate the value of having adventurers as guards or guests in his caravan and because it makes them happy, is more than happy to have characters explore ruins and other adventure sites, not asking for a percentage, but he will insist on sending his hirelings with the characters to see if it might be worth commissioning a later expedition. He won’t get involved in the adventure on any other way.

Ghoul: AC 6(14), HD 2, #AT 3, 1d3, 1d3, 1d6 + paralysation.

Goblins: AC 6(14), HD 1-1, #AT 1, damage 1d6 or by weapon. Treasure: 3d6sp each.

Jackals: AC 7 (13), HD 1, #AT 1, damage 1d4.

Lions: AC 5 (15), HD 4, #AT 3, damage 1d4, 1d4. 1d10.

Night Everlasting, The: This disembodied force once had the status of a demigod, but with the relatively recent loss of its only worshippers,

its powers have waned to the point that it can only act within the temple in extremely limited ways, except when acting through the succubus in room #5. However, with the tomb exposed and the seal broken, it is likely to grow in influence. This being is sentient and is neutral evil.

Qawah: “Qawah” is an old Arabic word from which the modern word “coffee” ultimately derives. It is in the adventure only as an excuse to have the characters awake at night, giving them a hint that the guards were killed by something quite stealthy. It is assumed that coffee is unknown in the campaign world. If it isn’t then it can be replaced by any high caffeine drink or omitted completely.

Rats, Huge: AC 8 (12), HD 1hp, #AT 1, damage 1 + 5% chance of disease

Rock Apes: Rock apes are a small monkey that weighs less than 30lbs. They are better known as “Barbary macaques,” but the Barabary Coast is a real world location so their alternate name “rock apes” is probably better.

Skeletons: AC 7(13), HD 1, #AT 1, damage 1d6.

Spider, Large: AC 6(14), HD 1+1, #AT 1, damage 1d8 + poison.

Tomb or Temple: The Temple of the Night Everlasting is slightly older than The Tomb of Asibare, having been used by Asibare during his lifetime. The temple was, and still is, dedicated to an incorporeal force known as The Night Everlasting. The small cult here worshipped the idea of a never-ending night, and all of the unnamable and blasphemous acts that would be committed in it. The temple is comprised of all rooms on the map that are numbered five or higher. The Tomb of Asibare refers to both the

rooms added to the temple after his death and to the entire building because Asibare’s body was laid to rest in the temple and the building was buried as a whole

Appendix II: New Monsters

Necromaca

Frequency:	Rare
No. Encountered:	2d20
Size:	Small
Move:	120 ft; 120 ft climbing
Armor Class:	6
Hit Dice:	2
Attacks:	1
Damage:	1d4
Special Attacks:	Theft
Special Defenses:	Immune to mental based attacks, hide in shadows.
Magic Resistance:	Standard
Lair Probability:	95%
Intelligence:	Low
Alignment:	Neutral Evil
Morale:	7
Level/XP:	2/40 + 1/hp

Undead, tailless monkeys with a burning hatred for all that lives, necromaca are created when living members of their species (*Macaca sylvanus*) die in the presence of a great evil, an *animate dead spell* is cast on the corpses of this species, or a living member of the species is bitten by a necromaca. They are creatures of the shadows, preferring the cover of darkness when they attack.

Necromaca tend to stay in, or very near, their lairs, preferring to let victims come to them. Because of this, the undead condition does not spread throughout the world’s rock ape population, but instead will tend to overwhelm a single colony and stay in the area that it inhabited.

In combat, they tend to charge out of the shadows and attempt to swarm any potential victims with a sudden, overwhelming attack. Upon injury, a necromaca will immediately flee and attempt to escape the area or hide in shadows. Alternately, if your game system has morale, you might use that instead. While fairly weak in combat, they have a special ability that can cause foes later difficulties. They are natural thieves and packrats and whenever they make a successful hit from the rear, they are allowed a free pick pocket chance with a base 44% chance of success. What they steal is purely random, but must be small enough for them to easily hold. If whatever the necromaca steals is shiny or edible, it will attempt to flee with it.

If necromaca surprise an opponent who is sleeping or unconscious, they will silently administer a coup de grâce by biting out the victim's throat. Like their living relatives, they are attracted to shiny objects like gold and gems, but unlike their living relatives, they are very possessive of items they consider in any way to be theirs and will viciously attack anyone who takes anything that has been in their possession or even near to them, following them relentlessly until the items are recovered. Otherwise they will remain in or near their lair. They have the thief abilities of; hiding in shadows 35%, moving quietly 35%, and picking pockets 44%. They surprise on a roll of 1-4 on a d6. Necomaca may be turned as zombies.

Demiwraith

Frequency:	Rare
No. Encountered:	1d4
Size:	Medium
Move:	60 ft flying
Armor Class:	6
Hit Dice:	3+3
Attacks:	1
Damage:	1d4 + Con drain
Special Attacks:	Con drain

Special Defenses:	Only hit by silver or magic weapons; immune to some magic.
Magic Resistance:	Standard
Lair Probability:	75%
Intelligence:	Very
Alignment:	any evil
Morale:	14
Level/XP:	4/135 + 3/hp

Demiwraiths are weaker versions of wraiths that can form when an evil being dies, or is buried, near a greater evil (typically of demon or deity status). They are an insubstantial type of undead that has failed to manifest as a full wraith. They are physically indistinguishable from wraiths, and behave exactly like them. Because of their tenuous connection to the negative material plane, they cannot drain levels, but instead drain 1d4 constitution points on a successful hit. A demiwraith cannot exist in direct sunlight and will fade into the nearest shadowy area if exposed to it, exiting the shadows only after the sun sets.

Silver and magical weapons inflict full damage on a demiwraith. They are immune to cold, charm spells, sleep and hold spells, and other mind affecting spells.

Although they may have vague memories of their past lives, they have no emotional connections to them. They do not seek to carry out past vendettas nor do they seek to complete any unfinished business they may have had in life. Instead, their only concern is with absorbing life. However, they do sometimes have attachments to places or objects known to them in life, including their own corpses. This attachment may cause the demiwraith to linger in an area, but is not a strong enough attachment for them to forsake prey.

A demiwraith will become a full wraith if it can absorb the life essence (i.e. kill) three humans

and/or demi-humans before being destroyed. Demiwraths may be turned as ghosts.

Treasure: (in lair only) 1d6×100cp (15%); 1d4×1,000sp (25%); 1d4×100ep (15%); 1d4×1,000gp (20%); 1d12 gems (5%); 1d3 magic items or scrolls.

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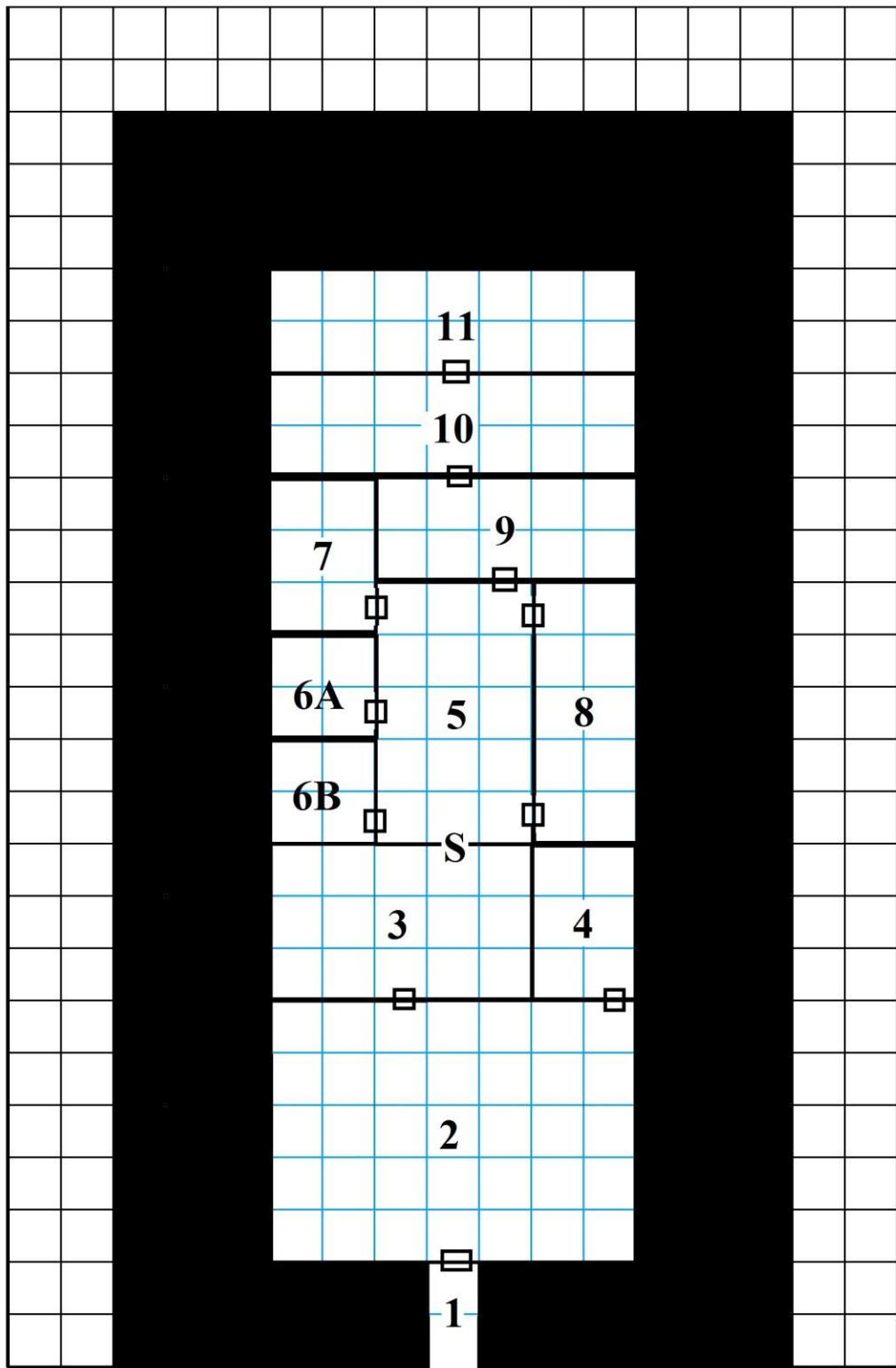
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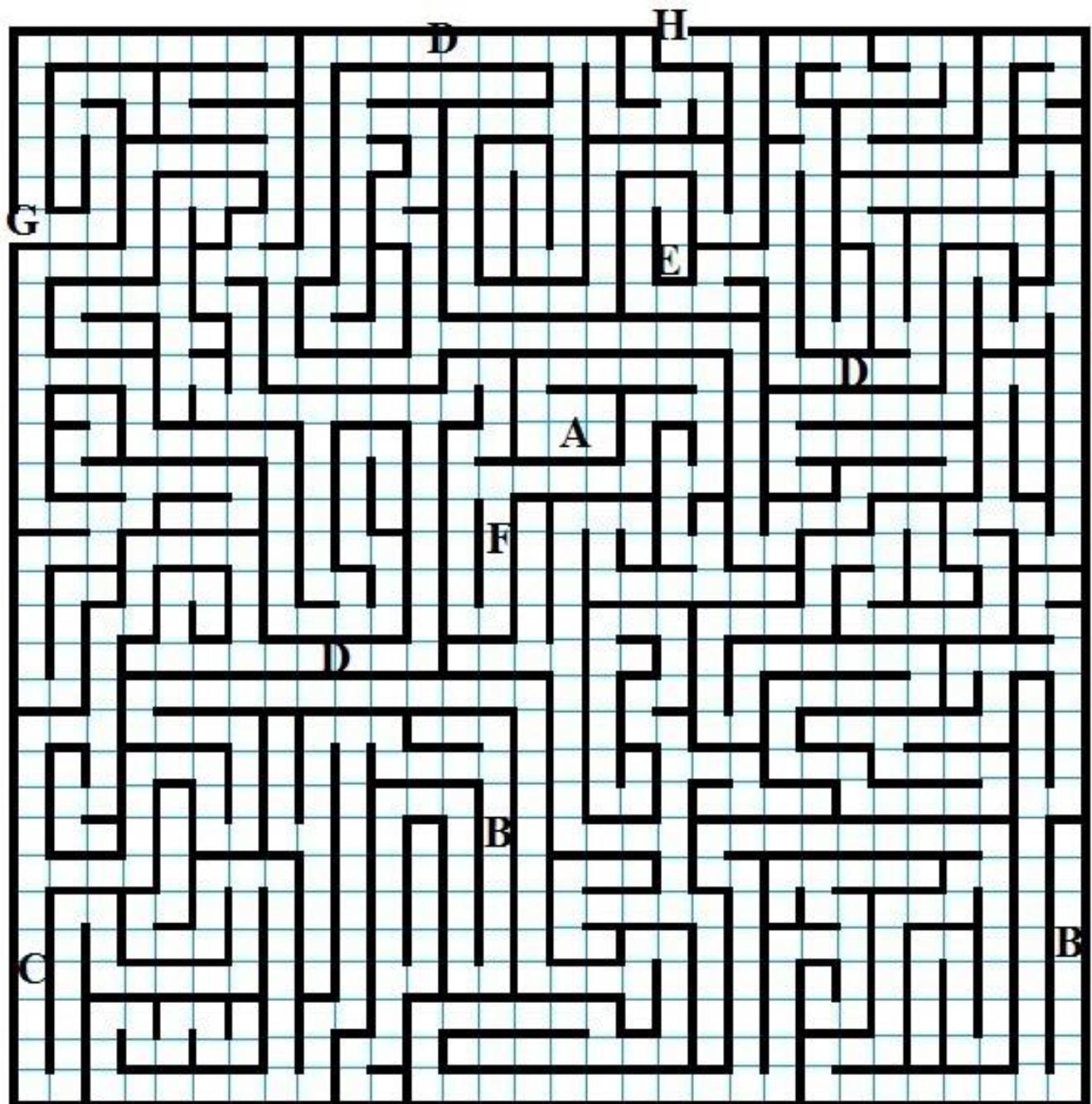
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Scale - 1 square = 5'



Room #12

1 square = 5'

The Tomb of Asibare

Lying undisturbed for ages, this accursed tomb is discovered by the characters and a great evil is encountered. Will they survive this brush with darkness or will they become its latest victims. An OSR compatible module for any old school RPG or modern clone, it is designed for character levels 2-4 or an especially harrowing first level.