

AX6

ADVENTURER CONQUEROR KING SYSTEM™

SEPULCHER OF THE SORCERESS-QUEEN




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Over a thousand years ago, the Zaharan Sorcerer-Queen Semiramis reigned over a court notorious for its decadent arts and lavish opulence. The hidebound nobles of Zahar were troubled by the ascendance of the kingdom's first female monarch. Semiramis was beset by over one hundred suitors, each one demanding that she marry him so that the kingdom might have a king. Many of these suitors were powerful spellcasters who wove enchantments upon her, but to no avail: The Sorceress-Queen wore the Ring of the Queen's Heart, a legendary magic item gifted to her by the goddess Nasga that made her immune to her suitor's charms.

As beautiful and cruel as her goddess, Semiramis instead seduced her perfidious suitors into swearing eternal love to her – then had them slain. The Sorceress-Queen mummified and interred all one hundred suitors in her own majestic sepulcher, where they would serve her as loyally in death as they ought to have in life.

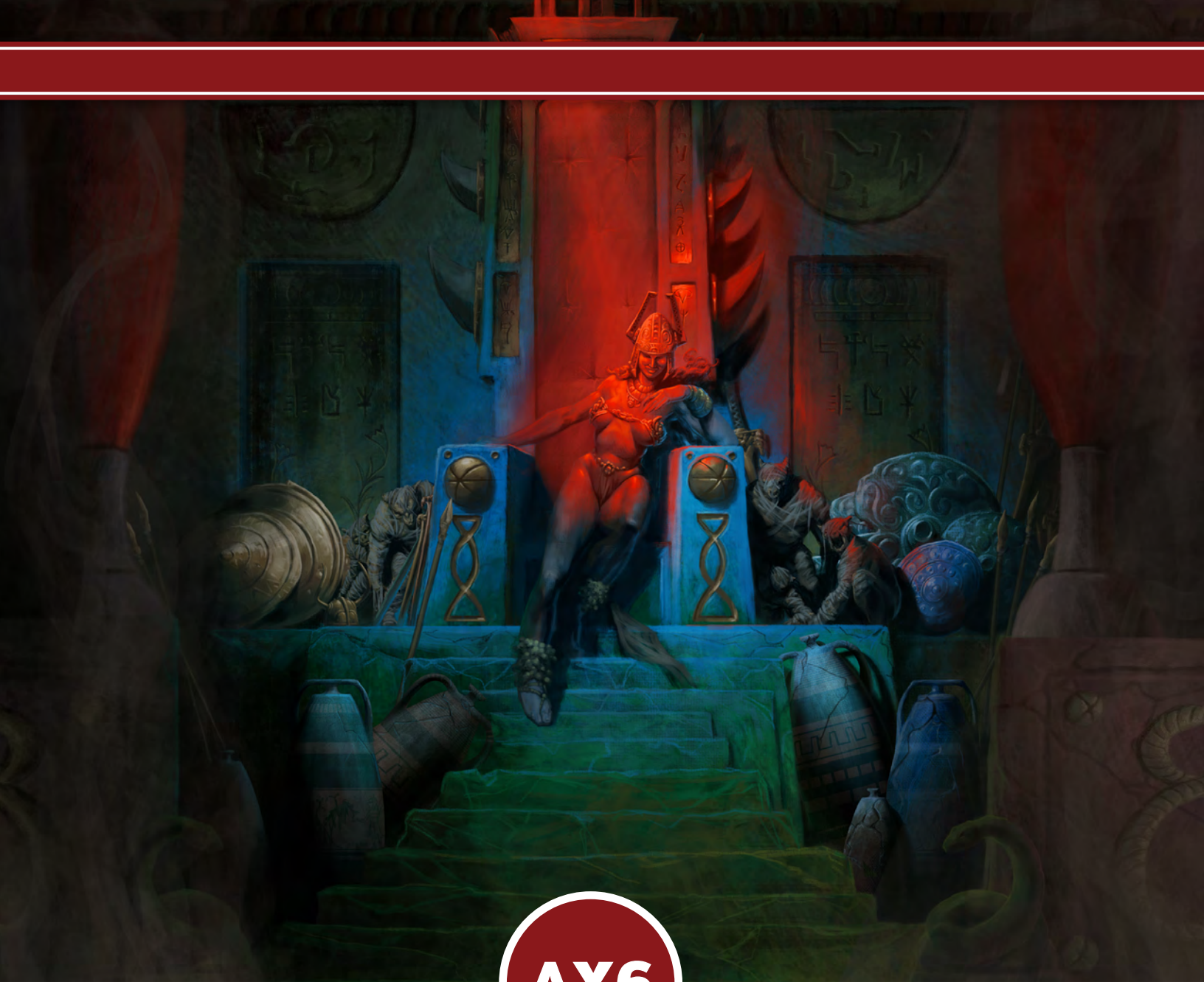
For over a thousand years the sepulcher of the sorceress-queen has lain hidden and undisturbed, its undead inhabitants slumbering in torpor until the prophesied time of the Awakening. But now a reckless warband of lizardmen has broken open the ancient tomb and disturbed evils not seen in centuries...

AX6: *Sepulcher of the Sorceress-Queen (SoSQ)* is a ready-to-play adventure scenario presented for use with the *Adventurer Conqueror King System™ (ACKS)* and other d20-based fantasy role-playing games. Dare the dangers of the sorceress-queen's sepulcher and capture her legendary ring of power.



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SEPULCHER OF THE SORCERESS-QUEEN™

A ready-to-play adventure for characters levels 7-9
BY MICHAEL H. STONE WITH ALEXANDER MACRIS

BACKERS LIST

KINGS

Sean Alan Morgan
MBK
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Mike Mader
J. Coffey
Jordan McCray
Malcolm S
Jeffrey Osthoff
KAW
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Mark R James
Martin St-Laurent
"Danger" Will Robinson
Gert-Jan van der Krogt
Andrew S.
North Scorpion
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JPSDR
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@bdubs1776
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Rabs
Randy Smith
robdog
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Skean
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Tim Rudolph
Utz Westermann

CONQUERORS

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Dave "Wintergreen"
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Andrew Gil
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Ben Crawford
Bert Isla
Chris Heath
Danny Bell
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Ryan Watkins
Sagewulfe Ryerson
Scott Jones
Scott Vandersee
Sebastian Dietz
shan.ejackson
Simon Hogwood
Tom Ladegard
Toxicpixie
Varcel
Wesley E Marshall

ADVENTURERS

Ashton Dyck
Hardrada
Aaron Fleischer
Andrea Maurizio Medici
Arbrethil
Carl Meyer
Cody Reichenau
Dan Vince
Darren Wheeler
David Lachut
Edward Powell
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Eric Brooks
F. Bob Mosdal
Fearchar Battlechaser
Hari Seldom
hatenchao
Hugo Marrero
James C. Bennett
Juan "Ragna" Casanova
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Mildra The Monk
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Petr Vilimek
Rahshaad Benjamin
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Seebrin
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ADVENTURER CONQUEROR KING SYSTEM™

AX6 SEPULCHER OF THE SORCERESS-QUEEN™

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CREDITS

Adventure Design and Development: Michael H. Stone

Adventure Concept and Additional Development: Alexander Macris

Additional Monster Development: Omer Joel (ghast, roper)

Copy Editing: Alexander Macris, Aaron Fleischer, Kevin Empey

Cover Art: Michael Syrigos

Cover Design: Todd Crapper

Cartography: Michael H. Stone

Interior Art: Michael Syrigos

Graphic Design: Todd Crapper

INTRODUCTION

AX6: Sepulcher of the Sorceress-Queen (SoSQ) is a ready-to-play adventure scenario presented for use with the **Adventurer Conqueror King System™ (ACKS)**. It is compatible with other fantasy role-playing games built on the same core mechanics, but is specifically designed to highlight the features and mechanics of **ACKS**.

The adventure focuses on the exploration of the sepulcher of Semiramis, the first Sorceress-Queen of Zahar, who has slept in torpor for over a millennium awaiting the prophesied time of the Awakening. After long years lying undisturbed and forgotten, the sepulcher has recently been infiltrated by a band of lizardmen seeking revenge for ancient crimes perpetrated on the lizardfolk by Semiramis. Their efforts, along with the arrival of the adventurers, threaten to awaken the Sorceress-Queen, whose dark power would surely threaten the fragile borderlands.

Like our prior adventures (**AX1: The Sinister Stone of Sakkara**, **AX2: Secrets of the Nethercity**, **AX3: Capital of the Borderlands**, **AX4: Ruined City of Cyfandir**, and **AX5: Eyrie of the Dread Eye**), **SoSQ** is set in the Borderlands of the Auran Empire, the default setting of **ACKS**. Judges with access to Borderlands Gazetteer map from *Capital of the Borderlands* should note that the Sepulcher is Area #52 on that map. Judges can, of course, place the Sepulcher of the Sorceress-Queen in any remote hills of their own campaign worlds.

BACKGROUND

Over a thousand years ago, the Zaharan Sorcerer-King Tizar was assassinated by his lover, a priestess of Nasga named Semiramis. By Zaharan tradition, the prior monarch's successor was responsible for mummifying and interring his predecessor to await the Awakening. Semiramis personally supervised the internment of Tizar in a monumental cliff-side tomb in the Dark Wall (see *Lairs & Encounters, Mummy Lord Lair*) and in so doing established herself as the first Sorceress-Queen of Zahar.

The traditional noble caste of Zahar was troubled by the ascendance of a female monarch. In the first ten years of her reign, Semiramis was courted by over one hundred suitors, all demanding that she marry so that the kingdom might have a king. Many of these suitors were powerful spellcasters who wove enchantments upon her, but to no avail: The Sorceress-Queen wore *the Ring of the Queen's Heart*, a powerful magic item gifted to her by the goddess Nasga that made her immune to her perfidious suitors' charms. As beautiful and cruel as her goddess, Semiramis instead seduced her suitors into swearing eternal love to her – then had them slain. The Sorceress-Queen mummified and interred each of these hundred suitors in a majestic sepulcher in the Madoan Hills, where they would serve her in death eternally.

Eventually Semiramis developed affection for the sorcerer Memnhisir, and took him as her consort. For fifteen years, Semiramis ruled with Memnhisir by her side. During this time, she reigned over a court notorious for its decadent arts and lavish



opulence. Among the Sorceress-Queen's most celebrated deeds was cross-breeding lizardmen with dogs to create kobolds. These mockeries of the Thrassians were gifted as pets to her courtiers. (Her former vizier Djarghul would, a few decades later, further develop the art of crossbreeding in order to create the beastmen races as slave-soldiers.)

A favorite of the goddess of lust and pain, Semiramis regularly used black magic and secret rituals to keep herself ever young and beautiful. Memnhisir was less vain, and more devoted to the study of demonology. In time the Sorceress-Queen found herself becoming disgusted by the aging and corrupted body of her consort. Semiramis took a new lover, Didanu, and moved to replace Memnhisir with him. Memnhisir responded to her treachery by sending cacodemons to slay them both in their sleep. After they were dead, he seized the throne.

Bound by ancient tradition and the priests of his realm, Memnhisir was obligated to mummify and inter Semiramis in her sepulcher alongside her former suitors. But the Sorcerer-King was vindictive and sought to deny his former lover the glories of the Awakening to come. He cursed the undead in the tomb and ordered his minions to seal all the exits to the queen's sepulcher. The priestesses of Telith, Chthonic goddess of volcanoes and earthquakes, detected the Sorcerer-King's treachery. Enraged, Telith's clergy summoned an earthquake that tore a great rift through the sepulcher and scared Memnhisir and his conspirators enough to prevent further sacrilege.

Memnhisir obliterated much of the monuments and orthostats that Semiramis had erected in her reign, destroyed many of her histories, and discouraged her veneration. In this he unintentionally did her a favor, as by the time Zahar fell, Semiramis was only dimly remembered as a minor historical figure, and her tomb was left unsought and unplumbed. For a millennium, then, Semiramis and her suitors have slumbered undisturbed. Zahar has fallen and Aura risen and now that empire, too, is in its winter.

Recently, a tribe of lizardmen has entered the sepulcher to take revenge against Semiramis. Lizardmen have an extraordinary hatred for Zaharans, but most especially for Semiramis, for the lizardmen have *not* forgotten and have never forgiven the queen who bred them with dogs. The lizardmen are led by Untash, a Thrassian dominator (see p. 52) who learned the location of Semiramis through divine magic. The Thrassian seeks to destroy the Sorceress-Queen and seize her magical plunder. Untash and his lizardmen are wary of intruders but can be convinced to cooperate against the undead horrors found in her sepulcher. It may well be that the living must ally against the dead, for the time of the Awakening is finally at hand...

STARTING THE ADVENTURE

Judges can introduce players to this adventure in several ways: the adventurers may come across a map showing the location of the Sepulcher of the Sorceress-Queen; they may hear rumors of a rock-cut tomb in the Madoan Hills; or they could be hired by the Tower of Knowledge to seek it out. They might also simply stumble upon it whilst exploring the Madoan Hills west of the Dark Wall.

THE FORTRESS OF TÜROS DRAV

The closest civilized settlement to the sepulcher is the fortress of Türos Drav ("castle of defense"). Part of a line of forts built 150 years ago by Tarkaun Audarius XI Ulkyreus to provide a forward defense against beastman invaders from beyond the Dark Wall, Türos Drav has been left short staffed by the Auran Empire's wars to the west. It is falling into a state of disrepair and able to offer only minimal services. Like most Auran forts, Türos Drav consists of a curtain wall enclosing an area of packed earth with tiled limestone buildings. The fort is surrounded by a village of old quarried stone or wattlework buildings with dirty thatched roofs. The village streets are clean and the populous is very orderly due to the military presence in the area. Türos Drav and the village function as a Class V market for buying and selling goods and recruiting hirelings.

Note: Additional details about Türos Drav are provided in AX5: *Eyrie of the Dread Eye*. Complete layouts and details of a fort and village are available in AX1: *The Sinister Stone of Sakkara*.

RANDOM RUMORS

Before setting out in search of the sepulcher, the adventurers may gather rumors and legends from non-player characters (NPCs) at Türos Drav or other starting location. On a Friendly reaction roll, an NPC might share one rumor from the Random Rumor table. In addition, all Zaharan adventurers, and any adventurers with Lore mastery, should begin play knowing one rumor each.

RANDOM RUMOR TABLE

DIE ROLL (1d12)	RUMOR
1	So terrifying was the fury of Semiramis that the mere sight of her still causes undead who knew her in life to fall to their knees and pay homage (True).
2	Semiramis was assassinated by her own husband, whom she had betrayed by taking up with a young noble. (True)
3	More than one explorer in the Madoan Hills has spotted a majestic rock-cut tomb. Some say it's the tomb of the sorcerer-queen Semiramis, but it's sealed up and impossible to get inside. (Partly True and Partly False)
4	Semiramis's husband and successor hated her so much he tried to have her tomb sealed, but the Chthonic gods forbade it. (True)
5	The Zaharans expected all who venerated at their tombs to sanctify themselves with certain rituals. The tombs' guardians would slay any unsanctified trespassers. (True)
6	Many of the elves of Southern Argollë worship the Chthonic gods. They congregate at ruined tombs and temples under the light of the stars. (False)
7	Recently a band of lizardmen have been spotted in the Madoan Hills. (True)
8	To guard herself against the charming magic of suitors, Semiramis had a powerful artifact, the Ring of the Queen's Heart. (True)
9	The rock-cut buildings in the Madoan Hills are actually ancient dwarven vaults. Those hills are rich in iron and silver. (False)
10	Though Thrassians hate all Zaharans, they harbor an especially great hatred for the Sorceress-Queen Semiramis, because she experimented on the Thrassians to create twisted pets in mockery of their race. (True)
11	After binding them to herself with vows of eternal love, Semiramis murdered her 100 suitors and entombed them so they would be a harem in the next life. (True)
12	Wyverns from the Dark Wall frequently soar over the Madoan Hills. Anyone taking a horse or pack mule in those hills is asking for trouble. (False)

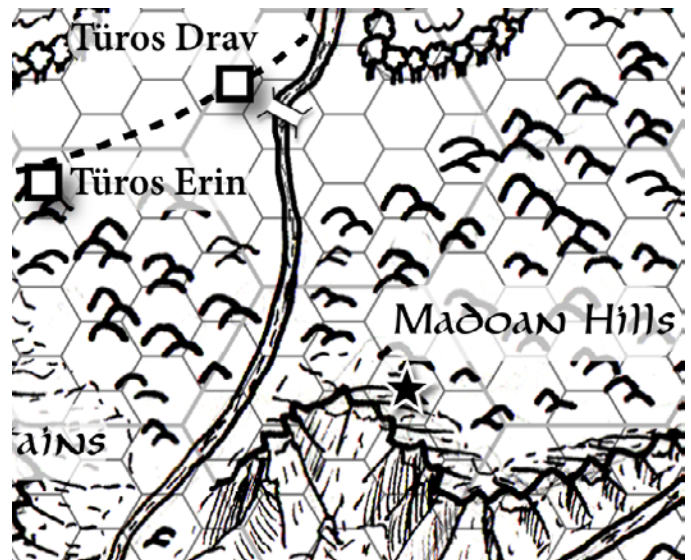
TRAVELING TO THE SEPULCHER

The Sepulcher of the Sorceress-Queen is 5 hexes (30 miles) from Türos Drav. It lies across the Krysivor River on the far side of the Madoan Hills, a range of limestone foothills that runs northeast from the Meniri Mountains towards the forests of Southern Argollë. A dense heath of sage, juniper, and myrtle densely covers the arid, rocky hills. In spring, wild rockrose and thorny broom turn the hillsides white, pink, and yellow.

The bridge at Türos Drav makes passage over the Krysivor River easy. The journey across the Madoan Hills is somewhat more challenging. The rolling hills are high and shrubby enough to impose a 2/3 movement modifier and to require Navigation throws of 7+ to avoid getting lost. After the adventurers enter the hills, the Judge should make a wilderness encounter throw of 1d6 each time the adventurers enter a new 6-mile hex. On a 5+, a wilderness encounter occurs. The Judge can use the Mountains/Hills wandering monster tables from **ACKS** p. 244 or a table of his own devising.

To get a sense of the Sepulcher's exterior appearance, look for images of great works of rock-cut architecture such as the Lycian cliff-tombs of Dalyan, the Great Temple of Abu Simbel, the Midas Monument, and the Nabatean monuments of Petra.

Once the party reaches the Sepulcher of the Sorceress-Queen's hex, it still requires one hour of searching and a Navigation throw of 11+ to actually locate the Sepulcher. Characters that have either the Mapping or Mountaineering proficiency gain (or can grant) a +2 bonus to this throw. The Sepulcher is a rock-cut structure excavated directly into the south face of a craggy cliff that juts into the Madoan Hills from the Meniri Mountain range to the south. The exterior of the Sepulcher is grandiosely carved to replicate the façade of a freestanding Zaharan temple, although the view is partially obscured by massive rocks that fell during an ancient earthquake.



MAP OF THE SEPULCHER OF THE SORCERESS-QUEEN

- | | | | | | |
|---|----------------|---|-----------------|---|------------------------|
| S | - Secret Door | ★ | - Statue | □ | - Lying Sarcophagus |
| □ | - Door | ○ | - Pillar | ⊖ | - Standing Sarcophagus |
| ⊘ | - Blocked Door | ⊠ | - Monolith | | |
| ⊠ | - Sealed Door | ⊠ | - Dark Altar | | |
| ⊠ | - Weak Wall | ⊠ | - Brazier | | |
| ⊠ | - Barricades | ~ | - Water / Blood | | |





THE SEPULCHER OF THE SORCERESS-QUEEN

DUNGEON FEATURES

The common features of the Sepulcher of the Sorceress-Queen are described below. Note that some of these features discuss the noise levels created by various interactions with them. The Judge will find details on how loud, moderate, and quiet noises affect gameplay in Rousing the Undead (p. 9).

DARK ALTARS

As a place of death, the entirety of the Sepulcher is a **shadowed sinkhole of evil**. The dark altars in the Sepulcher worsen the intensity of this effect. An altar creates a **blighted sinkhole of evil** in the room it is in (or within 100' if in a corridor). An altar's blighted sinkhole can be temporarily weakened by casting a *bless* spell upon it or sprinkling it with a vial of holy water (with the same effect as a *bless* spell). While subject to *bless*, the affected area is shadowed rather than blighted. An altar's blighted sinkhole can be permanently reduced by destroying the altar magically with *dispel evil* or physically by smashing it and then either pouring holy water or casting *bless* on the broken remains. Smashing an altar creates a loud noise. Destroying an altar by smashing it causes a **spectre** to appear and attack the party. A character with the Black Lore of Zahar Proficiency can deduce this automatically from the runes engraved in the black marble slabs of the profane altar. Characters with the Loremastery, Collegiate Wizardry, Magical Engineering or Knowledge (occult) proficiencies can deduce this on a proficiency throw of 10+. Even if all dark altars are

destroyed, the Sepulcher will remain a shadowed sinkhole of evil until Semiramis is destroyed. For each intact altar in the sepulcher, Semiramis will regenerate 1 hp each round and has a cumulative 5% magical resistance.

Spectre: MV 150/300' fly, AC 7, HD 6**, #AT 1 (touch 5+), Dmg 1d8 + energy drain, Save F6, ML +3, AL C, XP 820; Special: enervative touch (drains 2 levels permanently), immunity to non-magical weapons, infectious (slain creature becomes spectre in 24 hours), undead immunities

LIGHT

The entirety of the dungeon is in pitch black darkness. When describing the rooms to the party, keep in mind the range of their light source (usually 30' for a torch).

DOORS

Sepulcher Doors: Unless noted otherwise, the standard door in this dungeon is made from a heavy slab of dark marble and engraved with imagery of serpents. Opening a sepulcher door requires a successful proficiency throw to open doors. A successful proficiency throw produces a quiet sound while an unsuccessful one produces a moderate sound from the door slowly scraping across the stone floor. If the door takes two or more rounds to open, enemies on the opposite side will be ready to fight, and any undead will have already left their sarcophagi. Tearing down a sepulcher door with laborer's tools takes 8 turns of labor (80 man-minutes) and creates a loud noise the entire time. Up to four characters can work together in breaking through.

Secret Doors: Unless noted otherwise, secret doors in the dungeon are sliding panels, professionally hidden in the stone work of the dungeon. If detected, they open both easily (requiring no proficiency throw) and quietly, without immediately alerting residents of a crypt to their presence. Tearing down a secret sepulcher door with laborer's tools takes 4 turns of labor (40 man-minutes) and creates a loud noise the entire time. Up to four characters can work together in breaking through.

Sealed Doors: These doors were sealed with iron by Semiramis's successor, Memnhisir, as part of a vengeful plan to lock up the queen and her subjects forever in her Sepulcher. Although the iron seals are already greatly corroded, the doors can not be bashed open. Tearing sealed doors down with laborer's tools takes 12 turns of labor (120 man-minutes) and creates a loud noise the entire time. Up to four characters can work together in breaking through. If undead beyond sealed doors are woken up, they will break through the seals in 6 turns.

Blocked Doors: Semiramis's successor was driven off by an earthquake before he could permanently seal all doors. Some are merely barred by strong beams made from wood banded with iron. Time has taken its toll on these beams. A blocked door can simply be opened by a character who approaches from the side where the beam is placed in one round and creates a quiet sound. Opening a blocked door from the blocked side requires a successful proficiency throw to open doors with a -4 penalty and creates a moderate noise. After the throw is made or the beam is removed, the blocked door can be opened like a normal sepulcher door.

WALLS

Barricades: The lizardmen have erected barricades made from wooden spikes and debris here and there throughout the Sepulcher. Lizardmen fighting from behind a barricade gain a +2 bonus to AC and +2 bonus to saving throws vs. Blast. The barricades can be easily traversed at walking speed, but a character who attempts to charge or run through a barricade must make a saving throw vs. Paralysis. If the saving throw fails, the character falls down and suffers 1d6 points of damage from the spikes. If the saving throw succeeds, the character traverses the barricade without issue.

Sepulcher Walls: Most of the Sepulcher's walls are smooth stone with a tiled look, cut directly from the rock of the surrounding mountain. The walls are pierced with 6' long, 3' high, 2' deep horizontal graves regularly spaced every 10' apart. All the wall graves are unmarked and empty. The Sepulcher's recent disturbance by the lizardman woke up the wall graves' inhabitants, the first line of guardian undead of the sepulcher; these undead are encountered as initial random encounters.

Weak Walls: Due to an earthquake, some walls of the sepulcher have lost their structural integrity. Dwarves or characters with the Land Surveying or Engineering proficiency automatically notice weak walls. Other characters notice weak walls if they succeed on a proficiency throw to detect secret doors at +4. Weakened walls can be broken down in one round with a successful proficiency

throw to open doors at -4. Breaking down weakened walls makes a loud noise. Alternatively, weakened walls can be dug open in 3 turns with laborer's tools (30 man-minutes), producing a quiet noise at the end of the third turn. Up to six characters can work together to dig through.

FLOORS AND CEILINGS

Floor: The floor in the Sepulcher is generally tiled with smooth black granite. In the area where the rift has torn through the Sepulcher, it is more uneven and cracked and the living rock below is visible.

Ceiling: Like the walls, the ceilings are smooth stone cut directly from the mountain rock. In corridors, the ceiling is usually 10' high. In rooms, it is 15' to 20' high except where noted.

Rift: The earthquake that drove off Memnhisir has carved a great rift through the eastern portion of the Sepulcher. The rift is 60' deep and terminates in an underground aquifer that exists below the Sepulcher. Since it cuts through extensive portions of the dungeon, cunning adventurers may realize they can use the rift as a shortcut into the bowels of the Sepulcher.

Thieves and anyone with the Climbing proficiency can use their climbing skill to scale up, down, or across the rift without tools, making one proficiency throw for every 100' climbed. Other characters attempting to move across the sheer face of the rift without tools will fail. If a character has the Mountaineering proficiency and the appropriate gear, he can make the attempt as a thief of his level. He can also rig lines to allow other characters who have Adventuring proficiency to ascend, descend, or scuttle or along across the rift. Thereafter the character with the Mountaineering proficiency and all characters depending on his lines climb as thieves of the mountaineer's level. In order for a mountaineer to rig an area, it requires twice as many feet of rope as the area to be traversed, e.g. a 100' length of rift will require 200' of rope. For every 100' of rigging, a dozen iron spikes are required. Hammering iron spikes creates a loud noise (see below).

Adventurers with Climb Walls skill, Climbing proficiency, and Mountaineering proficiency move at ¼ their normal movement rate based on their armor and activity. Characters who are relying on the Adventuring proficiency and a rope rigged by a mountaineer can climb no faster than 10' per round and cannot climb at all if engaged in any other activity, such as combat.

ROUSING THE UNDEAD

Many of the crypts in the Sepulcher of the Sorceress-Queen are behind sealed, blocked, or secret doors. Due to the recent disturbance of the lizardmen, the undead sleep lightly and are easy to rouse by noise. Whenever the adventurers engage in noisy behavior or otherwise cause noise, the Judge should decide if the noise they have caused is of **quiet**, **moderate**, or **loud** volume and make the appropriate proficiency throws to hear noise for undead in hearing range. All rooms containing monsters reacting to sound are marked in **red** on the map.

VOLUME	ACTIVITY EXAMPLES
Quiet	Dropping an object, opening a sepulcher door, casting a spell
Moderate	Forcing open a blocked door, arguments between adventurers, turning undead
Loud	One round of a combat encounter, detonating a <i>fireball</i> , shouting, breaking open a door

THE NOISE MECHANIC

When a quiet noise occurs, any undead in crypts within 50' will awaken on a proficiency throw to hear noise of 16+. When a moderate noise occurs, any undead in crypts within 50' will awaken on a proficiency throw to hear noise of 12+ and any within 100' on a throw of 16+. Loud noises rouse undead within 40' on a 4+, within 100' on a 12+, and within 150' on a 16+. If the throw is successful, all monsters in the room begin to wake up (see below).

When counting the distance, count each closed door or corner the sound crosses as an extra 20'. Only count the distance to a door or entrance of a room. For speed of play the Judge can simply make the proficiency throw against the nearest room.

EXAMPLE: Konman the Barbarian, Reinar the Mage, Valeera the Nightblade, and Frerin the Craftpriest, all members of the Iron Guard adventuring party, stand before a stuck door. Having experienced several encounters with terrible undead, they argue on how to open it. Konman bashing the door open would count as a moderate sound. Reinar casting *knock* would constitute a quiet sound. (Had Reinar chosen the Quiet Magic feat no noise roll would have to be made.)

Reinar opts to conserve his spells, so Konman has to bash in the door, creating a moderate noise. There is another crypt 20' away. The Judge makes a proficiency throw of 1d20 to see if the undead hear anything. His target value is 12+ and he rolls a 14, so the undead in the crypt awaken and start to tear down the sealed wall. Hearing the sound, Konman curses the hubris of mad mages and wicked wizards and the party prepares for the worst.

WAKING UP THE DEAD

Awoken undead immediately get up and seek to exit their crypt. If the crypt is closed with a secret door, it takes 2 rounds for its inhabitants to exit – one to clamber out of their sarcophagi and one to leave the crypt. If the crypt door is blocked, it takes 2d4 rounds. If the crypt door is sealed, it takes 6 turns. Any characters who succeed on a proficiency throw to hear noise during this time will hear scraping noises in the distance from the opening and closing of the crypt doors. Once the undead have exited, they will then begin to wander the Sepulcher in a somewhat disoriented manner. If there is a fight ongoing they might check it out carefully.

Add the awakened undead to the first empty row on the Dynamic Encounter table. Should there be no empty rows on the Dynamic Encounter table, add the monsters to the smallest existing group on any row. If the characters block the exit of the awakened crypt don't add them to the encounter list – instead, the characters just immediately encounter these undead. Note that unblocked and secret doors do not slow down moving undead since these doors open magically for all priests and servants - even locked doors.

ENCOUNTERS WITH AWAKENED UNDEAD

AWAKENING REACTION	
2-4	Rage
5-9	Confusion
10-12	Delusion

Due to Memnhisir's curse on the Sepulcher and the unexpected nature of their awakening, the newly-awakened intelligent undead behave sluggishly and may even suffer severe dementia. When the adventurers encounter intelligent undead, the Judge should roll 2d6 on the Awakening Reaction table before making the standard reaction roll. Mummies, wights, ghosts, and skeletal slayers are considered intelligent.

Rage: The undead went mad and instantly attacks without prejudice. No parley is possible.

Confusion: The undead does not yet remember who he is and is confused about his whereabouts. He has faint memories of belonging to a Chthonic religion. Make a reaction roll at -2.

Delusion: The undead thinks he is alive and walking the halls of ancient Zahar. Smart players might be able to convince the confused undead that they are Zaharan devotees. Make a reaction roll +1.

The following factors each grant a +1 bonus to the reaction roll, to a maximum bonus of +5. This list is not exhaustive, and the Judge may add other bonuses as circumstances permit, or penalties if appropriate.

- » All characters have cleansed themselves with unholy water in a ritual room
- » One or more characters are wearing a holy symbol of Nasga
- » One or more characters are wearing processional robes of Zaharan priesthood
- » One or more characters have the Black Lore of Zahar proficiency
- » One or more characters are Zaharan
- » Party presents solid arguments for their presence in the Sepulcher

When roleplaying the reaction of the intelligent undead, remember that they typically wish to preserve their existence more than simply kill adventurers. As a result, they might not instantly attack if the odds are unfavorable, and they may even parley with the adventurers or simply flee depending on the reaction roll.



Unintelligent undead do not suffer from confusion or dementia. The Judge should simply make a reaction roll of 2d6. Apply the bonuses above (except for argument, since they're unintelligent). If the reaction roll is 8 or lower, the unintelligent undead attack immediately. If the reaction roll is 9 or higher, the unintelligent undead keep shambling along, ignoring the characters. If a group contains both types of undead, the unintelligent undead will wait for orders of their master.

AWAKENING SEMIRAMIS

The more numerous the intelligent undead shambling through the halls of her Sepulcher, the greater the chance that one of Semiramis's servants will visit her chambers and wake her up. At dawn of each day, roll a d100 to determine if the undead have woken up Semiramis. The probability of success is equal to the number of awakened and intelligent undead multiplied by 3.

If the roll succeeds, Semiramis wakes up. The sorceress-queen will make it a top priority to rouse all other undead in her Sepulcher and establish several units of undead at platoon scale. This will take 2d4 days, after which Semiramis will start to raid nearby villages and small domains. For information on domain level warfare refer to *Domains at War*.

If the roll fails, some of the intelligent undead decide to return to torpor. Whichever group of intelligent undead has been on the Dynamic Encounter table for the longest period time returns to their crypt(s).

EXAMPLE (cont.): As undead shamble towards the party, Valeera (having the Black Lore of Zahar proficiency) notices that the mummy looks confused and bears signs of priesthood. Quick witted as she is, she informs her companions that she could deceive the confused undead to avoid combat and gain some information about the crypt and its inhabitants. As an answer, Frerin declares a charge to send these abominations back to hell. Valeera sighs and prepares for combat, annoyed by the narrow-mindedness of the cleric. The ensuing battle lasts 6 combat rounds before all undead are slain. The Judge decides that the battle produced a loud sound and begins to make throws for every crypt within 120' away, with the result that several undead wake up. Hearing moans and shuffling all around them, the weakened party decides to quickly retreat, evading additional encounters with undead. The Judge adds all the awakened undead to the Dynamic Encounter table (q.v.), with each group of undead from each crypt getting a separate row. Additionally, the Judge takes note that there now are 8 intelligent undead awake, which means there is a 24% chance per day that one of them rouses Semiramis from her slumber.

REACTIONS TO NOISE BY OTHER MONSTERS

Vermin will probably not investigate sounds. The lizardmen might, but their patrols are considered in the random encounter table. Their watch posts are much more hesitant to leave their barricades and pursue weird noises in the dark. Also, not all lizardman will charge off into the darkness. Probably only 5-10 warriors, 1-2 champions, 0-1 Thrassians and 0-1 giant horned chameleon will join a search party.

ENCOUNTER THROWS

This adventure uses a Dynamic Encounter table that changes as the adventurers wake up the inhabitants of the Sepulcher. There are 12 rows on the Dynamic Encounter table. 1-8 begin filled, while 9-12 begin empty. The rows can get filled up when the adventurers rouse the undead with noise as described above or the lizardmen sent additional patrols. Conversely, the rows can get emptied in play, too. Any slain creatures should be removed from the Dynamic Encounter table, as should any who return to torpor. If all creatures on a row are destroyed or return to torpor, that row becomes available to place a new set of monsters if more undead get awakened.

Once the party begins exploring the Sepulcher, the Judge should make one encounter throw every 3 turns (30 minutes), plus one additional and immediate encounter throw for each moderate or loud noise the party makes. To make an encounter throw, roll 1d12 and consult the Dynamic Encounters table. If there is currently an active entry for the number rolled, that encounter occurs. If there is no entry, no encounter occurs. If an encounter is rolled it arrives in 1d4+1 rounds.

DYNAMIC ENCOUNTER TABLE

1d12	MONSTERS ENCOUNTERED
1	Lizardman (11), Lizardman Champion (1), Thrassian (1), Giant Horned Chameleon (1)
2	Lizardman Zombie (10)
3	Zombie (12)
4	Skeleton (15)
5	Ghoul (10)
6	Drowned Zombie (7)
7	Blood Hounds (10)
8	Necropede (1)
9	
10	
11	
12	

THE LIZARDMEN

When the adventurers first arrive, Untash his followers are scouting the dungeon. Seven days after the adventurers arrive, Untash begins to order the lizardmen to clear the Sepulcher. At dawn on the seventh day of the adventure, and each day thereafter, the Judge should choose which room the lizardmen attempt to clear. Unless unusual circumstances arise due to the adventurer's activities, the lizardmen will begin with guardian crypts, then proceed to treasure vaults and finally to the inner crypts. However, if the lizardmen failed to clear a particular room the day before, they will attempt to clear that room again and if there are ever more than 2 encounters of lizardman zombies on the dynamic encounter table, the lizardmen will attempt to "clear" one of these encounters instead.

To resolve the lizardmen's room-clearing activities, roll 1d6 on the Lizardman Clearance table per attempt. Based on the results of the table, the lizardmen and/or undead may take casualties, and the room might be cleared or still occupied. Once a room is cleared of undead, the lizardmen will loot its contents, adding any treasure to the Thrassian Dominator's hoard. Once the lizardmen have attempted to clear a room, its door is considered open and any seal or block is destroyed.

If the lizardmen attempt to clear a room whose inhabitants are on the dynamic encounter table, assume the lizardmen confront those inhabitants outside the room. If they defeat the undead they still loot the room.

If the lizardmen reach the Temple of Lammala (A27) or Telith (C19), do not roll on the table. The lizardmen automatically lose 12 warriors, 2 champions, and 1 Thrassian. They then have an 80% chance to clear the Temple.

If at any time the lizardmen have lost 14 or more lizardmen, 2 or more lizardmen champions, or 1 or more Thrassians, Untash will halt the lizardmen until enough reinforcements have come to make up for these losses.

LIZARDMAN CLEARANCE TABLE

1d6	LIZARDMAN ACTIONS
1	Remove 2d8 lizardman warriors from the dungeon and add the same number of lizardman zombies to the dynamic encounter table. Additionally, there is a 3 in 6 chance that a lizardman champion is removed from the dungeon and a 1 in 4 chance that a Thrassian is removed from the dungeon.
2	Remove half of the original number of unintelligent undead in the room. If there are no unintelligent undead left, remove the intelligent undead. Remove 3d3 lizardman warriors from the dungeon and add the same number of lizardman zombies to the dynamic encounter table. Additionally, there is a 2 in 6 chance that a lizardman champion is removed from the dungeon and a 1 in 8 chance that a Thrassian is removed from the dungeon. If the room is now void of enemies it will be looted. Add the treasure inside to the Thrassian Dominator's hoard.
3-5	Remove half of the original number of unintelligent undead in the room. If there are no unintelligent undead left remove the intelligent undead. If the room is now void of enemies it will be looted. Add the treasure inside to the Thrassian Dominator's hoard. Remove 2d3 lizardman warriors from the dungeon and add the same number of lizardman zombies to the dynamic encounter table. Additionally, there is a 1 in 4 chance that a lizardman champion is removed from the dungeon.
6	The room is now completely empty and looted. Add the treasure inside to the Thrassian Dominator's hoard. Remove 1d3 lizardman warriors from the dungeon.

LIZARDMAN REINFORCEMENTS

Once the lizardmen begin clearing rooms, Untash sends for reinforcements. Thereafter, seven lizardmen lead by one lizardman champion joins the warband every week and a Thrassian joins up every two weeks, until a maximum of 56 additional lizardman warriors, 8 lizardman champions, and 4 Thrassians have joined. Divide the reinforcements among the watch posts, barricades, or the dynamic encounter table as needed.

MAGICAL WEAPONS OF THE SEPULCHER

Many undead in the sepulcher wield magical weapons with a bonus to hit and damage. If the Judge deems these not interesting enough he can decide to give the weapons 1d3-1, 2d4-2, or 1d6-4 magical proficiencies, depending on how many weapons of proficiency he wants (see *Heroic Fantasy Handbook* p. 185). Note that this might make encounters more dangerous since the undead will use the weapons powers as well. Additionally, the Judge can make some of the weapons sentient (see **ACKS**, p. 225). This would fit best

with the weapons found in the Main Treasure Vault (B17), in the two goddess-themed Treasure Vaults (B12 and B14), in Telith's Smithy (C20), or in the Sepulcher of the Hundred Lords (B8 and B9). All sentient weapons found in the sepulcher will be of chaotic alignment.

MAP KEY

A1. WESTERN ENTRANCE AREA

Hewn stone steps ascend up to a pair of 5'-wide black stone slab doors (to A5). The doors, which carry a relief depicting a stormy night on the sea, stand open, but a wooden barricade has been emplaced in the doorway. On either side of the staircase up to the doors stands a black granite monolith; behind each monolith, framing the door, stands a statue depicting a naked woman with a lobster's head and tentacles for arms. The western statue's front is broken and battered. Behind the broken statue is a relief depicting a beautiful woman with damp hair and cold expression, holding an empty jar.

[NOISE] Any character who succeeds on a proficiency throw to hear noise can hear the lizardmen from A5 talking.

[TRICK] There is a secret door hidden in the relief of the damp-haired woman. A successful proficiency throw discovers a real opening in the empty jar depicted in the relief; filling the hole with 1 pint of liquid unlocks the door with an audible click. The wall can then easily be lifted upwards, supported by a counter weight.

[LOOT] The intact statue has two large garnets (250gp, 1/6 st each; 500gp, 2/6 st total) for eyes. In the rubble of the broken statue are hidden another two gems, the former eyes of the damaged statue: 2 large garnets (250gp, 1/6 st each; 500gp, 2/6 st total).

[LORE] Characters who succeed on a Theology or Lore mastery proficiency throw know that the statue depicts Lammala, Chthonic goddess of the murky depths. Characters with Black Lore of Zahar automatically recognize the statue.

A2. WESTERN AREA

Between the rocky walls and the sepulcher facades stand two statues of stern men in flowing robes.

[NOISE] Any character who succeeds on a proficiency throw to hear noise can hear the lizardmen from A5 talking.

[TRICK] A secret door behind the left-hand statue offers a hidden passageway into the Sepulcher. Characters who succeed on a proficiency throw to discover secret doors determine that the wall can revolve around its central axis.



[LORE] Characters who succeed on a Lore mastery or Knowledge (history) proficiency throw know that the statues depict Ashur-Dugul and Sin-Namir, the Zaharan necromancers who discovered the secrets of mummification, opening the path to the glory that is the Awakening.

A3. SOUTHWESTERN CEREMONIAL ROOM

The northeastern and northwestern corners of this H-shaped chamber hold large semicircular basins of standing water. The southeastern and southwestern corners contain statues depicting men bowing down in prayer. Between them, on the southern wall, sits a black obsidian altar, and above it a silver rack, adorned with imagery of an attractive but cruel-looking woman with a serpent's tail and snakes for hair. Ten processional robes made from a strange, smooth leather hang from the rack, the leather tattooed with weird symbols.

The walls behind the statues are adorned with frescoes depicting a fierce-looking man with a long head leading other humans, looking like slaves, into battle against lizardmen. The walls behind the basins are frescoes with depictions of Zaharan religious rituals. Zaharan cultists are shown offering their blood into basins near an altar, bathing in the bloody basins, and donning clerical robes.

[NOISE] Any character who succeeds on a proficiency throw to hear noise can hear the lizardmen from A5 talking.

[TRICK] The basins of unholy water are part of a cleansing ritual the Sepulcher's ancient caretakers once required of the living before they were permitted to visit the Sepulcher's most hallowed residents. If the characters bathe in the waters, they gain a +1 bonus to reaction rolls with undead until they bathe in another fluid. During this time the flay fiends will not attack them. The ritual requires a character to mix one drop of his own blood with the unholy water before bathing in it.

[TRAP] The ten processional robes are actually **flay fiends**. If the party dons the "robes" without first washing themselves in the basins of unholy water and applying the correct unholy rituals, the flay fiends will attack them. The flay fiends may wait until the party is in combat or another dangerous situation before using their envelopment attacks, with which they hit automatically if the cloaks are worn. If a character with the Black Lore of Zahar proficiency inspects the robes, he can automatically determine the tattoos on the cloaks are active necromantic glyphs. A character with the Collegiate Wizardry or Knowledge (occult) proficiency notices this on a proficiency throw of 15+. Wearing processional robes grants another +1 bonus to reaction rolls with encountered intelligent undead.

[TRAP] If any characters try to bathe here without first cutting themselves before the altar and shedding blood in the basins, the statues in the southern corners come to life and attack.

[MONSTER] The robes are **flay fiends** and the statues are **animated statues**.

Flay Fiend (10): MV 60', AC 2, HD 1***, #AT 1 (constrict and suffocate 10+), Dmg 1d4 + suffocation, Save F1, ML -, AL N, XP 19

Animated Statue (2): MV 60', AC 5, HD 5*, #AT 2 (fists 6+), Dmg 2d6/2d6, Save F5, ML -, AL C, XP 350

[LOOT] The silver robe rack is worth 500gp and weighs 1 st. Atop the altar are five ritual implements made from gold and bone (100gp, 1/6 st each; 500gp, 5/6 st total) and three holy symbols of Nasga made from fine wood and silver (200gp, 1/6 st each; 600gp, 3/6 st total).

[LORE] With a successful Lore mastery or Knowledge (history) proficiency throw characters know that the wall frescoes depict the Zaharan rebellion against the Thrassians in 1060 B.E. Prominently depicted is Uragasi, conqueror of Thrassia and first sorcerer-king of Zahar. At the start of his tyrannical reign he was considered a liberator by mankind.

A4. GUARDIAN CRYPT

The door opens into a dusty crypt that smells of chalk and contains 16 sarcophagi: 15 standing sarcophagi of uncarved stone and one engraved, with the picture of a warrior, lying in their midst. Coin-filled urns have been set before the engraved sarcophagus.

[MONSTER] The 15 plain sarcophagi contain **skeletons**, while the engraved sarcophagus contains a **skeletal slayer** (see New Monsters, p. 51) (695 XP total).

Skeleton (15): MV 60', AC 3, HD 1*, #AT 1 (spear 10+), Dmg 1d8, Save F1, ML -, AL C, XP 13;

Skeletal Slayer (1): MV 60', AC 8, HD 5**, hp 30, #AT 4 (*frost brand* 5+, 3 sword 6+), Dmg 1d8+1/1d8+1/1d8+1/1d8+1, Save F5, ML -, AL C, XP 500; Special: fear aura (character seeing slayer must make save vs. paralysis or be paralyzed with fear for 1d6 rounds or until attacked), fire resistance, undead immunities; Equipment: *sword +1 (frost brand)*, 3 *masterwork swords +1 damage*

[LOOT] The urns contain 2,000 electrum pieces (1000gp, 2 st) of ancient Zaharan mint. In the sarcophagus of the skeletal slayer are 5 ceremonial ivory statuary of Zaharan warriors (200gp, 1/6 st each; 1000gp, 5/6 st total). In addition, the skeletal slayer wields a masterfully crafted sickle sword with images of angler fish and

tentacles engraved along its blade. It is a *sword +1, frost brand*, with an apparent value 700gp. Additionally, he wields three other sickle swords, their pommels resembling flaming skulls, and their blades engraved with flaming eyes; these are each *masterwork swords of +1 damage*, apparent value 100gp. See *New Magic Items*, p. 48.

A5. LIZARDMAN WATCHPOST

This large square room is littered with fur and reeks strongly of waste and rot. Its high ceiling is supported by four pillars, all painted with frescoes depicting an extravagant funerary scene. In the east and north are sepulcher doors exiting the chamber. To the south, a pair of 5'-wide black stone slab doors open onto a ramp leading out of the Sepulcher (A1).

If the lizardmen here have not already been dealt with at A1, reveal the following:

Seven lizardmen stand on watch at the southern exit, where a barricade made from wooden spikes and debris has been erected at the top of the ramp. Another dozen lizardmen recline on fur carpets in the center of the room. Most of the lizardmen are armed with spears and crossbows, but one huge winged lizardman wields a large polearm with a round serrated blade.

[MONSTER] 6 lizardman warriors, a lizardman champion, and a giant horned chameleon (hidden with its chameleon power) are at the barricade in the southern part of the room. These lizardmen will attack adventurers approaching from A1 with a volley from their crossbows and then hold the barricade with spears. A Thrassian, a lizardman champion, 10 lizardmen, and another giant horned chameleon (also hidden) rest in the chamber behind them. These lizardmen will reinforce the barricade as needed. The chameleons wait until combat has commenced and then attack the weak rear ranks of the party if possible. If a fight breaks out here, all lizardmen from A9 will come to their aid in the third combat round. In the fourth round the Thrassian dominator will join the battle with his giant chameleon and 10 lizardman females.

Thrassian (1): MV 60', Swim 120', Fly 30', AC 10, HD 4+1, hp 25, #AT 2 (polearm +1 5+), Dmg 1d10+4/1d10+4, Save F4, ML 2, AL C, XP 140; Equipment: *polearm +1*, chain armor

Lizardman Champions (2): MV 60', Swim 120', AC 5, HD 3+1, hp 17, #AT 1 (spear or crossbow 7+), Dmg 1d8+2 or 1d6+2, Save F2, ML 2, AL C, XP 65

Lizardman Warriors (16): MV 60', Swim 120', AC 4, HD 2+1, #AT 1 (spear or crossbow 8+), Dmg 1d8+1 or 1d6+1, Save F2, ML 2, AL C, XP 35

Giant Horned Chameleon (2): MV 120', AC 7, HD 5*, #AT 2 (bite, horn 6+), Dmg 2d4/1d6, Save F3, ML-1, AL N, XP 350; Special: stealthy (-3 to surprise rolls for characters encountering the chameleon), tongue attack (5' range, on hit the victim is pulled into the mouth and bitten for 2d4 damage), tail attack (opponent is knocked down on success)

[LOOT] Strewn about in this area are many furs, hides and crude chests. They contain the following: 2 bundles of lion pelts (150gp, 3 st each; 300gp, 6 st total), 14 rugs of common fur (25gp, 1 st each; 350gp, 14 st total), 2 quarter-barrels of preserved meats (5gp, 2 st each; 10gp, 3 st total), and 53 bottles of fine wine (5gp, 1/6 st each; 265gp, 8 5/6 st total). The Thrassian wields a long *polearm +1* with a round serrated bronze blade (apparent value 625gp)

In total the treasure in this room is worth 1025gp and weighs 31 5/6 st.

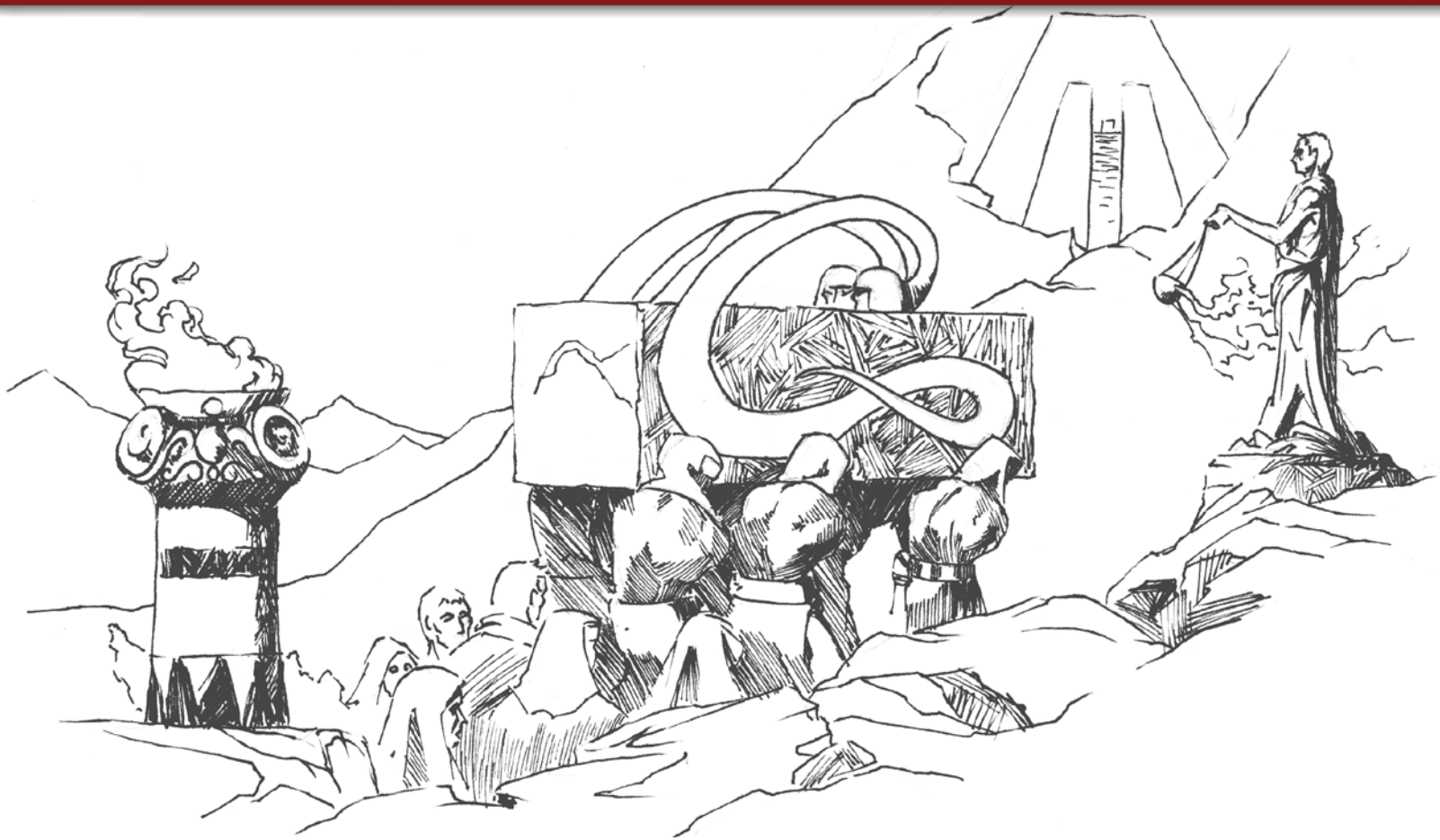
[LORE] Fresco (a) has two panels. The first panel shows a cruel-looking Zaharan queen surrounded by handsome courtiers or suitors. Her gaze shows disapproval, as if none of them are good enough for her. The second panel shows a man being murdered by the queen herself before a great tomb containing one hundred sarcophagi.

Fresco (b) has two panels. The first panel shows the queen sitting on a throne perched high on a stylized pyramid. Before her are several groveling lizardmen being forced to have congress with mewling dogs. The second panel shows small scaly but dog-like humanoids crawling out of eggs while the queen and several lizardmen in chains look on. The lizardmen look horrified and humiliated at their first glimpse of... kobolds.

Fresco (c) shows the death of the queen over two panels. In the first panel, a procession carries her sarcophagus, and another hundred sarcophagi following behind it, to a marvelous sepulcher. Two giant snakes with the heads of women watch over the queen, flanking the procession left and right as it enters the sepulcher. The second panel shows Semiramis lying in her sarcophagus, surrounded by dozens of kobold and servant corpses in a sepulcher between two smaller crypts where giant snake-like abominations sleep. In front of her crypt are the one hundred sarcophagi.

Fresco (d) shows mummies awakening from their crypts and rousing the queen from her sleep. An inscription is written in Zaharan below the fresco. If translated, the inscription reads: *When the time of the Awakening is at hand, then my loyal servants shall be roused – then the torpor of their minds shall end, and they shall remember. And, remembering, they shall awaken their Queen, so that we can rightfully claim what is ours.*

[LORE] Characters with the Knowledge (history) or Lore mastery proficiency can make a proficiency throw to recognize the queen in the frescoes as Semiramis, first sorceress-queen of ancient Zahar.



A6. SMALL LIZARDMAN WATCHPOST

A barricade of wooden spikes and debris has been erected at the top of a staircase that descends to the east. Guarding the barricade are a gang of seven lizardmen armed with spears and crossbows.

[MONSTER] There are 6 lizardman warriors and a lizardman champion stationed here to watch the door in the east (A7). A giant horned chameleon lurks on the ceiling above them. If anything approaches from the east, they unleash a volley of crossbow bolts then defend the barricade with their spears. The chameleon stays hidden until it has the opportunity to attack rear-rank party members after the initial volley. If outnumbered, the lizardman champion will call for reinforcements from the Watchpost at A5; these will arrive after three rounds of fighting.

Lizardman Warriors (6): MV 60', Swim 120', AC 4, HD 2+1, #AT 1 (spear or crossbow 8+), Dmg 1d8+1 or 1d6+1, Save F2, ML 2, AL C, XP 35

Lizardman Champion (1): MV 60', Swim 120', AC 5, HD 3+1, hp 17, #AT 1 (spear or crossbow 7+), Dmg 1d8+2 or 1d6+2, Save F2, ML 2, AL C, XP 65

Giant Horned Chameleon (1): MV 120', AC 7, HD 5+, #AT 2 (bite, horn 6+), Dmg 2d4/1d6, Save F3, ML-1, AL N, XP 350; Special: stealthy (-3 to surprise rolls for characters encountering the chameleon), tongue attack (5' range, on hit the victim is pulled into the mouth and bitten for 2d4 damage), tail attack (opponent is knocked down on success)

A7. BURROWED STORAGE ROOM

The pottery, urns, and jars this square-shaped room once contained are now smashed to pieces on the floor and form scattered piles of rubble. Within the rubble can be seen small shimmering pieces of metal. The granite tiles of the room's floor are uneven, and here and there pierced with jagged holes. Doors exit to the west, east and south.

[NOISE] If a character succeeds on a hear noise they can hear scratching and skittering noises coming from the tunnels. If a character has the Beast Friendship or Naturalism proficiency, he can recognize the sounds as **ankheg** noises.

[TRICK] Any character investigating the jagged holes discovers they lead into narrow tunnels, just large enough for a single-file line of crouching characters. The holes were dug by **ankhegs** and lead from this room to their lair in A14.

[TRAP] For each turn the adventurers spend in the room, roll 1d6. On a 3+ the **ankhegs** come through the tunnels to attack the party. If at least one adventurer is actively watching the tunnels the party is not surprised by this attack. Otherwise the party must roll for surprise at -2.

[LOOT] Up to 10 people can search the rubble simultaneously. Each turn a character looks through the rubble he automatically finds 100gp of ancient Zaharan mint, up to a maximum of 1000gp. Additionally, he receives a proficiency throw to discover secret doors. If successful, he finds one of the following potions: *potion of control undead* (looks and tastes like tar), *oil of sharpness* (looks like water with silver glitter in it and smells like green beans), *potion of extra healing* (looks and tastes like apple juice), *potion of healing* (looks and tastes like cherry juice). The potions are in unlabeled wax stoppered glass jars. Each potion can only be found once.

[TRICK] Remember that drinking an *oil of sharpness* inflicts flatulence for several hours (see **ACKS** p. 214). Each turn for 18 turns (3 hours), the flatulent character must make a successful saving throw vs. Poison or produce a moderate sound (see The Noise mechanic, p. 10) along with an unpleasant stench.

A8. GUARDIAN CRYPT

The door opens into a square crypt containing eleven sarcophagi. One sarcophagus is resting in the middle of the room. It is engraved with a depiction of a royal servant. The other sarcophagi are standing upright along on the walls and are made of simple dark stone.

[MONSTER] The standing sarcophagi contain 10 **ghouls** while the engraved sarcophagus contains a **ghast**.

Ghoul (10): MV 90', AC 3, HD 2*, #AT 3 (2 claws/bite 9+), Dmg 1d3/1d3/1d3 + save v. Paralysis, Save F2, ML +1, AL C, XP 29; Special: infectious (slain creature becomes ghoul in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), undead immunities

Ghast (1): MV 90', AC 9, HD 4+1, hp 25, #AT 3 (2 claws/bite 6+), Dmg 1d4/1d4/1d8 + save v. Paralysis, Save F2, ML +1, AL C, XP 365; Special: infectious (slain creature becomes ghast in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), stench (range 10', save v. Poison or -2 to attack-, proficiency, saving throws and attack rolls), disease (bitten: save v. Poison or character gets fever next day, lasts for 2d6 days and moves at ½ normal rate and -4 to attack-, proficiency, saving throws and attack rolls), undead immunities; Equipment: *leather armor* +2.

[LOOT] Around his neck the ghast wears a silver necklace adorned with a small holy symbol of Nasga carved from black pearl (2500gp, 1/6 st). The ghast wears a suit of *leather armor* +2

that looks to be made of rotted hides ritually scarred with arcane symbols, the largest of which is a skull within a black circle on the breastplate (apparent value 40gp).

A9. MUMMY PREPARATION ROOM

In the center of this square room stands a pair of tables, surrounded by rows of crates and jars. Numerous surgical tools are laid out on the tables. In the northwest corner of the room are three barrels reeking strongly of alcohol. In the north is a set of stairs descending down for 10' into a dead end. In the southern wall stands a sepulcher door.

[LOOT] There are 12 surgical tools made from finely crafted silver (100gp, 1/6 st each; 1200gp, 2 st total) on the tables. The crates contain 20 empty flasks (5cp, 1/6 st each; 10sp, 3 2/6 st total). The jars contain a fine white powder. The three barrels contain embalming fluid (100gp, 8 st each; 300gp, 24 st total).

[TRICK] The embalming fluid contained in the barrels can be used with empty flasks found in the crates to make military oil (20 flasks total). If an entire barrel is set on fire, it explodes in 2d3-1 rounds, dealing 6d6 points of damage to everything in a 15' radius (save vs. Blast for half).

[LORE] A character with at least one rank of Alchemy knows that the powder is natron, a salt-like mineral used in mummification rituals to draw out moisture from corpses.

A10. LIZARDMAN WATCHPOST

Lizardmen have set up camp in this large square-shaped chamber. Littered with fur and totems, it reeks strongly of blood and bone. The northern door stands open; 10' beyond the door is a barricade made from wooden spikes and debris. The barricade is guarded by seven lizardmen with spears and crossbows. More than a dozen additional lizardmen are at ease in the chamber. One of these has a pair of dragon-like wings and carries a silver spear.

[MONSTER] A **lizardman champion**, 6 **lizardmen**, and a **giant horned chameleon** (lurking on the ceiling) guard the northern barricade beyond the open door (a). The lizardmen will open combat with a volley from their crossbows and then hold the barricade with spears. If needed, lizardmen from the room will reinforce the barricade. A **Thrassian**, a **lizardman champion**, a **giant horned chameleon**, and 10 **lizardmen** rest in the chamber itself. The chameleons wait until combat has commenced and then attack the weak rear ranks of the player formation if possible. If a fight breaks out here, all the lizardmen from **A11** will join the battle in the third combat round. In the fourth round the **Thrassian dominator** in **A12** will join the battle accompanied by his **giant chameleon** and 10 **lizardman breeders**.

Lizardman Warriors (16): MV 60', Swim 120', AC 4, HD 2+1, #AT 1 (1 spear or 1 crossbow 8+), Dmg 1d6+1 or 1d8+1, Save F2, ML 2, AL C, XP 35

Lizardman Champion (2): MV 60', Swim 120', AC 5, HD 3+1, hp 17, #AT 1 (1 spear or 1 crossbow 7+), Dmg 1d6+2 or 1d8+2, Save F2, ML 2, AL C, XP 65

Giant Horned Chameleon (2): MV 120', AC 7, HD 5*, #AT 2 (bite, horn 6+), Dmg 2d4/1d6, Save F3, ML-1, AL N, XP 350; Special: stealthy (-3 to surprise rolls for characters encountering the chameleon), tongue attack (5' range, on hit the victim is pulled into the mouth and bitten for 2d4 damage), tail attack (opponent is knocked down on success)

Thrassian (1): MV 60', Swim 120', Fly 30', AC 11, HD 4+1, hp 25, #AT 2 (2 spear +1 5+), Dmg 1d6+4/1d6+4, Save F4, ML 2, AL C, XP 140; Equipment: *spear +1*, chain armor, shield

[LOOT] 6 bundles of large black bear pelts (45gp, 1 1/2 st each; 270gp, 9 st total) are scattered on the floor along with 163 bottles of fine wine (5gp, 1/6 st each; 815gp, 27 1/6 st total) and 58 wheels of cheese (3sp, 1/3st each; 17.4gp, 19 1/6 st total). The Thrassian has a silver *spear +1*, serpentine and draconic imagery engraved along the hilt (apparent value 600gp). The total treasure in this room is worth 1102.4gp and weighs 55 2/6 st.

A11. SMALL LIZARDMAN WATCHPOST

A gang of seven lizardmen have set up a barricade of wooden spikes and debris at the top of a staircase that descends to the east. They are armed with spears and crossbows.

[MONSTER] There are 6 lizardman warriors, a lizardman champion, and a giant horned chameleon (hidden) here. The warriors guard the barricade and the champion closely watch the door in the east. If anything approaches from the east, they unleash a volley of crossbow bolts then defend the barricade with their spears. The chameleon stays hidden until it has the opportunity to attack rear-rank party members after the initial volley. If outnumbered, the lizardman champion will call for reinforcements from the Watchpost (A10); these will arrive after three rounds of fighting.

Lizardman Warriors (6): MV 60', Swim 120', AC 4, HD 2+1, #AT 1 (1 spear or 1 crossbow 8+), Dmg 1d6+1 or 1d8+1, Save F2, ML 2, AL C, XP 35;

Lizardman Champion (1): MV 60', Swim 120', AC 5, HD 3+1, hp 17, #AT 1 (1 spear or 1 crossbow 7+), Dmg 1d6+2 or 1d8+2, Save F2, ML 2, AL C, XP 65;

Giant Horned Chameleon (1): MV 120', AC 7, HD 5*, #AT 2 (bite, horn 6+), Dmg 2d4/1d6, Save F3, ML-1, AL N, XP 350; Special: stealthy (-3 to surprise rolls for characters encountering the chameleon), tongue attack (5' range, on hit the victim is pulled into the mouth and bitten for 2d4 damage), tail attack (opponent is knocked down on success)

A12. LAIR OF THE THRASSIAN DOMINATOR

The door opens into a large cross-shaped room. In its center stands a crude throne, erected from defaced altars and broken sarcophagi. A winged lizardmen of great size sits atop the throne. At his feet lounges a giant lizard. The throne is surrounded by a carpet of exotic furs and feathers, where a harem of lizardman breeders is lounging. Chests are stacked nearby, while bags of coin and grave goods have been strewn about the eastern portion of the room.

[MONSTER] The lizardman on the throne is *Untash*, a Thrassian dominator. To his side is a giant horned chameleon. 10 lizardman breeders court his attentions.

Untash (Thrassian Dominator): STR 18, INT 12, WIS 10, DEX 13, CON 13, CHA 14; MV 60', Swim 120', Fly 30', AC 14, HD 8+9, hp 60, #AT 2 (*flame tongue* 0+ or shortbow 2+), Dmg 1d8+8/1d8+8 or 1d6+4/1d6+4, Save F4, ML 2, AL C, XP 1100; Divine Spellcasting: 3 1st, 3 2nd, 2 3rd, 2 4th, 1 5th; Repertoire: as 8th level Chaotic cleric; Equipment: *medallion of ESP*, *sword +1 (flame tongue)*, composite bow, *arrow of undead slaying*, *leather armor +1*, *shield +1*, *ring of fire resistance*

Lizardman Breeders (10): MV 90', Swim 120', AC 4, HD 2, hp 9 each #AT 1 (bite), Dmg 2d4, Save F2, ML 2, AL C, XP 20

Giant Horned Chameleon (1): MV 120', AC 7, HD 5*, #AT 2 (bite, horn 6+), Dmg 2d4/1d6, Save F3, ML-1, AL N, XP 350; Special: stealthy (-3 to surprise rolls for characters encountering the chameleon), tongue attack (5' range, on hit the victim is pulled into the mouth and bitten for 2d4 damage), tail attack (opponent is knocked down on success)

[LOOT] The Thrassian dominator wields a silver medallion depicting a woman with closed eyes with a third eye open on her forehead (*medallion of ESP*, apparent value 1000gp). On his hip is a sickle sword with a hilt made from bone and a blade of black steel engraved with a fire breathing wyrm winding along the edge (*+1 flame tongue*, apparent value 625gp). In a leather case he carries

an arrow made from grey, petrified wood. Instead of feathers it is balanced by black leaves emanating a sweet smell and the arrow tip is made from glass engraved with a peaceful looking corpse (*arrow of undead slaying*, apparent value 200gp). Additionally, he wears a harness made from leather, its straps adorned with runes written in draconic (*leather armor +1*, apparent value 100gp) and a round shield made from the shell of a turtle, engraved with circular repeating patterns (*shield +1*, apparent value 50gp). On his right hand he wears a ring that looks like it was made of rough, unworked basalt (*ring of fire resistance*, apparent value 1sp).

[LOOT] The harem of breeders reclines upon a bed of 2,000 goose and swan feathers (600gp, 13 2/6 st) and 5 bundles of black bear and wolf pelts (90gp, 3 st each; 450gp, 14 5/6 st total). Nearby are 7 chests containing archaic Zaharan sickle-swords (225gp, 10st each; 1575gp, 70 st total) and 4 chests containing ancient glassware (200gp, 5st each; 800gp, 20 st total). In a chest behind the throne, Untash keeps the following: 5 *scrolls of ward against undead*, *potion of giant strength* (looks like muddy water, tastes like oatmeal), *potion of poison* (looks like sparkling pink apple juice, tastes like honey), *potion of flying* (looks light blue with tiny motes of feathery dust floating in it, tastes like mint).

[LOOT] In the eastern portion of the room are bags filled with looted Zaharan coins and curios, including 10,000cp; 10,000sp; 16,000ep; a pouch of black lotus (200gp, 1/6 st); a bundle of 7 sticks of frankincense (100gp, 1/6 st total); and 7 erotic tableaux showing Nasgan rites (800gp each, 1/6 st each; 5600gp 1 1/6 st total).

In total the treasure in this room is worth 18,425gp and weighs 155 4/6 st.

A13. STORAGE ROOM

This P-shaped room is littered with ancient casks and jars. A sour and rotten smell pervades the air. In the middle of the west and east walls, doors lead deeper into the Sepulcher. An arch pierces the northwest corner. 20' behind it a blocked sepulcher door can be seen.

[TRICK] The jars are full of mold and foul-smelling fluids. A character investigating the jars without taking precautions must make a saving throw vs. Poison or be nauseated for 1d6 rounds, during which time the character can take no action except to heave and vomit. Vomiting makes a moderate noise or, if at least three characters are vomiting, a loud noise.

A14. ANKHEG BURROW

The floor in this area is extremely damaged. The granite tiles are uneven and some cracked or shoved aside, revealing the earthen ground below them pierced by jagged holes. The room's original contents are not recognizable anymore. All that remains are pieces of stone and pottery, smashed to bits. Here and there, some coins are visible amidst the debris. To the west, a door leads out of the room. To the east, a 10' staircase rises to another exit.

[TRICK] The jagged holes open into tunnels that lead to A7 and A26. The tunnels are so narrow that the party must travel single-file at a crouch to traverse them.

[MONSTER] Unless already encountered in A7 or A26, there will be **four ankhegs** lairing here are tending to ten eggs. If the ankhegs are slain, there is a 2 in 6 chance per week that 2d3 new ankhegs tunnel in from a greater nest below the aquifer.

Ankheg (4): MV 90'/60' burrow, AC 8, HD 5**, #AT 1 (bite 6+ or spit), dmg 3d6 + 1d4 acid + grabbed or 4d8 acid, Save F5, ML -1, AL N, XP 500; Special: grab (save v. Paralysis to escape), spit acid (4d8 damage, save v. Blast for half)

[LOOT] 1500 gold pieces and 300 platinum pieces are strewn about. Most coins have bite marks.

A15. WESTERN CEREMONIAL ROOM

The southeastern and northeastern corners of this E-shaped chamber hold large semicircular basins of standing water. The northwestern and southwestern corners contain statues depicting men bowing down in prayer. Between them, on the southern wall, sits a black obsidian altar, and above it a silver rack, adorned with imagery of an attractive but cruel-looking woman with a serpent's tail and snakes for hair. Ten processional robes made from a strange, smooth leather hang from the rack, the leather tattooed with weird symbols.

The walls behind the statues are adorned with frescoes depicting a fierce-looking man with a long head leading other humans, looking like slaves, into battle against lizardmen. The walls behind the basins are frescoes with depictions of Zaharan religious rituals. Zaharan cultists are shown offering their blood into basins near an altar, bathing in the bloody basins, and donning clerical robes.

[TRICK] The basins of unholy water are part of a cleansing ritual the Sepulcher’s ancient caretakers once required of the living before they were permitted to visit the Sepulcher’s most hallowed residents. If the characters bathe in the waters, they gain a +1 bonus to reaction rolls with undead until they bathe in another fluid. During this time the flay fiends will not attack them. The ritual requires a character to mix one drop of his own blood with the unholy water before bathing in it.

[TRAP] The ten processional robes are actually **flay fiends**. If the party dons the “robes” without first washing themselves in the basins of unholy water and applying the correct unholy rituals, the flay fiends will attack them. The flay fiends may wait until the party is in combat or another dangerous situation before using their envelopment attacks, with which they hit automatically if the cloaks are worn. If a character with the Black Lore of Zahar proficiency inspects the robes, he can automatically determine the tattoos on the cloaks are active necromantic glyphs. A character with the Collegiate Wizardry or Knowledge (occult) proficiency notices this on a proficiency throw of 15+. Wearing processional robes grants another +1 bonus to reaction rolls with encountered intelligent undead.

[TRAP] If any characters try to bathe here without first cutting themselves before the altar and shedding blood in the basins, the statues in the southern corners come to life and attack.

[MONSTER] The robes are **flay fiends** and the statues are **animated statues**.

Flay Fiend (10): MV 60', AC 2, HD 1***, #AT 1 (constrict and suffocate 10+), Dmg 1d4 + suffocation, Save F1, ML -, AL N, XP 19

Animated Statue (2): MV 60', AC 5, HD 5*, #AT 2 (fists 6+), Dmg 2d6/2d6, Save F5, ML -, AL C, XP 350

[LOOT] The silver robe rack is worth 500gp and weighs 1 st each. Atop the altar are five ritual implements made from gold and bone (100gp, 1/6 st each; 500gp, 5/6 st total) and three holy symbols of Nasga made from fine wood and silver (200gp, 1/6 st each; 600gp, 3/6 st total).

[LORE] With a successful Lore mastery or Knowledge (history) proficiency throw characters know that the wall frescoes depict the Zaharan rebellion against the Thrassians in 1060 B.E. Prominently depicted is Uragasi, conqueror of Thrassia and first sorcerer-king of Zahar. At the start of his tyrannical reign he was considered a liberator by mankind.



A16. GUARDIAN CRYPT

Past the sepulcher door is a small crypt containing five sarcophagi, all artfully engraved with pictures of praying men. It smells of moldy paper.

[MONSTER] In the sarcophagi are lying 5 **wights**.

Wight (5): MV 90', AC 4, HD 3**, #AT 1 (claw 8+), Dmg Energy drain, Save F3, ML +4, AL C, XP 80; Special: enervative touch (drains 1 level permanently), immunity to non-magical/non-silver weapons, infectious (slain creature becomes wight in 1d4 days), undead immunities

[LOOT] The five wights are wearing ancient Zaharan holy symbols of Nasga made from tusks and gold around their necks (300gp, 1/6 st each; 1500gp, 5/6 st total), making it five sets in total.

A17. GUARDIAN CRYPT

Opening the door reveals a square crypt containing eleven sarcophagi, one resting in the middle of the room and the others standing upright along the walls. The center sarcophagus is engraved with a depiction of a royal servant while the others are crafted of plain dark stone.

[MONSTER] 10 **venous sentinels** are interred in the standing sarcophagi within desiccated corpses, while a **ghast** rests in the engraved sarcophagus. The venous sentinels will claw out of the corpses and attack upon being disturbed.

Venous Sentinel (10): MV 120', AC 3, HD 2**, #AT 1d6 (slashes 9+), Dmg 1d4 + blood drain each, Save F2, ML N/A, AL C, XP 38; Special: blood drain (1 immediate and 1 ongoing, deal 3hp in one blow to cut off), undead immunities.

Ghast (1): MV 90', AC 7, HD 4+1, hp 25, #AT 3 (2 claws/bite 6+), Dmg 1d4/1d4/1d8 + save v. Paralysis, Save F2, ML +1, AL C, XP 365; Special: infectious (slain creature becomes ghast in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), stench (range 10', save v. Poison or -2 to attack-, proficiency, saving throws and attack rolls), disease (bitten: save v. Poison or character gets fever next day, lasts for 2d6 days and moves at ½ normal rate and -4 to attack-, proficiency, saving throws and attack rolls), undead immunities; Equipment: *ring of protection +1*

[LOOT] The ghast's sarcophagus contains 12 jade carvings of Zaharan heroes, monsters, and gods (200gp, 1/6 st each; 2400gp, 2 st total). The ghast is wearing a ring of black, shiny metal, ornamented with a tiny flaming eye (*ring of protection +1*, apparent value 100gp).

A18. GUARDIAN CRYPT

Past the sepulcher door is a rectangular crypt. A single large sarcophagus rests in the middle of the room, engraved with the picture of a Zaharan warrior. Another 10 sarcophagi stand upright along the walls. A trickle of water dripping down from the ceiling has created a small puddle of water in the crypt's northeast corner.

[MONSTER] The plain sarcophagi contain 10 **ghouls** while the engraved sarcophagus contains an intelligent **skeletal slayer**. His swords are masterwork swords that grant a +1 bonus to damage.

Blood hound (10): MV 150', AC 3, HD 2***, #AT 2 (2 talons/tongue 9+), Dmg 1d6/1d6 + 1d4 blood drain or trip, Save F2, ML N/A, AL C, XP 47; Special: blood drain (1d4 ongoing, deal 4hp in one blow to cut off), trip (as Knockdown), undead immunities

Skeletal Slayer (1): MV 60', AC 8, HD 5**, hp 30, #AT 4 (sword 6+), Dmg 1d8+1/1d8+1/1d8+1/1d8+1, Save F5, ML -, AL C, XP 500; Special: fear aura (character seeing slayer must make save vs. paralysis or be paralyzed with fear for 1d6 rounds or until attacked), fire resistance, undead immunities; Equipment: 4 *masterwork swords +1 damage*

[LOOT] The skeletal slayer wears a death mask made from platinum and silver (1500gp, 1/6 st). In his sarcophagus is a small gaming set made from fine wood inlaid with silver and ivory playing pieces (1000gp, 1/6 st). He wields four masterfully crafted shortswords featuring straight edges with pointy tips and pommels resembling dragon heads (each a *masterwork shortsword +1 damage* with apparent value 100gp).

A19. GUARDIAN CRYPT

As the door opens, water spills out from the partially-flooded rectangular crypt beyond. An artfully engraved sarcophagus in the northeast corner of the crypt bears the picture of a Zaharan priest. Another 10 additional sarcophagi, crafted of plain dark stone, stand upright along the north and east walls. The water level looks a few inches deep – enough to lap along the base of the sarcophagi.

[MONSTER] Within the engraved sarcophagus lies a **mummy**, while the upright sarcophagi contain **drowned zombies**.

Drowned Zombies (10): MV 60', AC 3, HD 2*, #AT 1 (bite 9+), Dmg 1d8 + watery death, Save F1, ML -, AL C, XP 47; Special: reanimated by water (recovers 2d8 hp if reduced to 0 hp while in water), watery death (character hit must make save v. death or begin to suffocate), undead immunities

Mummy (1): MV 60', AC 6, HD 5+1*, hp 30, #AT 1 (mace +1 4+), Dmg 1d8+4 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/ non-fire attacks, resistance to fire and magical attacks, undead immunities; Equipment: *mace +1*

[TRICK] The floor to this room declines at a 1% grade towards the northeast, such that the water level is 3.5" deep near the engraved sarcophagus, 2" deep throughout the chamber, and about 1" deep in the adjoining hallway. Any dwarf, and any character with Caving, Land Surveying, or Mapping proficiency will automatically detect the grade when he enters the room. The water in the tomb enables the drowned zombies to reanimate when slain.

[LOOT] The mummy is wearing a beautiful locket made from silver and gold (1000gp, 1/6 st). In the sarcophagus is a holy symbol of Nasga, made from bone with platinum inlays (1500gp, 1/6 st). The mummy wields a silver mace that is topped with four black intertwined steel circles which all have eight spikes pointing out of them, evenly distributed (*mace +1*, apparent value 500gp).

A20. WESTERN TREASURE VAULT

[TRAP] The door to this room has a silver handle and is locked and trapped with well-hidden sigils of power arranged in a rectangular pattern. A character who investigates the door notices the sigils with a successful proficiency throw to find traps. A character who succeeds on a Black Lore of Zahar, Collegiate Wizardry, or Magical Engineering proficiency throw of 14+ identifies the sigils as curses. The sigils are triggered if a character attempts to open the door without using the *silver key with rectangular patterns* (found in A24). When the trap is triggered, the character must succeed on a

saving throws vs. Spells at -4 or suffer a *weakening curse*. Until the curse is removed, the cursed character suffers a -2 penalty to attack throws, saving throws, proficiency throws and damage rolls, and loses 1d4 points from a random ability each night at midnight. A character can be hit multiple times by this curse, making its effects cumulative! The curse may only be removed by casters of level 10 or higher.

The sigils are difficult to disable. Casting *dispel magic* on the door instantly triggers the curse against the caster. However, if the caster both makes his saving throw against the sigils and succeeds on his subsequent dispel throw against the sigils magic (10th level), then the sigils are disabled. A character can attempt to disable the sigils by carefully scratching them out in the ritually-appropriate order. Scratching out the sigils requires a successful proficiency throw to remove traps at -6, or at -2 if the character has Black Lore, Collegiate Wizardry, or Magical Engineering. Once the sigils are disabled, the lock can be picked, but the proficiency throw is at -6 due to the intricacy of the latch. The door detects as both magical and evil.

The ceiling in this vault is cracked by moisture, and water leakage has created a large puddle of water that soaks the northeastern corner. The eastern half of the room is occupied by three moldy stone coffers and about a dozen urns standing next to a dark altar. In the western area is a small pool of dark and murky water formed by a dripping ceiling. The whole area is covered in mold and fungus.

[MONSTER] A colony of **five shriekers** has grown up between the coffers due to the moisture. They are hidden by the coffers, and since they are well shielded from light coming from the door, they will only shriek when the characters come too close. The shriekers' cry count as a loud noise (which may wake the undead).

Shrieker (5): MV 9', AC 2, HD 3, #AT 1 (shriek), Dmg special, Save F1, ML -, AL N, XP 50; Special: shriek (emits scream whenever it senses movement within 30' or light within 60'; scream persists for 1d3 rounds; for every round a shrieker is screaming, make an encounter throw and check if undead are woken up; wandering monsters attracted by a shrieker will arrive on the scene within 2d6 rounds)

[MONSTER] **Five drowned zombies** lurk in the pool and attack any character that approaches the pool edge. The drowned zombies get a +1 to their surprise roll due to being hidden very well in the pool.

Drowned Zombies (5): MV 60', AC 3, HD 2, #AT 1 (bite 9+), Dmg 1d8 + watery death, Save F1, ML -, AL C, XP 47; Special: reanimated by water (recovers 2d8 hp if reduced to 0 hp while in water), watery death (character hit must make save v. death or begin to suffocate), undead immunities

[TRICK] The eastern part of the northern wall is structurally damaged. It can be recognized and torn down as described on p. 9.

[LOOT] One of the zombies has a *bronze key* to the cage door in the Western Laboratory (A25). The key is engraved with *repeating rectangular patterns*. The urns contain 12000gp. The three stone coffers contain abundant treasure:

- » Coffers #1: A *large ivory scepter* on a bed of red cloth and feathers, beautifully engraved with serpents and a likeness of Nasga (2000gp, 1 st). This scepter is part of the *key* to opening the doors to B13.
- » Coffers #2: 5,000gp.
- » Coffers #3: A steel wand tipped with a silver crescent (*wand of detecting magic*, apparent value 300gp), a *potion of invisibility* (looks like an empty flask, has no taste), a *potion of flying* (looks light blue with tiny motes of feathery dust floating in it, tastes like mint), a *scroll of ward against elementals* written in Zaharan, a spear made from petrified wood with a broad tip made from gold that shows imagery of a manticores (*spear +1*, apparent value 400gp), a steel hourglass-shaped shield bearing the platinum emblem of a hydra (*shield +1*, apparent value 300gp), a steel helmet with gold inlays, encrusted with red rubies (*helmet of alignment changing, always chaotic*).

In total, the treasure in this room is worth 13,000gp and weighs 18 st.

A21. GUARDIAN CRYPT

A pair of giant sarcophagi dominate the center of this square and unadorned crypt.

[MONSTER] In the sarcophagi lie two **necropedes** with 8 body segments that have plate armor bolted on to their bodies. They will attack any trespassers.

Necropede (2): MV 180', AC 6, HD 8**, hp 45, 40, #AT 3 (slams 3+), Dmg 1d10, Save F6, ML N/A, AL C, XP 1600; Special: crushing hug (3d10 ongoing if 2+ slams strike on one round, save v. Paralysis to escape), undead immunities

[TRICK] The northern and eastern walls have structurally weak sections. The weak walls can be recognized and torn down as described on p. 9.

A22. STORAGE ROOM

This large rectangular room is riddled with ancient clay jars, stone coffers, and caskets, many of them broken. The area is very moist and water seeps in from the ceiling, forming puddles on the ground and filling some of the jars with stale, murky water. To the north, south, and east are heavy stone portals standing in the walls.

[LOOT] Most of the jars only contain fouled water and mold, but one small wax-sealed jar still holds four intact potions. Finding the potion coffer requires a thorough search of the pottery that takes 6 man-turns (60 man-minutes); up to six adventurers can cooperate to search the pottery. The jar contains the following: a *potion of healing* (looks and tastes like apple juice), a *potion of human control* (looks and tastes like sweet cherry flavored liquor), a *potion of speed* (looks and tastes like black, extremely strong coffee), and a *potion of gaseous form* (looks like a gas heavier than air swirling in the flask, tastes like humid grass).

[TRICK] A section of the western wall is structurally weak. It can be recognized and torn down as described on page 9.

A23. GUARDIAN CRYPT

When the door opens, water laps out from a small partially-flooded rectangular crypt beyond. An artfully engraved sarcophagus in the southwest corner of the crypt bears the picture of a Zaharan priest. Another 10 additional sarcophagi, crafted of plain dark stone, stand upright along the south and west walls. The water level looks a few inches deep – enough to lap along the base of the sarcophagi.

[MONSTER] In the plain sarcophagi reside 10 **drowned zombies** (see New Monsters p. 49). In the engraved one is one **mummy**.

Drowned Zombies (10): MV 60', AC 3, HD 2**, #AT 1 (bite 9+), Dmg 1d8 + watery death, Save F1, ML -, AL C, XP 47; Special: reanimated by water (recovers 2d8 hp if reduced to 0 hp while in water), watery death (character hit must make save v. death or begin to suffocate), undead immunities

Mummy (1): MV 60', AC 6, HD 5+1*, hp 30 #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/ non-fire attacks, resistance to fire and magical attacks, undead immunities; Equipment: *ring of fire resistance*

[TRICK] The floor to this room declines at a 1.5% grade towards the northeast, such that the water level is 3.5" deep near the engraved sarcophagus, 2" deep throughout the chamber, and about 1" deep in the adjoining hallway. Any dwarf, and any character with Caving, Land Surveying, or Mapping proficiency will automatically detect the grade when he enters the room. The water in the tomb enables the drowned zombies to reanimate when slain.

[LOOT] The mummy has earrings made from black pearl and copper (1000gp). It wears a pair of bracers inlaid with dark pearls (750gp, 1/6 st each; 1500gp, 2/6 st total and a golden ring with a slotted ruby (*ring of fire resistance*, apparent value 500gp).

A24. WESTERN BLOOD POOL ROOM

The stone door to this room is sealed with heavy iron banding. The seal is heavily rusted and time has taken its toll on its structural integrity, but it still looks difficult to breach.

See the rules for sealed doors on p. 9. If the adventurers break the seal and enter, reveal the following:

The door opens to a large rectangular shrine. Against the south wall stands a black marble altar. Near the north, a 10'-diameter pool is filled with dark red blood that bubbles ever so slightly. Around the pool is a circle of ritual engravings. The eastern wall carries an elaborate fresco of a grey-cowled figure with red eyes standing before a black door, while Zaharans clothed in processional robes carefully approach him.

[MONSTER] 10 venous sentinels lurk in the pool. They will attack if disturbed or if the trap described below is triggered.

Venous Sentinel (10): MV 120', AC 3, HD 2**, hp 10 each, #AT 1d6 (slashes 9+), Dmg 1d4 + blood drain each, Save F2, ML N/A, AL C, XP 38; Special: blood drain (1 immediate and 1 ongoing, deal 3hp in one blow to cut off), undead immunities

[LORE] Characters investigating the fresco note that the grey-cowled figure is depicted sternly holding out one hand, as if signaling the approaching Zaharans to stop and await judgement. In his other hand, he is shown to hold a silver key. The Zaharans are depicted as bowing humbly, each holding out engraved bowls into which they pour some of their blood before approaching the figure guarding the black door. The bowls show engravings that look very similar to those around the blood pool. With a successful proficiency throw, characters with the Theology or Lore mastery proficiency know that the figure in the fresco shows Dirgion, the Doombringer, Chthonic god of death and undeath, judging the worthiness of Zaharans for the great Awakening (symbolized by the portal he is guarding). Characters with Black Lore of Zahar proficiency automatically understand the meaning of the fresco.

[TRICK] The door in the fresco is real. If the characters push the hand held out in the fresco, they hear a faint clicking sound. Then the door can be slid to the right side easily. This mechanism can be discovered with a successful proficiency throw to detect secret doors.

[TRICK] The *silver key* in the fresco is real and can be easily pried out of the wall. Engraved with *repeating rectangular patterns*, it is the key to the Western Treasure Vault (A20).

[TRAP] Any character who touches the fresco, opens its secret door, or takes the key is attacked by bloody tendrils shooting from the pool. The targeted character(s) must make a successful saving throw vs. Paralysis or be grabbed and drawn into the pool. Once in the pool, the grabbed character(s) begin to be drained of blood, suffering 1d8 points of damage on the first round, 2d8 points of damage on the next round, and so on. A grabbed character can take no action except to attempt to escape with a saving throw vs. Paralysis. A character who escapes must spend one round coughing and vomiting blood for each round in the pit, during which time he can take no action save moving and defending himself. A character killed in the blood pool is torn apart and reborn 1d6 rounds later as a blood hound, while his skin becomes a flay fiend and his heart a venous sentinel. The pool gives off an extremely strong aura of necromantic magic if detection is used. Note that if adventurers wearing flay fiend robes begins drowning in the pool, the flay fiends will begin attack them, since they have bathed in another liquid (blood).

[TRICK] If the characters add a drop of their blood to the pool, the blood sacrifice may ward off the trap and pacify the venous sentinels for one day. Making a blood sacrifice deals 1 damage to a character. If at least one of the characters makes a blood sacrifice, the Judge should make a reaction roll, adding +1 if all the characters washed themselves in a purification room; +2 if at least one of the characters is Chaotic; +1 if at least one of the characters is displaying a holy symbol of Nasga; and +2 if all the characters are wearing processional robes from a purification room. If the roll is 9+, then the venous sentinels will not attack and the trap will not trigger.

[LOOT] The fresco itself has a gold inlay (500gp, 3/6 st). A ritual dagger placed on the altar has a hilt made from bone and a blade made from silver and gold (500gp, 1/6 st).

A25. WESTERN LABORATORY

The door to this rectangular room opens into a metal cage. An iron door with rectangular engravings and a bronze handle on the north face of the cage leads out into the remainder of the room. The room beyond is filled with shelves full of flasks, pots, and jars. In the northwestern corner stands a large iron frame, upon which has been secured a human torso (with head) with eight additional headless torsos stitched to it. The torsos have had metal plates bolted onto their rib cages, and are secured to the frame by a sturdy metal clamp with a release lever on the side. Next to the iron frame stands a table, blackened with dark stains and covered with surgical instruments scattered around a tub of flayed skins and desiccated hearts. In the southwestern corner sits a dark altar of black marble.

[TRAP] The door in the cage has a bronze handle engraved with rectangular patterns. The door is locked and the latch is trapped with a poison needle. The trap is sprung if somebody tries to forcefully open the door without a key by breaking it or picking the lock. A character who triggers the trap must make a saving throw vs. Poison or die in one turn. The proficiency throws to find and remove the trap, pick the latch, and/or open the door are at -2 due to the intricacy of the mechanisms. The trap has 3 charges. The door can be opened using the *bronze key with rectangular patterns* hidden in the Western Treasure Vault (A20).

[MONSTER] The set of stitched-together corpses on the metal rack is actually a 9 HD **necropede** with bolted-on plate armor. The flayed skins and hearts in the tub are **flay fiends** and **venous sentinels**. The necropedes, flay fiends and sentinels wake up 1d6 rounds after the adventurers exit the cage but will lay in wait for the appropriate moment. When the necropede awakens, it will need 1d4 rounds to break free from the rack. While it is strapped to the rack, the monster can only can attack two times up to 10' away and it loses its crushing hug.

Necropede (1): MV 180', AC 8, HD 8**, hp 45, #AT 3 (3 slams 2+), Dmg 1d12, Save F6, ML N/A, AL C, XP 1900; Special: crushing hug (3d1 ongoing if 2+ slams strike on one round, save v. Paralysis to escape), undead immunities

Flay Fiend (8): MV 60', AC 2, HD 1***, #AT 1 (constrict and suffocate 10+), Dmg 1d4 + suffocation, Save F1, ML -, AL N, XP 19

Venous Sentinel (8): MV 120', AC 3, HD 2**, #AT 1d6 (slashes 9+), Dmg 1d4 + blood drain each, Save F2, ML N/A, AL C, XP 38; Special: blood drain (1 immediate and 1 ongoing, deal 3hp in one blow to cut off), undead immunities

[TRICK] A section of the southern wall is structurally weak. It can be recognized and torn down as explained on p. 9.

[LOOT] On the table is a set of alchemist's tools (3000gp, 4 st). On the shelves are 2 sets of Zaharan glassware (200gp, 5 st each; 400gp, 10 st total), 6 flasks of embalming fluid (usable as military oil), and the following potions: a *potion of gaseous form* (looks like a gas heavier than air swirling in the flask, tastes like humid grass), a *potion of giant strength* (looks like muddy water, tastes like oatmeal), and a *potion of super-heroism* (tastes like absinthe, looks like silver water with golden feathery particles floating in it). In the tub, under the flay fiends and venous sentinels, lies a *golden key* - one of the keys to the grand door in B3.

A26. STORAGE ROOM

The door opens into a rectangular storage room. The ceiling overhead is badly cracked and the room is full of rubble. Whatever was here is nothing now but unrecognizable piles of smashed pottery covered in mold. The floor has many displaced tiles, pierced here and there by jagged holes. The northern wall and ceiling section look damaged and structurally weak.

[TRICK] The jagged holes led to tunnels so narrow that characters must traverse them crouched and single file. The tunnels were dug by ankhegs (from A14). The tunnels lead from here southeast to A14 and northeast to the underground aquifer below the Sepulcher.

[TRICK] The northern wall has a weak section in the east corner. It can be recognized and torn down as explained on p. 9.

[TRAP] For each turn the adventurers spend in the room, roll 1d6. On a 4+ the **ankhegs** from A14 come through the tunnels to attack the party. If at least one adventurer is actively watching the tunnels the party is not surprised by this attack. Otherwise the party must roll for surprise at -2.

A27. TEMPLE OF LAMMALA

This great hall is so large that its full extent is barely visible under torchlight. A set of steps descend into the hall, which is partly flooded with water that looks about 1' deep. A double colonnade of columns rises from the flooded floor to support the tall ceiling. Between the colonnades stands a 3' tall 10' diameter font of dark water. The eastern and western walls are each pierced with 5 heavy stone doors. The doors are engraved with scenes of drowning slaves committed to the depths by Zaharans praying to a woman with tentacles for arms and the head of a lobster. A pair of heavy stone doors on the north wall shows the same lobster-headed monstrosity.



[MONSTER] Each of the ten side doors opens onto a chamber containing a pair of **drowned zombies** (for a total of 20, ten on each side). A malevolent **water elemental** in the form of a huge octopus lurks in the dark font. Water elementals are invisible under water, so it cannot be detected until it surfaces or attacks. The well detects as evil and magical to the respective spells.

Drowned Zombies (20): MV 60', AC 3, HD 2, #AT 1 (bite 9+), Dmg 1d8 + watery death, Save F1, ML -, AL C, XP 47; Special: reanimated by water (recovers 2d8 hp if reduced to 0 hp while in water), watery death (character hit must make save v. death or begin to suffocate), undead immunities

Water Elemental (1): MV 60', AC 9, HD 12*, hp 55, #AT 2 (slam 1+), Dmg 2d8, Save F1, ML -, AL C, XP 2100; Special: Elemental being (inflicts an extra 1d8 points of damage when it successfully hits opponents standing or submerged in water, may not be further than 60' from a source of water)

[TRICK] The doors to the north (**A29**) are locked. They can be opened with the *tarnished silver key* found at the bottom of the font.

[TRICK] If the characters open any of the side doors or attempt to bash in the locked door to **A29**, the drowned zombies emerge from their chambers and attack. The water elemental emerges 2 rounds later and attempts to pick off weak characters to disrupt the party's formation. If a character dives into the well, the water elemental waits until he is at the bottom, then makes a Wrestling

special maneuver (saving throw at -4 due to the water elemental's size) in order to be able to drown him (See **ACKS** p. 133). If a character casts *cone of cold* or a comparable spell on the well, the water elemental must retreat beneath the surface until it breaks through the ice sheet (1d3+1 rounds). Cold spells cast on characters standing in the flooded hallway immobilize them. An immobilized character cannot move until he breaks free of the ice; breaking free of the ice counts as an action in lieu of moving and requires a successful proficiency throw to open doors.

[TRICK] The water in the tomb enables the drowned zombies to reanimate when slain. Due to its depth it also reduces the adventurers' movement rates by half (the drowned zombies and water elemental are not slowed).

[TRICK] [LOOT] The font is actually a 15' deep well. At the bottom, an underwater tunnel connects the well to the underground aquifer below the Sepulcher. Near the tunnel opening lie the following: a *tarnished silver key that looks like a small lobster* (which opens the doors to **A29**) and 7 amethyst tableaux depicting religious scenes of drowning and death at sea (1200gp, 1/6 st each; 8400gp, 1 1/6 st total).

[LORE] Characters with Theology or Lore mastery can make a proficiency throw to recognize the engravings of the monstrous woman as depictions of Lammala, goddess of the murky depths. Characters with Black Lore of Zahar automatically recognize the goddess.

A28. STORAGE ROOM

The ceiling of this storage room is heavily damaged and its contents completely smashed. The room is full of rubble, smashed pottery, and moldy growths. The northern half of the room is blocked by a heap of broken rocks, but a small hole in the mound of rubble reveals a corridor exiting to the north.

[TRICK] The northern corridor can be dug free. It takes 18 turns (180 man-minutes) to dig out the north door, with 5% chance each turn that further collapse undoes all digging. Up to three characters can cooperate to dig. Casting *move earth* instantly clears the barricade.

[TRAP] For each turn the adventurers spend in the room, roll 1d6. On a 6+ the **ankhegs** from **A14** come through the tunnels in **A26** to attack the party. If at least one adventurer is actively watching the tunnels in **A26** the party is not surprised by this attack. Otherwise the party must roll for surprise at -2.

[TRICK] A section of the southern wall is structurally weak. It can be recognized and torn down as described on p. 9.

A29. DROWNING ROOM

[TRICK] The doors to this room are locked. They can be opened with the *tarnished silver key* found at the bottom of the font in the Temple of Lammala (**A27**).

In the center of this square room is a 10' diameter pool surrounded by several slabs of granite, each 3' high and 6' long. Strange crab-like sigils are carved on the slabs. To the south stand a pair of heavy sepulcher doors. To the east is a sepulcher door sealed by heavy iron banding. The banding is heavily corroded but the door nevertheless looks difficult to open.

[LOOT] The sigils are the formula for *Lammala's tincture*, a single-use magical item with a base cost of 2500gp. If *Lammala's tincture* is sprinkled on a corpse that died by drowning, the corpse is infused by a malevolent water spirit and becomes a drowned zombie, as per the spell *animate drowned corpse* (see p. 48). A character with either Black Lore of Zahar or Magical Engineering proficiency will automatically recognize the sigils for what they are. Writing down the formula takes a character 6 turns. If the character has an Intelligence of 13 or more, the time is reduced by 1 turn per point of Intelligence bonus.

[TRICK] The sealed door can be broken down as described on p. 9.

B1. CENTRAL ENTRANCE AREA

A staircase of hewn stone ascends some 40' upward to a great doorway. The doors it framed, black stone slabs with reliefs of gold and silver, have been broken open and their debris litters the floor. On either side of the staircase up to the doors stands a giant monolith of black granite, rising some 40' high towards a rock-carved ceiling. Behind each monolith, framing the doorway, stand colossal statues depicting a beautiful but cruel-looking woman with snakes for hair.

[MONSTER] Creatures lurk on the ceiling, between the sepulcher walls and the top of the monoliths: five **giant black widows**, lying in wait for prey. Characters suffers a -1 penalty to their surprise rolls against the spiders unless they declare they are checking the ceiling.

Giant Black Widow (5): MV 60', AC 3, HD 3**, #AT 1 (bite 8+), Dmg 2d6 + poison, Save F2, ML 0, AL N, XP 80

[MONSTER] [TRICK] The black widows have already caught several lizardmen in their webs. One of them is still alive, but will die of poison in 1 turn (10 minutes). If rescued he can serve as an emissary to the Thrasian dominator in **A12**, who is open to partnering with adventurers to defeat Semiramis.

Poisoned Lizardman Warrior: MV 60', Swim 120', AC 4, HD 2+1, hp 1 (11 max), #AT 3 (claw/claw/bite), Dmg 1d3/1d3/1d6, Save F2, ML 0, AL C, XP 35

[NOISE] If a character succeeds on a proficiency throw to hear noise before encountering the spiders, they can hear the lizardmen from **A5** talking.

[LOOT] The webs on the ceiling also contain a backpack with 2 holy symbols of Nasga made from petrified wood and obsidian (400gp, 1/6 st each; 800gp, 2/6 st total), 3 vials of perfume (100gp, 1/6 st each; 300gp, 3/6 st total), and 1000ep (ancient Zaharan mint). In total the treasure here is worth 1600gp and weighs 1 5/6 st.

[LORE] Characters with Theology or Lore mastery who make a successful proficiency throw recognize the statues as depictions of Nasga, Chthonic goddess of lust and pain. Characters with Black Lore of Zahar automatically recognize the statue.

B2. MAIN ENTRANCE GALLERY

This bottle-shaped room is dominated by a pair of 15' tall statues in the northwest and northeast corners. The statues depict armed men wearing long robes over chain mail. Around their neck they wear thorned roses on necklaces. Past the statues are the remains of double doors set in the northern wall. The doors were made from black stone slabs and sealed with rusted iron bandings, but look like they were bashed in with heavy tools like pickaxes and hammers. Fragments of relief-carved stone and rusted metal litter the area around the doorway. Near the rubble fragments lie eight wooden crates organized in two piles. Four intact doors also exit the gallery, two in the west and east, and another two in the northwest and northeast. Along the western and eastern walls stand black slabs of marble painted with frescos of the cruel queen.

[LOOT] the eyes of both statues are valuable red rubies (1000gp each, 4000gp total). In front of the door are eight crates in total (4 in each pile). Each crate contains a sets of laborer's tools, each weighing 1 stone.

[TRAP] Behind the eyes are small levers that push against them. Taking the eyes out releases the levers, which frees **two specters** from holding devices inside the statues. The trap can be detected and disabled with appropriate proficiency throws.

Spectre: MV 150/300' fly, AC 7, HD 6**, #AT 1 (touch 5+), Dmg 1d8 + energy drain, Save F6, ML +3, AL C, XP 820; Special: enervative touch (drains 2 levels permanently), immunity to non-magical weapons, infectious (slain creature becomes spectre in 24 hours), undead immunities

[TRICK] The door's remaining fragments carry reliefs depicting a cruel-looking queen ruling over groveling subjects. Strangely, the reliefs have been ritually desecrated with Zaharan pictograms. Characters proficient in Black Lore of Zahar, Collegiate Wizardry, or Loremastery can identify the pictograms as parts of an ancient curse against sapient undead. If a character with one of the aforementioned proficiencies studies the pictograms for 1 turn and succeeds on a proficiency throw of 11+ (modified by his Intelligence modifier), he concludes that the curse would sow confusion and madness upon any undead interred within. Characters with the Black Lore of Zahar proficiency succeed automatically on this throw.

[LORE] Fresco (a) has two panels. The first panel shows a cruel-looking Zaharan queen surrounded by numerous handsome courtiers or suitors. Her gaze shows disapproval, as if none of them are good enough for her. The second panel shows a man being murdered by the queen herself before a great tomb containing one hundred sarcophagi.

Fresco (b) has two panels. The first panel shows the queen sitting on a throne perched high on a stylized pyramid. Before her are several groveling lizardmen being forced to have congress with mewling dogs. The second panel shows small scaly but dog-like humanoids crawling out of eggs while the queen and several lizardmen in chains look on. The lizardmen look horrified and humiliated at their first glimpse of the kobolds.

Fresco (c) shows the death of the queen over two panels. In the first panel, a procession carries her sarcophagus, and another hundred sarcophagi following behind it, to a marvelous sepulcher. Two giant snakes with the heads of women watch over the queen, flanking the procession left and right as it enters the sepulcher. The second panel shows Semiramis lying in her sarcophagus, surrounded by dozens of kobold and servant corpses in a sepulcher between two smaller crypts where giant snake-like abominations sleep. In front of her crypt are the one hundred sarcophagi.

Fresco (d) shows mummies awakening from their crypts and rousing the queen from her sleep. An inscription is written in Zaharan below the fresco. If translated, the inscription reads: *When the time of the Awakening is at hand, then my loyal servants shall be roused – then the torpor of their minds shall end, and they shall remember. And, remembering, they shall awaken their Queen, so that we can rightfully claim what is ours.*

[LORE] Characters with the Knowledge (history) or Loremastery proficiency can make proficiency throws: (a) to recognize the queen in the frescoes as Semiramis, queen of ancient Zahar; (b) to know that the statues depict Memnhisir and Djarghul, the consort and the vizier of Semiramis respectively, both later sorcerer-kings themselves; and (c) to recognize the thorned rose as a holy symbol of Nasga. Characters with Black Lore of Zahar automatically recognize the thorned rose.

B3. ENTRANCE TO THE CENTRAL SEPULCHER

In the center of this square chamber, a 20' wide rock-cut staircase leads 10' down and 20' ahead to a set of double doors (to B5) carrying a relief of a beautiful woman in front of serpentine imagery, surrounded by Zaharan attendants bearing amulets with medusa heads. Some of the devotees hold up their amulets and approach the snake-haired woman through a grand portal, similar to the one before the party stands. In the south are the remains of a grand portal sealed by iron banding. It is reduced to mere rubble. A pair of statues of beautiful women stand between columns in the northwestern and northeastern corners. The western statue looks to be made of amber, the eastern from granite.

[TRAP] The double doors to **B5** bear golden handles and are locked and trapped with well-hidden sigils of power arranged in irregular patterns. A character who investigates the doors notices the sigils with a successful proficiency throw to find traps. A character who succeeds on a Black Lore of Zahar, Collegiate Wizardry, or Magical Engineering proficiency throw of 14+ identifies the sigils as curses. The sigils are triggered if a character attempts to open the door without using the two required *golden keys* (found in **A25** and **C18**). When triggered, the character must succeed on a saving throws vs. Spells at -6 or suffer a *weakening curse*. Until the curse is removed, the cursed character suffers a -4 penalty to attack throws, saving throws, proficiency throws and damage rolls, and loses 2d4 points from a random ability each night at midnight. A character can be hit multiple times by this curse, making its effects cumulative! The curse may only be removed by casters of level 13 or higher.

The sigils are difficult to disable. *Casting dispel magic on the door instantly triggers the curse against the caster.* However, if the caster both makes his saving throw against the sigils, and succeeds on his subsequent dispel throw against the sigils magic (13th level), then the sigils are disabled. A character can attempt to disable the sigils by carefully scratching them out in the ritually-appropriate order. Scratching out the sigils requires a successful proficiency throw to remove traps at -12, or at -4 if the character has Black Lore, Collegiate Wizardry, or Magical Engineering. Once the sigils are disabled, the two locks can be picked, but the proficiency throws are at -8 due to the intricacy of the latches. (Note that the two locks secure both doors; adventurers cannot unlock just one door.) The doors detect as both magical and evil.

[TRAP] If a character passes through the opened door without wearing a holy symbol of Nasga the two statues will animate (as golems) and start to attack the party. It takes one round for the statues to animate. If the party retreats before the golems are ready, add them to the dynamic encounter list. Due to the amber golem's tracking ability, the golems will automatically catch up to the party in 2d6 turns after the party flees.

[MONSTER] The two statues are an **amber golem** and a **stone golem**. The golems are inert until triggered as described above.

Stone Golem (1): MV 60', AC 5, HD 12***, hp 60, #AT 1 (fist 1+ and breath), Dmg 3d8 + slow, Save F6, ML -, AL N, XP 3900; Special: Immune to magical weapons below a bonus of +2, 10 cubic foot slow gas cloud (save v. Breath or slowed for 2d6 rounds), immune to most spells except disintegrate, stone to flesh, rock to mud, and mud to rock.

Amber Golem (1): MV 180', AC 3, HD 10***, hp 50, #AT 3 (2 claws, bite), Dmg 2d6/2d6/2d10, Save F5, ML -, AL N, XP 1550; Special: Detect invisibility 60', can track everything.

[LORE] Characters with the Theology or Lore mastery proficiency can recognize the woman in the engraving as Nasga, goddess of lust and pain, with a successful proficiency throw. Characters with Black Lore of Zahar automatically recognize her.

B4. SEPULCHER OF THE HUNDRED LORDS, SOUTHWESTERN AREA

This L-shaped crypt has a series of alcoves carved into the walls. Five of the alcoves each contain a pair of stone sarcophagi standing upright, ten total. The remaining alcove contains a pair of sarcophagi lying on the floor. These sarcophagi are engraved with depictions of sneering Zaharan nobles. A stone slab door exits east.

[MONSTER] The two engraved sarcophagi contains **ghasts** while the remaining ten contain **ghouls**.

Ghoul (10): MV 90', AC 3, HD 2*, #AT 3 (2 claws/bite 9+), Dmg 1d3/1d3/1d3 + save v. Paralysis, Save F2, ML +1, AL C, XP 29; Special: infectious (slain creature becomes ghoul in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), undead immunities

Ghast (2): MV 90', AC 6, HD 4+1, hp 25, 25 #AT 3 (2 claws/bite 6+ or 3+ with *gauntlets*), Dmg 1d4/1d4/1d8 or 1d4+3/1d4+3/1d8+3 + save v. Paralysis, Save F2, ML +1, AL C, XP 365; Special: infectious (slain creature becomes ghast in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), stench (range 10', save v. Poison or -2 to attack-, proficiency, saving throws and attack rolls), disease (bitten: save v. Poison or character gets fever next day, lasts for 2d6 days and moves at ½ normal rate and -4 to attack-, proficiency, saving throws and attack rolls), undead immunities; Equipment: one ghast is equipped with *gauntlets of ogre power* (+3 to hit and damage on all attacks)

[LOOT] The ghasts' sarcophagi contain a total of 800pp in loose coin. One ghast wears a pair of black, taloned gauntlets made of hard leather and black iron (*gauntlets of ogre power*, apparent value 30gp).

[TRICK] A secret door leads from this crypt to **B7**.

B5. SEPULCHER OF THE HUNDRED LORDS, CENTRAL AREA

This hourglass-shaped boulevard has a column of pillars running north-south along its walls. Beyond the pillars stand 14 stone slab doors, seven on the eastern wall and seven on the western wall. The neck of the hourglass is a staircase 20' wide that descends down 10'. Past the staircase stands a dark altar of black marble, and beyond that a pair of massive stone doors ornamented with intricate engravings that depict a sprawling city. Each pillar is carved in the likeness of a devotee of Nasga lifting Her holy symbol above his head while kneeling in prayer.

[TRICK] If any characters who are not wearing either processional robes or a holy symbol of Nasga pass through the neck of the hourglass or enter the upper portion of the room, the crypts' residents are alerted to their presence and will enter the central boulevard to investigate in 2 rounds.

[MONSTER] The 14 stone slab doors all lead to crypts. The northernmost crypts each have a single sarcophagus with a **skeletal slayer** interred within. The other 12 crypts each contain two standing sarcophagi each holding one **skeleton**.

Skeleton (24): MV 60', AC 3, HD 1*, #AT 1 (spear 10+), Dmg 1d8, Save F1, ML -, AL C, XP 13; Special: undead immunities

Skeletal Slayer (2): MV 60', AC 8 (11 with *ring*), HD 5**, hp 30, 30, #AT 4 (sword 6+), Dmg 1d8/1d8/1d8/1d8 each, Save F5, ML -, AL C, XP 500; Special: fear aura (character seeing slayer must make save vs. paralysis or be paralyzed with fear for 1d6 rounds or until attacked), fire resistance, undead immunities; Equipment: one skeletal slayer is equipped with *eyes of petrification* (gaze attack, save v. paralysis or turn to stone) and the other with a *ring of protection* +3

[LOOT] In the sarcophagi of the skeletal slayers are the following: 14 carvings of Zaharan warriors, made of unicorn or narwhal ivory (300gp, 1/6 st each; 4200gp, 2 2/6 st total). One skeletal slayer wears a small ring made of silver that looks like an antlered crown (*ring of protection* +3, apparent value 100gp). The other has bronze eye replicas with a green sheen socketed into his skull (*eyes of petrification*, apparent value 300gp).

[TRICK] The *eyes of petrification* are corrupted by black magic and each time they are used by a living creature the user must make a saving throw vs. Spells or have the flesh of his face begin to rot off, costing him 1d4 points of CHA permanently. If the character's CHA is reduced to 2 or less, his face is reduced to a skull-like horror. Zaharans and undead are immune to the curse.



B6. SEPULCHER OF THE HUNDRED LORDS, SOUTHEASTERN AREA

This L-shaped crypt has a series of alcoves carved into the walls. Five of the alcoves each contain a pair of stone sarcophagi standing upright, ten total. The remaining alcove contains a pair of sarcophagi lying on the floor. These sarcophagi are engraved with depictions of cruelly handsome Zaharan patricians. A stone slab door exists west.

[MONSTER] The two engraved sarcophagi contain **ghasts** while the remaining ten contain **ghouls**.

Ghoul (10): MV 90', AC, HD 2*, #AT 3 (2 claws/bite 9+), Dmg 1d3/1d3/1d3 + save v. Paralysis, Save F2, ML +1, AL C, XP 29; Special: infectious (slain creature becomes ghoul in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), undead immunities

Ghast (2): MV 90', AC 6 (8 with *bracers*), HD 4+1, hp 25, #AT 3 (2 claws/bite 6+), Dmg 1d4/1d4/1d8 + save v. Paralysis, Save F2, ML +1, AL C, XP 365; Special: infectious (slain creature becomes ghast in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), stench (range 10', save v. Poison or -2 to attack-, proficiency, saving throws and attack rolls), disease (bitten: save v. Poison or character gets fever next day, lasts for 2d6 days and moves at ½ normal rate and -4 to attack-, proficiency, saving throws and attack rolls), undead immunities; Equipment: one ghast wears *bracers of armor +2*

[LOOT] The ghasts' sarcophagi contain a total of 800pp in loose coin. One ghast wears golden bracers with silver inlays of grim-looking boars (*bracers of armor +2*, apparent value 500gp).

[TRICK] A secret door leads from this crypt to **B8**.

B7. SEPULCHER OF THE HUNDRED LORDS, WESTERN AREA

This chamber has a shape similar to a capital E arranged back-to-back with a second, reversed capital E. This arrangement creates three pairs of horizontal arms extending in each direction from a central vertical corridor. The 10' long northwestern, western, southwestern, southeastern, and northeastern arms each contain a pair of stone sarcophagi standing upright, ten total. The 30' long eastern arm descends into a staircase that terminates at a stone slab door. A pair of alcoves bisect the eastern arm. Each alcove contains a sarcophagus engraved with a depiction of a smug Zaharan courtier.

[MONSTER] The two engraved sarcophagi contain **skeletal slayers** while the remaining ten contain **blood hounds**.

Blood hound (10): MV 150', AC 3, HD 2***, #AT 2 (2 talons/tongue 9+), Dmg 1d6/1d6 + 1d4 blood drain or trip, Save F2, ML N/A, AL C, XP 47; Special: blood drain (1d4 ongoing, deal 4hp in one blow to cut off), trip (as Knock-down), undead immunities

Skeletal Slayer (2): MV 60', AC 8, HD 5**, hp 30, 30, #AT 4 (sword 6+), Dmg 1d8/1d8/1d8/1d8 each, Save F5, ML -, AL C, XP 500; Special: fear aura (character seeing slayer must make save vs. paralysis or be paralyzed with fear for 1d6 rounds or until attacked), fire resistance, undead immunities; Equipment: one slayer wears a *ring of spell turning*.

[LOOT] One slayers' sarcophagus contains a set of 32 playing pieces made of semi-precious stones and gems, half of them white, half of them black (3200gp total, 3/6 st total) and a marble playing board inlaid with golden thread and studded with small gems (1500gp, 1/6 st). The other slayer wears a bronze ring, engraved with arcane symbols (*ring of spell turning*, apparent value 500gp).

[TRICK] A secret door leads from this crypt to **B4**. A second secret door leads to **B9**.

B8. SEPULCHER OF THE HUNDRED LORDS, EASTERN AREA

This chamber has a shape similar to a capital E arranged back-to-back with a second, reversed capital E. This arrangement creates three pairs of horizontal arms extending in each direction from a central vertical corridor. The 10' long northwestern, southwestern, southeastern, eastern, and northeastern arms each contain a pair of stone sarcophagi standing upright, ten total. The 30' long western arm descends into a staircase that terminates at a stone slab door. A pair of alcoves bisect the eastern arm. Each alcove contains a sarcophagus engraved with a depiction of a haughty Zaharan aristocrat.

[MONSTER] The two engraved sarcophagi contain **mummies** while the remaining ten contain **blood hounds**.

Blood hound (10): MV 150', AC 3, HD 2***, #AT 2 (2 talons/tongue 9+), Dmg 1d6/1d6 + 1d4 blood drain or trip, Save F2, ML N/A, AL C, XP 47; Special: blood drain (1d4 ongoing, deal 4hp in one blow to cut off), trip (as Knock-down), undead immunities

Mummy (2): MV 60', AC 6, HD 5+1*, hp 30, 30, #AT 1 (touch 5+ or *life drinker* 4+), Dmg 1d12 or 1d8+5 + mummy rot + life drain with *life drinker*, Save F5, ML +4, AL C, XP 460; Special: Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/ non-fire attacks, resistance to fire and magical attacks, undead immunities.; Equipment: one of the mummies is equipped with a *sword +1, life drinker*.

[LOOT] Each mummy's sarcophagus contains a death mask made from unicorn ivory with platinum inlays (2200gp, 1/6 st each; 4400, 2/6 st total). One mummy wields a sword with a single-edged blade made from two lines of jagged teeth that are twitching slightly and a pommel adorned with an animated human eye that gazes hungrily at the world. The weapon is a *sword +1, life drinker* with 8 charges (apparent value 500gp). When the sword has lost its last charge it will utter "thank you" and close its eye. It regenerates one charge per year, re-opening its eye when it has regained at least one charge. The nature of this weapon will be automatically apparent to any character with the Black Lore of Zahar proficiency, and apparent to a character with the Magical Engineering proficiency who succeeds on a successful proficiency throw to identify magical items.

[TRICK] A secret door leads from this crypt to **B6**. A second secret door leads to **B11**.

B9. SEPULCHER OF THE HUNDRED LORDS, NORTHWESTERN AREA.

This crypt is shaped like an upside down L. It has a series of alcoves carved into the walls. Five of the alcoves each contain a pair of stone sarcophagi standing upright, ten total. The remaining alcove contains a pair of sarcophagi lying on the floor. These sarcophagi are engraved with depictions of imperious-looking Zaharan patricians. A stone slab door exits east.

[MONSTER] The two engraved sarcophagi contain **mummies** while the remaining sarcophagi contain **ghouls**.

Ghoul (10): MV 90', AC 3, HD 2*, #AT 3 (2 claws/bite 9+), Dmg 1d3/1d3/1d3 + save v. Paralysis, Save F2, ML +1, AL C, XP 29; Special: infectious (slain creature becomes ghoul in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), undead immunities

Mummy (2): MV 60', AC 6, HD 5+1*, hp 30, 30, #AT 1 (touch 5+ or *magical sword* 4+), Dmg 1d12 or 1d8+5 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/ non-fire attacks, resistance to fire and magical attacks, undead immunities.; Equipment: one mummy is equipped with a *sword +1, +2 vs spell casters*

[LOOT] Each mummy's sarcophagus contains 400pp, each piece artfully engraved with a symbol of Nasga. One of the mummies is equipped with a sickle sword with a pommel made from black iron and a blade made from a transparent material that looks viscous and seems to flow when moved (*sword +1, +2 vs spell casters*, apparent value 500gp). A purple shimmering aura is visible around the blade when it is held in the light.

[TRICK] A secret door leads from this crypt to **B7**.

B10. MAIN WORSHIP AREA

A colossal marble statue of an ancient Zaharan queen stands atop a pedestal in a sunken vault at the center of this huge room. The statue's crown is broken by fallen rubble, its right hand is open as if grasping a missing scepter, and its left hand is cupped with the palm facing up as if holding a sphere. Rising from the four corners of the room are four pillars depicting scenes of gory violence and sexual depravity. A short corridor extends from the north wall to a pair of double doors made from black marble engraved and inlaid with thin golden filigree. The engraving depicts the queen standing on a ziggurat with legions of subjects groveling at her feet, while over and above her looms a majestic woman with snakes for hair, holding her hands over the queen as if to protect her.

[TRAP] The doors to **B13** are magically sealed. The magical seal cannot be **dispelled** or **knocked** opened by casters of less than 14th level. If characters attempt to use magic or force to open the doors, the undead in **B5**, **B9** and **B11** are roused and will try to enter the room and immediately attack (remember that the undead might need a few rounds to get out of their sarcophagi and enter the room).

[TRICK] If the scepter from **A20** and the imperial orb from **C9** are inserted into the hands of the statue, all of the doors that grant entrance to **B13** are unsealed (including not just the main doors but also the secret doors in the eastern and western walls) for so long as the scepter and orb are in place.

[LORE] A character with Magical Engineering who casts *detect magic* will ascertain that the statue is magically linked to three objects. One object is the grand portal in this room, while the other two objects are somewhere to the northeast and northwest.

[LORE] The engraving on the pedestal reads “Semiramis, Majesty of Zahar / Undying shall be the glory of Her Reign”.

[LORE] With a successful proficiency throw, characters with the Knowledge (history) or Lore mastery proficiency can recognize the queen as Semiramis, first sorceress-queen of ancient Zahar. Characters with the Theology or Lore mastery proficiency can make a throw to recognize the snake-haired woman as Nasga, goddess of beauty and pain. Characters with Black Lore of Zahar proficiency automatically recognize Nasga.

B11. SEPULCHER OF THE HUNDRED LORDS, NORTHEASTERN AREA

This crypt is shaped like an upside down L. It has a series of alcoves carved into the walls. Five of the alcoves each contain a pair of stone sarcophagi standing upright, ten total. The remaining alcove contains a pair of sarcophagi lying on the floor. These sarcophagi are engraved with depictions of imperious-looking Zaharan patricians. A stone slab door exits west.

[MONSTER] The two engraved sarcophagi contain **mummies** while the remaining sarcophagi contain **ghouls**.

Ghoul (10): MV 90', AC 3, HD 2*, #AT 3 (2 claws/bite 9+), Dmg 1d3/1d3/1d3 + save v. Paralysis, Save F2, ML +1, AL C, XP 29; Special: infectious (slain creature becomes ghoul in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), undead immunities

Mummy (2): MV 60', AC 6, HD 5+1*, hp 30, 30, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/ non-fire attacks, resistance to fire and magical attacks, undead immunities.; Equipment: one mummy is equipped with a *ring of command human*

[LOOT] One mummy's sarcophagus contains love letters to Semiramis, engraved in ivory tableaux inlaid with platinum and silver (4000gp, 1 st). That mummy is also equipped with a golden ring that resembles a screaming mouth with engraved eyes (*ring of command human*, apparent value 600gp).

[TRICK] A secret door leads from this crypt to **B8**.

B12. TREASURE VAULT OF LAMMALA

A marble statue of a lobster-headed woman with tentacles for arms stands at the center of this vault. The statue has huge sapphires for eyes and clutches a golden trident in its tentacles. Piled around the statue are thousands of gleaming coins, intermixed with potions and scrolls scattered haphazardly throughout the heap. The eastern wall carries a fresco depicting a giant kraken destroying a fleet of ships.

[TRICK] The maw of the kraken conceals a one-way secret door. A successful proficiency throw detects the secret door, but does not permit to be opened. In the absence of a *knock* spell, it can only be opened from the east side or bashed in. Opening or destroying the door will not release the nathaghol from torpor.

[TRAP] [MONSTER] The secret door leads to a small room containing a **nathaghol** in torpor. If the characters take even a single coin from the treasure, the nathaghol will awaken and begin to stalk them, preferring to attack when they are weakened or otherwise engaged. The nathaghol will also awaken if targeted by a spell, attack, or turn attempt.

Nathaghol (1): MV 120', AC 8, HD 10***, hp 50, #AT 3 (claws/bite 2+), Dmg 1d8/1d8/3d6, Save F10, ML N/A, AL C, XP 2950; Special: climb walls 3+, hide in shadows 12+, move silently 10+, coin curse (throw coin 1/day and 1d6 coins fall when struck by slashing weapon 1/day, creatures within 60' of each coin must save v. Spells or be cursed), regeneration (3 hp/round while ingesting coins), spell-like abilities (*locate object* at will)

[LOOT] The sapphire eyes of the statue are worth 1000gp each. The golden trident is engraved with several motifs of waves thrashing ships and settlements (*spear +2*, *frost brand*, apparent value 2000gp). The coin heap around the statue consists of 13,000gp and 1200pp. Mixed into the heap are a *scroll of ward vs. elementals*, a *scroll of ward vs magic*, an *arcane scroll of chameleon* written in Ancient Elven, an *arcane scroll of telepathy* written in Draconic, an *arcane scroll of cone of cold* and *clairvoyance* written in Ancient Zaharan, a *divine scroll of swift sword* and *snake charm* written in Ancient Zaharan, a *treasure map* (to the Sinkhole of Evil at Borderlands Gazetteer Map #35), a *treasure map* (to the Ruined Monastery at Borderlands Gazetteer Map #31), a *potion of super-heroism* (tastes like absinthe, looks like silver water with golden feathery particles floating in it), a *potion of diminution* (its flask is the size of half a thumb, the fluid in it bright blue), a *potion of growth* (looks and tastes like banana-flavored drinking yoghurt), and a *potion of levitation* (looks like water, but flows to the top of the flask and tastes like soap).

The treasure in this room is worth 21,000gp and weighs 14 1/6 st total.

[LORE] Characters with the Theology, or Lore mastery proficiency can make a proficiency throw to recognize the statue as Lammala, goddess of the murky depths. Characters with Black Lore of Zahar proficiency automatically recognize the statue.

B13. CRYPT OF SEMIRAMIS

[TRICK] All of the doors to B13 are magically sealed. The magical seal cannot be **dispelled** or **knocked** opened by casters of less than 14th level. If the scepter from A20 and the imperial orb from C9 are inserted into the hands of the statue, all of the doors to B13 are unsealed for so long as the scepter and orb are in place.

Great double doors open onto a stepped dais that ascends to a grand chamber with two rows of pillars upholding high ceilings. The dust-choked floor is tiled with an intricate pattern of inlaid obsidian and bronze, while the walls feature bas-relief carvings of ancient cityscapes and castles. A great sarcophagus of black marble sits before the north wall. Behind the sarcophagus stand a pair of black marble double doors intricately engraved with a picture of a majestic and cruel Zaharan queen. Fifteen small wall graves, each holding a desiccated kobold cadaver, pierce the bottom of the west and east walls. A pair of dark altars of black marble rest in the shadows between the pillars and the walls.

[MONSTER] Semiramis herself will awaken 1d2+1 rounds after the adventurers unseal the doors. If given the opportunity, she will protect herself with *mirror image*, *giant strength*, and *shield*, then kiss her *ring* and turn invisible. She will also seek to equip herself with the *staff of power* and *sword +3, harrower*, in her treasure vault (B17). When Semiramis wakes up, 10 of her **kobold zombies** will also awaken, with another 10 rising every subsequent round. (If the **children of Nasga** in B15 and/or B16 are still alive, they will also awaken and enter after one round.) The adventurers can surprise Semiramis if they unlock the doors and then enter through one of the secret doors in one round.

Semiramis, Mummy Sorceress-Queen: Str 16, Int 16, Con 13, Cha 18; MV 120', AC 8, HD 13****, hp 75, #AT 1 (touch -2+ or *Harrower* -5+), Dmg 1d12+2 or 1d8+1d6+9 + mummy rot, Save C13, ML +4, AL C, XP 5,400; Special: fearsome visage (save v. Paralysis or paralyzed), hard to kill (disperse into insect plague at 0hp), mummy rot, immunity to non-magical and non-fire attacks, resistance to magical and fire attacks, undead immunities; Proficiencies: Battle Magic, Black Lore of Zahar, Elementalism (fire); Arcane Spells: 4 1st, 3 2nd, 3 3rd, 3 4th, 2 5th, 1 6th; Divine Spells: 5 1st, 5 2nd, 4 3rd, 4 4th, 3 5th; Arcane Repertoire: 1st – *burning hands*, *choking grip*, *detect magic*, *magic missile*, *shield*, *charm person*; 2nd – *deathless minion*, *glitterdust*, *mirror image*, *necromantic potency*, *wizard lock*; 3rd – *dismember*, *dispel magic*, *fireball*, *nondetection*, *telepathy*; 4th – *confusion*, *giant strength*, *minor globe of invulnerability*, *scry*, *wall of fire*; 5th – *animate dead*, *conjure elemental*, *control undead*, *scouring wind*; 6th – *death spell*, *globe of invulnerability*, *wall of corpses*; Divine Repertoire: as 13th level chaotic cleric; Equipment: *ring of the queen's heart* (immune to enchantments and related effects; once per turn, kiss ring and turn *invisible* as the spell of the same name)

Kobold Zombie (30): MV 80', AC 4, HD 1+1*, hp 6 each, #AT 1 (claw or javelin 9+), Dmg 1d6, Save F1, ML N/A, AL C, XP 21; Special: undead immunities

[LOOT] Semiramis is wearing a bejeweled golden ring (*ring of the queen's heart*, apparent value 10,000gp). See New Magic Items on p. 48 for details on this legendary item.

[LORE] One bas-relief shows the cyclopean walls of a city on the northwestern tip of a great lake, with a river running through it. It will seem vaguely familiar to adventurers from the Borderlands. Characters with the Land Surveying, Knowledge (history), or Lore mastery proficiency can make a proficiency throw to recognize the city as Cyfaraun, during the era when the Zaharans controlled it.

B14. TREASURE VAULT OF TELITH

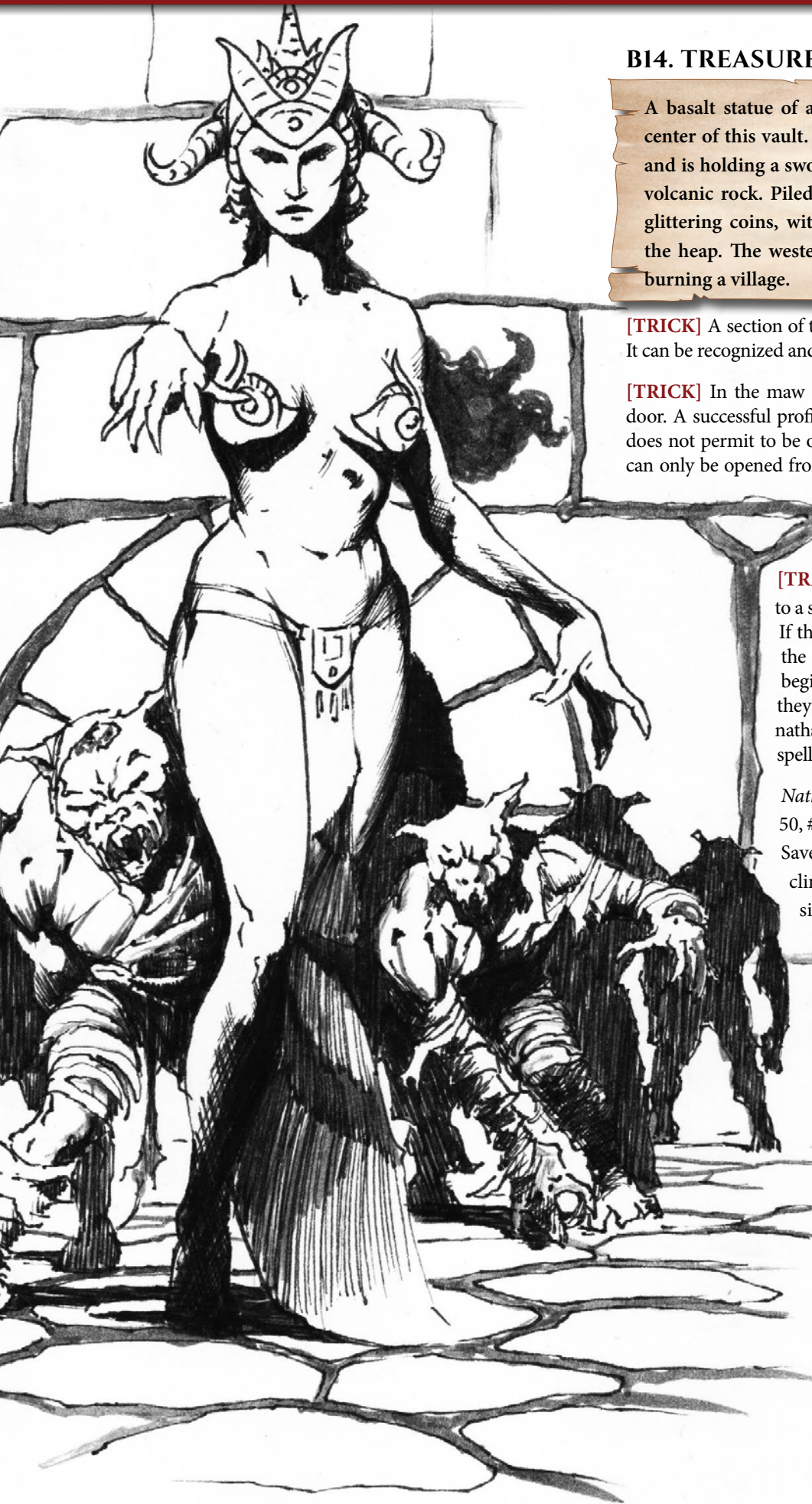
A basalt statue of a pregnant old woman stands at the center of this vault. The statue has bright rubies for eyes and is holding a sword that looks like it was carved from volcanic rock. Piled around the statue are thousands of glittering coins, with potions and scrolls intermixed in the heap. The western wall carries a fresco of a dragon burning a village.

[TRICK] A section of the southeastern wall is structurally weak. It can be recognized and torn down as described on p. 9.

[TRICK] In the maw of the dragon conceals a one-way secret door. A successful proficiency throw detects the secret door, but does not permit to be opened. In the absence of a *knock* spell, it can only be opened from the east side or bashed in. Opening or destroying the door will not release the nathaghol from torpor.

[TRAP] [MONSTER] The secret door leads to a small room holding a **nathaghol** in torpor. If the characters take even a single coin from the treasure, the nathaghol will awaken and begin to stalk them, preferring to attack when they are weakened or otherwise engaged. The nathaghol will also awaken if targeted by a spell, attack, or turn attempt.

Nathaghol (1): MV 120', AC 8, HD 10***, hp 50, #AT 3 (claws/bite 2+), Dmg 1d8/1d8/3d6, Save F10, ML N/A, AL C, XP 2950; Special: climb walls 3+, hide in shadows 12+, move silently 10+, coin curse (throw coin 1/day and 1d6 coins fall when struck by slashing weapon 1/day, creatures within 60' of each coin must save v. Spells or be cursed), regeneration (3 hp/round while ingesting coins), spell-like abilities (locate object at will)



[LOOT] The ruby eyes of the statue are worth 1000gp each. The statue's sword is a *sword +2, flame tongue*. The coin pile stacked around the statue includes 5000sp, 4000ep, 2700pp, and 14 ingots of precious metals (300gp, 2st each; 4200gp, 28 st total). Mixed into the pile are a *scroll of ward vs. elementals*, a *scroll of ward vs. lycanthropes*, a *scroll of ward vs. magic*, a *scroll of ward vs. undead*, an *arcane scroll of gaseous form* written in Draconic, an *arcane scroll of sharpness* written in Dwarven, an *arcane scroll of clairvoyance* and *fireball* written in Ancient Zaharan, a *divine scroll of choking grip*, *resist fire*, and *death ward* x2 written in Ancient Zaharan, a *potion of giant control* (looks like muddy water with motes of dirt in it, tastes like earth and metal), a *potion of invisibility* (looks like an empty flask, has no taste), a *potion of levitation* (looks like water, but flows to the top of the flask and tastes like soap), a *potion of polymorph* (the potion changes its color and taste every minute), and a *potion of super-heroism* (tastes like absinthe, looks like silver water with golden feathery particles floating in it).

The treasure in this room is worth 21,200gp and weighs 40.7 4/6 st. in total.

[LORE] Characters with Theology or Loremastership proficiency can make a proficiency throw to recognize the statue as Telith, goddess of volcanoes and earthquakes. Characters with Black Lore of Zahar proficiency automatically recognize the statue.

B15. GUARDIAN CRYPT OF SEMIRAMIS

[TRICK] The secret door to this room marked as "a" on the map is disguised with a fresco of a beautiful woman with a serpentine body coiled before a portal. The portal in the fresco is real and can be pushed open to gain access to the room.

A flight of stairs enter this vault from the west. Its eastern wall carries a fresco depicting a horned demon guarding a door. In between, a great collection of coffers, urns, jars, and heaps of coins are scattered across the floor. The coils of a giant snake wind through the treasures, scales rippling and dark.

[MONSTER] When the giant serpent rears up, it reveals itself to have the head of a captivatingly beautiful woman. It is a **child of Nasga**, sworn to guard Semiramis. If the characters manage to unseal the door to this room and enter within in one round they can surprise the child of Nasga. Conversely, if the players bashed open the sealed door in **A29** the child of Nasga cannot be surprised.

If the child is able to charm or transfix enough characters, it will order the charmed characters to attack unaffected adventurers and retreat to stalk the party at its leisure. It will return to attack when the characters are otherwise occupied or in a bad situation.

Child of Nasga: MV 120', AC 6, HD 8****, hp 40, #AT 2 (bite 3+, constrict), Dmg 1d4, poison/2d8, Save C8, ML +4, AL C, XP 3.100; Special: charming voice (save v. Spells at -2 or charmed), hypnotic dance (save v. Spells or transfixed 2d6 rounds), poison (save v. Poison or die in 1d4+1 turns), constriction (2d8 ongoing, save v. Paralysis to escape)

[TRICK] In the southern wall is a secret door. If circumstances are dire, the child of Nasga will escape through that route, fleeing through the hiding space of the nathaghol. This does not end the nathaghol's torpor.

[TRICK] The door painted in the fresco in the eastern wall is an actual secret door, sealed with powerful magic. The secret door can be unsealed by placing the scepter from **A20** and the imperial orb from **C9** into the hands of the statue in **B13**.

[LOOT] The guardian crypt contains the following: 6,000pp; 7 opal cameos of Nasgan dancers (800gp, 1/6 st each; 5600gp, 1 1/6 st total); a large curved sword with a golden hilt and a blade resembling a flat, sharpened snake (*two-handed sword +1, +3 versus spell casters*, apparent value 1750gp); a small casket, seemingly empty, that actually contains an invisible ring (*ring of invisibility*, apparent value none), a helmet with a circle of thorned roses made from platinum woven around it (*helm of alignment changing*), a preserved horned rat on a stick (*wand of illusion* with 21 charges, apparent value none), and a staff made from a copper-green metal fastened in the shape of a striking snake (*staff of striking* with 14 charges, apparent value 400gp).

In total the treasure in this room is worth 35,600gp and weighs 7 1/6 st.

[LORE] If the characters have seen a fresco of the funerary scene, they can recognize the monster as one of the giant snake abominations interred in crypts directly next to Semiramis' sepulcher.

B16. GUARDIAN CRYPT OF SEMIRAMIS

[TRICK] The secret door to this room marked as "a" on the map is disguised with a fresco of a beautiful woman with a serpentine body coiled before a portal. The portal in the fresco is real and can be pushed open to gain access to the room.

A flight of stairs enter this vault from the east. Its western wall carries a fresco depicting a horned demon guarding a door. In between, a great collection of coffers, urns, jars, and heaps of coins are scattered across the floor. The coils of a giant snake wind through the treasures, scales rippling and dark.

[MONSTER] When the giant serpent rears up, it reveals itself to have the head of a captivatingly beautiful woman. It is a **child of Nasga**, sworn to guard Semiramis. If the characters manage to unseal the door to this room and enter within in one round they can surprise the child of Nasga. Conversely, the players bashed open the sealed door in **A29** the child of Nasga cannot be surprised.

If the child is able to charm or transfix enough characters, it will order the charmed characters to attack unaffected adventurers and retreat to stalk the characters at its leisure. It will return to attack when the characters are otherwise occupied or in a bad situation.

Child of Nasga: MV 120', AC 6, HD 8****, hp 40, #AT 2 (bite 3+, constrict), Dmg 1d4, poison/2d8, Save C8, ML +4, AL C, XP 3.100; Special: charming voice (save v. Spells at -2 or charmed), hypnotic dance (save v. Spells or transfixed 2d6 rounds), poison (save v. Poison or die in 1d4+1 turns), constriction (2d8 ongoing, save v. Paralysis to escape)

[TRICK] In the southern wall is a secret door. If not otherwise possible, the child of Nasga will escape through that route, fleeing through the hiding space of the nathaghol. This does not end his torpor.

[TRICK] The door painted in the fresco in the western wall is an actual secret door, sealed with powerful magic. The secret door can be unsealed by placing the scepter from **A20** and the imperial orb from **C9** into the hands of the statue in **B13**.

[LOOT] The guardian crypt contains the following: 6,000pp, 7 opal cameos of Nasgan dancers (800gp, 1/6 st each; 5600gp, 1 1/6 st total), a silver brooch resembling a stylized medusa's head (*brooch of shielding*, apparent value 200gp), a necklace made of golden chain links resembling a serpent biting its own tail (*necklace of adaption*, apparent value 400gp), and a wand carved from giant tusk with a wolf's head engraved on one end (*wand of detecting enemies* with 11 charges, apparent value 200gp).

In total the treasure in this room is worth 35,600gp and weighs 7 1/6 st.

[LORE] If the characters have seen a fresco of the funerary scene, they can recognize the monster as one of the giant snake abominations interred in crypts directly next to Semiramis' sepulcher.

B17. MAIN TREASURE VAULT OF SEMIRAMIS

[TRICK] The door from **B13** to this room is magically sealed. The magical seal cannot be **dispelled** or **knocked** opened by casters of less than 14th level. If the scepter from **A20** and the imperial orb from **C9** are inserted into the hands of the statue, the door is unsealed for so long as the scepter and orb are in place.

This vault is stacked with chests and coffers decorated with silver and urns with golden filigree. Heaps of coins lie all over and glittering weapons hang on beautifully-crafted displays.

[LOOT] The treasure vault includes the following loot:

- » A loose pile of coin and treasure containing 20,000sp, 16,000ep, 10,000gp in ancient Zaharan mint and 6 basilisk horns (400gp, 5 st each)
- » A platinum reliquary with crystal panes (2000gp)
- » A coffer containing 22 ingots of precious metals (300gp, 2st each; 6600gp and 44 st total)
- » A coffer containing a set of 17 alabaster and jet game pieces with jeweled eyes (8,700gp, 3/6 st total)
- » 3 chests of fine Zaharan porcelain (500gp, 5 st each; 1500gp, 15 st total)
- » 3 urns with golden filigree, metamphora preserving special components from a basilisk, giant constrictor snake and fire salamander (166st, 1000gp each; 3000gp, 498 st total)
- » A weapon rack containing a short sword with a silver blade mounted atop a golden hilt resembling a naked woman (*short sword* +2, *charm person*, apparent value 2000gp); a sword with a transparent blade set atop a pommel with engraved fractal snowflake patterns that feels very cold to the touch (*sword* +3, *frost brand*, apparent value 3000gp); a sickle sword with a pommel wrapped in black-thorned roses and a hepatizon blade caked in blood that cannot be washed off (*sword* +3, *harrower*, apparent value 2000gp, see New Magic Items p. 48); a staff made from silver and gold resembling two interwoven snakes climbing up a thorned platinum rose (*staff of power* with 20 charges, apparent value 8000gp); and an arrow carved from a giant tooth and fletched with silver feathers (*arrow* +3 of *dragon slaying*, apparent value 500gp)

In total the treasure in this room is worth 44,200gp and weighs 633 1/2 st.

CI. EASTERN ENTRANCE AREA

An earthquake has ripped a great rift through the rock here. Rubble from the ceiling and walls of the edifice's outer face are lying around in great quantity. Past the rift, a staircase of hewn granite flanked by stone monoliths ascends up to a door of black stone (to C3). A pair of statues carved from green marble flank the staircase, both carved to resemble a giant eye surrounded by tentacles. A partly destroyed marble statue of a robed Zaharan priest stands in an alcove east of the door. Its likeness is not recognizable due to heavy damage to the statue's face.

MAP KEY (C1, C2, C3, C4)

[MONSTER] 4 giant scorpions lurk in the rubble at the base of the ramp and sepulcher walls.

Giant scorpions (4): MV 150', AC 7, HD 4*, hp 20 each, #AT 3 (2 claws/sting 7+), Dmg 1d10/1d10/1d4 + poison, Save F2, ML +3, AL C, XP 135; Special: poison sting (save v. Poison or die), stinging strike (+2 bonus to stinger attack if either claw strikes in round)

[TRICK] Since it cuts through extensive portions of the dungeon, cunning adventurers may realize they can use the rift as a shortcut into the bowels of the Sepulcher. See p. 9 for details on ascending, descending, and crossing the rift.

[LORE] Characters making a successful Theology or Lore mastery proficiency throw recognize the tentacled eye as Telith, goddess of earthquakes and volcanoes. Characters with Black Lore of Zahar proficiency automatically recognize the statues.

C2. SOUTHEASTERN CEREMONIAL ROOM

This room has been greatly damaged by the great rift that cuts through this area of the dungeon. The floor is uneven and cracked and strewn with rubble from fallen segments of wall and ceiling. The northwestern section of the room contains a shallow basin, devoid of water, and the southwestern area has a broken statue, missing its upper torso. On the southern wall are the remnants of a fresco, depicting several red canals flowing into a building of some sort, unrecognizable because of the extensive damage. On the northern wall a largely-intact fresco depicts Zaharan religious rituals. Zaharan cultists are shown offering their blood into basins near an altar, bathing in the bloody basins, and donning clerical robes.

[LORE] Characters who explored the burial temple in the *AXI: The Sinister Stone of Sakkara* will recognize the fresco of red canals as a depiction of that temple.

C3. DESTROYED ENTRANCE AREA

This square room is strewn with rubble, all of its walls, floor and ceiling uneven and cracked. To the west it opens into a giant rift, across which another damaged room is visible. Doors on the north, east and south walls leading out of the chamber.

[LOOT] Characters who spend 1 turn (10 minutes) searching the rubble find a *potion of healing* (looks and tastes like apple juice).



C4. FRESCO ROOM

This square room is empty save for a series of granite slabs painted with frescoes. Two are standing on the southern wall and two on the eastern wall. To the west and north are doors leading out of the area.

[LORE] Fresco (a) has two panels. The first panel shows a cruel-looking Zaharan queen surrounded by numerous handsome courtiers or suitors. Her gaze shows disapproval, as if none of them are good enough for her. The second panel shows a man being murdered by the queen herself before a great tomb containing one hundred sarcophagi.

Fresco (b) has two panels. The first panel shows the Zaharan queen sitting on a throne perched high on a stylized pyramid. Before her are several groveling lizardmen being forced to have congress with mewling dogs. The second panel shows small scaly but dog-like humanoids crawling out of eggs while the queen and several lizardmen in chains look on. The lizardmen look horrified and humiliated at their first glimpse of the kobolds.

Fresco (c) shows the death of the queen over two panels. In the first panel, a procession carries her sarcophagus, and another hundred sarcophagi following behind it, to a marvelous sepulcher. Two giant snakes with the heads of women watch over the queen, flanking the procession left and right as it enters the sepulcher. The second panel shows Semiramis lying in her sarcophagus, surrounded by dozens of kobold and servant corpses in a sepulcher between two smaller crypts where giant snake-like abominations sleep. In front of her crypt are the one hundred sarcophagi.

Fresco (d) shows mummies awakening from their crypts and rousing the queen from her sleep. An inscription is written in Zaharan below the fresco. If translated, the inscription reads: *When the time of the Awakening is at hand, then my loyal servants shall be roused – then the torpor of their minds shall end, and they shall remember. And, remembering, they shall awaken their Queen, so that we can rightfully claim what is ours.*

[LORE] Characters with the Knowledge (history) or Lore mastery proficiency can make a proficiency throw to recognize the queen in the frescoes as Semiramis, queen of ancient Zahar.

C5. GUARDIAN CRYPT

Five artfully engraved sarcophagi lay in column along the eastern walls of this rectangular crypt. All of the sarcophagi are carved with depictions of praying men.

[MONSTER] The sarcophagi contain five **wights**.

Wight (5): MV 90', AC 4, HD 3**, hp 15, #AT 1 (claw 8+), Dmg Energy drain, Save F3, ML +4, AL C, XP 80; Special: enervative touch (drains 1 level permanently), immunity to non-magical/non-silver weapons, infectious (slain creature becomes wight in 1d4 days), undead immunities

[LOOT] Each **wight** wears an ancient Zaharan holy symbol of Nasga made from tusks and gold around its neck (300gp, 1/6 st each; 1500gp, 5/6 st total).

[TRICK] A section of wall in the northeastern corner of the crypt is structurally weak. The section can be recognized and torn down as described on p. 9.

C6. GIANT RIFT

A huge rift has torn through the sepulcher. Along its length, exits into rubble-strewn corridors and half-collapsed rooms are visible. Accessing them would be a formidable challenge as the rift is 20' to 30' wide and so deep that the light of torches or lamps fades before reaching the bottom.

[TRICK] Since it cuts through extensive portions of the dungeon, cunning adventurers may realize they can use the rift as a shortcut into the bowels of the Sepulcher. See p. 9 for details on ascending, descending, and crossing the rift.

[LOOT] At the bottom of the 60' deep rift lie five skeletons, presumably of adventurers. The skeletons gleam with a weird metallic sheen, as if they had fossilized into iron. Most of the dead adventurers' equipment is corroded by mold and dust, but the following items are still intact: a pouch with 1,000ep (500gp, 1 st), a small wooden box containing a small brass trumpet (*horn of blasting*, apparent value 5gp), a pair of dark red leather boots (*boots of traveling and springing*, apparent value 5gp), and five small iron medallions bearing the image of a stern looking humanoid holding an iron hammer. On the lower portion of each medallion is engraved the following "Member of the Fellowship of the Iron Guard. May the Ferrous One protect this brave soul". On the upper portion of each medallion there is engraved the name and occupation of its owner: "Frerin the Craftpriest", "Konman the Barbarian", "Reinar the Mage", "Thoron the Elven Ranger", "and "Valeera the Nightblade". Because of the strange fossilization of the skeletons, neither *speak with dead* nor *restore life and limb* function on them.

C7. GUARDIAN CRYPT

A single large sarcophagus, engraved with the picture of a Zaharan priest, rests in the middle of this rectangular crypt. Another 11 sarcophagi of plain stone stand upright along the walls.

[MONSTER] 10 **zombies** are interred in the standing sarcophagi while a **mummy** rests in the engraved sarcophagus.

Zombies (10): MV 60', AC 1, HD 2*, hp 9 each, #AT 1 (claw or weapon 9+), Dmg 1d8 or by weapon, Save F1, ML N/A, AL C, XP 29; Special: clumsy (always attack last in round), undead immunities

Mummy (1): MV 60', AC 10 (*hide armor & shield +1*), HD 5+1*, #AT 1 (sword 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/ non-fire attacks, resistance to fire and magical attacks, undead immunities; Equipment: *hide armor +1, shield +1*

[LOOT] The mummy wears a holy symbol of Nasga made from gold with platinum inlays (2000gp, 1/6 st) and bandages made from animal hide engraved with protective arcane symbols (*hide armor +1*, apparent value 50gp). It carries a round shield of cedar lined with the scales of a giant serpent (*shield +1*, apparent value 400gp).

[TRICK] A section of the eastern wall of the crypt is structurally weak. The section can be recognized and torn down as described on p. 9. It leads to C8.

C8. GUARDIAN CRYPT

A single large sarcophagus, engraved with the picture of a Zaharan warrior, rests near the middle of this rectangular crypt. Another 15 sarcophagi of plain stone stand upright along the walls.

[MONSTER] 15 skeletons are interred in the standing sarcophagi while an intelligent **skeletal slayer** rests in the engraved sarcophagus.

Skeleton (15): MV 60', AC 3, HD 1*, #AT 1 (spear 10+), Dmg 1d8, Save F1, ML -, AL C, XP 13

Skeletal Slayer (1): MV 60', AC 8, HD 5**, #AT 4 (+1 sword 5+, 3 sword 6+), Dmg 1d8+1/1d8/1d8/1d8 each, Save F5, ML -, AL C, XP 500; Special: fear aura (character seeing slayer must make save vs. paralysis or be paralyzed with fear for 1d6 rounds or until attacked), fire resistance, undead immunities; Equipment: *sword +1*

[LOOT] The skeletal slayer has 4 swords, each adorned with a red ruby (625gp each) in its hilt. One of these is actually a *sword +1*.

[TRICK] A section of the western wall of the crypt is structurally weak. The section can be recognized and torn down as described on p. 9. It leads to C8.

C9. EASTERN TREASURE VAULT

[TRAP] The door to this room has a silver handle and is locked and trapped with well-hidden sigils of power arranged in a circular pattern. A character who investigates the door notices the sigils with a successful proficiency throw to find traps. A character who succeeds on a Black Lore of Zahar, Collegiate Wizardry, or Magical Engineering proficiency throw of 14+ identifies the sigils as curses. The sigils are triggered if a character attempts to open the door without using the *silver key with circular patterns* (found in C14). When the trap is triggered, the character must succeed on a saving throws vs. Spells at -4 or suffer a *weakening curse*. Until the curse is removed, the cursed character suffers a -2 penalty to attack throws, saving throws, proficiency throws and damage rolls, and loses 1d4 points from a random ability each night at midnight. A character can be hit multiple times by this curse, making its effects cumulative! The curse may only be removed by casters of level 10 or higher.

The sigils are difficult to disable. Casting *dispel magic* on the door instantly triggers the curse against the caster. However, if the caster both makes his saving throw against the sigils and succeeds on his subsequent dispel throw against the sigils magic (10th level), then the sigils are disabled. A character can attempt to disable the sigils by carefully scratching them out in the ritually-appropriate order. Scratching out the sigils requires a successful proficiency throw to remove traps at -6, or at -2 if the character has Black Lore, Collegiate Wizardry, or Magical Engineering. Once the sigils are disabled, the lock can be picked, but the proficiency throw is at -6 due to the intricacy of the latch. The door detects as both magical and evil.

This room appears to be treasure vault. Dozens of urns are scattered about the floor while two dusty stone coffers stand next to a dark and blood-stained altar. Strewn about between the urns are the corpses of about a dozen giant rats, halfway decomposed. The ceiling above has great cracks large enough for giant rats to fit through.

[TRICK] A section of the wall in the northeastern corner of the vault is structurally weak. The section can be recognized and torn down as described on page 9.

[TRAP] [MONSTER] In the rat carcasses and urns are 15 **rot grubs**, waiting for live prey. If no precautions are taken, each character searching the room, inspecting the coffers, or just wandering about has a 50% chance to get into contact with 1d3 rot grubs. If a character touches a rat carcass or reaches into an urn without taking precautions he will automatically be infected with 1d3 rot grubs.

Rot Grub (15): MV 10', AC 0, HD 1hp, #AT 1 (burrow), Dmg special, Save F0, ML -, AL N, XP 5; Special: burrow (burrows into victim on contact; fire on wound prevents further burrowing but inflicts 1d6 damage to victim; *cure disease* destroys rot grubs in victim's body; if not stopped, rot grubs kill victim in 1d3 turns)

[LOOT] The scattered urns contain 2000gp total. One of them also contains a *bronze key engraved with repeating circular patterns*. It is the key to the cage door in the Eastern Laboratory (C18). The two stone coffers contain the following:

- » Coffer #1: An orb made from black iron encrusted with rubies (3000gp, 1 st). This orb is part of the key to opening the doors to B13.
- » Coffer #2: A *potion of climbing* (light grey fluid with small round rocks floating in it, tastes salty and slightly metallic), a *potion of speed* (looks and tastes like extremely strong black coffee), a *potion of gaseous form* (looks like a gas heavier than air swirling in the flask, tastes like humid grass), an icicle that never melts (*wand of cold*, 12 charges, apparent value none), a silken carpet with intricate serpentine imagery (*flying carpet*, apparent value 1000gp), a wide cone shaped shield made of bronze, engraved with a marching army (*shield +1*, apparent value 250gp), a shortsword with a bronze hilt and pommel resembling a curled up snake and broad blade that shimmers green (*shortsword +1*, apparent value 400gp), and a golden ring engraved with a shield (*ring of weakness*, apparent value 300gp).

In total, the treasure in this room is worth 13,000gp and weighs 2.1 1/6 st.

C10. GUARDIAN CRYPT

The door opens into a square crypt containing eleven sarcophagi. Ten sarcophagi are standing upright along on the walls and are made of simple dark stone. The eleventh sarcophagus is resting in the middle of the room. It is intricately engraved with a depiction of a royal servant.

[MONSTER] The engraved sarcophagus contains a **ghast**, while the plain sarcophagi contain 10 **blood hounds** (835 XP total).

Blood hound (10): MV 150', AC 3, HD 2***, #AT 2 (2 talons/tongue 9+), Dmg 1d6/1d6 + 1d4 blood drain or trip, Save F2, ML N/A, AL C, XP 47; Special: blood drain (1d4 ongoing, deal 4hp in one blow to cut off), trip (as Knockdown), undead immunities

Ghast (1): MV 90', AC 9, HD 4+1, #AT 3 (2 claws/bite 6+), Dmg 1d4/1d4/1d8 + save v. Paralysis, Save F2, ML +1, AL C, XP 365; Special: infectious (slain creature becomes ghast in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), stench (range 10', save v. Poison or -2 to attack-, proficiency, saving throws and attack rolls), disease (bitten: save v. Poison or character gets fever next day, lasts for 2d6 days and moves at 1/2 normal rate and -4 to attack-, proficiency, saving throws and attack rolls), undead immunities; Equipment: *leather armor +1*

[LOOT] The ghast is wearing mesh of golden thread inlaid with rubies (2500gp, 1/6 st) over a harness made from black leather with straps woven to look like slithering snakes (*leather armor +1*, apparent value 100gp)

C11. GUARDIAN CRYPT

Opening the door reveals a square crypt containing eleven sarcophagi, one resting in the middle of the room and the others standing upright along the walls. The center sarcophagus is engraved with a depiction of a Zaharan priest while the others are crafted of plain dark stone.

[MONSTER] 10 **venous sentinels** are in rotting corpses in the plain sarcophagi while a **mummy** rests in the engraved sarcophagus. Once disturbed the venous sentinels will claw their way out of the corpses.

Venous Sentinel (10): MV 120', AC 3, HD 2**, #AT 1d6 (slashes 9+), Dmg 1d4 + blood drain each, Save F2, ML N/A, AL C, XP 38; Special: blood drain (1 immediate and 1 ongoing, deal 3hp in one blow to cut off), undead immunities

Mummy (1): MV 60', AC 11, HD 5+1*, hp 29, 27, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/ non-fire attacks, resistance to fire and magical attacks, undead immunities; Equipment: *wand of fear*

[LOOT] The mummy's eyes are socketed with two blood red diamonds (1250gp each; 2500gp total). It carries a wand made of ebony wood with screaming skulls carved into it (*wand of fear* with 12 charges, apparent value 200gp).

C12. EASTERN CEREMONIAL ROOM

The northwestern and northeastern corners of this H-shaped chamber hold large semicircular basins of standing water. The southwestern and southeastern corners contain statues depicting men bowing down in prayer. Between them, on the southern wall, sits a black obsidian altar, and above it a silver rack, adorned with imagery of an attractive but cruel-looking woman with a serpent's tail and snakes for hair. Ten processional robes made from a strange, smooth leather hang from the rack, the leather tattooed with weird symbols.

The walls behind the statues are adorned with frescoes depicting impaled prisoners languishing in agony while demons and Zaharans dance in the rain of their blood. The walls behind the basins are frescoes with depictions of Zaharan religious rituals. Zaharan cultists are shown offering their blood into basins near an altar, bathing in the bloody basins, and donning clerical robes.

The southeastern corner of the room is broken open by a giant crevice. A large room is visible across the crevice, about 30' away.

[TRICK] The basins of unholy water are part of a cleansing ritual the Sepulcher's ancient caretakers once required of the living before they were permitted to visit the Sepulcher's most hallowed residents. If the characters bathe in the waters, they gain a +1 bonus to reaction rolls with undead until they bathe in another fluid. During this time the flay fiends will not attack them. The ritual requires a character to mix one drop of his own blood with the unholy water before bathing in it.

[TRAP] The ten processional robes are actually **flay fiends**. If the party dons the "robes" without first washing themselves in the basins of unholy water and applying the correct unholy rituals, the flay fiends will attack them. The flay fiends may wait until the party is in combat or another dangerous situation before using their envelopment attacks, with which they hit automatically if the cloaks are worn. If a character with the Black Lore of Zahar proficiency inspects the robes, he can automatically determine the tattoos on the cloaks are active necromantic glyphs. A character with the Collegiate Wizardry or Knowledge (occult) proficiency notices this on a proficiency throw of 15+. Wearing processional robes grants another +1 bonus to reaction rolls with encountered intelligent undead.

[TRAP] If any characters try to bathe here without first cutting themselves before the altar and shedding blood in the basins, the statues in the southern corners come to life and attack.

[MONSTER] The robes are **flay fiends** and the statues are **animated statues** (890 XP total).

Flay Fiend (10): MV 60; AC 2, HD 1***, hp 5 each, #AT 1 (constrict and suffocate 10+), Dmg 1d4 + suffocation, Save F1, ML -, AL N, XP 19

Animated Statue (2): MV 60; AC 5, HD 5*, #AT 2 (fists 6+), Dmg 2d6/2d6, Save F5, ML -, AL C, XP 350

[LOOT] The silver robe rack is worth 500gp and weighs 1 st. Atop the altar are five ritual implements made from gold and bone (100gp, 1/6 st each; 500gp, 5/6 st total) and three holy symbols of Nasga made from fine wood and silver (200gp, 1/6 st each; 600gp, 3/6 st total).

[LORE] Characters making a successful Knowledge (history) or Lore mastery proficiency throw know that the picture on the wall fresco is from the Cantic of Xisuthros, a set of religious hymns in praise of the Chthonic powers.

C13. RUINED STATUARY

The rift has torn through this great hall, bisecting it from southwest to northeast. Rubble from the ceiling and destroyed columns are strewn about. Near the northeastern corner, a fallen stone column has created an improvised bridge over the chasm. A large, 9' tall stalagmite has formed on the western side of the "bridge". In the southeastern wing of the great hall, the ceiling has fractured to form a huge pile of rubble that looks virtually impossible to traverse. Doors exit from the great hall to the north and south.

[MONSTER] The stalagmite by the "bridge" is actually a **roper**. He waits for the adventurers to move further into the room, close to the rift, before attacking. The roper will attempt to kill adventurers by dragging them over the rift and letting them fall to their deaths.

The adventurers have a -3 penalty to surprise rolls against the roper. However, if any player mentions that it seems weird to encounter natural rock formations in the interior of a constructed building without any apparent water flow, the party gains a +1 bonus to their surprise rolls instead. Any dwarf or any character with the Land Surveying or Caving proficiency notices that the roper is out of place on a proficiency throw of 11+.

For every week that passes there is a 1 in 6 chance that a new roper climbs up from the rift, drawn here by the presence of a temple of Telith.



Roper (1): MV 30', AC 9, HD 10***, hp 50, #AT 7 (1 bite, 6 tendrils 2+), Dmg 2d8 / restraint, Save F5, ML 2, AL C, XP 2950; Special: grasping tendrils (50' range, targets restrained if hit; restrained creatures cannot move, cannot use shields, and can be attacked with a +2 bonus, can be ambushed or backstabbed with a +4 bonus, and can be moved 10' per round per tendril towards roper; restrained creatures suffer cumulative -1 penalty to attack throws per tendril restraining it; restrained creature may attempt to escape as an action in lieu of attacking by making a save v. paralysis or proficiency throw to open doors, or may attempt to cut itself free with an attack vs. AC 5 that deal 10+ damage; severing tendrils deals no damage to the roper itself, and the roper can extrude a new tendril on its next initiative)

[TRICK] If the adventurers investigate the pile of rubble in the southeast, they discover an extremely narrow path which can be traversed at $\frac{1}{4}$ movement rate. Traversing the rubble requires a proficiency throw against a target value equal to twice the character's encumbrance in stone (e.g. 7 stones of encumbrance requires a throw of 14+). Characters with Contortionism or Acrobatics gain a +4 bonus to the throw. If the throw fails, the character gets stuck and must squirm and struggle for 2 turns (20 minutes) before trying again. Should the throw fail by more than 10, the character is stuck for four turns before he can try again.

Clearing the rubble with laborer's tools takes 8 man-hours; up to 8 characters can cooperate in this task.

[TRICK] The weak wall on the other side of the crawl space is extremely loose and can easily be pushed in, allowing access to the treasure vault at C9.

C14. EASTERN BLOOD POOL ROOM

The stone door to this room is sealed with heavy iron banding. The seal is heavily rusted and time has taken its toll on its structural integrity, but it still looks difficult to breach.

See the rules for sealed doors on p. 9. If the adventurers break the seal and enter, reveal the following:

The door opens to a large rectangular shrine. Against the north wall stands a black marble altar. Near the south, a 10'-diameter pool is filled with dark red blood that bubbles ever so slightly. Around the pool is a circle of ritual engravings. The western wall carries an elaborate fresco of a grey-cowled figure with red eyes standing before a black door, while Zaharans clothed in processional robes carefully approach him.

[MONSTER] 10 venous sentinels lurk in the pool. They will attack if disturbed or if the trap described below is triggered.

Venous Sentinel (10): MV 120', AC 3, HD 2**, hp 10 each, #AT 1d6 (slashes 9+), Dmg 1d4 + blood drain each, Save F2, ML N/A, AL C, XP 38; Special: blood drain (1 immediate and 1 ongoing, deal 3hp in one blow to cut off), undead immunities

[LORE] Characters investigating the fresco note that the grey-cowled figure is depicted sternly holding out one hand, as if signaling the approaching Zaharans to stop and await judgement. In his other hand, he is shown to hold a silver key. The Zaharans are depicted as bowing humbly, each holding out engraved bowls into which they pour some of their blood before approaching the figure guarding the black door. The bowls show engravings that look very similar to those around the blood pool. With a successful proficiency throw, characters with the Theology or Lore mastery proficiency know that the figure in the fresco shows Dirgion, the Doombringer, Chthonic god of death and undeath, judging the worthiness of Zaharans for the great Awakening (symbolized by the portal he is guarding). Characters with Black Lore of Zahar proficiency automatically understand the meaning of the fresco.

[TRICK] The door in the fresco is real. If the characters push the hand held out in the fresco, they hear a faint clicking sound. Then the door can be slid to the right side easily. This mechanism can be discovered with a successful proficiency throw to detect secret doors.

[TRICK] [LOOT] On close inspection, a rusty key imprint can be seen on the edge of the blood pool, near the surface of the fluid. At the bottom of the blood pool is a *silver key engraved with circular patterns*. It is the key to the Eastern Treasure Vault (C9).

[TRAP] Any character who touches the fresco, opens its secret door, or takes the key is attacked by bloody tendrils shooting from the pool. The targeted character(s) must make a successful saving throw vs. Paralysis or be grabbed and drawn into the pool. Once in the pool, the grabbed character(s) begin to be drained of blood, suffering 1d8 points of damage on the first round, 2d8 points of damage on the next round, and so on. A grabbed character can take no action except to attempt to escape with a saving throw vs. Paralysis. A character who escapes must spend one round coughing and vomiting blood for each round in the pit, during which time he can take no action save moving and defending himself. A character killed in the blood pool is torn apart and reborn 1d6 rounds later as a blood hound, while his skin becomes a flay fiend and his heart a venous sentinel. The pool gives off an extremely strong aura of necromantic magic if detection is used. Note that if adventurers wearing flay fiend robes begins drowning in the pool, the flay fiends will begin attack them, since they have bathed in another liquid (blood).

[TRICK] If the characters add a drop of their blood to the pool, the blood sacrifice may ward off the trap and pacify the venous sentinels for one day. Making a blood sacrifice deals 1 damage to a character. If at least one of the characters makes a blood sacrifice, the Judge should make a reaction roll, adding +1 if all the



characters washed themselves in a purification room; +2 if at least one of the characters is Chaotic; +1 if at least one of the characters is displaying a holy symbol of Nasga; and +2 if all the characters are wearing processional robes from a purification room. If the roll is 9+, then the venous sentinels will not attack and the trap will not trigger.

[TRICK] A section of the eastern wall of the room is structurally weak. It can be recognized and torn down as described on page 9.

[LOOT] The fresco itself has a gold inlay (500gp, 3/6 st). A ritual dagger placed on the altar has a hilt made from bone and a blade made from silver and gold (500gp, 1/6 st).

C15. GUARDIAN CRYPT

Opening the door reveals a square crypt containing eleven sarcophagi, one resting in the middle of the room and the others standing upright along the walls. The center sarcophagus is engraved with a depiction of a Zaharan warrior while the others are crafted of plain dark stone.

[MONSTER] In the engraved sarcophagus sleeps a **ghast**, while in the other sarcophagi rest 10 **ghouls**.

Ghoul (10): MV 90', AC 3, HD 2*, #AT 3 (2 claws/bite 9+), Dmg 1d3/1d3/1d3 + save v. Paralysis, Save F2, ML +1, AL C, XP 29; Special: infectious (slain creature becomes ghoul in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), undead immunities

Ghast (1): MV 90', AC 9, HD 4+1, hp 25 #AT 3 (2 claws/bite 6+), Dmg 1d4/1d4/1d8 + save v. Paralysis, Save F2, ML +1, AL C, XP 365; Special: infectious (slain creature becomes ghast in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), stench (range 10', save v. Poison or -2 to attack-, proficiency, saving throws and attack rolls), disease (bitten: save v. Poison or character gets fever next day, lasts for 2d6 days and moves at ½ normal rate and -4 to attack, proficiency, and saving throws), undead immunities; Equipment: *leather armor +1*

[LOOT] The ghast is wearing five pieces of elaborate Zaharan jewelry (400gp, 1/6 st each; 2000gp, 5/6 st total) around his neck, arms and legs. It has donned a stitched harness of dried human skin tanned to a deep red leather (*leather armor +1*, apparent value 200gp)

C16. GUARDIAN CRYPT

A single large sarcophagus, engraved with the picture of a Zaharan warrior, rests near the middle of this rectangular crypt. Another 15 sarcophagi of plain stone stand upright along the walls.

[MONSTER] The 15 plain sarcophagi hold **flay fiends**. An intelligent **skeletal slayer** rests in the engraved sarcophagus.

Flay Fiend (15): MV 60', AC 2, HD 1***, #AT 1 (constrict and suffocate 10+), Dmg 1d4 + suffocation, Save F1, ML -, AL N, XP 19

Skeletal Slayer (1): MV 60', AC 12, HD 5**, #AT 4 (sword 6+), Dmg 1d8/1d8/1d8/1d8, Save F5, ML -, AL C, XP 500; Special: Fear aura (a character seeing the slayer must make a saving throw VS. Paralysis or be paralyzed with fear for 1d6 rounds or until he is attacked. He cannot take actions or move for the duration.); Equipment: *plate armor +1*

[LOOT] The Skeletal Slayer has many strands of golden thread (2500gp 1/6 st) attached to his head, looking like hair. He is covered in a complete set of plate armor, black with golden rivets and ornament. In the middle of the chest piece is a golden inlay depicting a burning skull (*plate armor +1*, apparent value: 800gp)

C17. GUARDIAN CRYPT

A pair of gigantic sarcophagi lay side by side in the northern wing of this L-shaped crypt. The sarcophagi are made of dark stone, uncarved and unmarked.

[MONSTER] In the sarcophagi lie two **necropedes** with 8 body segments each. Both have plate armor bolted onto their bodies.

Necropede (2): MV 180', AC 6, HD 8**, hp 44, 42, #AT 3 (slams 3+), Dmg 1d10, Save F6, ML N/A, AL C, XP 1600; Special: crushing hug (3d8 ongoing if 2+ slams strike on one round, save v. Paralysis to escape), undead immunities

C18. EASTERN LABORATORY

The door to this rectangular room opens into a metal cage. An iron door on the north face of the cage leads out into the remainder of the room. It is engraved with circular patterns and has a bronze handle. The room beyond is filled with shelves full of flasks, pots, and jars.

In the northeastern corner there is a large stone counter, atop which lies a grotesquely mutilated corpse with a bloated belly. A seam of golden thread is woven along its distended stomach. Next to the stone counter stands a table, blackened with dark stains and covered with surgical instruments scattered around a tub of flayed skins and desiccated hearts. In the southeastern corner sits a dark altar of black marble.

[TRAP] The door in the cage has a bronze handle engraved with circular patterns. The door is locked and the latch trapped with a poison needle. The trap is sprung if somebody tries to forcefully open the door without a key by breaking it or picking the lock. A character who triggers the trap must make a saving throw vs. Poison or die in one turn. The proficiency throws to find and remove the trap, pick the latch, and/or open the door are at -2 due to the intricacy of the mechanisms. The trap has 3 charges. The door can be opened using the *bronze key with circular patterns* hidden in the Eastern Treasure Vault (C9).

[MONSTER] The corpses on the stone counter is a **nathaghol**, held in torpor by the golden thread, while the flayed skins and hearts in the tub are **flay fiends** and **venous sentinels**. If the golden thread is removed, the nathaghol is freed but it will at first “play dead,” preferring to use its coin throwing ability only when the adventurers turn their backs on it. The flay fiends and sentinels wake up 1d6 rounds after the adventurers exit the cage but will lay in wait for the appropriate moment.

Nathaghol (1): MV 120', AC 8, HD 10***, hp 45, #AT 3 (claws/bite 2+), Dmg 1d8/1d8/3d6, Save F10, ML N/A, AL C, XP 2950; Special: climb walls 3+, hide in shadows 12+, move silently 10+, coin curse (throw coin 1/day and 1d6 coins fall when struck by slashing weapon 1/day, creatures within 60' of each coin must save v. Spells or be cursed), regeneration (3 hp/round while ingesting coins), spell-like abilities (locate object at will)

Flay Fiend (8): MV 60', AC 2, HD 1***, #AT 1 (constrict and suffocate 10+), Dmg 1d4 + suffocation, Save F1, ML -, AL N, XP 19

Venous Sentinel (8): MV 120', AC 3, HD 2**, hp 10 each, #AT 1d6 (slashes 9+), Dmg 1d4 + blood drain each, Save F2, ML N/A, AL C, XP 38; Special: blood drain (1 immediate and 1 ongoing, deal 3hp in one blow to cut off), undead immunities

[LOOT] If a character with Healing proficiency inspects the nathaghol (either dead or while in torpor), they notice a *golden key* lodged in its jaw. Removing the key does not release the nathaghol. It is one of the two keys that opens the grand door in B3.

[LOOT] The fine golden thread woven into the nathaghol's belly is worth 2000gp and weighs 1/6 st. The table is covered by alchemical implements (3000gp, 4 st). Underneath it are 3 large pots of embalming fluid (100gp, 8 st each; 300gp, 24 st each). On the shelves are 14 empty flasks and the following potions: a *potion of fire resistance* (a chilly, light blue fluid with small snow crystals floating in it, tastes like spicy mint), a *potion of animal control* (looks like slightly brown water with fur floating in it, tastes like wet dog), a *potion of super-heroism* (tastes like absinthe, looks like silver water with golden feathery particles floating in it), and an *oil of slipperiness* (looks and tastes like regular olive oil).

[TRICK] The embalming fluid contained in the barrels can be used with empty flasks found on the shelves to make military oil (20 flasks total). If an entire barrel is set on fire, it explodes in 2d3-1 rounds, dealing 6d6 points of damage to everything in a 15' radius (save vs. Blast for half).

C19. TEMPLE OF TELITH

The entire floor of this grand chamber is tiled with slabs of black obsidian, and all the walls decorated with frescoes illustrating powerful earthquakes and volcanic eruptions. A recurring motif of a sinister green tentacled eye appears in all the illustrations. A fire-blackened granite hearth in the northern area still burns with an enchanted eternal flame. A glowing golden key is visible in the flames. In the middle of the chamber a 20' diameter ritual circle carved on the floor and adorned with platinum reliquaries surrounds a heap of rocks glowing with heat. A grotesque statue of a pregnant crone looms over the chamber from a pedestal on the south wall. Six fire braziers stand unlit in the room: a pair each on the east and west walls, and two larger braziers in the southwest and southeast framing the grotesque statue.

[MONSTER] If a character approaches within 5' of the hearth or enters the ritual circle, the braziers light up with an eerie, otherworldly flame. If any character tries to take the key from hearth, open the northeastern door by force, or disturb a brazier, two **greater hellhounds** spring from the large braziers in the southern area, four **lesser hell hounds** emerge in a gust of flame from the remaining small braziers, and the heap of rubble rises to form an **earth elemental**. Though summoned, these creatures cannot be dispatched with **dispel evil**.

Lesser hellhound (4): MV 120', AC 5, HD 3, hp 19, 17, 15, 13, 10, #AT 1 (bite 8+ or breath), Dmg 1d6 or 3d6 fire, Save F3, ML +1, AL C, XP 65; Special: detect invisibility 60' (75%), immunity to non-magical fire, breath weapon (the hellhound attacks with his breath 30% of the time, save v. breath for half damage.)

Greater hellhound (2): MV 120', AC 5, HD 7, hp 40, 37, 36, 32, 25, 24, #AT 1 (bite 4+ or breath), Dmg 1d6 or 7d6 fire, Save F7, ML +1, AL C, XP 790; Special: detect invisibility 60' (75%), immunity to non-magical fire, breath weapon (the hellhound attacks with his breath 30% of the time, save v. breath for half damage.)

Earth Elemental (1): MV 60', AC 9, HD 12*, hp 50, #AT 2 (slam 1+), Dmg 2d8, Save F12, ML -, AL C, XP 2100; Special: Elemental being (Earth elementals inflict an extra 1d8 points of damage when they successfully hit opponents standing on earthen or stony floor)

[TRICK] Anytime a hellhound is slain, at the end of the combat round the brazier it emerged from will send out a strong blast of flame that revives the hellhound, returning it to life with 3d8 hp (if lesser) or 7d8 hp (if greater). Revived hellhounds cannot move in the round they are revived but can still attack. Knocking over a brazier douses its flame and prevents it from reviving its hellhound. Knocking over a brazier requires a proficiency throw to open doors. Up to three characters can work together on each brazier, gaining a +4 bonus per extra character. The earth elemental can re-erect and ignite a doused brazier with its super-heated rocks in lieu of attacking.

[TRICK] The door on the northeastern wall that leads to Telith's Smith (C20) is locked. The *golden key* in the hearth flames opens the door. A character retrieving the key suffers 1d8 points of fire damage unless he is protected by *fire resistance* or similar magic.

[TRICK] A section of the western section is structurally weak. It can be recognized and torn down as described on page 9.

[LOOT] There are four platinum reliquaries with crystal panes arranged at the edges of the ritual circle (1000gp, 1/6 st each; 4000gp, 4/6 st total). In the hearth lies a small golden key that looks like a fulgurite.

[LORE] Characters with the Theology, Knowledge (religion) or Lore mastery proficiency can make a proficiency throw to recognize the green tentaced eye and the pregnant crone as common depictions of Telith, goddess of volcanos, earthquakes, and wilderness. Characters with Black Lore of Zahar proficiency automatically recognize Telith.

C20. TELITH'S SMITHY

[TRICK] The door from the Temple of Telith (C19) is locked. The *golden key* found in C19 unlocks the door.

This square chamber contains an ancient smithy powered by a smokeless fire. The smithy's anvil, occupying the center of the room, is engraved with runes of fire and stands inside a magic circle surrounded by runes. The walls of the room are hung with racks of shelving with various objects lying on them.

[LOOT] The items on the shelves include:

- » A 10" stick of raw hardened iron (*wand of fire balls* with 13 charges, apparent value 5gp)
- » A staff made from silver resembling interwoven thorny roses (*staff of healing*, apparent value 700gp)
- » A surprisingly light shield made from metal sheets plated with volcanic rock (*shield +2*, apparent value 600gp)
- » A shortsword with a blade that seems to be still glowing with heat and is slightly warm to the touch (*short sword +2, light 30' radius*, apparent value 600gp)
- » 5 crossbow bolts that look like they are made out of molten metal (*crossbow bolt +3*)
- » 24 arrows made from a strange silver alloy that glows dimly (*arrows +1*)
- » 27 crossbow bolts made from the same strange metal (*crossbow bolts +1*)

[TRICK] The smithy is magically fueled by the ever burning hearth in C19. The anvil gives a +1 bonus to magic research throws to create fire-based magical items. It can be moved but weighs 150 stone. The anvil creates a **smoldering furnace of elemental fire** (see *Heroic Fantasy Handbook* p. 97) in a 15' radius around itself.

NEW MAGIC ITEMS AND SPELLS

NEW MAGIC ITEMS

Ring of the Queen's Heart: According to legend, this bejeweled band was used by the sorceress-queen Semiramis during her courtship by the hundred lords of her realm. The wearer of the *ring of the queen's heart* becomes completely immune to enchantments, including charm, hold, sleep, Mystic Aura, and other related effects. Once per turn, by kissing the *ring of the queen's heart*, the wearer can become *invisible* (as the spell). Value: 191,000gp (5th level permanent effect, 4th level per-turn effect).

Shortsword +2, light 30' radius: This shortsword is exactly like a normal *shortsword* +2, except that it emanates light in a 30' radius (as a torch).

Spear +2, Frost Brand: This *spear* +2 is a *spear* +4 against monsters that live in a hot environment or use a fire-based attack. The spear sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a *ring of fire resistance*. A *frost brand* extinguishes all non-magical fires in a 10' area when touched to a flame.

Sword +1, Frost Brand: The *frost brand* +1 is a *sword* +2 against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a *ring of fire resistance*. A *frost brand* extinguishes all non-magical fires in a 10' area when touched to a flame.

Sword +2, Flame Tongue: This sword is +3 against regenerating or avian monsters and +4 against undead or plant-like monsters. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +3, Harrower: This legendary weapon is a *sword* +3 with a hilt and pommel wrapped in black-thorned roses and a sickle-shaped hepatizon blade caked in blood that cannot be washed off. Any time the wielder of the *harrower* hits a living creature, black thorny thistles issue from the blade and enter the wound, dealing an additional 1d6 points of damage to the target. The thorns are incredibly painful, and impose a cumulative -1 penalty to the creature's attack throws and proficiency throws with each hit. Wielding the *harrower* can be perilous, however: Anytime a living wielder rolls a natural 1 on his attack throw, he cuts his palms on the thorns on the hilt, suffering 1d6 points of damage and a -1 penalty as above. The thorns can be removed with a successful Healing proficiency throw or *cure disease* spell. A living creature slain by the *harrower* cannot be restored to life except by *miracle* or *wish*.

Sword, Masterwork +1 Damage: This is an extremely high-quality sword, forged close to perfection. It deals +1 damage but has no bonus to hit and does not count as magical attack.

NEW SPELLS

Animate Drowned Corpse Range: Touch

Arcane 5 Duration: Special

This spell turns the body of a corpse that died by drowning into a **drowned zombie** that follow the caster's spoken commands. Drowned zombies have one more Hit Die than the monster had in life. A drowned zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. Animate drowned corpse normally lasts for just one day, but the spellcaster can make the spell permanent by sprinkling 1 vial of unholy water per Hit Die on each zombie. If this is done, the undead remain animated until they are destroyed or dispelled.



NEW MONSTERS

DROWNED ZOMBIE

% In Lair:	35%
Dungeon Enc:	Throng (2d4) / Abattoir (4d6)
Wilderness Enc:	Horde (4d6) / Abattoir (4d6)
Alignment:	Chaotic
Movement:	60' (20') 1
Armor Class:	2
Hit Dice:	2***
Attacks:	1 (bite)
Damage:	1d8
Save:	F1
Morale:	N/A
Treasure Type:	None
XP:	47

Drowned zombies are undead corpses that died by drowning, reanimated through dark and sinister magic by infusing it with a malevolent water spirit. Because of their utter lack of intelligence, the instructions given to a zombie by its creator must be very simple. Like zombies, they are susceptible to ordinary weapons, and like other undead they are immune to poison, and *charm*, *hold*, and *sleep* spells. They are turned as zombies.

A character hit by a drowned zombie must make a successful saving throw v. Death or have his lungs filled with water for 1d6 rounds, gaining the **suffocating** condition. While suffocating, the character suffers 1d6 points of damage at the start of his initiative and is unable to take any action except moving. If a character dies while suffocating, he rises as a drowned zombie in the following round. The newborn drowned zombie expires after one day, unless he rose in a sinkhole of evil or is sprinkled with unholy water before expiring.

Drowned zombies are **difficult to kill in water** (at least 2" deep). If a drowned zombie is reduced to 0 hp or less while in water by an attack that dealt 10 points of damage or less, the drowned zombie is not slain, merely knocked down and rendered inactive. At the start of its next initiative, the drowned zombie will regain 2d8 hp. As soon as the drowned zombie has 1 hp or more, it becomes active again and can resume fighting. A character wielding an edged weapon and adjacent to an inactive drowned zombie can spend his initiative dismembering it, which automatically destroys the zombie. Otherwise, the drowned zombie can only be destroyed with a blow that deals more than 10 points of damage or by removing it from water.

GHAST

% in Lair:	20%
Dungeon Enc:	Pack (1d4) / Lair (2d4 plus 2d8 ghouls)
Wilderness Enc:	Horde (2d8) / Lair (2d4 plus 2d8 ghouls)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	6
Hit Dice:	4+1***
Attacks:	3 (bite/claw/claw)
Damage:	1d8/1d4/1d4
Save:	F4
Morale:	+2
Treasure Type:	N
XP:	365

Cursed children of the night, ghosts are a more powerful and more disgusting version of regular ghouls afflicted with a boundless appetite for sweet human (or lizard) flesh. Like their lesser relatives, ghosts attack with both claws and a vicious bite; any successful attack requires the opponent to succeed on a saving throw vs. Paralysis, or become paralyzed for 2d4 turns. A ghost's paralysis may be cured with **cure light wounds** and cannot affect creatures immune to ghoul paralysis or creatures of huge size or bigger.

Unlike ordinary ghouls, ghosts emit a horrid stench reeking of unholy death and decay. Any living creature within 10' of a ghost must succeed on a saving throw vs. Poison or be sickened for 1d8 rounds. While sickened, a creature suffers a -2 penalty to all attack throws, damage rolls, proficiency throws, and saving throws. Any creature who succeeds on the saving throw is immune to the stench of the same pack of ghosts until the next dawn.

Worse, a ghost's bite carries a horrid disease. Any creature successfully bitten by a ghost must succeed on a saving throw vs. Poison or suffer a debilitating fever that begins the next day and lasts for 2d6 days or until treated with **cure disease**. While fevered, the creature moves at ½ its normal rate and suffers a -4 penalty to all attack throws, damage rolls, proficiency throws, and saving throws.

Any living creature slain by a ghost rise again as a ghost at the next sunset, unless the body is burned or **blessed**. Like all undead, ghosts are immune to **sleep**, **charm**, and **hold** spells and poison. Ghosts are turned as wights.

LIZARDMAN ZOMBIE

% In Lair:	35%
Dungeon Enc:	Throng (2d4) / Abattoir (4d6)
Wilderness Enc:	Horde (4d6) / Abattoir (4d6)
Alignment:	Chaotic
Movement:	60' (20') 1
Armor Class:	4
Hit Dice:	3+1*
Attacks:	1 (bite)
Damage:	1d8+2
Save:	F1
Morale:	N/A
Treasure Type:	None
XP:	100

These are the soldiers of the Thrassian Untash who fell in the tomb of Semiramis during their service. They are reanimated by the necromantic energies suffusing the temple and wander the halls aimlessly.

ROPER

% in Lair:	30%
Dungeon Enc:	Solitary (1) / Cluster (2d3)
Wilderness Enc:	Solitary (1) / Cluster (2d3)
Alignment:	Chaotic
Movement:	30' (10')
Armor Class:	9
Hit Dice:	10***
Attacks:	7 (1 bite, 6 strands)
Damage:	2d8 / restraint
Save:	F5
Morale:	+2
Treasure Type:	P x 2
XP:	2,950

When dark and ruinous forces of Chaos flow through a dark cavern or a rotting forest, they sometimes transform a stalagmite or a rotting tree trunk into a constricting, ravenous monstrosity known as a roper. A roper weighs 2,200lbs and stands some 9' tall, tapering from 3-4' feet in diameter at the base to 1' across at the top. Its coloration and temperature change to match the features of the surrounding cave or forest.

While slow to creep on the cavern or forest floor, the roper may launch six strong, sticky strands up to 50'. On a successful attack throw with a strand, a roper automatically **restrains** the creature it hit. Thereafter the roper can automatically move its restrained victim 10' per round towards itself. Doing so counts as the roper's attack with the strand it has used to restrain the creature.





A roper can restrain a different creature with each strand simultaneously. It can also choose to restrain a particular creature with multiple strands. If this occurs, the restrained creature suffers a -1 penalty on its attack throws for each additional strand, and can be moved an additional 10' per round towards the roper.

A restrained creature cannot move until it escapes or cuts itself free from the roper's strand(s). The restrained creature may attempt to escape as an action in lieu of attacking. It may attempt to slip free with a saving throw versus Paralysis or it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. To cut itself free, a creature must successfully hit the strand (AC 5) and deal 10 points of damage with one blow. Severing a strands deals no damage to the roper itself, and the roper can extrude a new strand on its next initiative. Remember that restrained creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules in Axioms 6 p. 4 for more details.

SKELETAL SLAYER

% In Lair:	35%
Dungeon Enc:	Throng (1d3) / Boneyard (2d3)
Wilderness Enc:	Horde (2d3) / Boneyard (4d3)
Alignment:	Chaotic
Movement:	120' (40') 1
Armor Class:	8
Hit Dice:	5**
Attacks:	4 (weapons)
Damage:	1d8/1d8/1d8/1d8
Save:	F5
Morale:	+4
Treasure Type:	None
XP:	500

Skeletal slayers are Zaharan warriors, brought back as four-armed skeletal abominations carrying swords with plate armor bolted onto their bones. Skeleton slayers are intelligent, but have no desire to collect treasure. They seek to fulfill their ancient oaths of duty and to test their mettle in combat, in the best case against worthy opponents. They often are kept in guardian crypts as a security measure, sleeping away the centuries in torpor until they are awakened.

In addition to their powerful armor and armaments, skeletal slayers carry an **aura of dread** that can chill the soul of even the bravest. Any character seeing the slayer's terrifying visage must make a saving throw vs. Paralysis or be paralyzed with dread for 1d6 rounds or until attacked by the skeletal slayer.

Like all undead, skeletal slayers are immune to poison, gas, *charm*, *sleep*, and *hold* spells. They are turned as mummies.

THRASSIAN (GREATER LIZARDMAN)

% In Lair:	30%
Dungeon Enc:	Solitary (1) / Lair (1)
Wilderness Enc:	Solitary (1) / Dominion (2d4)
Alignment:	Chaotic
Movement:	60' (20') Swim: 120' (40') Fly: 30' (10')
Armor Class:	6
Hit Dice:	4+1
Attacks:	3 (2 claws or weapons, 1 bite)
Damage:	1d4+1/1d4+1/1d10+1 or by weapon +3
Save:	F4
Morale:	+2
Treasure Type:	J (per Thrassian), L (dominator), N (tyrant)
XP:	140

Magically bred from a cross of men and giant lizards long ago by unknown arcanists, the Thrassians once held much of the Ammas Aurë region in their scaly claws. Such was their power that primitive man worshiped them as gods and served them as slaves. Yet from this height, the Thrassian people fell to abyssal lows. Some taint in the Thrassian bloodline caused them to slowly degenerate into primitive savagery. Had they been kinder to their subject peoples, the Thrassians might have slipped into obscurity peacefully. Instead they were violently overthrown by the Zaharans, who seized power from their former masters and formed their own dark empire.

Of the handful of Thrassians that survived the Zaharan uprising, most fled to the outlying swamps and jungles, where they continued their devolution to the primitive lizardmen of today. The few true Thrassians that presently exist are slaves sorcerously bred for the amusement of Kemeshi nobles. Other civilized lands remember the Thrassians only from aged histories, and look on their degenerate ancestors with contempt as brutes. The time of the Thrassians has passed.

Or has it? The lizardmen claim it is yet to come. Their scaly shamans teach that the greatest of the Thrassian priest-kings escaped the wrath of the Zaharans, and even now slumbers in a hidden vault; and that when he awakens, he shall stride forth with a legion of Thrassian warriors and lead his children to restore the empire of old. The sages deem this a fable, merely the lizardmen's version of the Chthonic myth of the Awakening. If it were true, however, and one of the Thrassian tyrants of old did return, then the shores of the Ammas Aurë would become an abattoir, as the Thrassians avenged a thousand years of humiliation with blood and slaughter.

Thrassians stand 7' to 8' tall, resembling massive lizardmen with large heads characterized by prominent and protruding fangs and glowing yellow eyes that grant 120' infravision. Dragon-like wings erupt from their shoulder blades, giving them crude flight capabilities. They typically fight with bites and claws, but sometimes wield weapons, favoring tridents (pole arms) for battlefield formations and javelins for aerial skirmishing. Their immense strength grants them a +3 bonus to damage with weapons. They typically wear partial leather or hide armor atop their thick, scaly hides.

Thrassians are the natural leaders of lizardmen, and are rarely encountered without a substantial force of followers and servants. A Thrassian has a 75% chance to be guarded by 1d8 lizardman champions and 5d8 lizardman warriors. A Thrassian has a 10% chance of either Priest or Mage abilities at level 4. Thrassian Priests are worth 215 XP each, while Thrassian Mages are worth 280 XP each.

When Thrassians are encountered in a dominion, there will be 1d8 lizardmen champions and 5d8 lizardman warriors serving *each* Thrassian. The Thrassians and their lizardmen followers will collectively be led by a Thrassian dominator with AC 9, 8+1 Hit Dice, and 40 hit points, dealing +2 damage with natural attacks or +4 damage with weapons. A dominator has either Priest (75%) or Mage (25%) abilities at level 8. A dominator may possess magic items in addition to any held by the dominion. For each category of item (potion, sword, etc.), there is a 40% chance that he possesses an item of that category. Dominators are worth 1,100 XP if Priests and 1,600 XP if Mages.

Thrassian dominions will also have 1d4x10 noncombatants and 1d4x20 eggs for every 20 lizardmen. Thrassian noncombatants fight as gnolls. Eggs do not fight. If properly tended, 5% of a dominion's eggs will hatch into Thrassians, 20% will hatch into lizardman champions, and the remaining 75% will hatch into ordinary lizardmen. As long as the dominator is alive, the dominion's members gain a +2 to morale rolls.

According to legend, Thrassian dominators are themselves commanded by Thrassian tyrants, though such a creature has not been seen in over a thousand years. If encountered, a tyrant has AC 10, 11+1 Hit Dice, and 55 hit points, dealing +3 damage with natural attacks and +5 damage with weapons. (Some tyrants achieved even greater power as undead, after the flesh...) All tyrants are spellcasters, with either Priest (75%) or Mage (25%) abilities at level 11. Like dominators, tyrants may possess magic items, with a 55% chance per category of an item. Tyrants are worth 7,200 XP if Priests and 10,400 XP if Mages.

Smallest Hex Scale
 □ 55 ft. 6 mi.
 □ 1320 ft. □ 24 mi.

Borderlands

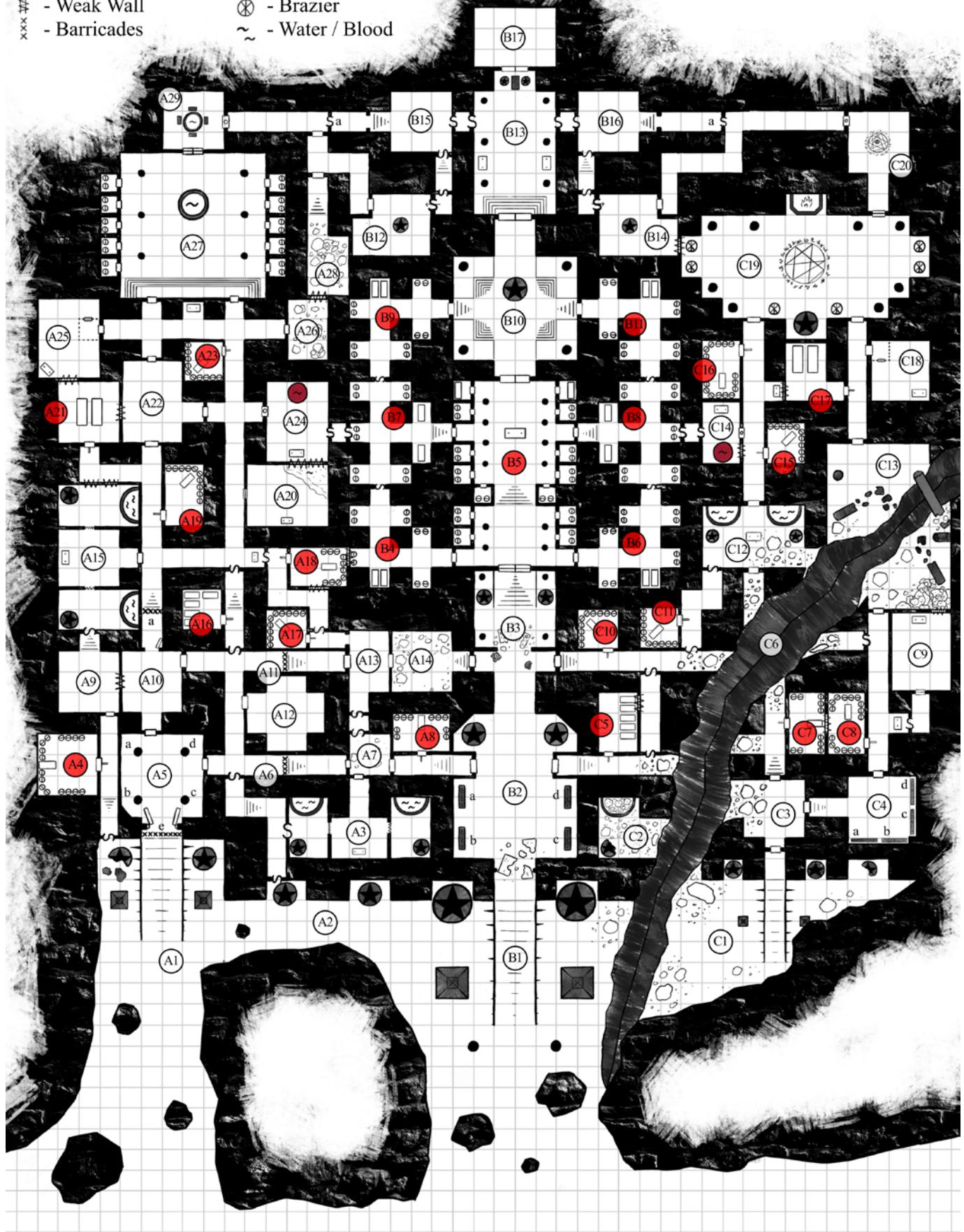
Area Mapped



- S - Secret Door
- - Door
- ⊞ - Blocked Door
- ⊞ - Sealed Door
- ⊞ - Weak Wall
- ⊞ - Barricades

- ★ - Statue
- - Pillar
- ⊞ - Monolith
- ⊞ - Dark Altar
- ⊞ - Brazier
- ~ - Water / Blood

- - Lying Sarcophagus
- ⊞ - Standing Sarcophagus



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