

# The S'rulyan Vault



Venger As'Nas Satan's



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Venger As'Nas Satanis

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The S'rulyan Vault is a collection of random tables and guidelines for using the corresponding mega-dungeon map.  
This work is compatible with most roleplaying games that fall into the Old School Renaissance category.

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**Cover Art:** Bojan Sucevic

**Interior Art:** Bojan Sucevic

**Cartography:** Glynn Seal (MonkeyBlood Design)

**Layout:** Glynn Seal (MonkeyBlood Design)

**Character Sheet:** James V. West

**Special Thanks:** Eric Fabiaschi

# A BRIEF HISTORY OF THE S'RULYAN VAULT

For as long as anyone living can remember, the world was full of men and the darker, stranger forms of life remained at the farthest edges of it. But the scrolls contained within the many temples of Tyr'Urden tell us that this was not always so.

Demonic things came in the night to feed upon mortal souls, ripping and tearing at humanity's soft, exposed belly. Our people lived in fear. Like children, man was afraid of the dark and what lay beyond the walls of his cities.

Then, one day, a champion came. He slayed many of the evil ones, the creatures who looked like walking serpents. Eventually, his mighty deeds became so numerous that thousands followed him into battle against the forces of evil. Man had both the numbers and the will to push back against these malevolent beings until his cities and forests were relatively free of hell-spawn.

Snake-men were the most powerful humanoid creatures, as they knew the secrets of blackest sorcery, having made a pact with the Demon Lord known as S'rul. Under his satanic tutelage, the snake-men became powerful enough to slaughter the armies of mankind. Before long, the entire race of snake-men were known as the Sect of S'rulyan... (S'rulyan meaning the great and terrible wisdom of S'rul).

At the height of their serpentine reign, a subterranean domain was constructed on the outskirts of the human realm. It became an outpost from where the snake-men continually raided - taking weapons, gold, slaves, and sorcerous objects from man's cities. This vault was the crowning glory of S'rul and his loathsome worshippers.

Just as the Sect of S'rulyan could see the extermination of man in sight, a large band of adventurers retrieved a lost relic - the Helm of Power, an artifact that siphons the magical energy from everything surrounding it... and gives that magic to the wearer. The Helm of Power protected the adventurers as they waded into the darkness of S'rul's foul dungeon.

Only three heroes emerged from the S'rulyan Vault, victorious over the evil ones with their spiked armor covered in gore and shreds of serpent flesh. Alas, the Helm of

Power was destroyed in the final battle against S'rul. Yet, the Demon Lord was also destroyed, and so the people rejoiced!

The three surviving heroes, Artello, Urden, and D'meskus, established themselves as Kings of the central territories. For decades they ruled and now their children's children are crowned Kings and Queens of Razira.

One such present-day ruler is Queen Zinnia, an alluring but jealous and ill-advised woman. She reigns over the smallest realm with the greatest ambition for power. Queen Zinnia forced her royal wizard to search deep within the magical abyss where hideous horrors frolic and feed. Upon her instructions, the wizard awakened an entity strong enough to shatter her siblings' kingdoms - the Demon Lord S'rul.

S'rul's first order of business was to revive his slumbering legion of snake-men far below the S'rulyan Vault. Brought back to life, the walking serpents felt their sorcery invigorated as never before and concocted a spell that would mean sickness and death for thousands of men, women, and children.

Almost three-quarters of a century after S'rul's original defeat, nary a snake-man has been seen upon the surface of Razira. Today is the 74th anniversary of the assault upon the S'rulyan Vault. The entire realm celebrates the snake-men's defeat with feasting, dancing, and merriment. Unfortunately, such revelry was not to last.

At mid-day, the celebration ended with black skies, a broken blood-red moon, and some mysterious plague that immediately killed off a fifth of those living in Tyr'Urden, the largest kingdom and closest to the S'rulyan Vault.

King Urdenson's seers know that S'rul and his snake-men slumber no more. The King decreed this a time of war, and those who return from the S'rulyan Vault with the Demon Lord's severed head in hand shall share in the reward: one million pieces of gold... a King's ransom, to be sure!

## THIS TIME, IT'S PERSONAL

Assuming that the player-characters hail from the kingdom of Tyr'Urden, it is likely they knew one or more people who died in the sorcerous plague. Roll once on the table below for each PC.

Roll	Result
1	One of your children died.
2	Your spouse died.
3	One of your good friends died.
4	A neighbor died.
5	A sibling died.
6	One of your cousins died.
7	The owner of your favorite tavern died.
8	Your favorite prostitute died.
9	Roll twice.
10	Thankfully, no one you knew directly died in the mysterious plague.

## RUMORS

One of the things that will make The S'rulyan Vault different from all the other mega-dungeons is the mythology built up around it... hints, secrets, whispers, glimpses, and rumors of what might be down there.

Each PC gets one roll upon the rumor table. Whatever rumors are rolled should become a focal point within the adventure/campaign. Even if the rumor is false, struggling against the perception of its veracity may prove interesting.

Roll	Result
1	The lowest points of the vault still contain eggs of the serpent priests. They are waiting for the stars to align and unleash their foulness upon the world once more.
2	There is a Lovecraftian demon bound to one of the statues of the S'rulyan Vault... should it awaken, the entire world will fall to darkness.
3	A king's ransom was taken by the snake-men raiders back in the days of yore and it might still be in one of the hidden ante chambers within the dungeon.

- Several human tribes collaborated with the demonic serpent folk and they carry the ancient taint in their degenerate blood lines. Magi springing from serpentine ancestors are able to attune the powerful sorcery embedded within the dungeon walls. 2 in 6 chance for every PC magic-user to have the gift (and perhaps more than a couple greenish scales), receiving advantage when casting within the S'rulyan Vault.
- Human skulls with jeweled eyes are rumored to have been secreted in the vault, these objects of cosmic power can reach into men's minds, altering the course of their actions.
- There are said to be ancient cults of humanoids who gather at certain times in the vault to pay homage to demonic warlords of Thule. They bring with them mysterious treasures.
- Several creatures of myth and legend are tied by powerful magic to the dungeon itself. These legendary beings bring fortune and ruin in equal measure to those who happen upon their secret chambers.
- There is a chalice made from asteroid-metal discovered aeons ago by the snake-men. The chalice, rumored to be hidden in a special altar, grants eternal life or damnation to the one who drinks from it, depending on circumstances.
- Thirteen gemstones of rarest blue garnet show the alignment of the stars in one of the observatory chambers, they have been bathed in the blood of countless sacrifices. These gems are said to have spiritual powers and might be worth fifty thousand gold pieces for the set, assuming all thirteen are found in good condition.
- There is a crimson pool of innocent blood down below; it may show your greatest success or soul crushing defeat. The crimson water has been said to show you how to avoid the potential doom that awaits the world.
- The vault is a buffer zone between this reality and the gathering threat within blasphemous and unwholesome dimensions where things impatiently wait to break free into our world.
- An ancient death-curse scroll has been hidden inside the body of a zombie or ghoul that wanders the halls and rooms of the S'rulyan Vault.



Cyberbit Popan  
04.2016

## THE FAÇADE

The entrance to the Vault of S'rul can only be viewed with extreme trepidation. Enormous, trapezoidal iron doors, black and corroded with rust, appear as dragon wings inlaid with scale-shaped mosaic tiles of violet jade. The purple gemstones glow with an intermittent pulse like the beating of a heart, their throbbing illumination casting a malevolent and unearthly hue upon the cracked and crumbling flagstones where the adventurers' stand.

The draconic ingress is unlocked, groaning open and filling the air with the odor of forbidden secrets entombed and forgotten.

Just inside the threshold, a trio of shrunken heads (presumably human) hang from the 10' ceiling. The shrunken heads have their mouth and eye holes sewn shut.

Removing the heads causes a disintegration beam to shoot out from a distant alcove down the long stone corridor.

## SEARCHING AN AREA AND WANDERING MONSTERS

It takes approximately 20 minutes to thoroughly search an entire room or corridor. If such a search is taking place, the PCs will find whatever there is to find.

However, approximately once per hour, there's a 2 in 6 chance of encountering a wandering monster. That means PCs will either have to engage or evade dangerous creatures, interrupting their exploration of the vault.

"UNFORTUNATELY,  
SUCH REVELRY  
WAS NOT TO LAST"



# WHAT'S IN THE DUNGEON?

Roll	Result	Additional Information
1	Doom!	Anything from unkillable monsters, death rays, or crystals placed in a particular sequence that will destroy the world.
2	Trap with monster	Laser beams, falling boulders, acid splash, floor opening into abyss, dimensional doorways leading realm of giant man-eating spiders, etc.
3	Trap	Pit traps, poison needles, spiked walls closing in, paralyzing gas, chamber filling up with water, etc.
4	Monster without treasure	
5	Nothing obvious	
6	Evil humanoid NPC(s)...	1) orcs, 2) goblins, 3) dark elves, 4) lizard-men, 5) snake-men, 6) demons.
7	Monster with treasure	
8	Monster with treasure	
9	Monster with treasure... and (roll again)	
10	There doesn't appear to be anything here	Something concealed, hidden, secret, illusory, or invisible (2 in 6 chance of there being a monster, as well)
11	Nothing obvious	
12	Sorcery	There's magical activity in the area... signs of a ritual, discarded spell components, force wall, wizard lock, dead magic-user with fried brain, or a pocket of anti-magical energy.
13	Non-evil humanoid NPC(s)...	1) elves, 2) humans, 3) halflings, 4) dwarves, 5) half-orcs, 6) gnomes.
14	Divine, religious, or cult activity	Priest's quarters, temple, altar, statues, ritual sacrifices, etc.
15	Natural Disaster	Earthquake, cave-in, flood, volcanic activity, infernal green slime from below the planet's crust, or giant rampaging tentacles!
16	Discovery	One or more clues as to what the Hell is going on here... a scroll describing what those unsettling snake-men are up to, bas-relief depicting snake-men trafficking with devils, or hand-written letter containing astrological coordinates for Alpha Centauri.
17	Scholarly	A library, alchemist's lab, wizard's workshop, philosopher's quarters, art gallery, etc.
18	Science-fantasy, super-science, or science-fiction	Synthoid uprising, the great robot war, wizards who are nothing more than a brain in a fancy jar, and electric eye sentinels.
19	Weirdness	Rainbow goblins searching for colors to devour, a shark/centipede hybrid in cryo-chamber, or this area of the dungeon is snowing.
20	Awesome!	Maybe where an artifact or relic is housed, a dying imp is granting wishes, or a suit of demon-possessed, futuristic battle armor has been left unguarded.

## WHAT ARE THE HUMANOIDS DOING WHEN ENCOUNTERED?

Roll	Result
1	Looting one or more dead bodies
2	Preparing for a meal
3	Foraging for supplies
4	Tracking one or more humanoids or creatures
5	Scavenging for food, supplies, or valuables
6	Fighting humanoids or creatures
7	Having sex
8	Relieving themselves
9	Waiting for someone or something to approach
10	Performing some kind of ceremony, ritual, or tribal custom
11	Playing a game of chance
12	Transporting prisoners or slaves
13	Waiting for one or more of their group to return
14	Questioning or interrogating one or more prisoners
15	Talking amongst themselves
16	Sleeping with someone posted on watch
17	Eating
18	Recovering from a recent battle
19	Consulting ancient scrolls, a forbidden book bound in human skin, or some kind of arcane oracle contained within a translucent turquoise orb
20	Roll twice!

## WHAT DO THEY FIND IN THEIR SEARCH?

Every time the PCs spend valuable time searching through a room, there's a chance of discovering one or more interesting things among the dirt, debris, broken furnishings, and shreds of fabric.

Roll on the following table 1d4 - 1 times

Roll	Result
1	Silver key (there's a 2 in 6 chance that whoever possesses the silver key can enter the Dream Lands during his slumber)
2	Something ridiculous... 1) Rubber chicken, 2) whoopee cushion, 3) fish with slapping handle, 4) banana costume
3	Musty old tome on... 1) horticulture, 2) engineering, 3) demonology, 4) alchemy
4	Rusted gauntlet
5	Dagger with a wavering blade and purple garnet pommel (2 in 6 chance of it being a dagger +1d3)
6	Scattered milky-grey marbles (2 in 6 chance of there being a larger grey marble with magenta streaks mixed in with the others – that one is magical and may be used as a glass eye of remote seeing)
7	Cream-colored handkerchief speckled with blood
8	Woman's torn white blouse
9	Severed head (humanoid)
10	Gold coins (2d4)
11	Silver coins (2d8)
12	Broken sword
13	Leather belt with iron buckle in the shape of a lightning bolt (if rolled again, it's in the shape of three serpents intertwined)
14	Black leather pouch (2 in 6 chance of there being a curiously shaped, heliotrope-colored glass object inside)
15	Waterskin with a hole in the bottom
16	Withered hand
17	Bloody eyeball (squished)
18	Clumps of indigo-colored fur
19	Finger and toenail clippings
20	Puddle of piss

- 21 Semi-translucent, chartreuse trapezohedron the size of a man's fist (2 in 6 chance of it containing the soul of a demon-worshiper)
- 22 Ebony wand snapped in two (if someone tries to rejoin the wand, there's a 2 in 6 chance it explodes for 3d4 damage)
- 23 Severed tentacle that stinks like a long dead fish (slimy and grayish-green with suckers)
- 24 Carnival mask (2 in 6 chance that it makes the wearer feel drunk and festive)
- 25 The remains of a campfire
- 26 Crimson cloak with black runes trimming the bottom and around the sleeve cuffs (2 in 6 chance of it being magic with golden runes – protection from death rays)
- 27 Wooden prayer beads (2 in 6 chance that it contains spiritual properties... the possessor may re-roll a natural "1" – one time only!)
- 28 Iron unholy symbol of Z'sarradok (2 in 6 chance the symbol draws near an abomination of loathsome foulness with thirteen, unwholesomely pallid tentacles instead of a face)
- 29 Fragments of a smashed, mauve-colored marble statuette
- 30 Flyer for a clothes-optional, laser-foam party in the "red hologram district" of Alpha Blue
- 31 31. Large semi-translucent aqua crystal with orange veins (2 in 6 chance of it draining strength but increasing intelligence and willpower)
- 32 Brass buttons (2d4) shaped like a lion's head
- 33 An ornate yet expressionless yellow mask (2 in 6 chance of it being cursed – wiping away the wearer's personality for the next 2d4 hours)
- 34 The bitten-off head of a snake
- 35 Wooden table and chairs (unbroken)
- 36 Several scurrying black rats with glowing red eyes
- 37 Spider webs (2 in 6 chance of a giant, alien-looking spider thing with tentacles nearby)
- 38 Circuit board with frayed wires
- 39 Dying roses, the petals beginning to turn black
- 40 Partially burned but still usable scroll... 1) fireball spell, 2) grocery list, 3) poetry, 4) declaration of war
- 41 Dragon scales... 1) green, 2) black, 3) red, 4) gold, 5) blue, 6) purple
- 42 Polished silver sphere the size of an ogre's fist (watch out for the retractable blades!)
- 43 Petrified humanoid statues (1d4)... there's a 2 in 6 chance of there being a medusa nearby
- 44 Bloody leather gloves
- 45 A ten-foot pole snapped in two
- 46 Dark purple crystal shard (2 in 6 chance of it allowing communication with the dead)
- 47 Gore and innards strewn about
- 48 Black soapstone brooch in the form of an arachnid with eight tiny amethyst eyes
- 49 Message scrawled in chalk upon the stone wall, "Beware of Sleestak!" (2 in 6 chance of there being Sleestaks nearby)
- 50 Arcane glyph etched into the stone floor
- 51 Golden lamp of Arabic design (2 in 6 chance of it containing an evil genie)
- 52 Scattered humanoid teeth
- 53 Cracked humanoid skulls
- 54 Gelatinous residue from an emerald ooze (2 in 6 chance of an emerald ooze nearby)
- 55 Ripped skull and crossbones pirate flag
- 56 Philosophical text inked on papyrus
- 57 Iron ring set with an oddly-faceted ruby
- 58 Unraveling rope
- 59 Full length mirror of polished, semi-translucent fiery orange stone instead of glass (there's a 2 in 6 chance it will show the gazer horrific sights of a dying world)
- 60 Gold, purple, and green jester's hat with little bells
- 61 Shattered glass
- 62 Chalk outline of demonic sigil and melted candle wax
- 63 Blood stains
- 64 Dung
- 65 Assorted bones
- 66 Torn clothing belonging to a noble
- 67 Single arm bracer made of bronze, depicting a gladiator fighting an unholy aberration
- 68 Phosphorescent violet fungi growing in the floor and wall cracks
- 69 Pool of foul smelling ichor (roll a d4, on a "1" the thick black liquid turns the drinker evil; on a "4" drinking the ichor makes one immune to all magic for the next hour)
- 70 Niche or alcove containing a large golden hourglass

- 71 Bas-relief of serpentine demons torturing surface-dwelling humanoids
- 72 Bronze quiver (empty), the sides adorned with small pieces of turquoise in the pattern of a well-known constellation
- 73 The distinct fragrance of strawberries
- 74 Severed arm of a humanoid creature (2 in 6 chance of it being robotic)
- 75 Empty torch sconce on the wall
- 76 Grotesque sculpture of a hideous visage fashioned from jale-hued substance that almost resembles marble
- 77 Large painting of landscape on wood frame and canvas, broken and slashed
- 78 Hand written diary – a sort of pilgrim’s progress through the V’ntash desert
- 79 Twin braziers made of copper, one of them dented but still usable
- 80 Platinum pieces (1d6)
- 81 Letter describing the cannibal practices of the Brotherhood of Reflecting Skin
- 82 Smashed and splintered mandolin
- 83 Crystal ball the size of a halfling’s head with hairline fracture (2 in 6 chance it can see into the future after a certain ritual has been performed)
- 84 Arrow with red fletching
- 85 Caltrops (2d4)
- 86 Spellbook written in an unknown language
- 87 Single playing card... 1) the Joker, 2) King of diamonds, 3) Queen of hearts, 4) Ace of spades
- 88 Small glass vial containing colorless and odorless liquid (roll 1d4... on a “1” it’s a deadly poison; on a “4” it boosts magic one-and-a-half times the normal amount, but only lasts an hour)
- 89 Broken lock pick
- 90 Ancient and sinister-looking iron helm with horns
- 91 Mosaic glass tiles of various hues
- 92 Two gothic-styled chess pieces, one black and the other white
- 93 Depiction of a snake-man in blood painted upon the wall
- 94 Small wooden box, scratched, nicked, and stained a magenta hue (2 in 6 chance that it contains a ring of invisibility)
- 95 Bronze, scimitar scabbard embossed with serpentine symbols (2 in 6 chance it yields a +1 bonus to scimitars sheathed in it for at least an hour – enchantment only lasts 1d12 rounds)
- 96 Fresco of a starry night with the moon breaking apart and about to be eaten by a gargantuan, winged worm
- 97 The stench of death and decay. On the floor, a tarnished silver chalice tipped over on its side. Within the chalice - worms wriggling around in a black sludge
- 98 Well-preserved collection of 19th century French erotic lithographs and watercolors
- 99 Tapestry of religious iconography, such as the Trinity of Saint Tarros
- 100 Wind chimes consisting of enigmatic shapes made from a strange metal stained indigo (roll a d4, on a “1” the wind chimes create a psionic disturbance that does 2d6 damage to everyone within a 30’ area; on a “4” they summon a music-loving demon proficient in the pan flute who will become the adventuring party’s bard for one year)



## THE BROTHERHOOD

One of the more interesting NPCs wandering around the S'rulyan Vault is brother Jerridai. He wears white robes and looks to be in his early 50s.

He tells the PCs that the surface world is no more. Only he and two others - brother Zerrone and brother Gurxieff - are left alive to carry out the instructions set down by the head of their order - make peace with any remaining snake-men so the balance can be maintained and perfect harmony achieved. The brotherhood believes that even if the race of man has all but died out, their memory might live on through the Sect of S'rulyan.

Jerridai, Zerrone, and Gurxieff are members of the Brotherhood of Reflecting Skin. They call themselves that because man's essence cannot be reached, except by transcendence. All other attempts to transform man bounce off like the reflection in a mirror - also symbolizing man's false idea of himself. Their idea of transcendence is realizing the deeper truths, such as that everything is meaningless in such a malicious and hostile world. Sacrificing oneself for the greater good is the ultimate goal of life.

Over the last few decades, the Brotherhood of Reflecting Skin has enjoyed the culinary pleasures of cannibalism. After a few days (or perhaps hours), these priests will grow hungry for human flesh and find ways to satiate their gruesome hunger.

## IS IT THE END OF THE WORLD?

According to brother Jerridai, the surface world has come to an end.

Maybe it has, maybe it hasn't. The GM has three choices for determining the world's fate. First, he could decide that the surface is just fine - there was no catastrophe. The second choice is that the world is all but dead - an apocalypse destroyed the surface while the PCs were down in the dungeon. Thirdly, the GM could leave it up to the fates.

Roll a d6. On a result of "1", "2", or "3", it's doomsday up there!

## WHAT HAPPENED?

Assuming the world has been devastated, let's see what happened and the possible negative effects it'll have on the adventurers.

Roll	Result
1	The snake-men plague got out of hand – millions died; only a couple hundred surface-dwelling humanoids are still alive. There's a 2 in 6 chance that the plague is still active, contagious, and deadly. It appears as a yellow mist hanging low over the ground.
2	Thousands of years ago, the planet was home to a high-tech, militarized civilization. Dozens of nuclear warhead installations still exist underground. It's possible that several warheads were detonated intentionally or exploded by accident. Either way, hundreds of thousands are dead with radiation slowly killing (or mutating) the rest. There's a 2 in 6 chance of radiation poisoning if exposed to the surface world for too long.
3	The Demon Lord S'rul found one of the most powerful artifacts on the planet buried near the dungeon. With his newfound might, S'rul created a demon army that swept through the great cities of Razira until all were dead or enslaved. There's a 2 in 6 chance of being surprised by 3d6 demons trying to enter the S'rulyan Vault.
4	The snake-men opened up a number of extra-dimensional portals in Tyr'Urden. These portals allowed monstrous, gargantuan beasts having untold eyes and tentacles to enter this world and destroy it. These godlike creatures are still rampaging across the surface of Razira. There's a 2 in 6 chance that one of them is raising Hell near the dungeon entrance.



## SNAKE-MEN SPY

Zaeko Lasko is a human spy for the snake-men. Zaeko has a long and narrow beardless face, his once dark hair turning grey. He wears tattered brown robes and carries a dagger sheathed in his belt for emergencies.

Zaeko serves the walking serpents because he was exiled from Tyr'Urden for murdering his master who used to

beat him mercilessly. The human lord who owned Zaekon whipped him incessantly while lecturing about the snake-men as devils. It conditioned Zaekon to view demons as benevolent gods opposed to his cruel master.

When he was exiled, Zaeko sought sanctuary in the S'rulyan Vault. The snake-men found him and treated him well, so Zaeko Lasko began acquiring information for them, as well as, performing any other tasks that need to be done.

Zaeko befriends those humanoids he encounters, trying to gather intelligence for his walking serpent friends.

## MAGIC ITEMS

Roll	Result	Additional Information
1	Long sword +1	Picks up psychic vibrations from humanoids.
2	Two-handed sword +1	Burns with chartreuse flame that deals an extra 1d6 damage. Critical hits do 3d6 to every enemy within a 30' radius.
3	Dagger +3	There is a 1 in 4 chance per successful attack with the dagger of turning victim into a sentient ooze.
4	Short sword +1	The blade is considered a +3 weapon vs. undead and underwater creatures. It also glows a spectral ultramarine hue when the short sword's favored enemies draw near.
5	Wand of Disintegration	It does 5d12 damage to a single creature, saving throw for half damage. The wand has 1d12 charges remaining.
6	Invisibility Cloak	This shimmering grey cloak turns everyone in the adventuring party invisible, except for the person wearing it. Invisibility lasts for as many rounds as the wearer's level.
7	Healing potion	This apricot scented elixir restores 5d8 Hit Points (1d3 uses remaining).
8	Purple Rod of Destruction	It shoots out a sickly purple death ray which does 6d6 damage, usable only once per day.
9	Trident +3	The trident causes the wielder to grow a third eye in the middle of his forehead. This tertiary aperture has psychokinetic powers able to move objects no greater than 5lbs. via sheer will.
10	Morning star +2	There is a 1 in 4 chance per successful attack with the morning star that the victim is temporarily blinded by a flash of light for a single round.
11	Crystalline mask	This mask grants the wearer advantage on all knowledge checks. However, there's also a 2 in 6 chance each time the mask is put on that he becomes a murderous psychopath.
12	Leather boots	He who wears them becomes unnaturally silent and untraceable.

## ARTIFACTS AND RELICS

Roll	Result	Additional Information
1	Staff of the Searing Glaze	This red and blue patterned staff has three powers, each usable once per day: It can turn fire to ice. It can turn ice to fire. It can turn flesh to slime (target gets a saving throw).
2	Orb of Command	This opaque white sphere allows the wielder to dominate and control a certain type of creature. When first touched, roll on the following table to see what creature type may be commanded by the individual... 1) demons, 2) undead, 3) dragons, 4) giants, 5) gelatinous creatures, 6) abominations.
3	Quor'Tarrah (purple inferno)	This amethyst scepter allows the wielder to absorb (and then fire) a blast of magical fire so that no one in the 30' radius area is harmed. Releasing the sorcerous flame does 6d6 damage to the targeted creature or area and those within a 30' radius. New magical fire cannot be absorbed until Quor'Tarrah has been emptied by expelling the purple inferno raging inside the scepter's crystals.

## CURSED ITEM

Roll	Result
1	All foes will be more inclined to attack the PC who owns the cursed magic item.
2	Owning this item makes everyone (except wizards, of course) believe the adventurer is nothing more than a shabby peasant without any fame, fortune, or renown.
3	The owner is vulnerable to magical weapons (taking double the usual damage).
4	One who owns this item is incapable of lying (knowingly).
5	The item's owner is followed by a 5' tall, light-green skinned, nude male humanoid. This individual suddenly shows up and wordlessly follows the magic item... until the end of time.
6	When the item is activated, it flashes brightly three times. On the following round, it can be used normally.
7	The magic item's owner becomes allergic to all jewelry, gemstones, and precious metals – itchy, watery eyes, sneezing, and lethargy. If physical contact persists, flu symptoms develop – nausea, vomiting, and diarrhea.
8	Roll twice!

"DEMONIC THINGS  
CAME IN THE NIGHT  
TO FEED UPON  
MORTAL SOULS,  
RIPPING AND TEARING  
AT HUMANITY'S SOFT,  
EXPOSED BELLY."

# FORTUNES

Maybe their fortune is obtained from a caravan traveling untamed wilds, a tent outside the encampment of a military campaign, or the back of a well-known tavern. Perhaps even in the middle of a well-populated and barely civilized dungeon!

This multi-dice table has six categories. Conveniently, each category requires a different polyhedron, so the GM may roll a d4, d12, d10, d8, d6, and d20 all at once. The combined results should yield an interesting encounter which may or may not have any bearing upon the campaign.

However, if something in the adventure mirrors what the fortune teller foretold, grant that character a one-time only re-roll on any die he chooses.

## [D4] THE FORTUNE TELLER

Roll	Result
1	An ugly old crone; even her warts have warts.
2	A withered old man with one white, dead eye.
3	A swarthy gypsy wearing crimson silk and a single, golden earring.
4	A young woman, pale with an otherworldly appearance.

## [D12] MEANS OF ACCESSING "THE GIFT"

Roll	Result
1	Deck of tarot cards
2	Crystal ball
3	Tea leaves
4	Palm reading
5	Feeling the contours of a person's head
6	Reading auras
7	Astral projection
8	Casting runes
9	Playing Sebensrakt... a game similar to rock, paper, scissors
10	Drinking the urine of a subject
11	Consult the Necronomicon
12	Drawing a subject's blood

## [D10] THE READING, PART I

Roll	Result
1	Good tidings
2	Bad tidings
3	Strange omens
4	Death
5	Rebirth
6	Renewed strength
7	Trouble in paradise
8	The sands of time are running out
9	Ill at ease with the world
10	A second chance to claim what is rightfully yours

## [D8] THE READING, PART II

Roll	Result
1	A man stands between you and your destiny
2	A stranger seeks you out
3	Women seem wicked when you're unwanted
4	Lust is in your heart
5	Gold is not enough
6	Your future shall be secured when in possession of a certain gemstone or crystal
7	Your path shall be hewn in twain by demons
8	Strike while the iron is hot

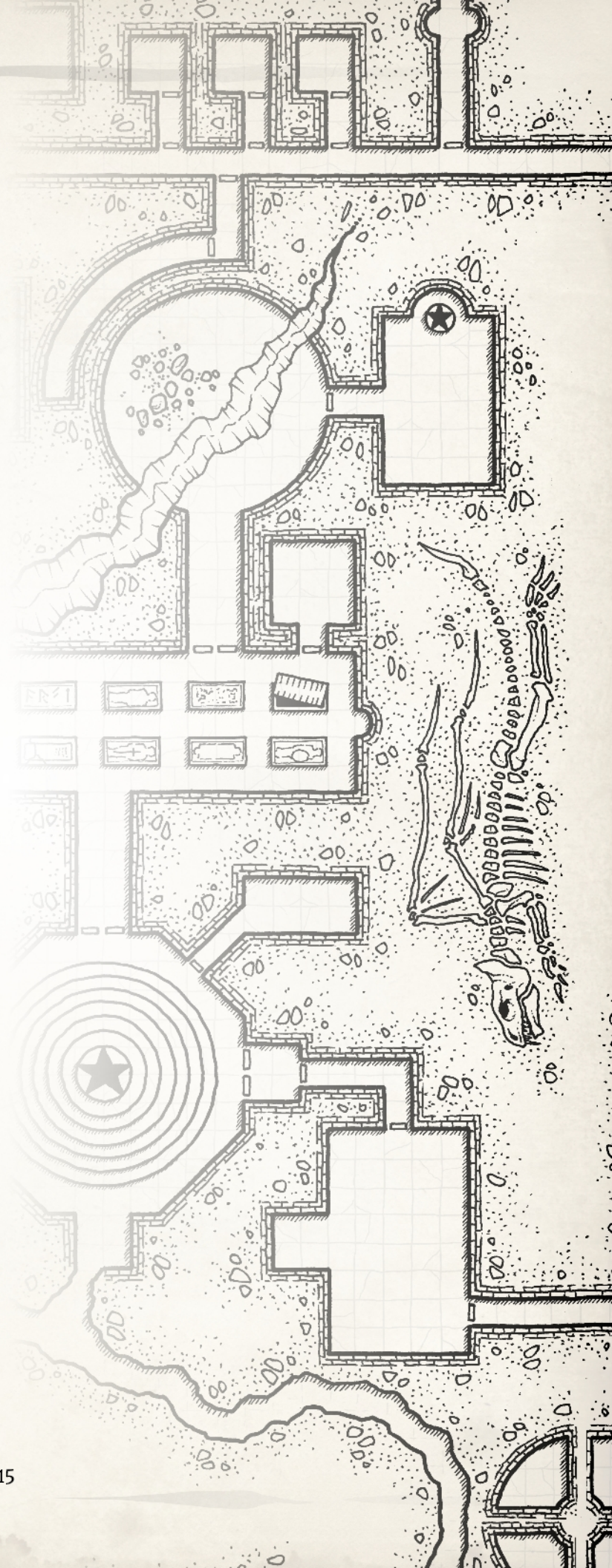


## [D6] THE READING, PART III

Roll	Result
1	Under a blood-red moon.
2	As the last of the dragons fly east.
3	Ushering in the shadowed days of autumn.
4	When pouches are fat with coin.
5	Upon the next solar eclipse.
6	By the infernal howling of entities best left alone.

## [D20] PAYMENT EXPECTED

Roll	Result
1	Twenty-three pieces of silver
2	Eighty gold pieces
3	One gemstone
4	An insignificant magic item
5	The casting of a spell
6	Marriage to the fortune teller's daughter or son
7	Leaving behind a henchman, torchbearer, sword polisher, etc.
8	Promising to return the favor sometime in the future
9	Signing the fortune teller's voluminous, leathery book with their own blood
10	Slay a monstrous beast
11	Assassinate a specific person
12	Swear an oath to some Dark God
13	One hundred and eleven silver pieces
14	Three gemstones
15	A strange-colored crystal
16	Either a scroll or potion
17	Giving permission for the fortune teller to "clone" him or her
18	One hundred gold pieces
19	An hour of prayer to Dread Cthulhu
20	Merely a "thank you."



# NOTES

Name: \_\_\_\_\_ Class: \_\_\_\_\_  
 Race: \_\_\_\_\_ Level: \_\_\_\_\_  
 XP: \_\_\_\_\_ Align: \_\_\_\_\_

STR	_____	ARMOR	AC
DEX	_____		
CON	_____		
INT	_____		
WIS	_____		
CHA	_____	HP	PROFICIENCY

WEAPONS: \_\_\_\_\_

NOTES + DESC. \_\_\_\_\_

SKILLS, SPELLS \_\_\_\_\_

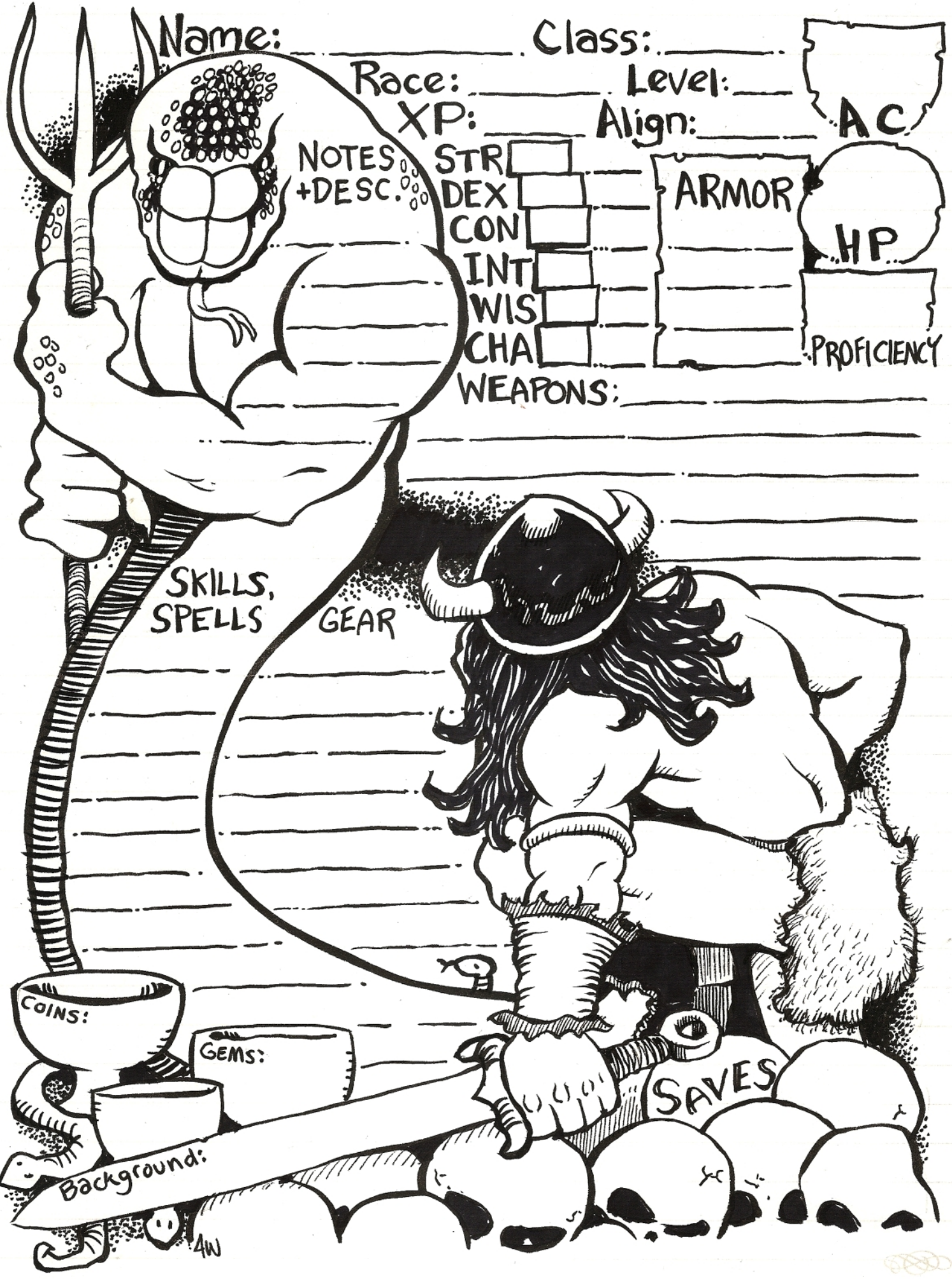
GEAR \_\_\_\_\_

COINS: \_\_\_\_\_

GEMS: \_\_\_\_\_

SAVES \_\_\_\_\_

Background: \_\_\_\_\_





**"THEN, ONE DAY, A CHAMPION CAME"**

# The S'rulyan Vault

For as long as anyone living can remember, the world was full of men and the darker, stranger forms of life remained at the farthest edges of it. But the scrolls contained within the many temples of Tyr'Orden tell us that this was not always so.

Demonic things came in the night to feed upon mortal souls, ripping and tearing at humanity's soft, exposed belly. Our people lived in fear. Like children, man was afraid of the dark and what lay beyond the walls of his cities.

Then, one day, a champion came.

