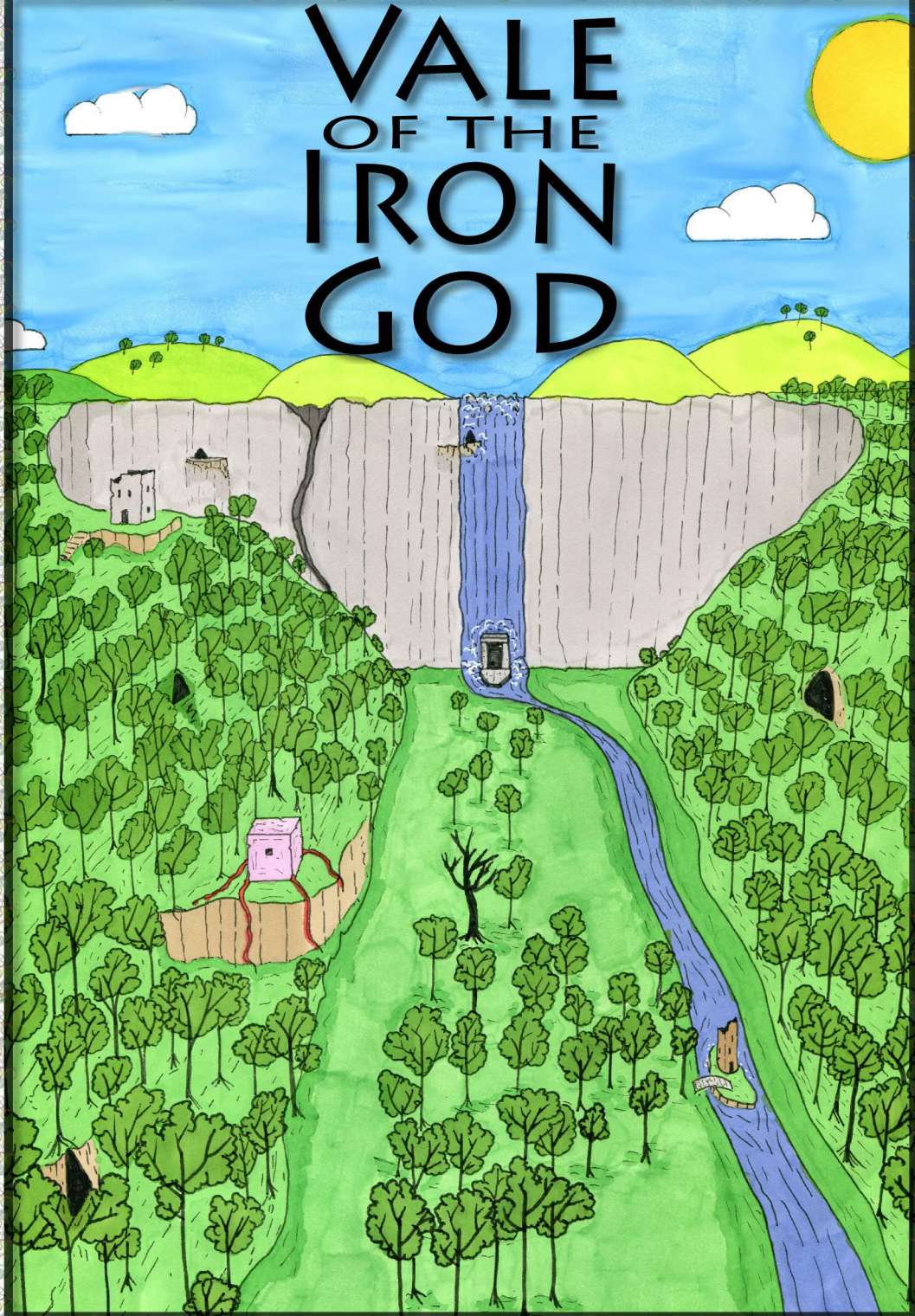


VALE OF THE IRON GOD





The vale sits between two mountains that border the rolling hills and plains of the *Desolation*, and is the source of the *Bitter Ice River* that flows through that land of lost empires. The **Vale** itself is said to hold the living corpse of the **Iron God**, the very deity that wiped out the Lost Empires. Many bold (some say foolish) adventurers have come to this vale to seek their fortunes, but few have returned.

Those that did spoke of caves where monsters dwelt, strange ruins, and of the dangers of the tomb of the *Iron God*; but these men and women also brought out gold and jewels and wondrous artefacts, and their successes continue to draw others to the **Vale of the Iron God**.



The Vale of the Iron God is the third **Book of Lairs**, containing ten lairs/dungeons filled with monsters and treasure compatible with most OSR-styled fantasy games, but specifically designed for the **Adventurer, Conqueror, King System (ACKS)**.

VALE
OF THE
IRON GOD
THE THIRD BOOK OF LAIRS

BY
SIMON
FORSTER

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Designed for use with the **Adventurer Conqueror King System**

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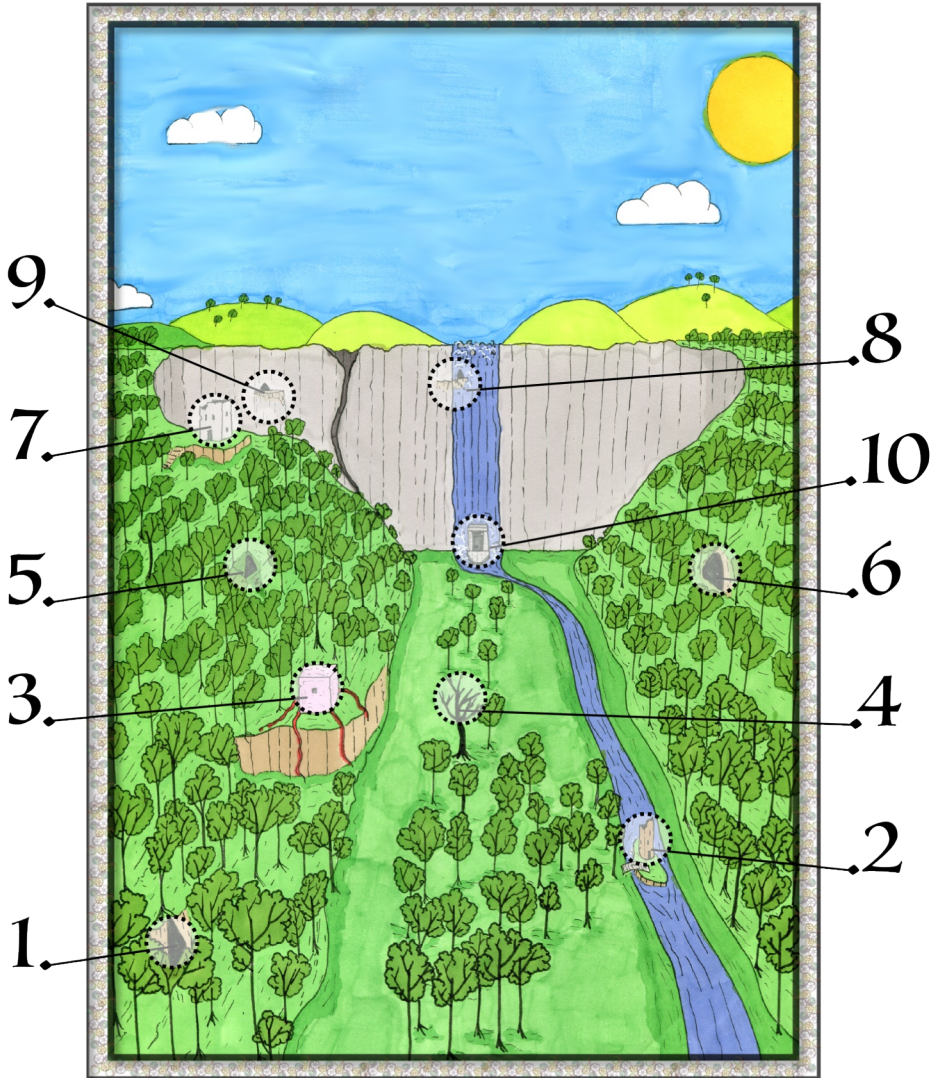
VALE OF THE IRON GOD

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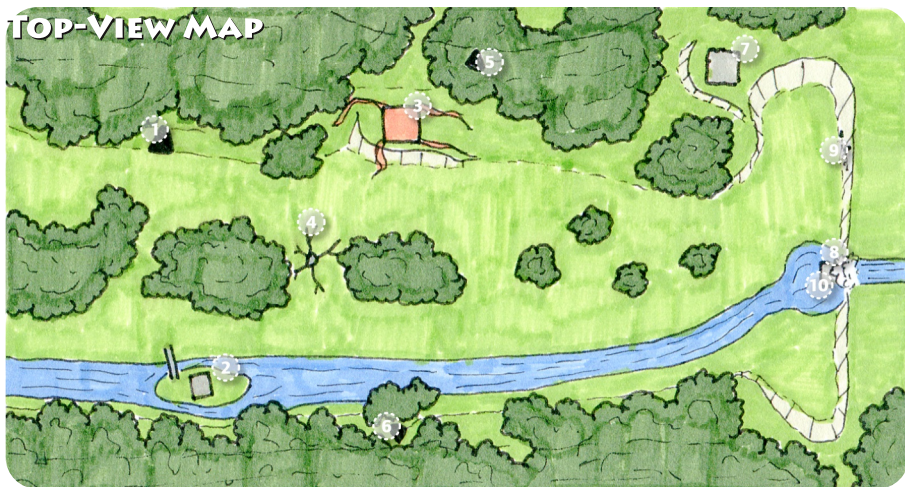
*Those that did spoke of caves where monsters dwelt, strange ruins, and of the dangers of the tomb of the Iron God; but these men and women also brought out gold and jewels and wondrous artefacts, and their successes continue to draw others to the **Vale of the Iron God**.*

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VALE OF THE IRON GOD



ILLUSTRATIVE MAP



1. Cave of Bones: a cavern of old bones, where giant rodents have been known to dwell. There is more to this cave than meets the eye, as a secret passage leads to a forgotten catacomb.

2. Moonshine Ruins: a ruined tower that glitters in the moonlight, with a dungeon complex beneath said to be inhabited by brigands led by a sorceress.

3. The Flesh Box: a pink, flesh-like cube with strange red tentacles that dig into the surrounding earth. A single entrance, like a wound, leads into a strange dungeon that has yet to reveal its secrets.

4. Tree of Lost Souls: a massive dead oak tree said to be haunted by the souls of the dead.

5. The Owl & the Pussycat: the lair of an owlbear and its feline 'pet'. No one has managed to slay the beast, which is said to possess great cunning.

6. Glittering Caves: a series of caverns that hold mystical crystals said to bestow magic; they are guarded by monsters.

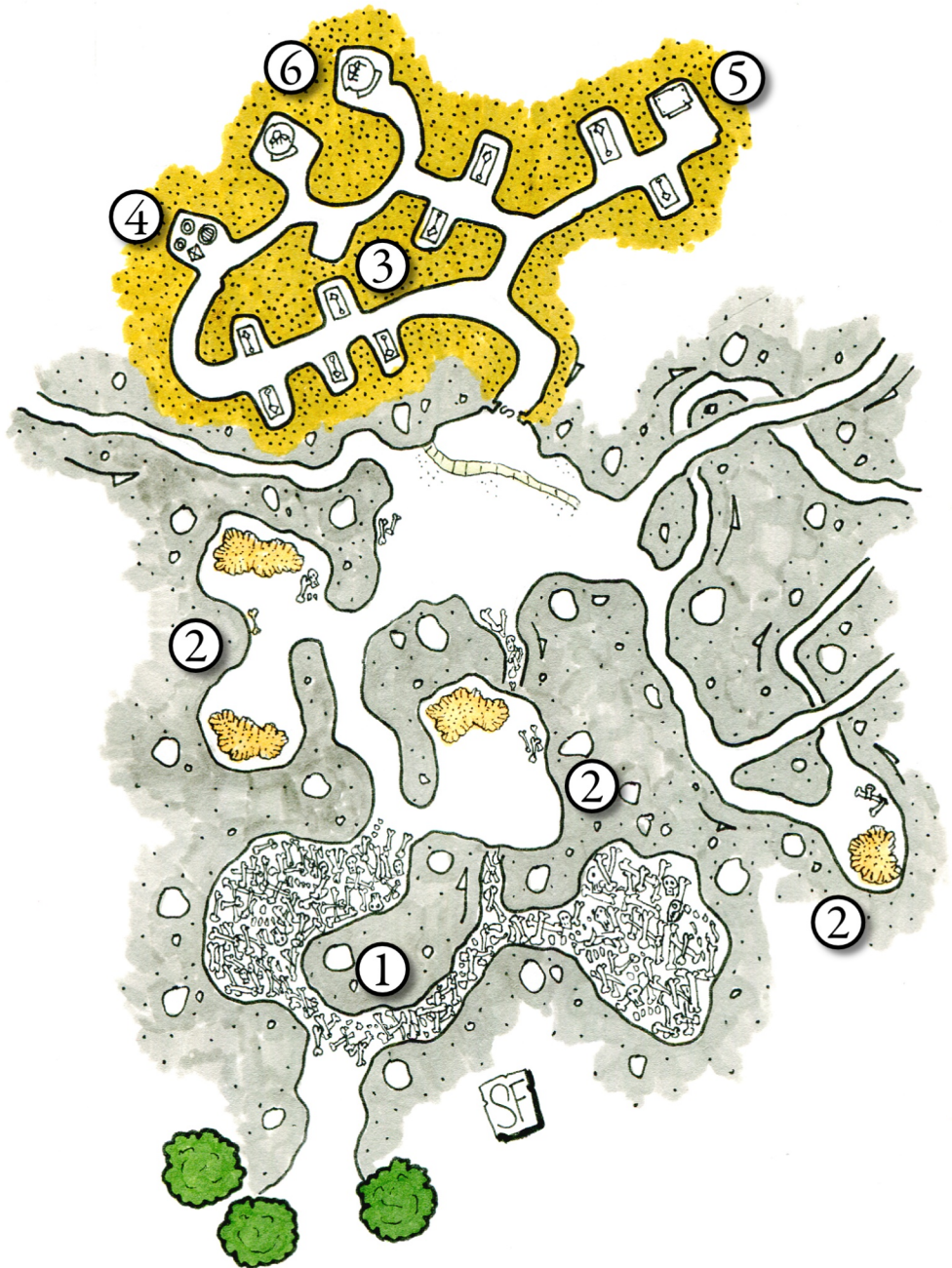
7. The Giant's Tower: a giant-sized ruined keep, rumoured to be still occupied by a giant that sits on a pile of gold, silver and precious stones.

8. Cave of Tears: screened by the cascading water, this cave is said to be the home of an old woman who knows the answer to any question.

9. Serpent's Mouth: a winged serpent lairs in this cave, often preying on those who venture openly in the vale.

10. Tomb of the Iron God lies behind an archway that bisects the waterfall. Behind a sealed door ancient steps lead down into deepest darkness, where the cold, stale air blows from far below, carrying the smell of dust.

CAVE OF BONES



A cavern of old bones, where giant rodents have been known to dwell. There is more to this cave than meets the eye, as a secret passage leads to a forgotten catacomb.

1. Carpet of Bones: the first caves and passage are littered with bones, both animal and humanoid. Crossing the floor makes an awful crunchy sound (-4 to *Proficiency throws*), and attracts 2d4 **Giant Rats** in 1d4 rounds.

2. Rat Nests: these caves each hold 2d4 **Giant Rats**, a few bones and odd bits of treasure.

3. Catacombs: hidden behind a secret door lies ancient burial chambers pre-dating the Empire. Nine sarcophagi are found here, each carved with beautiful images of flowers, humming birds and bees. Each holds a skeletal corpse of an old spinster, buried with her prized possessions. Each corpse is also an undead **Skeleton**, that jerks to life if disturbed or the treasure looted.

4. Offerings: in this chamber are an old barrel, a couple of urns, and a stone box, all sealed with wax. Inside are offerings to the dead.

5. Altar: a heavy chunk of solid obsidian has been carved into a altar to a long forgotten deity. Praying at the altar has a 1-in-6 chance of

something chaotic listening in, and able to act on the prayer, albeit in some twisted fashion.

6. Statues: a pair of ornate crystal statues of heroic posed warriors in mail coats, with spears and shields stand watch over the catacombs. If any of the sarcophagi are disturbed, these waken, as **Animated Statues** and seek to drive out the intruders.

Treasure: choose where each item is found (in the rat nests, sarcophagi, or amongst the offerings)

2 silver unholy symbols (30 gp each);
3 pouches of belladonna (10 gp each);
13 bone fetishes & figurines (12 gp each); & 1 bone trinkets (22 gp).

Monsters

Giant Rats (6d4) *ACKS page 201:*

AC 2, MV 120' (40'), HD 1/2, hps 1d4 each, #AT 1 bite (1d3, disease), SV F1, ML 0, AL N, XP 5; bite has 5% chance of disease; afraid of fire.

Skeletons (9) *ACKS page 193:*

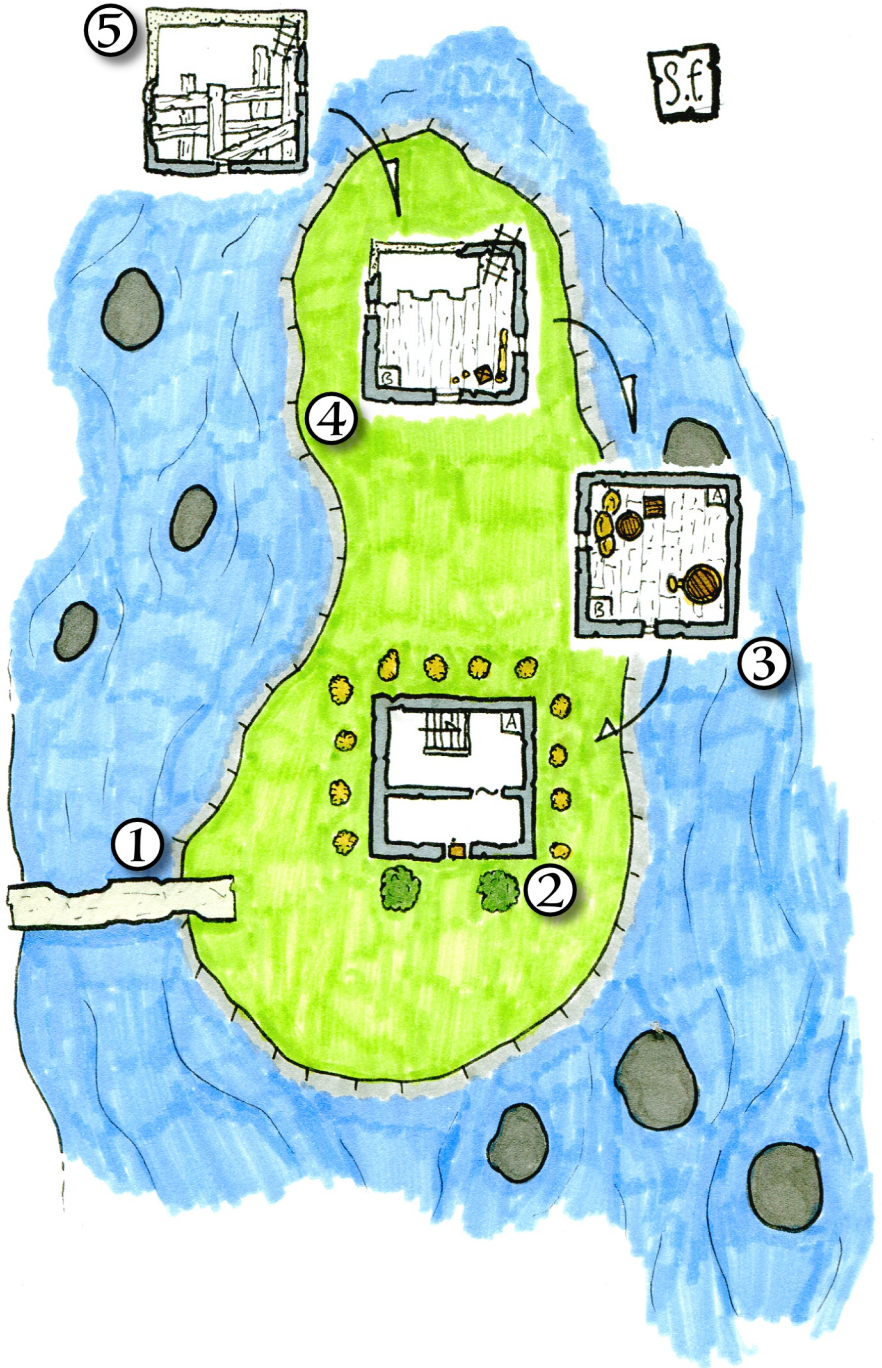
AC 2, MV 120' (40'), HD 1, hps 2, 3, 2, 5, 6, 3 5, 2, 6, #AT 1 claw (1d6), SV F1, ML n/a, AL C, XP 13; undead immunities.

Animated Statues, Crystal (2)

ACKS page 196: AC 5, MV 90' (30'), HD 3, hps 14, 14, #AT 2 fists (1d6/1d6), SV F3, ML n/a, AL L, XP 135; immune to poison, charm, sleep and hold spells.

MOONSHINE RUINS

TOWER LEVEL



A ruined tower that glitters in the moonlight, with a dungeon complex beneath said to be inhabited by brigands led by a sorceress.

This crumbling tower has stood here for decades and in the moonlight the brickwork shines a pale light over the island and the river that flows around it.

1. Bridge: a crumbling bridge of ancient masonry arches over the river. It is visible and in range of the brigand sentries, who keep a close eye on it.

2. Entrance: behind a curtain a brigand leader named **Renauld** stands guard by the stairs to the dungeon below, and the ladder to the floors above. He is tired of war and is more likely to parley than fight, but is loyal to his men (+2 to *Reaction roll*).

Surrounding the tower are piles of either dead leaves or mowed grass (depending on the season), carefully arranged by the brigands' boss. A pair of holly bushes flank the entrance.

3. Moonshine: a brigand stands watch here, tending to a moonshine still. Stores of rations, a barrel of poor wine sit here along with blankets. Hidden in the blankets are a pair of *bottles of fine wine* (5 gp each).

4. Watcher: standing watch over the island is another brigand, along with

a thick blanket, a *stick of incense* (14 gp) that smells of apples, and a *bottle of fine wine* (5 gp).

5. Sentry: on these old rickety planks another brigand keeps watch. He has a couple of torches leaning against the wall.

Treasure

Set of Engraved Teeth (110 gp, #2)
Bottle of Fine Wine (5 gp, #3 & 4)
Stick of Incense (14 gp, # 4)

Monsters

Brigands (3) *ACKS page 183:*

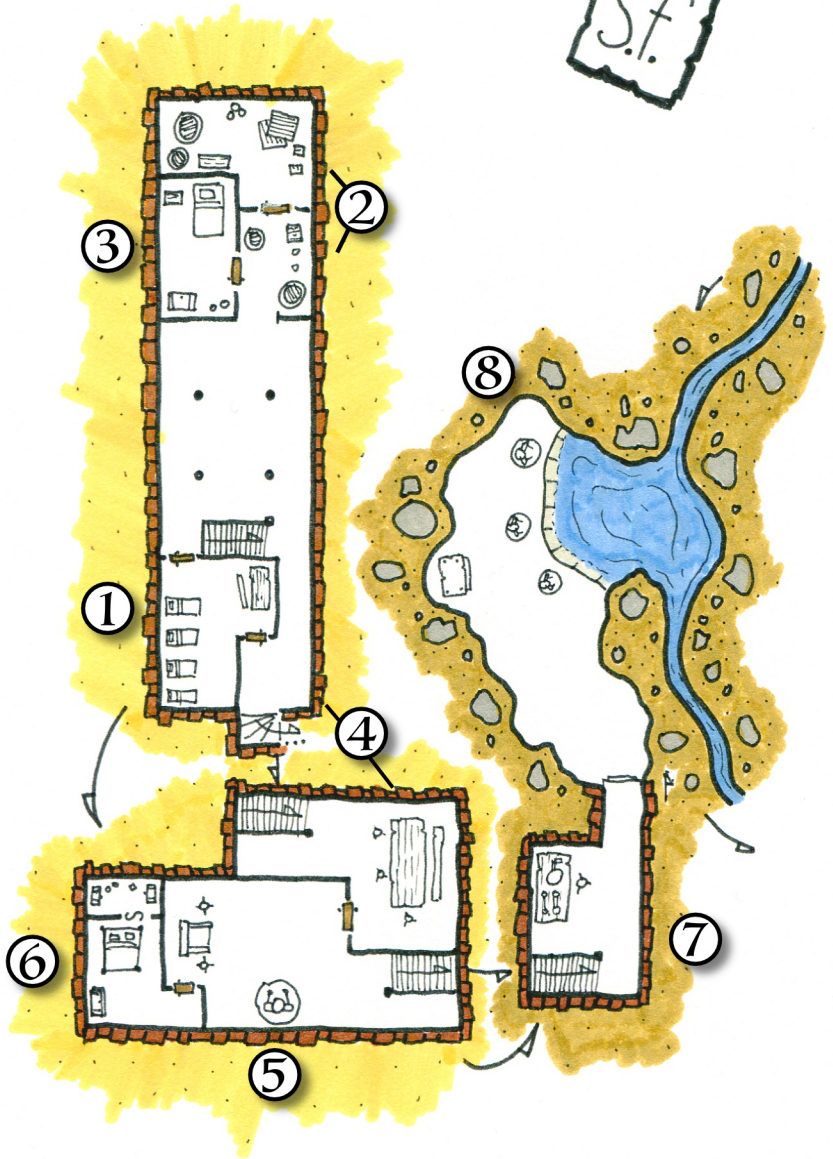
AC 3, MV 120' (40'), HD 1, hps 5, 8, 3, #AT 1 sword or bow (1d6), SV F1, ML 0, AL N, XP 10; leather armour, shield, short sword, short bow, 20 arrows, 2d4 gp, 2d10 sp, 2d12 cp.

Brigand "Renauld" (Warrior): AC 6, MV 90' (30'), HD 2, hps 11, #AT 1 sword (1d6+1), SV F2, ML +1, AL N, XP 20; plate armour, long sword, *necklace of engraved wolf's-teeth* (110 gp).



MOONSHINE RUINS

DUNGEON LEVEL



Below the ruined tower, nestled in the bedrock of the island, is the lair and laboratory of a Sorceress who commands the brigands.

The stairs leads down into a vaulted hall, with torchlight coming from the south.

1. Barracks: bunks for eight **brigands**, half of which are on resting here off-duty. Between them they have 2d10 gp, 2d12 sp and 1d20 cp, several dice and cards for gambling, and a **key of moonshine** beneath the table (worth 100 gp).

2. Store Rooms: these rooms hold the supplies of the brigands and their leader: rations, fresh water, a couple of **barrels of moonshine** (200 gp each), a **crate of armour and weapons** (mail coats, leather corslets, swords and bows; 225 gp worth), and a **crate of monster parts** (300 gp) collected by the Sorcerer's men.

3. Captain's Room: the captain in charge of the brigands is a heavy built man called **Federic**, who has a sadistic streak and is deeply in love with the Sorceress (an unrequited love). He is normally guarding or advising his love.

In a locked chest he has a strongbox buried beneath unwashed clothes, holding 210 gp and a **bronze amulet** (a spider, worth 50 gp) given to him

by the Sorceress. He is too afraid of losing it to actually wear it.

4. Guard Posts: these two rooms each hold a pair of **brigands** on guard duty, often sharing a jug of moonshine as they deal out cards or play dice games to pass the time.

5. Throne Room: an ornate throne of white marble stands flanked by flaming braziers, while a bronze statue of a hooded figure looks on. There is a 2-in-6 chance that the **Sorceress** sits on her throne, guarded by the captain. The door to her room is locked.

6. Sorceress' Room: the private quarters of the **Sorceress**, who dwells her when she needs to sleep, which she does rarely. A lush bed of silk sheets and a sole locked chest occupy the room. The chest just holds **clothing**, but of a rich and expensive fashion (worth 200 gp). The secret door behind the bed opens when a bed-knob is twisted.

Beyond the secret door is a hidden vault, containing a chest of **electrum pieces** (1,000 in all), a **moonstone** (50 gp) and a **topaz** gemstone (500 gp), and an **arcane scroll** wrapped around a bundle of **incense** (8 sticks, 15 gp each). The scroll holds the following spells: *Hold Portal*, *Sleep*, and *Lower Water*.



7. Laboratory: this is where the **Sorceress** spends most of her time (4-in-6 chance), dabbling in arcane arts and brewing potions from a *book* that she has nailed to the wall. An *ornate magnifying glass* (180 gp) dangles from a rope next to it, as the writing in the book is very small.

One potion (an *Oil of Sharpness*) has recently been brewed and stands to the side of the alchemy equipment that the table is buried beneath. If she is encountered here, **Federic** will be with her, looking on in admiration.

8. Moonshine Cave: this mineral rich cave has a stream-fed pool of water that glows a pale blue when the moon is out and not obscured by clouds. The waters churn and froth, and are highly magical (see *Table 1* opposite).

A stone table— where clothes can be placed when bathing in the pool— stands by the wall. Opposite it are three watchful statues looking over the pool, each of the same woman. The top one is when she was a girl, the middle is in her prime, and the bottom one is an old woman bent with age. Each has a set of bloodied and *engraved teeth* (60 gp each) around their necks, all human.

The **Sorceress** bears a passing resemblance to them, and she is here at night (3-in-6) when she is not

sleeping. If she is here, **Federic** watches on from the entrance but refuses to come closer unless she is in danger.

Treasure

Assorted coins on brigands (#1, 3, 4)
 Keg of Moonshine (100 gp, # 1)
 Barrels of Moonshine (400 gp, #2)
 Armour and Weapons (225 gp, # 2)
 Crate of Monster Parts (300 gp, #2)
 Bronze Amulet (50 gp, #3)
 Expensive Clothing (200 gp, #6)
 1,000 ep (500 gp, #6)
 Moonstone (50 gp, #6)
 Topaz (500 gp, #6)
 Arcane Scroll (#6)
 Sticks of Incense (120 gp, #6)
 Magnifying Glass (180 gp, #7)
 Oil of Sharpness (#7)
 Book of Potion Brewing (#7)
 Sets of Engraved Teeth (180 gp, #8)

Monsters

Brigands (3) *ACKS page 183:*

AC 5, MV 120' (40'), HD 1, hps 2, 8, 6, 5, 3, 4, 7, 6, #AT 1 sword or axe (1d6), SV F1, ML 0, AL N, XP 10; chain mail armour, shield, sword, or axe.

Brigand "Federic" (Warrior):

AC 7, MV 90' (30'), HD 2, hps 7, #AT 1 sword (1d6+1), SV F2, ML +1, AL N, XP 20; plate armour, shield, long sword.



Sorceress "Olivia the Red"

(Magician):

AC 1, MV 120' (40'), HD 4, hps 12, #AT 1 dagger (1d4), SV M4, ML +1, AL C, XP 190; dagger, spells:

1st) *Detect Magic, Sleep;*

2nd) *Continual Light, Mirror Image.*

Olivia is skinless, and walks around with glistening red wetness beneath her silken robes. Her face is hidden behind a painted white porcelain mask. She is looking for a cure to this malady she suffers from, and believes the *Moonshine Cave* holds the answers.

Moonshine Cave Magical Effects

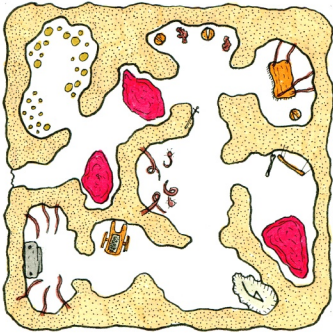
Table 1

2d6*	Magical Effects When Bathing in the Pool
1	The waters are cold, the chill going straight to the marrow. The pool inflicts 2d6 damage and the bather must <i>save vs death</i> or start drowning.
2	Bathing in the water fills the bather with a sense of euphoria, allowing them to ignore pain and suffering until dawn: gain 2d6 temporary <i>hit points</i> .
3	Bathing in the pool enables the bather to scry any moonlit pool within a mile of the vale. The bather can both see and hear all around it as if they were standing in the water. It lasts until the moon is obscured or the arrival of dawn, whichever comes first.
4	The cool waters refresh and invigorate, as if the bather had a full night of restful sleep.
5	Any wounds are cleansed by the waters, healing 2d6 <i>hit points</i> .
6	Moonlight sticks to the skin, granting torch-like illumination until dawn.
7	The bather is given the <i>Gift of the Moon</i> and can <i>Detect Magic</i> and <i>Invisible</i> until dawn; their eyes glow a soft pale blue until then.
8	Moonlight adheres to the skin, adding moonlit armour until dawn (+1 AC).
9	The smell of flowers brightens the soul: +1 to saving throws until dawn.
10	Soft moonlit foam washes the body clean of toxins: cures all poisons and grants immunity until dawn.
11	Pale blue moonlight plays over the water, forming words and symbols that stick in the mind. The bather can now cast moonshine Magic Missiles once only (if not used before dawn, the spell fades away).
12	The bather's skin turns opalescent lasting to dawn. Until then all spells cast at the bather are reflected back at their caster (harmful and beneficial magic).
13	The soothing waters cures all diseases; but they will return if the pool is not bathed in at least once a month. If this result is rolled again during bathing, then the diseases are cured completely.

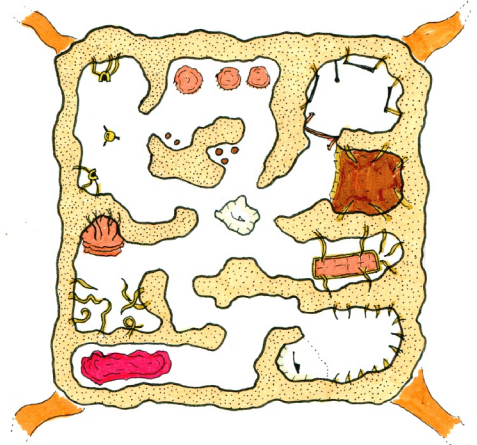
MOONSHINE RUINS

* **Modifiers** -1 if no sacrifice is made to the statues (such as bloodied teeth), +1 if blood is also added to the moonlit water.

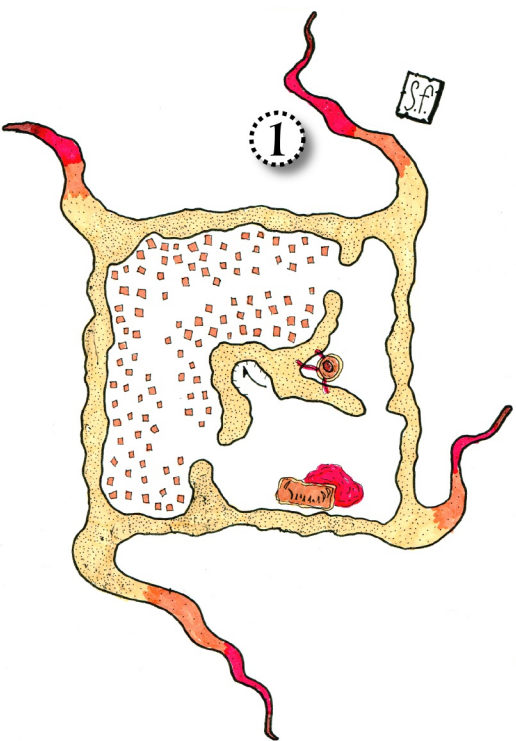
THE FLESH BOX



TOP FLOOR



MIDDLE FLOOR



BOTTOM FLOOR

A pink, flesh-like cube with strange red tentacles that dig into the surrounding earth. A single entrance, like a wound, leads into a strange dungeon that has yet to reveal its secrets.

For thirty yards all around the Flesh Box the ground is barren, the trees rotting and no animal life remains. No wildlife will approach within thirty yards, nor will any horses or domesticated animals unless coaxed by their owners; and not even those can willingly enter the cube.

The Flesh Box seems to be made of solid pink flesh, 90' to a side, warm to the touch, stinking with the smell of rotting meat. There is a pulse to the cube, as if there was a slow-beating heart within, that can be faintly felt when touching the walls.

1. Tentacles: four fleshy tentacles reach out from the bottom four corners of the cube, stretching out across the barren ground, scraping along the earth and leaving furrows of dead soil and mulch. They curve towards the four compass points, moving slowly like worms.

Each tentacle grows and shrinks as the day wanes, ranging from 20' to 90', thickest at the corner, darkening towards the tip until that blunt end is the colour of clotted blood. Each is warm, stinks of rot, and beats with the faint heartbeat of the cube.

Tentacles

AC 4, mindless appendages
Non-edged weapons inflict minimum damage, and fire has no obvious effect. Each tentacle can be chopped, its Hit Points depending on its thickness and hence the length:

Length	Hit Points
20'	50
30'	40
40'	30
50'	25
60'	20
70'	15
80'	10
90'	5

If chopped, blood spurts out, a pint per point of inflicted damage. 1d4 rounds after the cut the thick red blood draws together, coalescing into a small humanoid figure that then attacks the perpetrator, single-mindedly focusing on that attacker and ignoring everything else until one or the other is dead.

Tentacle Blood Guardian

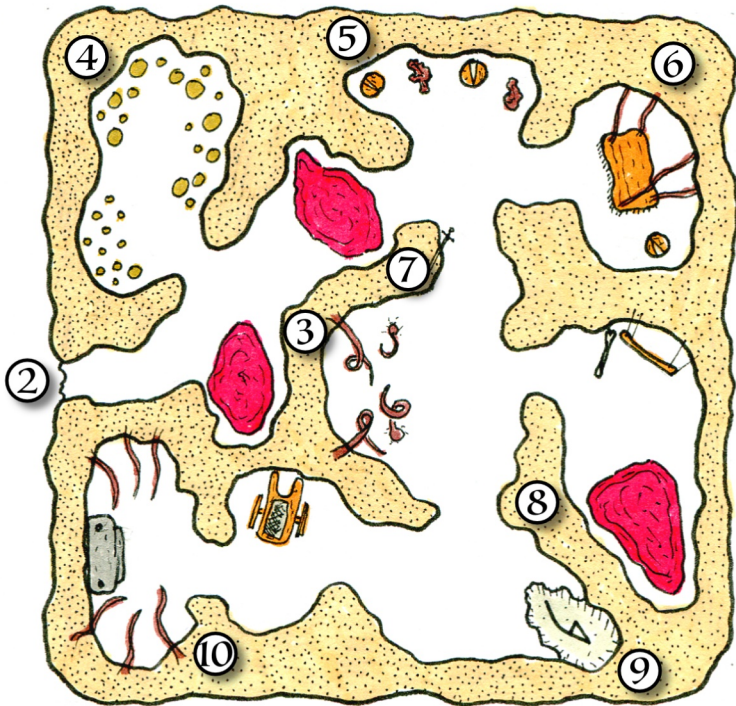
AC 4, MV 90' (30'), HD 1 per pint, hps 1d8/pint, #AT 1 stinging slap (1d6), SV F[pints], ML n/a, AL C, XP as per HD**; immune to charm, hold, and sleep magic, poison and disease, and non-magical weapons. Can be turned as a creature of Chaos.



THE FLESH BOX

TOP FLOOR

S.F.





2. The Wound: 60' high on one side is the sole entrance to the cube, which looks like a wound in the flesh. Sap-like blood oozes along its edges, although it never drips.

3. Pooled Blood: two pools of sap-thick blood fed by dripping wounds rent into the fleshy walls. The pools tremble when approached, but nothing rises from the blood, as the guardians here were defeated by other adventurers. Rummaging in the pools uncovers 3d6 gp and 2d12 sp, as well as a crystalline *Wand of Detect Magic* (2 charges left).

4. Sentinels: in this side chamber **Venous Sentinels** (2d6) guard the Flesh Box, activating if it comes under attack or its devices are interfered with. The Sentinels hatch from the egg-like leathery sacs, swarming to attack intruders as silently as a whisper.

5. Flesh Buds: four bulbous pink flesh buds, wart-like growths, stand in this alcove. Two have been torn apart, the others hold organic objects, known as *fleshworks* (see table on page 16), 1d4 in each bud. The buds open when blood is smeared across them, or else can be cut open (AC 3, *hps* 5, 2-in-6 chance of damaging the objects inside).

6. Flesh Bed: hanging from thick flesh-ropes is a bed of soft flesh, a bit

like a tongue, with a fleshy bud to the side. The bed is oddly comfortable: anyone resting here recovers *hit points* twice as quickly. However, the Flesh Box also tags the sleeper, marking them for 'retrieval' by the Bone-Plucker. Inside the flesh bud are 1d4 *fleshworks*.

7. Sword & Tentacles: just before this alcove a sword juts out from a rent in the wall; an old wound, scarred over, the flesh grown up around the sword's blade. It requires a feat of strength to pull the sword free (treat as an *Open Doors* throw). The sword is a legendary weapon, the *Sorrowful Blade*.

Inside the alcove itself are four thick flesh-tentacles, which writhe and pulse. Anyone getting too close is attacked (as a 3 *HD* monster) as the tentacles try to grapple and hold their latest victim. On a hit the target is held tight (*Open Doors* throw to break free). The tentacles can be cut (AC 5, *hps* 10) too.

8. Bone-Plucker: a flesh-drum and bone stick hang from the wall, adjacent to a deep pool of sap-like blood. Submerged in the pool is the creature known as the Bone-Plucker, a **Blood Hound** (*hps* 12) that breaks the surface if a tagged creature passes by, the drum is pounded, or the pool disturbed. Its goal is to subdue and slay its victim, then draw out the

bones, leaving the skin intact. It then carefully, and delicately for such a twisted hound, folds the skin and carries it down to the lowest floor.

9. Fissure: a fissure of dark yellow flesh opens in the floor, creating a ramp that leads to the lower level.

10. Shrine: cultists came to the Flesh Box years ago, worshipping the strange object, until it rejected them and slew them all. Their shrine still stands here, a block of granite stained with blood and gore, out of place within this fleshy dungeon. An old wheelbarrow, rusty iron, stands just outside, holding a dozen skeletal hands. Surrounding the shrine are six tentacles, similar to those that grow out of the corners of the Flesh Box, each pulsing with life. They are harmless unless cut, when they bleed 1d6 pints that draw together to become **Tentacle Blood Guardians** (page 13).

Treasure

Wand of Detect Magic (#3)

Fleshworks (see table below, #5, 6)

The Sorrowful Blade (#7):

— a sword with a black steel blade. The hilt is an iron cross bound in silver wire, the pommel a closed eye with a single tear hanging from its eyelid. It is a +1 sword that causes a wave of grief and sorrow when it hits, forcing an immediate *Morale Check*.

Monsters

Venous Sentinel (2d6)

ACKS: Lairs & Encounters, page 179

AC 3, MV 120' (40'), HD 2, #AT 1d6 slashes (1d4+1 each), SV F2, ML n/a, AL C, XP 38; immune to *sleep*, *hold* and *charm*, turned as ghouls; attacks pierce flesh, draining 1 hp of blood each round until cut (single blow, 3 hps worth).

Blood Hound (1)

ACKS: Lairs & Encounters, page 164

AC 3, MV 150' (50'), HD 2, hps 12, #AT 1 talon (1d6) & 1 tongue (1d6 plus 1d4 blood drain), SV F2, ML n/a, AL C, XP 47; immune to *sleep*, *hold* and *charm*, turned as ghoul; tongue can trip opponent (*save vs paralysis* to avoid) or drain blood, 1d4/round until severed (single blow, 4 damage).



Fleshworks

Several objects found within the Flesh Box are organic devices. Determine each by rolling on the table below.

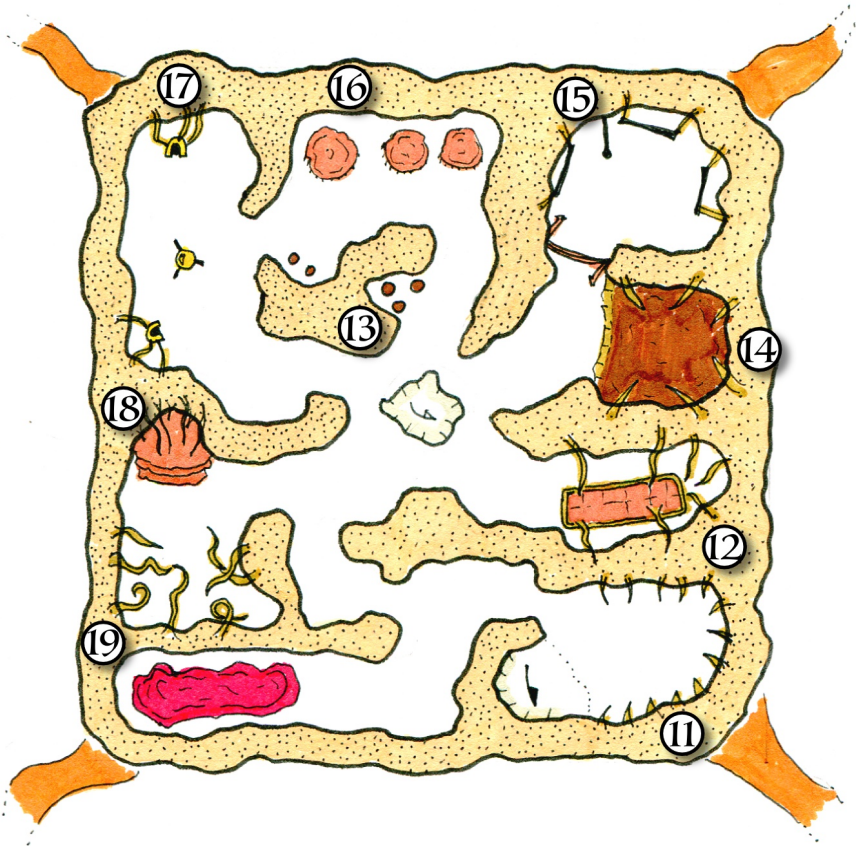
1d10	Fleshwork Object
1	Thin slices (1d4) of sticky flesh: if laid on an open wound the flesh bonds to the wound, healing 2d6 <i>hit points</i> but leaving a permanent scar of pulsating flesh. Treat as magical healing.
2	Fat yellow eye with thin glassy tendrils: if placed over a defective eye the tendrils dig out the old one and drag this new one into place. It grants 30' night vision, gifts the wearer with a bonus <i>Alertness</i> proficiency, but lowers reaction checks by -2.
3	Transparent fish-egg full of golden specks: if thrown on the ground it seeds fruit trees of rich golden apples that have healing properties (1d6 <i>hit points</i> per apple). The tree grows quickly, taking six months. If thrown at a living creature, the specks may cause a severe allergic reaction: <i>save vs poison</i> or die in 1 turn.
4	Bright green moss (1d6 palm-sized pieces): edible, as filling and nourishing as a full day's food & drink.
5	Leathery cup of sap-like blood: if drank, the blood enhances strength, granting ogre-like prowess (+4 to hit and damage), lasting for 1d6 turns. When it wears off, the drinker must <i>save vs poison</i> or become addicted to blood.
6	Black wart-like growth: if placed against the skin, the growth digs into the flesh, then spreads throughout the body, turning the skin as hard as wood, but also black & warty: gain +2 AC.
7	Pale opalescent scale: as sharp as a knife, can be used as a weapon (1d6 damage, counts as magic) but also glows blue when undead are within 30' range.
8	Dark grey folds of skin: the skin of a man, if worn allows the wearer to <i>Alter Self</i> into a human male; the effect wears off after worn for a day as the skin rots away.
9	Coin-sized heart: if placed inside a corpse, the heart animates the body as per the <i>Animate Dead</i> spell (7 th level).
10	A handful (3d6) of bloodied teeth: if placed in the ground, each tooth becomes a Skeleton under the planter's command.



THE FLESH BOX

MIDDLE FLOOR

S.f.





11. Teeth: the fleshy ramp descends from above to a chamber with tusk-like teeth protruding from the walls. To proceed further into the Flesh Box requires an intruder to cut their hand against a tooth, drawing blood (1 *hp*). From then on, the blood-giver can access the fleshworks in these chamber safely. Otherwise, using them is risky and potentially dangerous.

12. Augmentation Bed: a thick bed of pink flesh hangs suspended from the ceiling on ropey-flesh, at about waist-height. Three needle-pointed tentacles snake from the wall, over where the head rests on a lump of pillow-flesh. Laying on the bed activates the fleshwork: the three tentacles grope for the head, their tips digging in deeply, feeling around inside the brain: a blood-giver feels only moderate pain (1d4 damage) and receive a permanent boost to either *Intelligence* or *Wisdom* (even/odd) by 1d4 points; those who refuse to give their blood suffer agony as the tentacles fumble around, dealing 1d6 damage and losing 1d4 points from both *Intelligence* and *Wisdom*. This only works once: further attempts cause 1d6 damage each time.

13. Fissure: another fleshy ramp leads to the bottom of the cube. Around the corner, in an alcove, are three Flesh Buds, each containing a single *fleshwork* (page 17). The smell of rotting meat wafts up from below.

14. Old Blood: a shallow basin full of old, congealed blood, thick and sticky as mud. Six long tusks hang from the walls, dipping into the blood. Bathing in the pool restores vitality and allows wounds to heal quicker: 2d6 *hps* healed, treat as magical healing for recovery of mortal wounds. A blood-giver can use the pool freely, anyone else is healed the first time, but future bathing instead drains blood from open wounds, causing 1d6 damage per round.

15. Cell: a membrane acts as a doorway to this jail, which has sticky-pads on the walls, large enough to hold an adult. Anyone pressed against the pads is held as per a *Hold Person* spell, lasting three turns until an attempt can be made to break free (treat as an *Open Doors* throw). The membrane door opens to blood-givers, but seals shut to anyone else (*AC* 6, *hps* 20 to cut through it). A rod of flesh protrudes from the wall; pulling this down causes the pads to release their victims, but only a blood-giver can activate it.

Hanging from one of the pads is a skeleton wearing rags that were once dark robes. Around its neck is a *thick silver chain* (150 gp) with a pendant hanging from it: the pendant is a *silver crescent moon* (75 gp).

16. Flesh Pods: three large pods, eggs of pink leather, hold 1d6

fleshworks, while two smaller buds lie in an alcove, holding a single *fleshwork* each (page 17).

17. Mind Transfer: a pair of flesh helmets hang from the walls opposite each other. Between them stands a tripod made of bone, yellowed with age; atop it rests a green eye, as big as an ogre's head. If a blood-giver dons the helmet, they can freely and painlessly transfer their mind into the body of whoever wears the opposite helmet, and either store that other body's mind safely in the eye or else swap bodies; if anyone else dons the helmet they must *save vs paralysis* or have their mind ripped from their body: if there is someone else wearing the opposite helmet, they swap bodies, the painful transfer causing both to fall unconscious for 1d6 turns; if there is no other body, the mind is trapped in the eye until someone else puts the helmet on (either helm). The newcomer must *save vs poison* or the minds swap places.

18. Blood-Inker: a platform of thick reddish bone leads up to a mass of thin writhing tentacles that attach to the head of anyone standing there. A blood-giver can feel how this fleshwork functions: in the alcove opposite, where a mass of thicker tentacles stand, each tipped with a sharp bone claw, a creature can stand and be inked. The tentacles scratch

and dig, etching patterns of coloured ink into the skin of the person standing there. If they too are a blood-giver, the ink is a beautiful tapestry of colourful ink, enabling them to use a spell-like ability once per day, but at a cost of 1d6 *hit points* to fuel the power. Each ability is determined randomly, on the table opposite.

If someone who isn't a blood-giver stands beneath the thin tentacles under the platform they are merely tickled; but if the creature being inked isn't a blood-giver, then the tentacles cut and jab, painting a chaotic inkscape, dealing 2d6 damage before it is done.

19. Guardian: a pool of blood, natural rather than a result of the flesh being cut, fills a deep depression. Hiding in the pool is a **Blood Hound** (*hps* 15), which defends this floor against anyone harming the Flesh Box.



Treasure

Thick Silver Chain (150 gp, #15)
 Silver Pendant (75 gp, #15)
 Fleshworks (#13, 16)

Monster**Blood Hound (1)**

ACKS: Lairs & Encounters, page 164

AC 3, MV 150' (50'), HD 2, hps 15, #AT 1 talon (1d6) & 1 tongue (1d6 plus 1d4 blood drain), SV F2, ML n/a, AL C, XP 47; immune to *sleep*, *hold* and *charm*, turned as ghoul; tongue can trip opponent (*save vs paralysis* to avoid) or drain blood, 1d4/round until severed (single blow, 4 damage).

Blood Inks

1d8 Roll Ink Power (once per day)

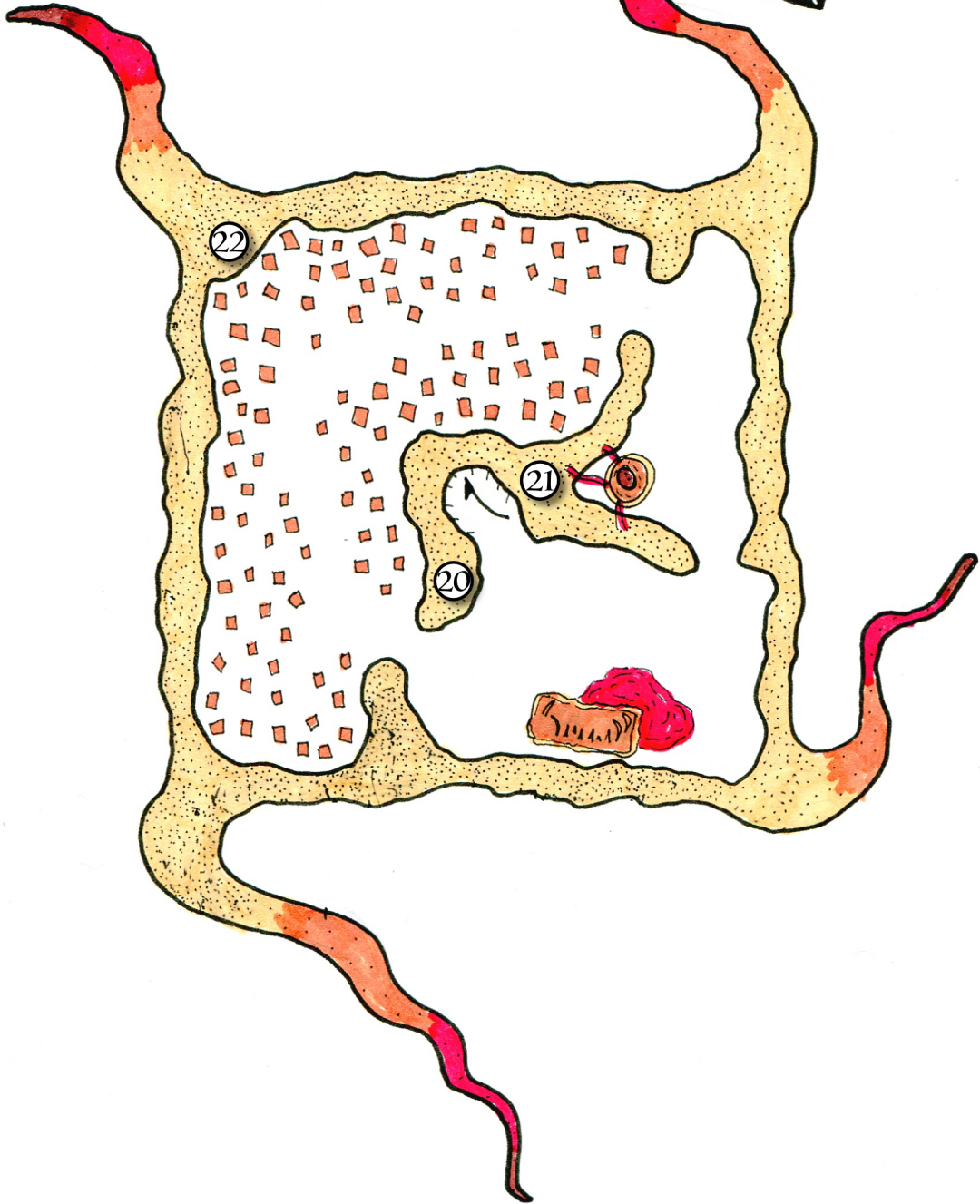
- | | |
|---|---|
| 1 | Pale, iridescent inks that flicker in and out of sight: inked creature can turn <i>Invisible</i> . |
| 2 | Blue and white cloudy patterns: use <i>Fly</i> at 7 th -level. |
| 3 | Flowing lines in rainbows that end in jagged lightning at the fingertips: cast <i>Magic Missile</i> as a 6 th -level magic-user. |
| 4 | Fiery patterns curling towards the chest: <i>Fireball</i> . |
| 5 | Hypnotic patterns that seem to move when seen from the corner of the eye: inked creature can cast <i>Charm Person</i> . |
| 6 | Circles upon circles upon circles: cast <i>Shield</i> . |
| 7 | Waves, fish and bubbles in blues and greens: able to cast <i>Water Breathing</i> . |
| 8 | Silhouettes of inked creature in repeating patterns: use <i>Mirror Image</i> . |



THE FLESH BOX

BOTTOM FLOOR

S.F.



20. Tools of the Trade: the flesh-ramp opens into a chamber oozing blood. The blood drips to pool beneath a thick, table-like slab of flesh that holds a variety of *surgical tools* (100 gp) and *butchers knives* (50 gp) carved from bone and wrapped in human skin. Each is sharp, inherently magical, and have been used to flay intruders caught inside the cube.

21. The Heart: tucked into an alcove is a tall cylinder of what looks like glass. Inside, floating inside a bloody pale yellow liquid is a giant beating heart that pulses and throbs, making the water ripple and the cylinder vibrate. The beat can only be felt not heard, unless the cylinder is cracked open. Then it is loud, deafening and anyone in the Flesh Box must *save vs paralysis* or suffer a -2 penalty to all throws until they leave the cube.

The heart is *The Heart* of the Flesh Box. Destroying it 'kills' the cube, albeit slowly. The cube rots away over a period of weeks, all fleshworks inside stop working almost instantly, and the creatures within gone on a mad rampage (even to the outside) for 4d6 hours before they too perish. Getting to the heart means breaking through the cylinder, which has an AC 6 and 45 *hps*. It is immune to non-magical attacks. The heart itself is easy to strike (AC 2), but tough (50 *hps*), and other than being a mindless organ, it has no special immunities.

22. Folds of Skins: victims of the Guardians and Bone-Plucker of the Flesh Box end up being skinned and their skin folded neatly in this large chamber. There are dozens of folded skin here, although only some are active at any given time: these active **Flay Fiends** (1d8 *hps* each) rise up 2d6 rounds after the room is entered, intent on adding new skins to the collection. They will pursue throughout the cube, but never venture outside.

Treasure

Surgical Tools (100 gp, +2 to *Healing* proficiency throws, #20)
Butcher's Knives (50 gp, #20)

Monsters

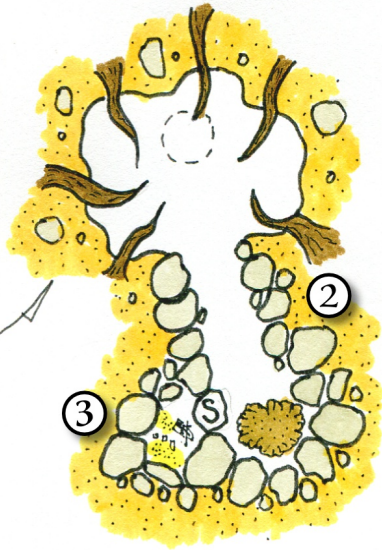
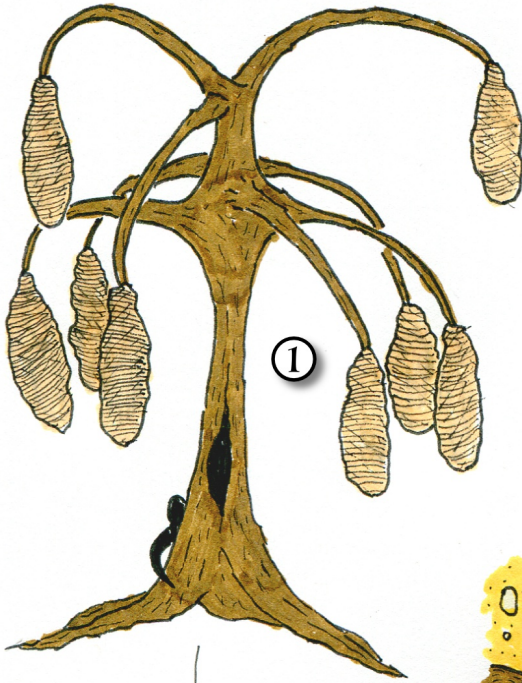
Flay Fiend (4d6)

ACKS: Lairs & Encounters, page 170-1

AC 2, MV 60' (20'), HD 1, #AT 1 constrict (1d4 plus suffocation), SV F1, ML n/a, AL C, XP 19; immune to sleep, hold and charm; half-damage from blunt weapons; constriction on a successful hit, engulf and traps victim with suffocation in 10 round unless victim can break free with a *save vs paralysis*.

TREE OF LOST SOULS

S.f.



A massive dead oak tree said to be haunted by the souls of the dead.

1. The Dead Tree: an old oak tree, with branches bending under the weight of man-sized cocoons stands in the middle of the woods. The tree has a large crevice in the hollow trunk, which drops down into a cave below, where the roots of the tree twist and dig through the earth. A tunnel slopes away into darkness.

The cocoons are chrysalis-like husks, eight in all, each holding the corpse of an adventurer or bandit that came this way. The **Slender Man** that dwells here captured them, drained their stamina and wrapped them in these tough fibrous husks and left them to die. Inside each the bodies have been rotting, while their souls have been trapped in anguish. If the cocoons are split open, the rotten carcasses fall down, spilling their insides and what few valuables they still hold, and then the enraged souls are released, forming swiftly into deadly **wraiths** (16, 22, 25, 16, 16, 21, 28, 19, *hps*) that will attack anything living out of burning hatred and a deep hunger.

2. Dark Tunnel: large stones have been placed here, forming a short and low-ceilinged tunnel. At the end lies a bed of leaves and beetle husks. One of the stones by the bed can be moved aside, but is difficult to spot. This is where the **Slender Man** (30 *hps*)

lurks, waiting until it senses living creatures above, before slipping outside to deal with them.

3. Offerings: this secret room holds valuables taken from the dead, offerings to the Trapper's unknown deities.

Treasure

In the cocoons: 9 sticks of rare incense (21 gp), a black sapphire (1,000 gp), a *Potion of Giant Strength*, and a scroll of *Ward against Undead*.

In the secret room: 1,000 sp, a bronze mask (70 gp), a diamond (1,000 gp), a lapis lazuli (25 gp), a porcelain chamberpot shaped like an ogre's head (600 gp), and a star sapphire (750 gp).

Monsters

Slender Man (1) New Monster, pages 24-25
AC 6, MV 120' (40'), HD 7, hps 30, #AT 1 touch (3d4 plus paralysis), SV F7, ML +2, AL C, XP 1,490; immune to mundane attacks, charm, hold and sleep magic, touch causes paralysis.

Wraith (8) ACKS page 202
AC 6, MV 120' (40') or fly 240' (80'), HD 4, #AT 1 touch (1d6 plus level drain), SV F4, ML +4, AL C, XP 190; immune to sleep, hold and charm spells, plus mundane weapons except silver (half damage), and full damage from magical weapons.





S.F.



Slender Man

Enchanted Humanoid

% in Lair:	90%
Dungeon Enc.	1 (possibly unique)
Wilderness Enc.	1 (possibly unique)
Alignment:	Chaotic
Movement:	120' (40')
Armour Class:	6
Hit Dice:	7***
Attacks:	1 touch
Damage:	3d4
Save:	F7
Morale:	+2
Treasure Type:	K, C
XP:	1,490

The creature known as **Slender Man** may be unique, as it has so far only been seen in the vicinity of the *Vale of the Iron God*, but that is by no means certain.

The creature looks like a tall, slender humanoid, featureless and fluid, like a blot on ink given substance and life. It moves absolutely silently (-5 to opponent's surprise checks) and is able to squeeze through gaps as thin as a knife's edge; its flows like water through the gap, reforming in moments. It has a cold aura, making the air chill for a radius of 30' around it, even through stone and solid earth. Frost lingers on the ground wherever it makes its lair. When it attacks it makes no sound, merely reaches out with a cold 'hand', a pointed stump

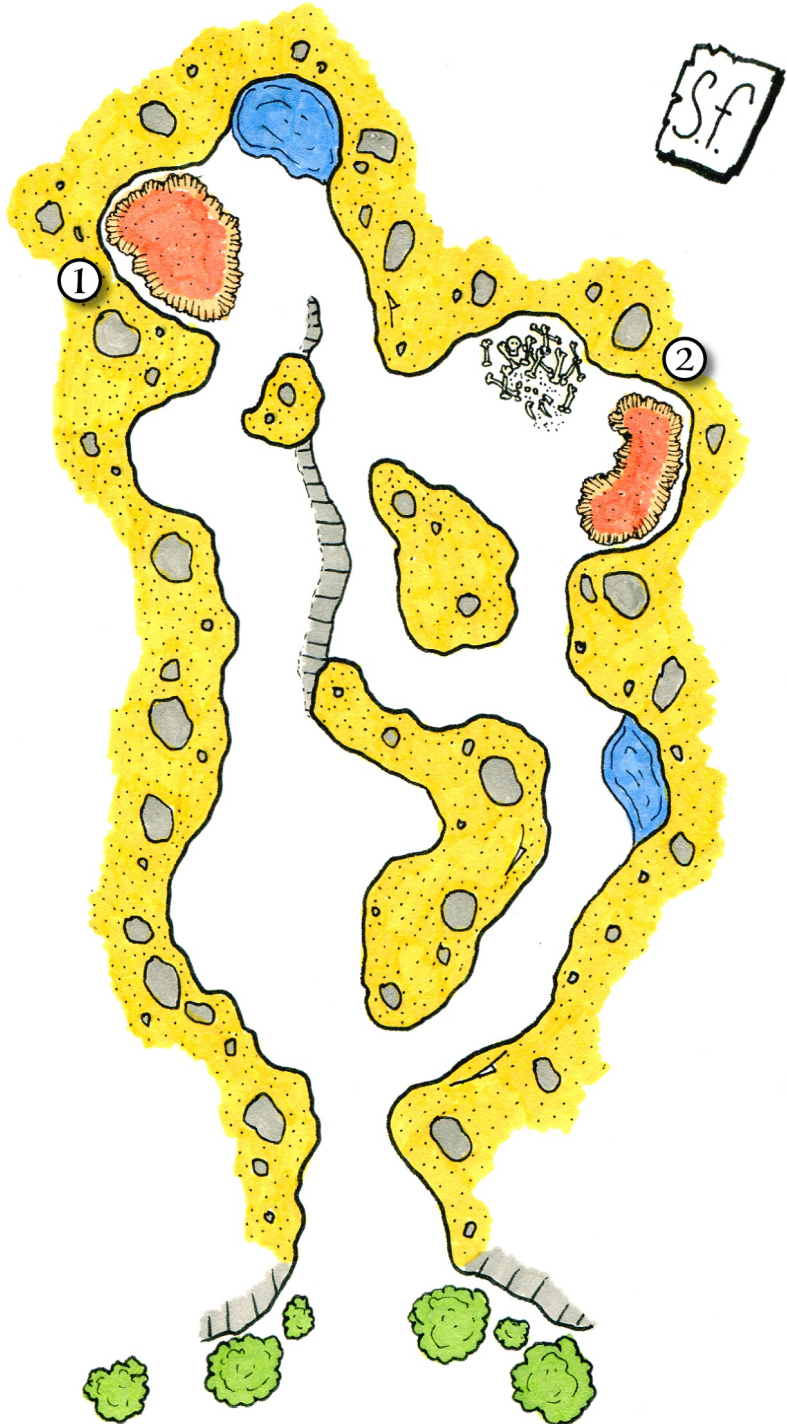
that sends a chill to the heart and through the bones: anyone struck by the Slender Man must *save vs paralysis* or be frozen in place for 1d6 turns as well as suffer cold damage from the touch.

Frozen victims are then dragged to its tree, where it weaves (from the chilled air) a cocoon around its victim: this takes a turn. The husk is as hard as wood, and airtight. Those inside suffocate in 10 rounds unless freed. Inside the husk the victim's soul becomes trapped once the body dies: similar to the trapped soul of a *Magic Jar* spell. The soul is filled with hatred and an unrelenting hunger that corrupts the soul quickly, so that in 1d6 days it turns into a **wraith**. If the husk is opened after the transformation, the wraith breaks free to revenge itself on the living.

The Slender Man takes valuables from its victims, but merely as an offering to some unknown god or goddess that the creature seems to pay homage to. Other treasure is merely what is left on the bodies when they are cocooned.

The Slender Man is not undead, but it is immune to spells such as **charm**, **hold** and **sleep**, as well as any cold-based attacks. Magical weapons inflict full damage, other mundane attacks pass harmlessly through its fluid form.

THE OWL & THE PUSSYCAT



The lair of an owl bear and its feline 'pet'. No one has managed to slay the beast, which is said to possess great cunning.

The cave is home to a cunning **Owl Bear** and its companion, a **Sabre-tooth Tiger**. They are loyal and fiercely protective of each other and are always found together. They are in their lair 30% of the time, otherwise out hunting and may return with butchered prey (usually a deer): each turn spent in the cave there is a 2-in-6 chance of the pair returning home.

1. The Owl: at the far end of the cave is a nest of leaves, twigs, bones and feathers, by a pool of water fed by dripping stalactites. The **Owl Bear** (21 *hps*) will be here if it is home, pecking at the flesh of a recent kill.

Amongst its nest are a **rich fur cape** (1,500 gp) used as bedding, and a **carved bone** which is actually a map of the stars (21 gp). There is also a small **cog of rusted iron**; this is part of the key to the **Tomb of the Iron God** entrance (pages 40-41).

2. The Pussycat: in this raised cave is the lair of the Owl Bear's 'pet', a **Sabre-tooth Tiger** (45 *hps*) that keeps a collection of its bones that it gnaws on when it is home. The tiger keeps an eye on the adjacent cave of its companion, and can be there in a round if she is attacked.

Amongst the bones are loose jewellery and gems (an **amethyst**, **carnelian**, **jasper** and a **carved piece of jade** that looks like a turtle; 1,225 gp total), and several **sticks of incense** (147 gp). In the bed of bones, leaves and moss where the tiger sleeps are a **rich fur cape** (900 gp), two **vials of perfume** (75 gp) and a bronze **statuette** of a griffon (500 gp) that the tiger sharpens its teeth on.

Treasure

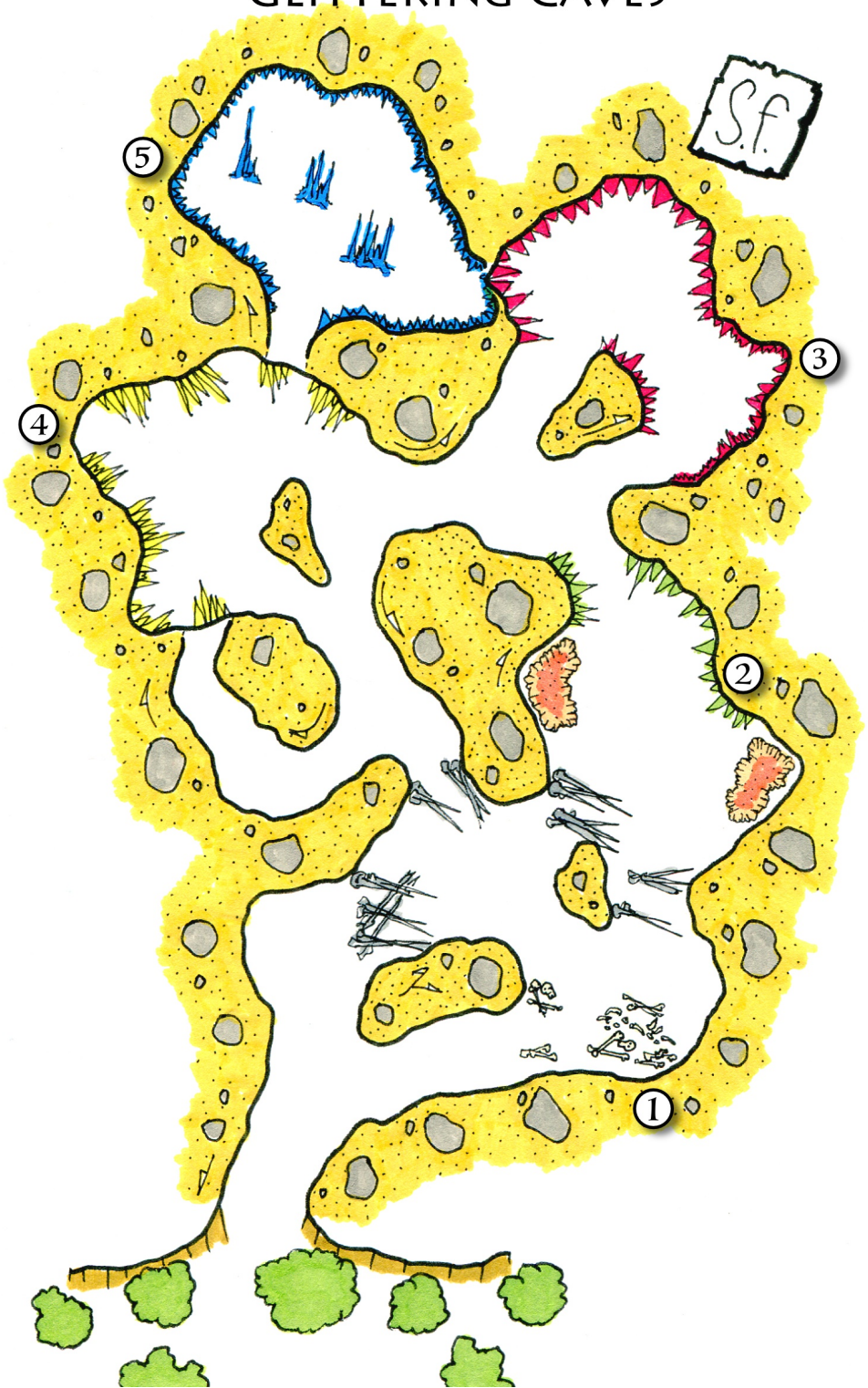
Rich fur cape (1,500 gp, #1)
 Bone jewellery (star map, 21 gp, #1)
 Rich fur cape (900 gp, #2)
 Statuette (500 gp, #2)
 2 vials of rare perfume (75 gp, #2)
 7 sticks of rare incense (147 gp, #2)
 Amethyst (100 gp, #2)
 Carnelian (75 gp, #2)
 Carved jade jewellery (1,000 gp, #2)
 Jasper (50 gp, #2)

Monsters

Owl Bear (1) ACKS page 188
 AC 4, MV 120' (40'), HD 5, hps 21, #ATS 2 claws, 1 bite (1d8 each), SV F3, ML +1, AL C, XP 200; if both claws hit, hug for extra 2d8 damage.

Sabre-tooth Tiger (1) ACKS page 158
 AC 3, MV 150' (50'), HD 8, hps 45, #ATS 2 claws, 1 bite (1d8/1d8/2d8), SV F4, ML +2, AL N, XP 600.

GLITTERING CAVES



A series of caverns that hold mystical crystals said to bestow magic; they are guarded by monsters.

At night, the entrance to this cave glitters and glows red, yellow and green. Due to the shielding trees the lights can only be seen within 100 yards.

1. Guardians of the Caves: a pair of **Phase Tigers** (30, 32 *hps*) protect the caves, resting beyond barriers made of inert crystals. Bones litter the floor, making a stealthy approach very difficult (-4 to throws).

2. Green Crystals: dozens of sharp, green glowing crystals protrude from the walls and ceiling. It takes a feat of strength to prise one free (*Open Doors* throw): each **Green Crystal** holds a magical charge, activated by holding and concentrating really hard. It produces an effect equal to a **Plant Control** potion, for the user only; once used, the crystal becomes inert, dull, grey and lifeless.

If another crystal is used while the effect of one is still active, the user suffers from temporary madness (treat as a *Confusion* spell).

3. Red Crystals: similar to the Green Crystals, these **Red Crystals** produce an effect like a **Fire Resistance** potion.

4. Yellow Crystals: these **Yellow Crystals** create an effect equal to a **Growth** potion.

5. Blue Crystals: these fragile-looking **Blue Crystals** create an effect like a **Water Breathing** potion, and those growing in the centre of the cave, creating beautiful columns, last twice as long.

Treasure

Dozens of Crystals (worth 15 gp each, just for their beauty; at least ten times that for their magical properties).

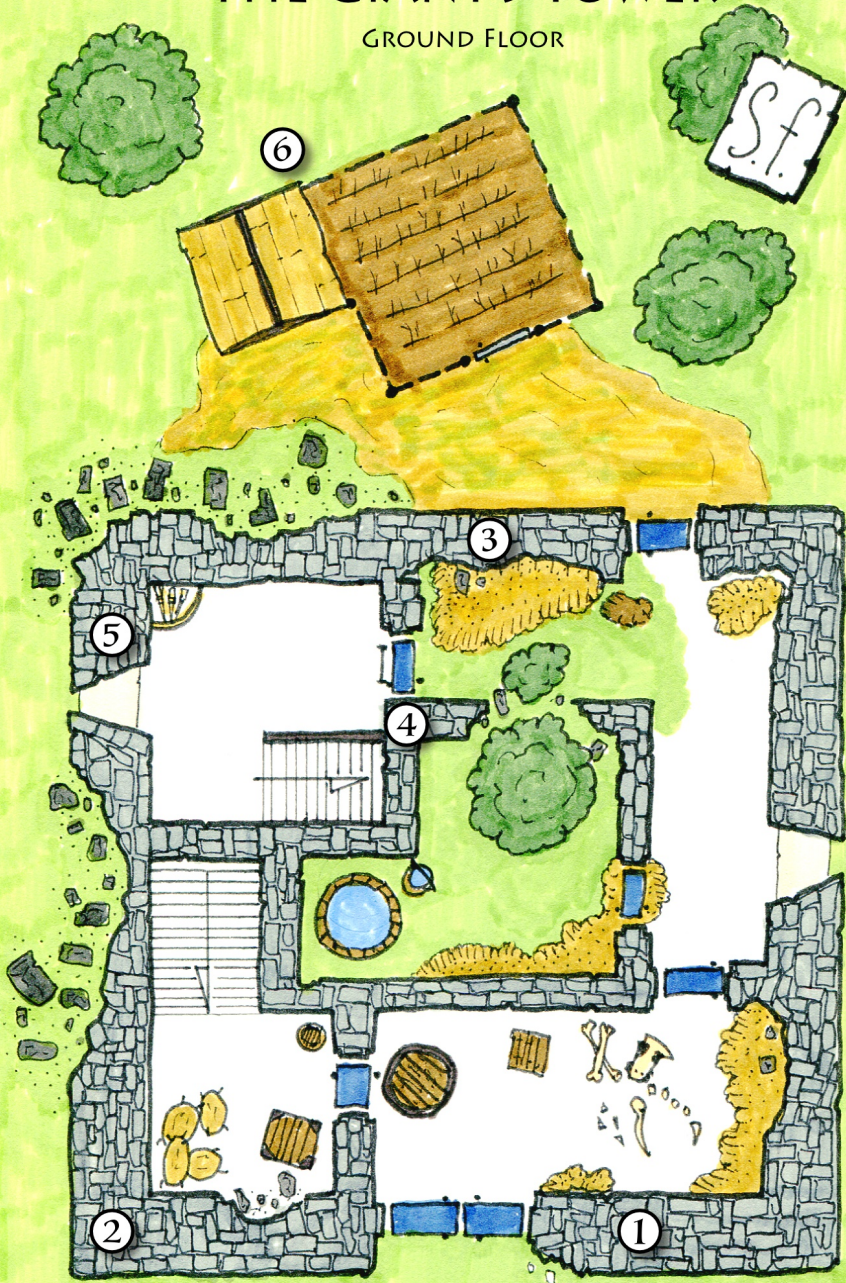
Monsters

Phase-Tiger (2) Acks page 188

AC 5, MV 150' (50'), HD 6, hps 30, 32, #ATS 2 tentacles (2d4/2d4), SV F6, ML 0, AL N, XP 320; illusionary form 3' away, +2 to saves, -2 to hit the Phase Tiger.

THE GIANT'S TOWER

GROUND FLOOR





A giant-sized ruined keep, rumoured to be still occupied by a giant that sits on a pile of gold, silver and precious stones.

The **Ground Floor** has looked and been in better shape. The floor is double the height you'd expect, easily 20' high. At night a deep rumbling sound issues from inside.

1. Entry Hall: a hallway of gnawed bones, piles of leaves, an empty barrel and a rotten crate. The floor is strewn with broken bones hidden beneath mulch: -4 to attempts to *Move Silently*.

2. Stores: in the corner are sacks of apples and stolen potatoes, a small keg of brandy, and a large crate holding seven *bundles of furs* (15 gp each).

3. Vermin: beneath a huge pile of leaves and detritus is a nest of 11 **Giant Centipedes** (1-4 hps each), several are actually hiding in the cracks of the wall (-1 to surprise). Amongst the leaves is an old glass bottle, a *Potion of Animal Control*.

4. Garden: an overgrown garden with an old apple-tree, and a shallow well of fresh rain water. In the water are 23 gp, 17 ep and 57 sp. The giant comes here during the full moon to stare up at the stars and sing songs of days long past. Hanging from a rope that dangles from the apple tree is a small

cog of rusted iron; this is part of the key to the **Tomb of the Iron God** entrance (pages 40-41).

5. Look-out: the door here is bolted, and a corner basket holds half-a-dozen darts, giant-sized (as spear). The stairs here lead down into the cellar. At night the deep rumbling of the giant's snores reverberates from here.

6. Shed: an oversized garden shed adjacent to a field of vegetables. Inside are assorted tools and gardening implements, well-maintained. The giant tends the garden during the warm days of Spring and Summer.

Treasure

7 bundles of furs (105 gp, #2)
Potion of Animal Control (#3)
Wet coins (23 gp, 17 ep, 57 sp, #4)

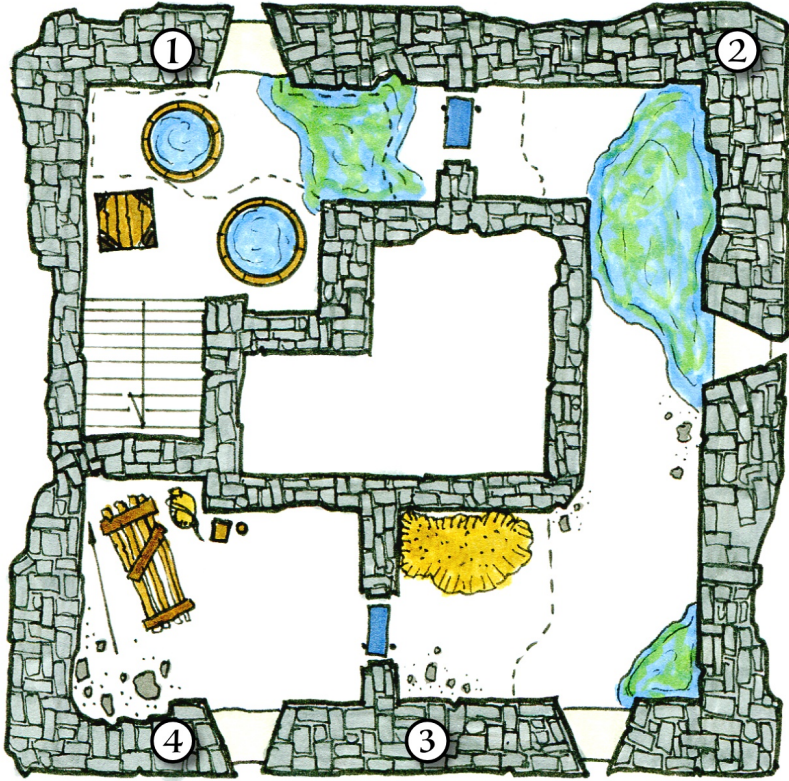
Monsters

Giant Centipedes (11) ACKS page 159
AC 0, MV 60' (20'), HD $1\frac{1}{2}$ hps 2, 3, 1, 2, 1, 4, 1, 2, 3, 2, 1, #ATS 1 bite (poison), SV F0, ML -1, AL N, XP 6 each; save vs poison or horribly sick for 10 days ($1\frac{1}{2}$ move, no actions).

THE GIANT'S TOWER

UPPER FLOOR

S.f.



Hiding out in the top floor of the giant's oversized tower is a lost king and his pet hound.

1. Rain Water: this open room is where the giant collects and stores rain water. A couple of large barrels hold fresh water from a recent storm, and a crate beneath the remaining timber roof holds a *statuette* (200 gp) of a pouncing lion, that the giant found on the ground outside the tower one night.

2. Corridor: much of the roof is missing, with pools of water on the worn stone floor. Scattered in the water are a dozen *coins* (7 gp, 4 sp, and a single copper piece).

3. Hell's Bed: a large **Hell Hound** (39 *hps*) beds down here, guarding the door to the next room. The giant has no idea it is here, as he never ventures this far any more. The hound is called Rufus, and is the pet/guardian of the king who dwells in the next room. The hound wears a *carved jade collar* (1,500 gp) bearing the royal seal.

4. The Lost King: hiding in this damp, crumbling room is **King Joseign** (47 *hps*), a deposed and exiled king on the run. He is alone except for his loyal pet/guardian, Rufus the Hound. The King has a makeshift bed of wooden planks, a long spear and supplies for a few days journey. He is

tired, depressed, and longs to return home to reclaim his throne from his twin brother. He wears a *rich yeti fur coat* (6,000 gp), stained from his travels and sleeping rough, and an *armband of fine wood affixed with an amber stone* carved into the likeness of his dead queen's face (3,400 gp).

Treasure

Statuette of a Lion (200 gp, #1)
 Coins (12 gp, #2)
 Carved Jade Collar (1,500 gp, #3)
 Rich fur coat (yeti, 6,000 gp, #4)
 Armband of fine wood (400 gp, #4)
 with an amber stone (3,000 gp, #4)

Monsters

Hell Hound, Greater (1) ACKS page 176
 AC 5, MV 120' (40'), HD 7, *hps* 39,
 #ATS 1 bite or breath (1d6 or 7d6
 fire), SV F7, ML +1, AL C, XP 790;
 breath fire 30% of the time, *save vs
 breath* for half-damage; *detect invisible*
 60' 75% chance.

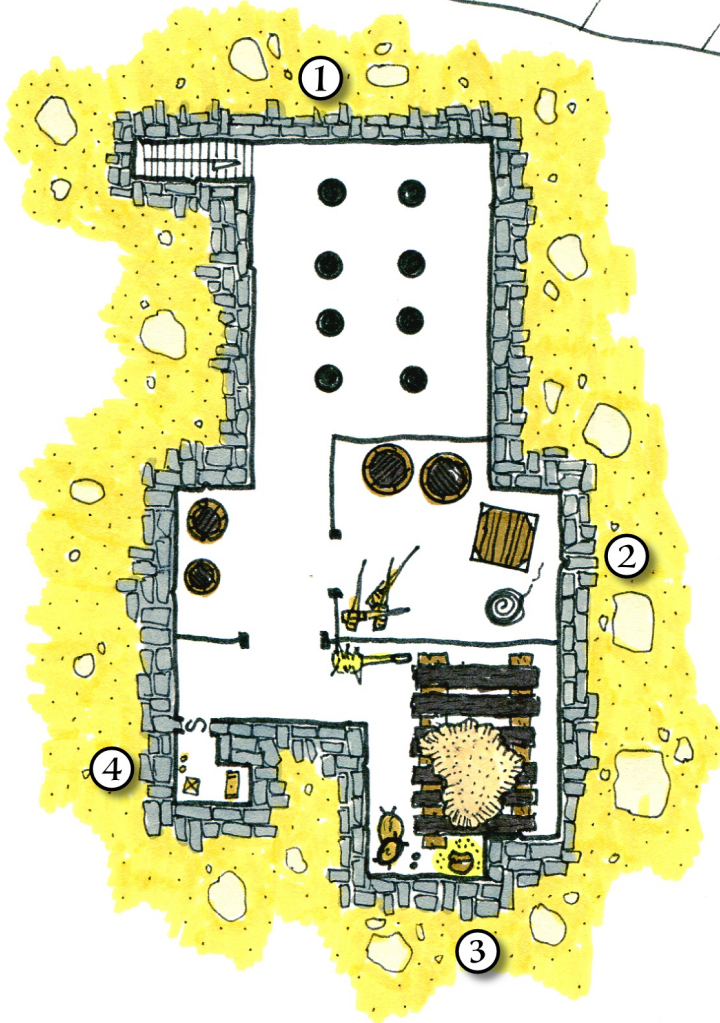
The Lost King "Joseign" (Warlord)
 AC 2, MV 120' (40'), HD 9+4, *hps* 47,
 #ATS 1 spear (1d6+4), SV F11, ML 0,
 AL L, XP 1,800.



THE GIANT'S TOWER

CELLAR

S.f.



Beneath the tower is a vaulted cellar, where the giant sleeps, his snores rumbling through the stone.

1. Cellar: the high vaulted roof is held up by two rows of support pillars, creating archways that the giant has to squeeze through, ducking his head as he makes his way to the stairs or his bed. Along the damp walls are holes marking where wine racks once stood. Around the corner are two barrels of beer, stolen from a caravan during one of the giant's nightly raids.

2. Store Room: a couple of barrels of beer sit here, along with a thick coil of rope, several large torches, and a crate stuffed with 11 rolls of *garishly dyed cloth* (10 gp and 4 stone each).

3. Giant's Bedroom: the giant **Grumush** (39 hps) sleeps here, on a bed made from re-purposed wine racks, with furs for bedding. The giant's spiked club leans against the wall when he sleeps. Behind the bed are a couple of *jars of rare spices* (2,500 gp each), a pile of *gold and silver coins* (567 gp, 235 sp) and a couple of sacks: one holds strips of meat, the other has a dozen fairy cakes topped with cherries. Under the bed are three large stones he can throw, as well as rolled scraps of parchment with crude but promising landscapes painted by the giant.

4. Secret Vault: the giant doesn't know this exists. Inside is a chest that holds 879 ep, 348 sp, 976 pp and a *brass funeral mask* (worth 200 gp); a couple of scroll cases (one has *arcane scrolls*, the other *divine scrolls*, as below), and a wooden box that holds a thick glass bottle (holding a *Potion of Climbing*), and two folded *Scrolls of Warding* (see below).

Treasure

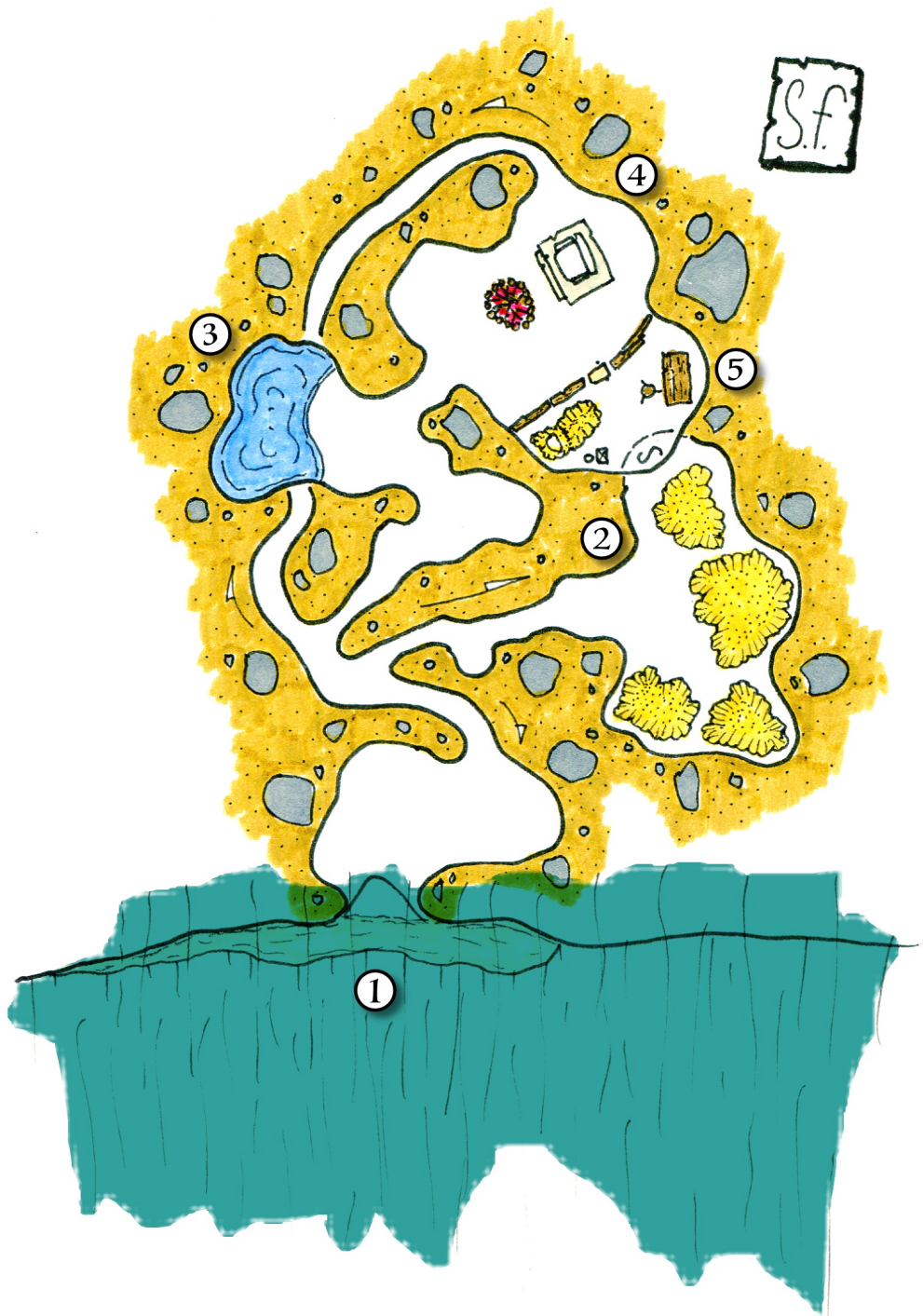
11 rolls of dyed cloth, (110 gp, #2)
 2 jars of rare spices (5,000 gp, #3)
 1,446 gold pieces (#3, 4)
 583 silver pieces (#3, 4)
 348 electrum pieces (#4)
 976 platinum pieces (#4)
 A brass funeral mask (200 gp, #4)
 Potion of Climbing (#4)
 Scroll of Arcane Spells (Written in Dwarven, #4):
 Levitate (2nd); Knock (2nd);
 Ventriloquism (1st); Fly (3rd); Hold
 Person (3rd); Continual Light (2nd)
 Scroll of Divine Spells (Written in
 Elven, #4): Remove Curse (3rd)
 Scrolls of Warding (#4): against
 Elementals; against Lycanthropes

Monster

Hill Giant "Grumush" (1) ACKS page 170
 AC 5, MV 120' (40'), HD 8, hps 39,
 #ATS 1 club or spear (2d8), SV F8,
 ML 0, AL C, XP 600; throws rocks
 200' for 3d6 damage.



CAVE OF TEARS



Screened by the cascading water, this cave is said to be the home of an old woman who knows the answer to any question.

1. Water Fall: the entrance to the lair is behind the waterfall.

2. Guard Dogs: the lair is guarded by four **Hell Hounds** (three lesser, 11, 20, 18, *hps*; one greater, 44 *hps*) that are utterly loyal and devoted to the **Hyacinth the Hag**, or *The All-Seeing*, as she is commonly known.

3. Pool of Knowledge: anyone gazing long into the pool can evoke its power 1/day. Unless it is the hag, the viewer must *save vs spells* or be affected by *Confusion* (as spell); success imbues them with knowledge, as if they were able to *Commune* (as the spell, 3 questions).

4. Throne of Truth: before a fire-pt is a stone dais, with a golden throne (worth 40,000 gp) atop. The hag conducts her business here, in the guise of a kind, frail old woman. When sat on the throne she cannot lie, but neither can anyone else lie to her. The throne works for anyone sitting on it.

5. The Hag's Lair: a wooden wall of thick trunks separates this living room from the caves. Inside is a dirty bed, an old desk and stool, and a chest and urn. The floor at the rear has a false stone that opens into the hound's den below. The **Hag** (40 *hps*) is either here, sleeping or writing in her extensive diary, or in the

throne room, waiting to deal with those seeking her knowledge. On the desk is a **Crystal Ball with Clairaudience**,

In the chest are **piles of coins** (1,000 ep, 1,000 gp, 1,000 pp). The urn holds powered bones, snorted by the hag like snuff.

Treasure

Golden Throne (40,000 gp, #4)
Crystal Ball with Clairaudience (#5)
Piles of coins (6,500 gp)

Monsters

Hell Hounds (Lesser, 3) ACKS page 176

AC 5, MV 120' (40'), HD 3, *hps* 11, 20, 18, #ATS 1 bite or breath (1d6 or 3d6), SV F3, ML +1, AL C, XP 65; breath fire, *detect invisibility* 75%.

Hell Hound (Greater, 1) ACKS page 176

AC 5, MV 120' (40'), HD 7, *hps* 44, #ATS 1 bite or breath (1d6 or 3d6), SV F3, ML +1, AL C, XP 790; breath fire, *detect invisibility* 75%.

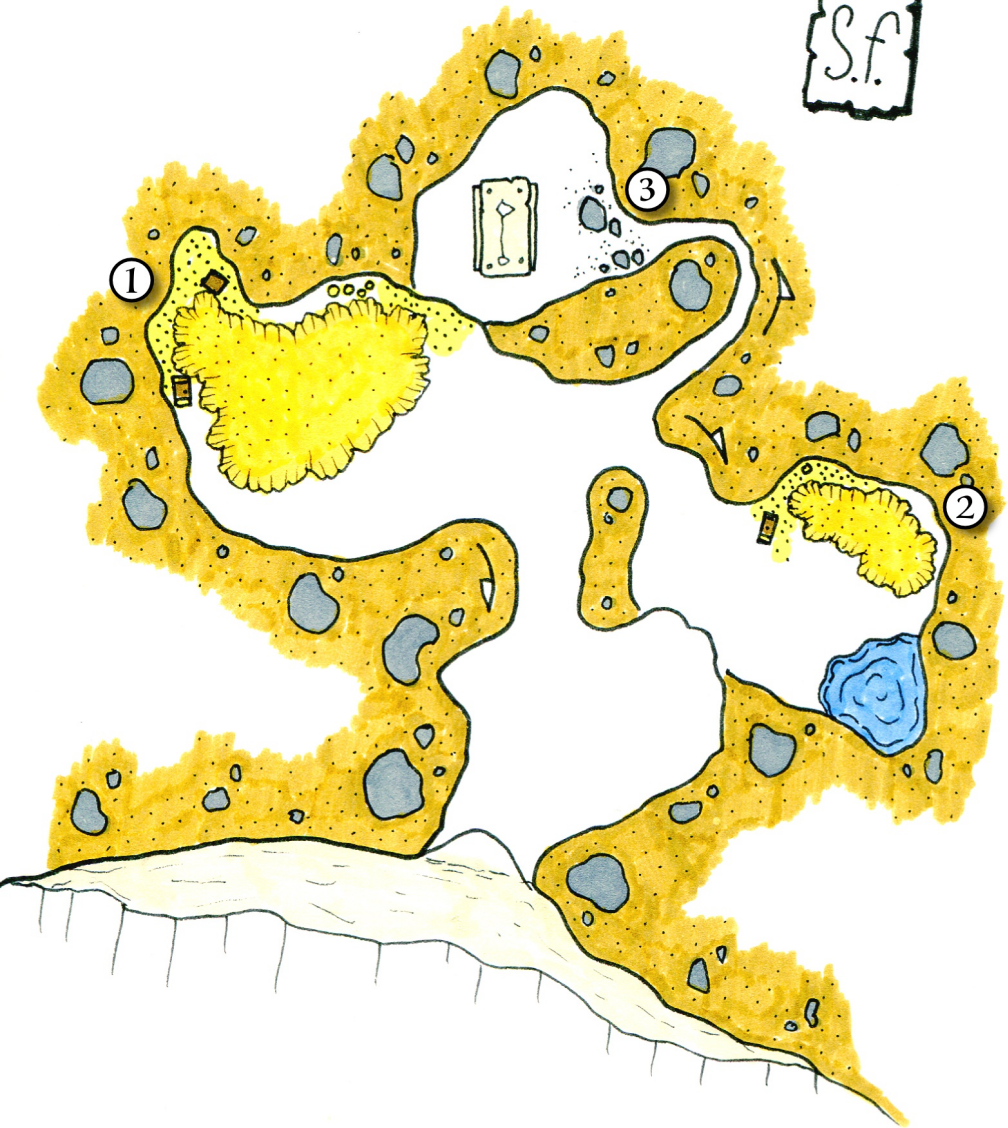
Hyacinth the Hag (1)

ACKS: Lairs & Encounters page 172

AC 6, MV 90' (30'), HD 9, *hps* 40, #ATS 2 claws (1d4+4/1d4+4), SV C9, ML +2, AL C, XP 3,100; *alter self* and *bestow curse* 1/day, spells as 9th-level witch (Chthonic Tradition): *Spells/day* (1st) 9, (2nd) 8, (3rd) 8, (4th) 8, (5th) 6; wears a **Ring of Invisibility**, and carries a **Wand of Device Negation**.

SERPENT'S MOUTH

S.f.



A winged serpent lairs in this cave, often preying on those who venture openly in the vale.

1. The Serpent: a large **wyvern** (40 *hps*) lairs here, frequently (4-in-6) taking to the air to seek prey. Its nest is surrounded by its treasure: 904 **platinum coins**, a **rich fur coat** in Royal colours (5,000 gp), a **statuette** of an elven dancer (100 gp), and six **gold ingots** (300 gp each). There are also four **eggs**, which fetch a high price on the market. The young hatchlings can be trained.

2. The Child: the daughter of the adult wyvern, this **wyvern** (30 *hps*) is almost full-size, ready to seek its own lair soon. It sometimes accompanies its mother (2-in-6), otherwise can be found here, playing with a recent kill. Its treasure consists of 84 **platinum pieces**, two **statuettes** of elven warriors (100 gp each), and five large **ingots of silver** (300 gp each).

There is also a small **cog of rusted iron**; this is part of the key to the **Tomb of the Iron God** (pages 40-41).

3. The Tomb: a narrow passage, a tight-squeeze for anyone who isn't child-sized, leads to a partial cave-in (light armour only, otherwise too big to squeeze through the gaps). Beyond is an old, forgotten tomb.

A worn, plain sarcophagus holds the

skeletal remains of an infamous priestess known for her genocidal acts. Her skeleton wears a **bronze death-mask** (120 gp), and around her neck is an **ornate silver necklace** that is adorned with the symbol of her ancient order, a cleaved skull (worth 600 gp). Disturbing the skeleton *bestows a curse*, to eat nothing but raw flesh until the *curse is removed*. Failure to adhere to this diet causes a loss of 1 hit point per day, which cannot be restored until either flesh is consumed or the curse lifted.

Treasure

986 platinum pieces (4,930 gp, #1,2)
 A rich fur coat (5,000 gp, #1)
 An elven statuette (100 gp, #1)
 Six gold ingots (1,800 gp, #1)
 Wyvern eggs (4, 1,500 gp each, #1)
 Two elven statuettes (200 gp, #2)
 Five silver ingots (1,500 gp, #2)
 A bronze death-mask (120 gp, #3)
 An ornate silver necklace (600 gp, #3)

Monsters

Wyverns (2) ACKS page 203

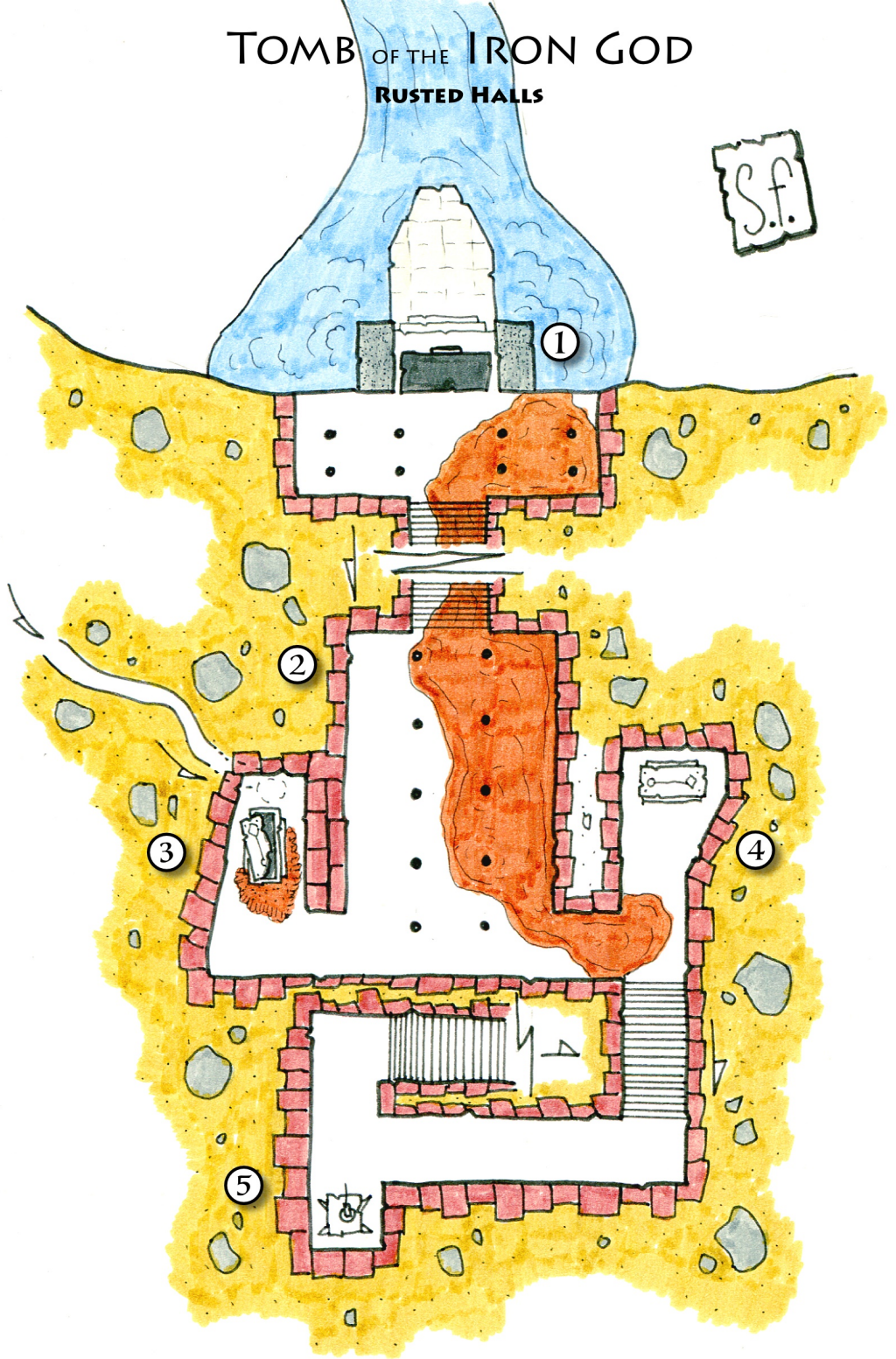
AC 6, MV 90' (30') or fly 240' (80'), HD 7, *hps* 40, 30, #ATS 1 bite, 1 sting, or, 2 talons (2d8/2d8), SV F4, ML +1, AL C, XP 1,140; sting inflicts deadly poison (*save vs poison* to negate); dive attack does double-damage and target must *save vs paralysis* or be grabbed and lifted away.

A worn, plain sarcophagus holds the

TOMB OF THE IRON GOD

RUSTED HALLS

S.f.





The tomb of the Iron God lies behind an archway that bisects the waterfall. Behind a sealed door ancient steps lead down into deepest darkness, where the cold, stale air blows from far below, carrying the smell of dust.

Rusted Halls

1. Sealed Door: the entrance is a stone door with cogs and gears, and a hole where a rod or lever can be inserted. Three of the cogs are missing: one is in the **Serpent's Mouth** pages 38-39, the second is in **The Giant's Tower** pages 30-31, and the third is in the lair of **The Owl & the Pussycat** pages 26-27. If all three are connected and the gears turned, the door swings open: it remains open for an hour before swinging shut again. There is no lever or other means to open it from the inside. Beyond is a hall with rusty iron pillars, with rusty, muddy water dripping down the wall, forming a pool that trickles down a set of long stairs that descends nearly a hundred feet.

2. Hall of Iron: a vaulted chamber with several iron pillars. More rusty, muddy water pools here. Each pillar acts as a powerful lodestone, making passage while wearing or carrying metal objects difficult: each archway requires an *Open Doors* throw to push through if wearing metal armour or carrying two or more metal objects (swords, shields, lanterns). Loose items are pulled to the pillars, and a few rusty old daggers, swords and a dented shield hang from them.

3. Looted Coffin: a rusting, open iron coffin that lies empty. The lid has been gnawed, and a pile of rust surrounds it. In the ceiling is a large hole, leading to a narrow tunnel that ascends to the cliff top above. A **Rust Monster** (23 hps) dwells in this tunnel, intent on gorging itself on the iron in the tomb. It is sleeping after eating the coffin lid, but soon will be hungry again.

4. Iron Coffin: an intact coffin of iron, inside of which is an iron skeleton. The skull is a powerful lodestone, same as the pillars (#2), if it is removed from the coffin.

5. Sentinel: an **Iron Golem** (74 hps) stands in this alcove, guarding the passageway from intruders. It is a squat cube on four insect-like legs, a conical, spiked head atop it.

Monsters

Rust Monster (1) ACKS page 191
AC 7, MV 120' (40'), HD 5, hps 23, #ATS 1 antennae (rusts metal), SV F3, ML -1, AL N, XP 200; touch and hide rust metal.

Iron Golem (1) ACKS:Lairs & Encounters page 171
AC 6, MV 60' (20'), HD 16, hps 74, #ATS 1 fist plus breath (4d10 plus deadly poison), SV F8, ML n/a, AL N, XP 5,900; immune to weapons less than +3 enchantment and cold- or lightning based attacks, healed by fire.

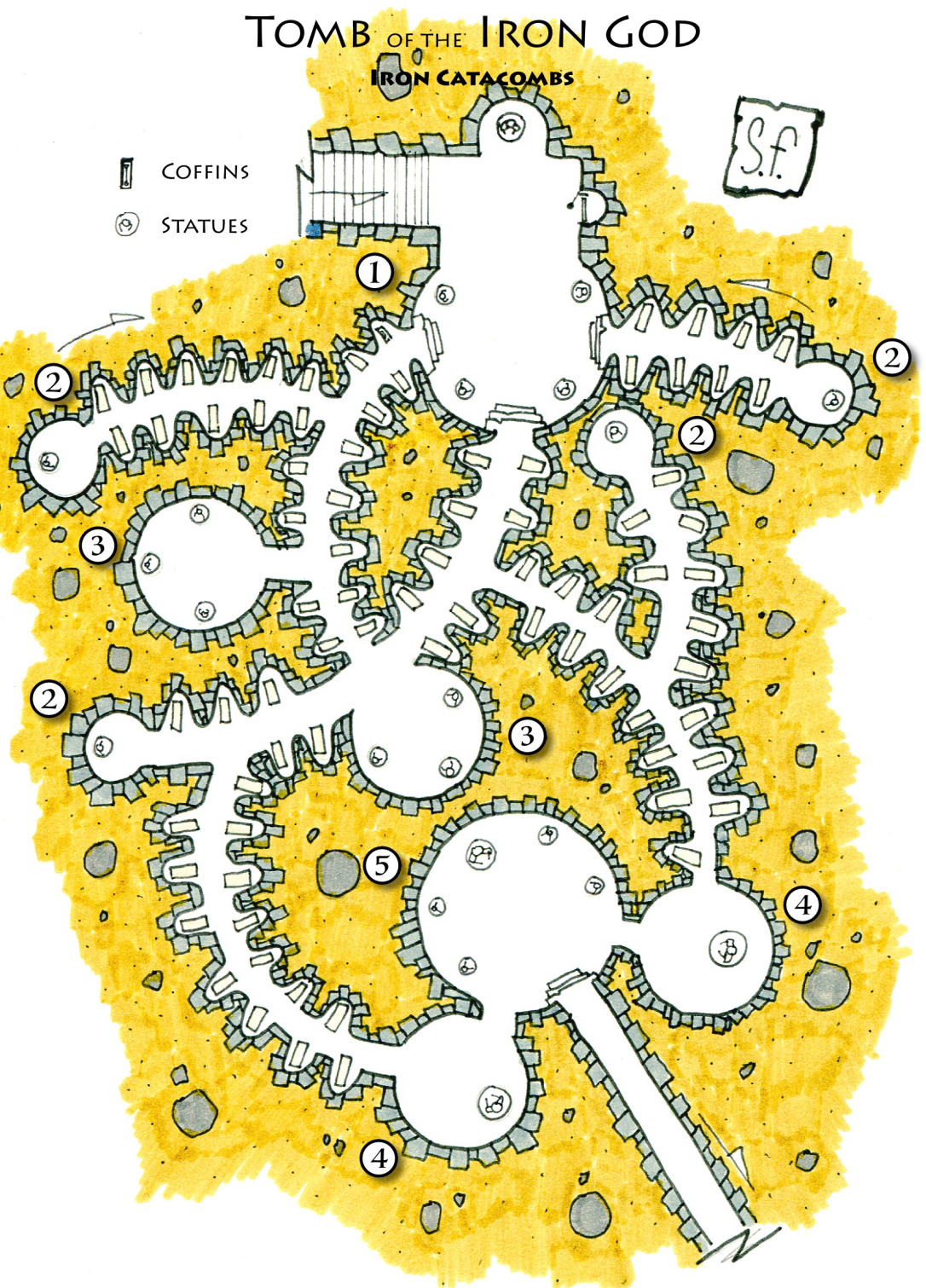
TOMB OF THE IRON GOD

IRON CATACOMBS

 COFFINS

 STATUES

S.F.



Great blocks of stone line low-ceiling tunnels that curve into darkness, where iron coffins sit in narrow alcoves.

Iron Catacombs

1. Hall of Announcement: tall, thin elf-like statues of iron stand here, flanking the archways into the catacombs. A larger statue watches over them, cloaked in heavy robes. A bronze gong, with a thick iron rod, stands in an alcove. If it is not struck, then anyone crossing into the corridors are treated as intruders.

2. Sentinels: at the ends of these tunnels are elf-like **Animated Iron Statues** (18 *hps* each) that will attack anyone intruders entering the corridors.

3. Voices from the Past: these two chambers hold elf-like statues with glowing white eyes, dressed in hooded robes. Each will answer, truthfully, a single question once per day in an ancient and alien language: they can only answer questions about the distant past, including the tombs.

4. Guardians: in each chamber is a tall, thin elf-like **Iron Golem** (69 *hps* each) that stand guard near this floor's exit. They attack any intruders entering the chamber or the adjacent hall (#5).

5. The Watchers: four elf-like statues dressed in robes watch the steps leading to a tunnel that slopes down. A larger statue, its face hidden behind a blank mask, swords in each hand, stares straight down the tunnel: this statue is an **Iron Golem** (69 *hps*) that will only attack anyone coming back up the tunnel, timing its attack for when they re-enter the hall.

Treasure

Each iron coffin holds dozens of iron cubes, some corroded with rust, but most are intact. Each is worth a few silver pieces (2d12 x 12 cubes, 5 sp each).

Monsters

Animated Iron Statue (4) ACKS page 196
AC 5, MV 30' (10'), HD 4, *hps* 18, #ATS 2 fists (1d8/1d8), SV F4, ML n/a, AL N, XP 190; immune to poison, charm, sleep and hold spells, ordinary metal weapons stick to statue unless *save vs spells*.

Iron Golem (3)

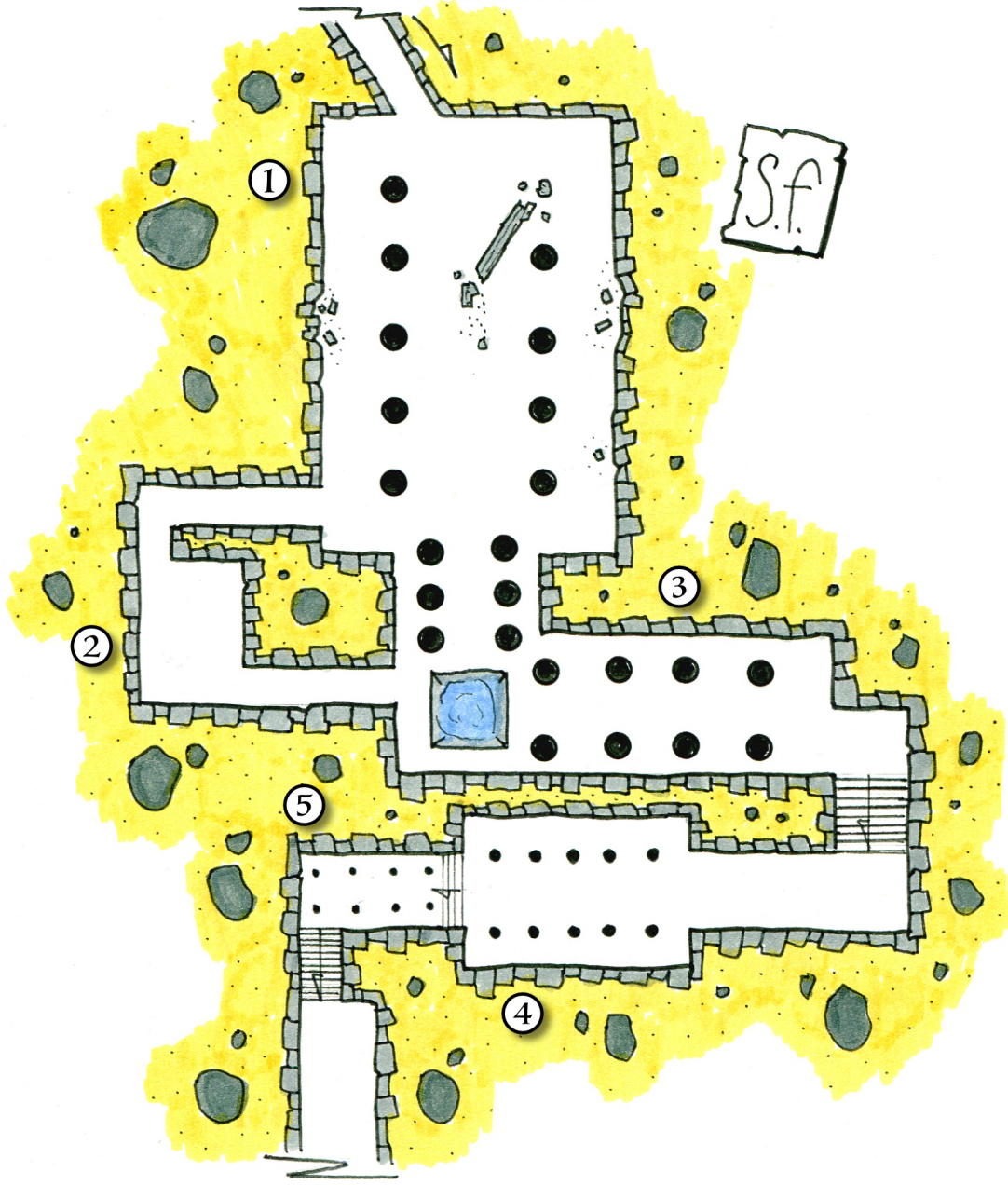
ACKS: Lairs & Encounters page 171

AC 6, MV 60' (20'), HD 16, *hps* 69, #ATS 1 fist plus breath (4d10 plus deadly poison), SV F8, ML n/a, AL N, XP 5,900; immune to weapons less than +3 enchantment and cold- or lightning based attacks, healed by fire.



TOMB OF THE IRON GOD

SILVERED HALLS



These hallways are tiled in silver plates that glisten and gleam. Guardians patrol the halls, protecting the tomb from intruders.

Silvered Halls

1. Hall of Penitents: a hall of iron pillars, decorated with scenes of strange cubical creatures being fought and imprisoned by elf-like warriors clad in strange armour. The hall shows signs of a decades-old battle, with a fallen pillar covered in rust, broken walls, and scorch-marks along the North-wall, floor and ceiling.

2. The Invisible Protector: this is the lair of the halls guardian, an **Invisible Stalker** (42 *hps*), which patrols the halls. When the halls are first entered, roll 1d4 to determine where the guardian is; it moves on every round, clockwise, attacking any intruders. If defeated, it reappears at the stroke of midnight, back in this room, to recommence its eternal vigil.

3. Pool of Cleansing: iron pillars create a narrow walkway, with a pool in the middle. Pegs for clothes stick out of each pillar, some holding the tattered remains of cloaks. The pool is shallow, deep enough to kneel and cover the legs and hips. The water is fresh, clean, and anyone washing in it is *blessed* while inside the tomb, and any poisons or diseases are removed as per the spells.

4. Hall of Prayer: this chamber has narrow iron pillars that deaden any sound, muffling voices to a whisper. It heightens prayers: any divine spell cast within this hall are treated as two caster-levels higher.

5. Hall of No Return: thin pillars line this small room, forming an arched corridor. It has a calming effect on anyone passing through to the Golden Halls, but produces fear for anyone trying to come back: treat as a *Fear* spell.

Treasure

The walls, floor and ceiling are tiled in 2' square silver plates, each worth 50 gp. Prising them free from the stone requires a difficult Open Doors throw (at -4).

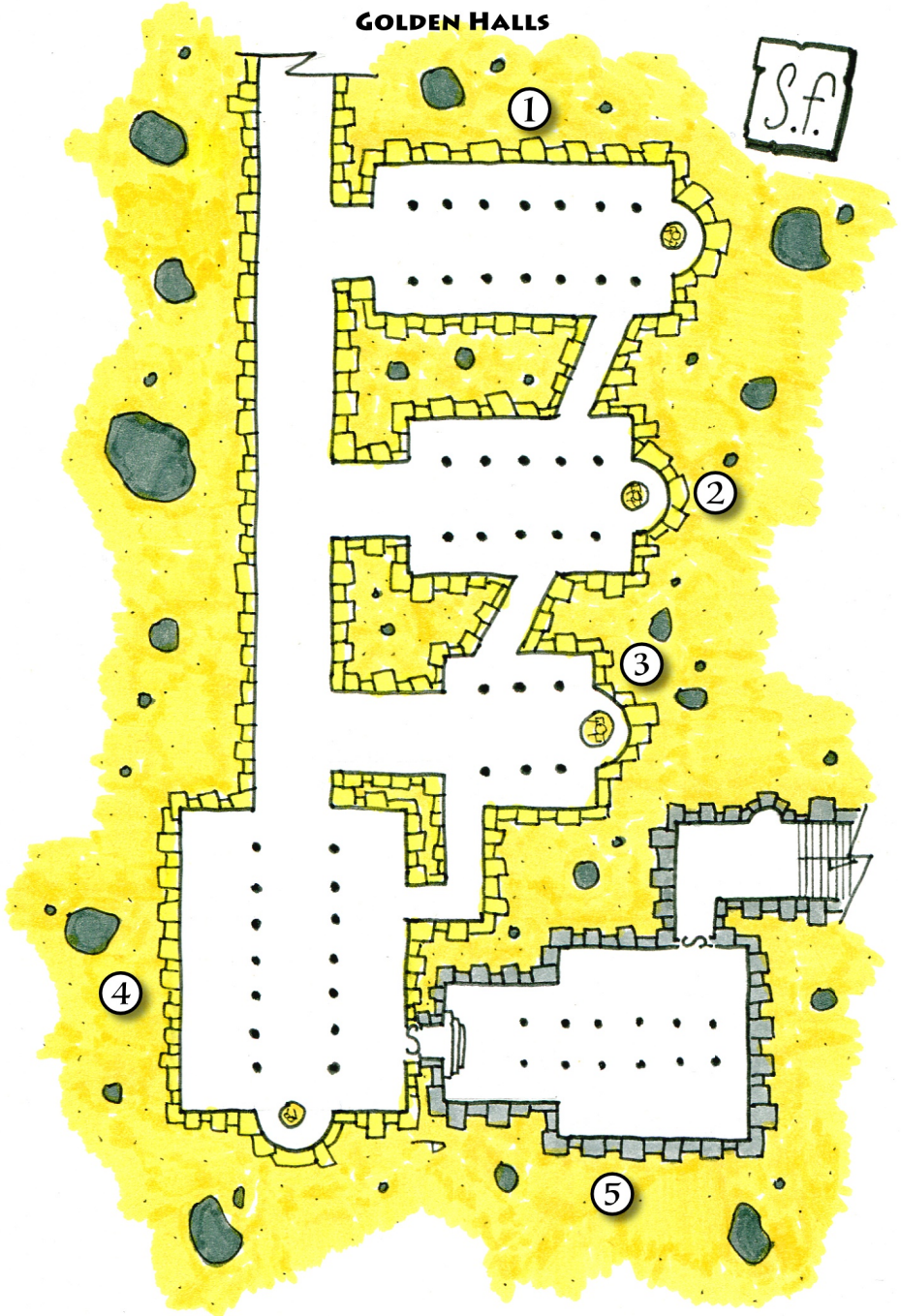
Monster

Invisible Stalker (1) ACKS page 178
AC 6, MV 120' (40'), HD 8, *hps* 42, #ATS 1 pummel (4d4), SV F8, ML +4, AL N, XP 1,100; -3 to opponents' surprise rolls.



TOMB OF THE IRON GOD

GOLDEN HALLS



Bricks of gold line these tunnels and halls, glowing like captured sunlight when illuminated.

Golden Halls

1. Hall of the First Lord: golden pillars bear scenes of elf-like warriors fighting swarms of cubical creatures spitting fire. Always on the horizon looms a taller cubical creature. At the end of this hall stands a golden statue of an elf-like warrior dressed in ornate armour, wielding a thin-bladed sword and a triangular shield.

2. Hall of the Second Lord: this vaulted chamber's columns depict scenes of the elf-like warriors battling the iron creatures, shattering them into small cubes. At the far end is another golden statue, this one holding a warhammer clutched tightly in both hands.

3. Hall of the Third Lord: golden columns support this vaulted hall, each depicting scenes of elf-like warriors building the tomb. At the far end, tucked into a large alcove is a tall, thin elf-like golden statue holding a hammer and chisel.

4. Hall of the Last Lord: the rows of pillars leading to the golden statue at the end are plain except for a series of musical notes etched into the base of each. When played, North-to-South, East row first, then West, the melody

opens the secret door to the hidden hall. The golden statue is an elderly elf-like woman dressed in heavy, hooded robes, her face grim and weary. In her hands are a silver and a golden heart: each has AC 6, *hps* 25, and requires magic to harm them. If both are destroyed, then the **Iron God** is weakened (see page 51).

If the secret door is opened, then the four golden statues animate: each becomes an **Animated Golden Statue** (20 *hps* each) that seeks out any intruders, pursuing relentlessly.

5. The Hidden Hall: a cold, iron-brick chamber with iron pillars with serrated edges along their East-side. If blood is let on all (1d4 damage each), then the secret door to the tomb opens.

Treasure

Each golden brick in the walls measure 6" by 3" by 4" and are worth 300 gp each, but require a successful *Open Doors* throw, at -4, to free.

Monsters

Animated Golden Statue (4)

ACKS page 196, variant on the Iron Statue

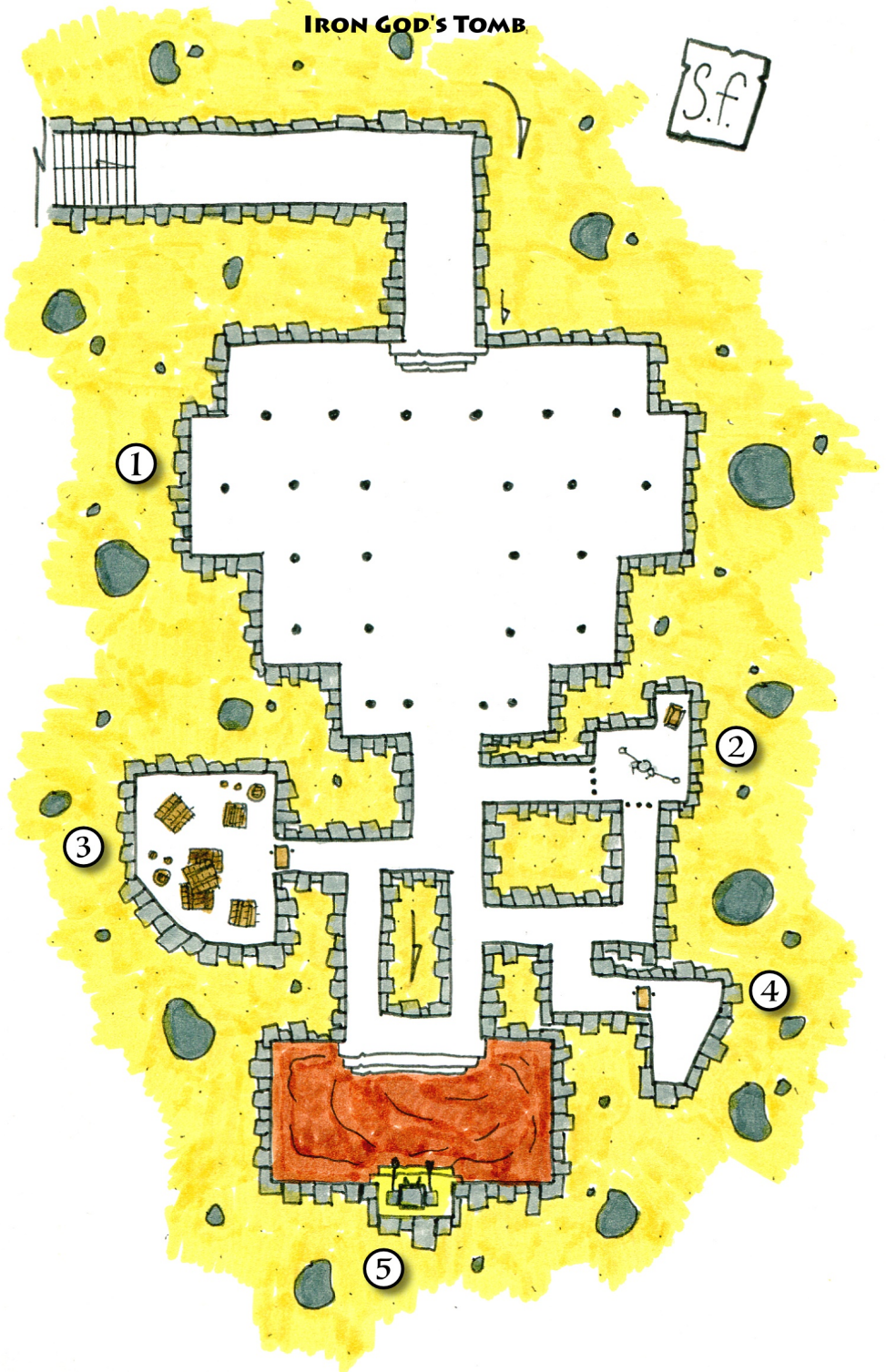
AC 5, MV 30' (10'), HD 4, *hps* 20, #ATS 2 fists (1d8/1d8), SV F4, ML n/a, AL N, XP 190; immune to poison, charm, sleep and hold spells, and ordinary weapons.



TOMB OF THE IRON GOD

IRON GOD'S TOMB

S.f.



In this stone-clad tomb sleeps the immortal Iron God, trapped beneath a pool of sacrificial blood.

Iron God's Tomb

1. The Crystal Hall: thin pillars of softly glowing blue crystals fill this chamber, each thrumming and crackling with energy. Anything wearing, carrying or made of metal that enters the hall is targeted by 1d4 pillars: each fires a 6d6 *lightning bolt* at the target, each time the hall is entered. The pillars have AC 6, *hps* 25 each. Destroying one also detonates it, filling the room with lightning that strikes all for 3d6 damage (in both cases, *save vs blast* for half-damage).

2. Betrayer's Cell: behind solid stone bars, no doors, is an elf-like figure chained with thick silver manacles attached to the floor. The figure is known only as the **Betrayer** (25 *hps*), and has been here for so many centuries that he does not recall his real name. He is an ancient, alien, elf-like race that fought and defeated the metal aliens that invaded; but he turned on his kin, using his power to trap the alien leader, the **Iron God**, rather than slay it. His people imprisoned him for his crime, and here he has remained ever since, longing to be free to seek his revenge. Behind him is a simple chair, where he can uncomfortably sit rather than stand. He prefers to stand.

3. Vault: the thick stone door is protected by a *Wizard Lock*, and inside are some of the treasures that belonged to those that followed the Iron God, which were left here as the elf-like race believed them to be tainted: a chest of 1,200 *ancient gold coins*, 900 *platinum pieces*, and a *set of engraved false teeth* (70 gp), wrapped in a well-preserved *rich fur coat* (1,000 gp); two *vials of exotic perfume* (25 gp each), and a collection of glass bottles each labelled with arcane symbols: *potions of Animal Control*, *Gaseous Form*, *Heroism*, *Super-Heroism*, *Sweet Water*, and *Treasure Finding*; a sealed clay amphora with several gemstones: an *agate* (25 gp), an *alexandrite* (500 gp), a *chalcedony* (75 gp), an egg-shaped piece of *obsidian* (10 gp), three *aquamarines* (500 gp each), a *flawless diamond* (4,000 gp), and a *flawless facet-cut diamond* (8,000 gp); crates of bones that have a pair of *amethyst cylinder* seals depicting religious scenes (each worth 1,200 gp), and several scrolls: a pair of *Wards against Lycanthropes*, a rolled-up *Scroll of Arcane Spells* (Written in Classical Auran): *Fireball* (3rd), *Ventriloquism* (1st), a *Scroll of Divine Spells* (Written in Common): *Silence* 15' radius (2nd), and a pair of *Treasure Maps*; and hanging from the back of the door, a *brass horseshoe* (110 gp).



4. The Void: a seemingly empty room, this odd-shaped chamber acts as an amplifier, enabling a caster to perform greater feats of magic. After spending an hour in this quiet, peaceful and relaxing room, a caster is treated as four levels higher for most spells, but as six levels higher for anything involving summoning, conjuring or teleporting whilst in this room, where the walls between dimensions are thin.

5. Tomb of the Iron God: a coppery tang hangs in the air of this chamber, with has a floor hidden by a pool of blood. The blood is starting to congeal, and new fresh blood is needed to keep it intact: without it, the evil that lies inside will awaken. Across from the platform that looks out over the bloody pool is a golden dais, on which stands a tall, bronze statue of an elf-like warrior sculptured out of different sized cubes; symbolising the triumph of that race over the Iron God and its followers. The statue is actually a **Bronze Golem**, (76 *hps*), which will attack the Iron God should it rise, or anyone attempting to free it from the pool.

The bloody pool has remained fresh and intact for centuries, but when the sealed door of the tomb (#1, **Rusted Halls**) was opened, a change took place and the blood has started to congeal. In another few hours (1d6) the blood will scab over, forming a

crust that starts to crack and crumble. A few (1d4) turns later, the **Iron God** (85 *hps*) awakens and breaks free from the pit beneath the crust, intent on conquering the world.

To keep the god imprisoned, fresh blood must be added to the pool, equal to the blood of six adult humans. It must be renewed every month to keep the god trapped.

Treasure

All located in the vault (#3):
 1,200 gp
 900 pp
 1 set of Engraved Teeth (70 gp)
 1 Rich Fur Coat (1,000 gp)
 2 vials of Exotic Perfume (50 gp)
 Potion of Animal Control
 Potion of Gaseous Form
 Potion of Heroism
 Potion of Super-Heroism
 Potion of Sweet Water
 Potion of Treasure Finding
 1 Agate (25 gp)
 2 Amethyst Cylinders (4,200 gp)
 2 Wards vs Lychanthropes
 1 Scroll of Fireball
 1 Scroll of Ventriloquism
 1 Scroll of Silence 15' radius
 Brass horseshoe (110 gp)

Monsters**"The Betrayer" (Enchanter)**

AC 0, MV 120' (40'), HD 9d4+3, hps 25, #ATS 1 weapon, SV M12, ML +2, AL C, XP 3,000; cast *charm* and *illusion* spells as 14th-level, saves at -2; *prestidigitation* at-will; *glamorous aura* (+2 reaction, on a 12 charms).

Spells per Day (12th-level):

(1st) 4, (2nd) 4, (3rd) 3, (4th) 3, (5th) 3, (6th) 2.

Spells Known:

(1st) *Burning Hands*, *Charm Person*, *Shield*, *Wall of Smoke*;

(2nd) *Alter Self*, *ESP*, *Invisibility*, *Phantasmal Force*;

(3rd) *Chimerical Force*, *Hold Person*, *Telepathy*;

(4th) *Charm Monster*, *Spectral Force*, *Wall of Fire*;

(5th) *Hold Monster*, *Panic*, *Phantasmal Killer*;

(6th) *Anti-Magic Shell*, *Oblivion*.

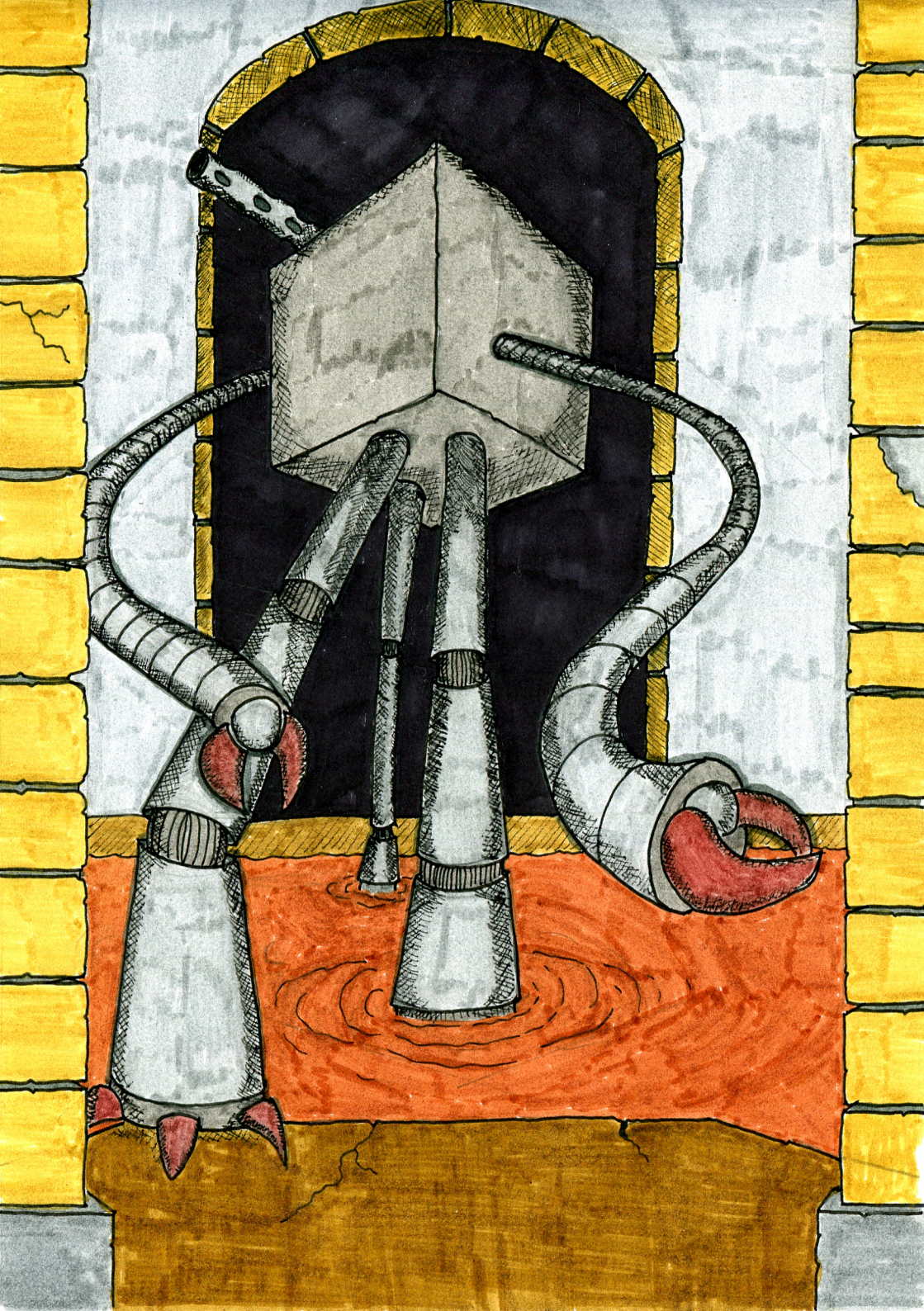
Bronze Golem (1) ACKS page 173

AC 9, MV 240' (80'), HD 20, hps 76, #ATS 1 fist (3d10), SV F10, ML n/a, AL N, XP 4,600; immune to ordinary weapons, poison gas, hold, charm and sleep spells; when struck, molten metal spurts out, dealing 2d6 damage, *save vs breath* to avoid.

Iron God (1) Unique Monster page 53

AC 3, MV 120' (40'), HD 16, hps 85, #ATS 2 tentacles or rod (2d6/2d6 or 6d6), SV F16, ML +4, AL C, XP 7,200; immune to ordinary weapons, gas, poison, disease and fire; magic weapons deal minimal damage, lightning stuns for a round, cold slows the god; rod deals 6d6 fire damage, *save vs breath* for half-damage.





Iron God

Gigantic Enchanted Construct

% in Lair:	100%
Dungeon Enc.	Unique
Wilderness Enc.	Unique
Alignment:	Chaotic
Movement:	120' (40')
Armour Class:	3
Hit Dice:	16****
Attacks:	2 tentacles or fire
Damage:	2d6/2d6 or 6d6
Save:	F16
Morale:	+4
Treasure Type:	Q, N
XP:	7,200

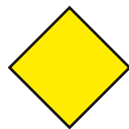
The **Iron God** is an alien entity, an intelligent construct from another world. It is a gigantic cube with a tripod of multi-jointed, spindly legs, with two prehensile tentacles protruding from the sides of the cube. Each tentacle ends in a gripping claw. Protruding from the top of the construct is a rod that spits deadly fire. The creature is made of some unknown metal that looks like iron, but is much stronger.

The Iron God attacks by lashing with its claw-tipped tentacles or using its topside rod that spits deadly fire (range 120', deals 6d6 damage, *save vs breath* for half-damage). If a claw hits, the Iron God can grapple its opponent (*save vs paralysis* to avoid); it then constricts for 2d6 damage each

round. A grappled opponent can try to pull free by making a successful saving throw, or attack the tentacle (AC 6, inflict 10 hps in a single blow to cause the tentacle to spasm and release), or the attack the Iron God at -4 to hit.

The Iron God is an enchanted construct and is immune to spells such as **charm**, **hold** and **sleep**, as well as poison, gas, disease, or fire. Mundane weapons inflict no damage, whilst magical attacks inflict minimum damage only. Lightning-based attacks stun it for a round, and cold-based attacks *slow* it for a round. It also able to regenerate lost limbs or serious damage if it can bathe in sunlight: it heals 20 hps per turn when exposed to direct sunlight.

As the Iron God is an enchanted creature, it is susceptible to *Protection from/Dispel Evil*. Due to its iron-like body, the god is also vulnerable to magnetism caused by powerful lodestones. In the presence of a large lodestone the Iron God is affected as per a *Slow* spell, making only one attack per round, and reducing its AC to 0 due to the stress placed on its body.



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The following is designated as product identity: anything relating to theskyfullofdust.

DESIGNATION OF OPEN GAME CONTENT

All new monsters: Slenderman, Iron God.

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