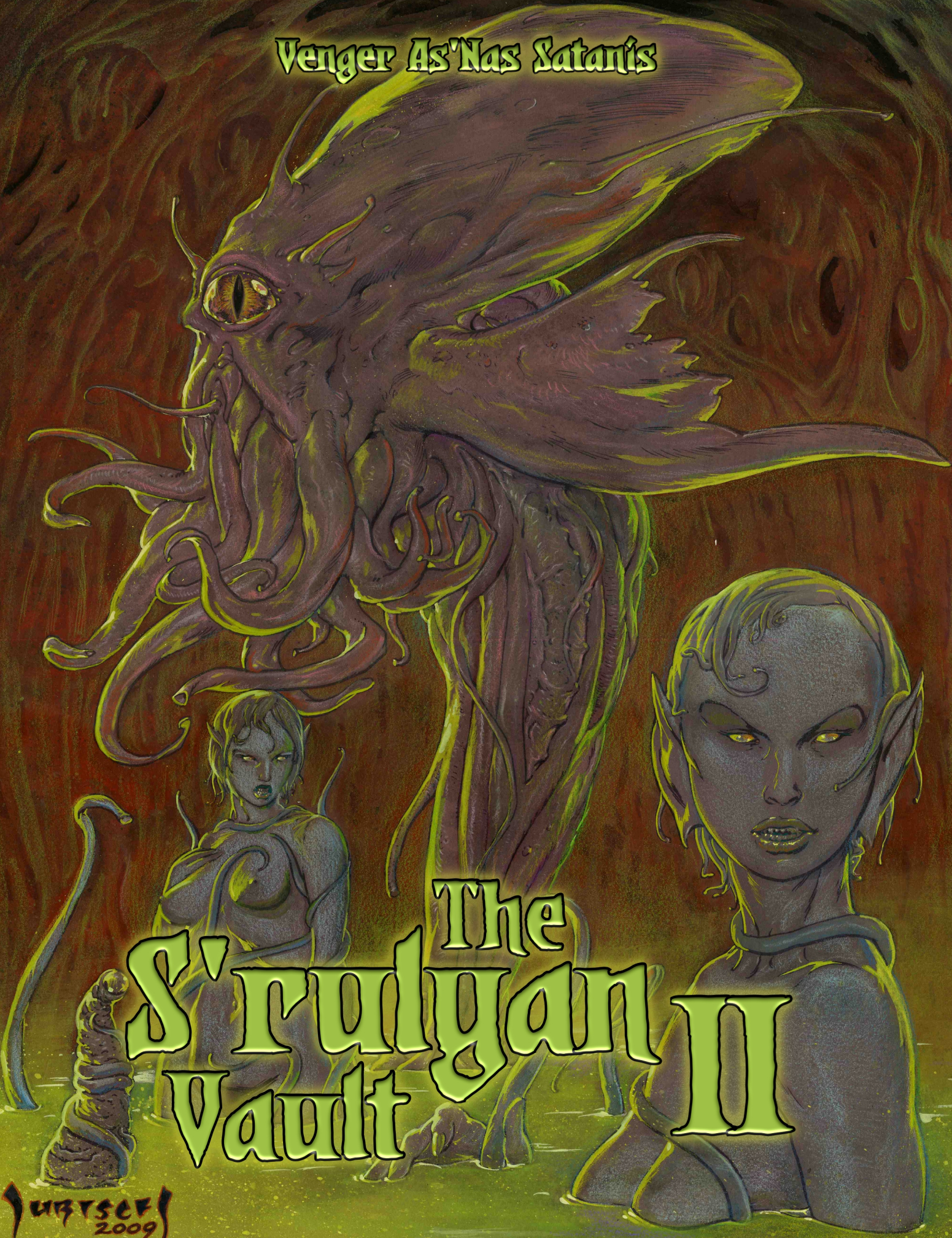


Venger As'Nas Satanís



The
S'rulyan
Vault II

URYSER
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THE S'RULYAN VAULT II

Delving into dungeons can be the most rewarding roleplaying experience there is. It's the perfect environment for adventuring since that's where the monsters and treasure are. Of course, with monsters and treasure you also get traps, wizards, subterranean civilizations, exotic flora and fauna, natural hazards, and unexplained wonders.

There are three things GMs occasionally forget when running a dungeoncrawl...

- Gygaxian Naturalism or Fantastic Verisimilitude, if you prefer. Basically, this provides a "realistic" background for the adventuring. Such as, where does the food and water supply come from?
- There should be a compelling reason why the PCs are down there, besides a desire to slay evil creatures and take their loot. Even if that's the primary motivation, we want to know precisely why the adventurers want to kill these monsters and steal their treasure. And each session, the PCs' emotional investment in clearing the dungeon should pay off.
- This is a great opportunity to show off your own GMing style, aesthetic, and creativity! Use your imagination - come up with at least a couple rooms that defy expectation. Go nuts!

Keeping those three things in mind, I invite you to make *The S'rulyan Vault* (volumes I and II) truly yours.

You have the tools, now go forth and do one of the following: fill in the considerable blanks, use this material to enhance a pre-published dungeon, or use this as inspiration to spontaneously create your own dungeon on the fly. Additionally, I heartily recommend the random tables included within *How To Game Master Like A Fucking Boss*, *Stairway of V'dreen*, and *Slaves of Tsathoggua*.

Good luck, hoss!

THE SOUNDS THEY MAKE

The first *S'rulyan Vault* PDF accompanying the dungeon map contained several random tables for determining stuff like what humanoids are up to when PCs encounter them.

While that tells a lot of the story, there's something left out - how loud they're being! If you think about it, doesn't matter if orcs are having sex, dark elves are cooking, hobgoblins are sleeping, or a dwarf is taking a piss... that stuff could potentially be happening softly or noisily.

Even though this has been a continual problem (albeit a minor one), creating a sub-system for determining audibility didn't occur to me until I read Jeff Rients' blog post containing a solution.

Since I love handling things with a quick roll of a d6 (just didn't need that many results), I followed suit. This d4 table will make a GM's life seven times easier.

Dungeon Fidelity

Roll	Result
1	Quiet as a mouse, the unsheathing of an assassin's dagger, or a sleeper who doesn't snore.
2	Stage whisper, hushed tones, low murmuring, or water dripping.
3	Normal conversation, cultists chanting, or bed squeaking.
4	Raised voices, shouting, the din of battle, a crowded feast-hall, or sounding an alarm.

GET OUT OF THE DUNGEON!

It's a good idea to leave the dungeon once a party's adventuring day is done. Exhausted after searching empty rooms, fighting monsters, avoiding traps, and arguing over loot, it makes sense to head for the exit.

After all, the nearby town has at least one inn, and inns have strong ale, female companionship, and comfortable beds! Much better than the cold stone of a hellish underworld.

Nevertheless, ambitious and over-eager adventurers may decide to take an extended rest (over an hour) in the dungeon. For such an intrepid adventuring party



who doesn't have the good sense to get out of the dungeon, roll a d6.

Nothing untoward happens to the adventuring party on results of either "5" or "6." On a result of either "3" or "4," the PCs encounter a wandering monster. On a result of either "1" or "2," roll on the random d30 table below...

What Happens When You Sleep in the Dungeon

Roll	Result
1	Night clowns... murderous, makeup smeared, rainbow wigged, machete wielding night clowns.
2	Someone in the party (roll randomly to see who) has gone missing.
3	At some point, slavers quietly sneak into the PCs' camp, attempting to subdue them.
4	The PCs activate a trap.
5	The PCs are visited by a beautiful young woman [2 in 6 chance she's a succubus].
6	Vines grow at an alarming rate [2 in 6 chance of sentient plant-life tries to murder the PCs].
7	Radiation leak! Every PC has a 2 in 6 chance of developing a mutation.
8	One of the PCs (randomly roll to see who) is possessed by some kind of dark force.
9	One of the PCs (randomly roll to see who) joins the legion of undead that roam this abysmal underworld.
10	One of the PCs (randomly roll to see who) has terrible dreams of drinking blood from the teat of a witch, worshiping a goat-like demon lord, and writing their name in a book bound in blackened flesh! That PC is most definitely cursed upon awaking.
11	One of the PCs awake to be half-digested by some kind of slime or jelly.
12	One of the party's magic items is missing. Whoever is missing the magic item has also been marked by a wizard.

Roll	Result
13	The PCs suffer through horrendous spectral manifestations and gain no benefit from their fitful "rest."
14	The PCs are assaulted by some nameless, shadowy abomination, yet somehow manage to stumble their way through the darkness, finding the way out.
15	The PCs inadvertently discover a new secret passage.
16	Scheming! The PCs overhear plans being discussed within earshot.
17	The entire party has been kidnapped by... 1) dark elves, 2) demonic humanoids, 3) skeletal servants of a mad Necromancer, 4) goblinoid creatures.
18	One of the PCs (randomly roll) is petrified, turned to stone by someone or something in the dungeon.
19	Human cultists capture one of the PCs (randomly roll to see who) in order to be sacrificed to their malevolent deity.
20	A mystical gateway opens about 10' from where the PCs are resting. It leads to... 1) another plane, 2) another point in time, 3) another area of the dungeon, 4) utter and complete annihilation!
21	Someone in the party (roll randomly) hears something, so goes off to check it out. [That PC is now lost somewhere in the dungeon]
22	An acidic, translucent red gelatin seeps up between the cracks in the stone flooring (or cavern crevasses) and eats away at the PCs' skin. [1d4 PCs take 3d6 damage]
23	A pentagram appears right next to one or more sleeping PCs. [2 in 6 chance that a demon is immediately summoned to deal with the intruding adventurers]
24	A mysterious stairway appears on the other side of the room (or cave). These stairs are fashioned out of purple crystal, like amethyst. [They lead to another dimension where everything is crystalline]
25	Crumbling buttresses! The dungeon's ceiling (or maybe it's a cave-in) is collapsing. Watch out for falling stone and rock. [2 in 6 chance per PC of being seriously injured (half current Health) and walk with a limp for the next 24 hours... no running!]

Roll	Result
26	Everyone gets drenched! An underground river or lake has been diverted. It's path flows right through the adventurer's camp. [4 in 6 chance that all scrolls, books, and papers are ruined]
27	A magic item becomes not only sentient but evil...
28	Taken prisoner! PCs wake up to find themselves locked in cells. No one around to ask who imprisoned them.
29	Spontaneous combustion! A fire starts out of nowhere. [3 in 6 chance per PC of taking 2d6 damage]
30	Lucky to be alive! One PC was attacked by some powerful creature that dwells in this area of the underworld. He escaped, but is stark naked and nearly stark raving mad. [All the possessions he was carrying are gone - until recovered by slaying the beast who stole them]

WE CAN USE THAT!

I was reading some of the RPG reviews on my friend Thilo's endzeitgeist site, and had an idea.

Why not create a multi-category random table to accommodate all (ok, most of) the possibilities for "monster scraps?" You know, those bits and pieces from various creatures that could be extracted and used for something.

The first table is for determining which part of the monster is usable. The second lets the GM know how difficult it will be acquiring the part. The third ascribes a benefit. The fourth tells you how long it lasts.

I know what some of you may be thinking - if the adventurers kill some type of lizardman and I roll "wings," then... WTF?

Here are my suggestions: A) use it sparingly, like, only for some kind of end-of-session boss monster or legendary creature, and B) if you think "monster part looting" might come into play, roll either before or just as the monster is encountered. Think of your players' reactions when you describe a lizardman with wings, a levitating eye-beast with scorpion tail, or translucent ooze with a visible brain!

What Part of the Monster Is Worth Taking?

Roll	Result
1	Blood
2	Bones
3	Wings
4	Scales
5	Mucus
6	Saliva
7	Horn
8	Hoof or foot
9	Feather
10	Fin
11	Brain
12	Slime
13	Tentacle
14	Flesh
15	Cerebral fluid
16	Internal organ
17	Egg
18	Eye
19	Teeth
20	Sexual organ
21	Sexual fluid
22	Hand, paw, or fingers
23	Stinger
24	Skull
25	Venom
26	Hair or fur
27	Tongue
28	Urine or feces
29	Soul, spirit, or essence
30	Circuit board



Removal Difficulty

Roll	Result
1	You can just pluck it out.
2	It takes a fair amount of time and energy.
3	It has to be blessed and/or removed by a priest, or else it's not "kosher."
4	Acquiring it requires sorcery.

Why Take It?

Roll	Result
1	Spell enhancement
2	Spell diminishment
3	Invisibility
4	Virility
5	Healing
6	Cure disease
7	Curse removal (1 - 3), cursing someone (4 - 6)
8	Poisonous
9	Culinary delight – tastes like chicken!
10	Protection (1 - 5), purification (6)
11	Weapon enhancement
12	Increased ability... 1) strength, 2) dexterity, 3) constitution, 4) intelligence, 5) wisdom, 6) charisma

How Long Does This Benefit Last?

Roll	Result
1	Just a few minutes
2	An hour
3	A few hours
4	One day
5	2d4 days
6	3d4 weeks

FACTION QUIRKS

Here's a random table for determining what idiosyncratic quirks your dungeon factions have. Roll three times per faction...

Roll	Result
1	Pulling the teeth from those they've killed, grinding them into powder and using the coarse tooth-dust as salt... you know, in order to stave off calcium deficiencies.
2	Wearing the hollowed-out carcass of giant spiders.
3	Wearing the shells of giant crabs.
4	Wearing a mask during sex, religious ceremonies, and combat.
5	Never touching magical objects or being in the presence of magic-users.
6	Stealing magic items and disposing of them rather than keeping them.
7	Drinking the blood of their enemies.
8	Sleeping upside down like a bat.
9	Drinking the embryonic water of giant dungeon worms
10	Waving high-tech devices over their bodies in order to remain "all clear."
11	Eat only the vegetation growing between stone walls, floors, and ceilings.
12	Repeat various phrases, such as "Such is life in the dungeon" or "This is the underworld – it's a demon playground."
13	When authority is questioned, the questioner must kill an ooze, slime, or jelly unarmed.
14	Wears a bright green armband with a trapezoid drawn onto it.
15	Covers the underside of their feet with the defecation of humanoid monsters (goblins, trolls, ogres, gnolls, orcs, etc.)
16	Never use edged weapons (1 - 3) or always use edged weapons (4 - 6).
17	Drink a sweet-tasting, violet-hued alcohol made from squeezing a jarnip kar'l.
18	Will not look strangers in the eye.
19	Always respond to a question by asking a question of their own.
20	Have their own unique spoken language.

Roll	Result
21	Have their own unique non-verbal language.
22	Wear decorative trinkets made of turquoise (1 - 3) or jade (4 - 6).
23	Each one carries his own book with him. This book is read for 20 minutes three times a day. When he dies, his name is written in the back of the book and it is passed on to another.
24	Write haiku after a deadly encounter or brush with death.
25	They must kill without uttering a sound.
26	They shout the name of their god when they strike a death-blow.
27	Baptize new members and friends of the faction with monster viscera.
28	Each member of the faction takes an infernal (the demon tongue) word or phrase as his new name.
29	Never carry or touch gold (1 - 3) or silver (4 - 6).
30	Worships the Malevolent Ruby-Eyed Spider God, Atlach'nakatta.
31	Drip tiny droplets of yellowish-green "wizard juice" into their eyes, giving them an unsettling glow.
32	Worship Dread K'tulu and dream of the night when His one-hundred and eleven tentacles rip the world asunder.
33	The result of magical experiments – their skin looks like ice, they have four arms, and the lower-half of their bodies are serpentine.
34	Draw blood when any sort of bad luck or misfortune occurs.
35	Practice ritual scarification.
36	Collect crystals and place them on a stone matrix table somewhere on this level of the dungeon.
37	It is forbidden to laugh (1 - 3) or cry (4 - 6).
38	Unusually short (1 - 3) or tall (4 - 6) for their kind.
39	Their skin tone has become noticeably lighter (1 - 3) or darker (4 - 6) for their kind.
40	Roll strange polyhedron dice before answering questions.
41	Adorn their face and body with war paint, red (1 - 3) or blue (4 - 6).
42	Are forbidden from using the word "the."

Roll	Result
43	Rub themselves with the olfactory equivalent of fish guts every morning before breakfast.
44	Smoke the dungeon herb in order to reach another state of consciousness.
45	Fight to the death to protect personal honor.
46	Take all kidding around and humor as serious statements.
47	Always has a weapon in hand, even when eating, sleeping, or making love.
48	Outwardly believe in no god and ridicule those who do (secretly a believer in something).
49	Wear the bones of monsters and other humanoids killed in battle.
50	Worships the holy trinity - water, ice, and steam!
51	Brew their own special brand of poison. It is deadly to the touch.
52	Worships the Ancient Ones (1 - 3) or Devil Gods (4 - 6).
53	Shave off all hair (1 - 3) or never cut their hair (4 - 6).
54	Splashes a certain yellowish-brown dungeon liquid on their faces in order to horribly disfigure themselves.
55	File their teeth to sharp points (their bite does 2d4 damage).
56	Play a pan-flute type instrument when relaxing.
57	Clothing with imagery of tentacles sewn into or embroidered upon it.
58	Will only drink from hollowed-out demon/devil horns.
59	Constantly looking into small, thin, rectangular stones with a shiny black surface.
60	Never explore dungeon levels lower than the one they're currently on (1 - 3) or higher than currently on (4 - 6).
61	Take precautions against getting pregnant (such as using the adjacent hole).
62	Have resorted to cannibalism.
63	Fight amongst themselves with v'rak (dungeon demon vultures) tied to their bodies.
64	Kill all those hiding their faces.
65	All adult members of the tribe must cut off their pinky finger.

Roll	Result
66	Always pay for sex - getting it for free is considered an insult.
67	Gamble by throwing a certain amount of pebbles at flesh nodules growing out of a crack in the dungeon floor.
68	Always have to lubricate the sacrificial altar with menstrual blood.
69	Obsessively count (aloud) all the potential hazards they come across.
70	Move through the dungeon as if they were reptiles.
71	Nightly pray for their deity to open up a gateway to the paradise of Fuchal.
72	Will only wear the color black.
73	Spatter themselves with fresh blood after a kill.
74	Drink the blood of fallen enemies.
75	The elders know the words to conjure a black rainbow.
76	Have access to a computer terminal.
77	Avoid technology of any kind.
78	Always attack in large groups (1 - 3) or as individuals (4 - 6)
79	When bored or restless, they fidget with silver cubes small enough to fit in the palm of a hand.
80	Habitually mutter a series of numbers taught to them by their High Priest (now deceased).
81	Carve crescent wound in their chest that will soon leave a scar.
82	Know how to make poison, but the only effect it has is visions of a starry night sky where tentacles occasionally erupt out of nothingness and try to devour reality itself.
83	Practice eugenics and will offer some of the PCs pro-creative sex with some of their faction.
84	Government of the strong - physical superiority equals political authority.
85	Government of the wise - those with the most understanding wield the most power.
86	Government of the sly – only the most stealthy and cunning rule.

Roll	Result
87	A cult has grown around the barely-magical glow sticks used in cave exploration the faction received after they helped an adventuring party years ago.
88	Obsessed with racial purity to the point where they won't allow "sub-humans" to associate with their tribe.
89	Keep away from the sacred areas of the dungeon - those awash with innocent blood.
90	Strip prisoners naked and let dungeon scorpions sting them until they're too weak to escape.
91	Believe they are doing God's work by killing intruders (1 - 3) or helping travelers survive the dungeon perils (4 - 6).
92	Always searching for an evil and ancient relic called Truk-yog Nayaar.
93	Believe that a cleansing flood (1 - 3) or fire (4 - 6) is coming soon that will separate the righteous from the degenerate.
94	Swallow gemstones so that they will be wealthy in the afterlife (if killed before gems are excreted).
95	Obsessed with discovering the dungeon's secrets and devote great time and energy towards understanding them.
96	For some unexplained reason, the members of this faction never cast a shadow.
97	Glue colorful bird feathers onto their skin and have been doing this for so long that the feathers are permanently adhered to the flesh.
98	Those of this faction attempt to mutate themselves by rubbing that viscous, yellowish-green zoth upon their bodies [33% of them are mutants].
99	Drink their own urine.
100	This faction seems more like an artist collective what with all the finger painting upon dungeon walls.



RESTOCKING THE DUNGEON

After the PCs have cleared out a section of the dungeon, it may not stay clear once the adventurers leave the dungeon and come back. Change is constant, so roll on the following random tables every time the PCs return.

Roll Result

- | | |
|---|--|
| 1 | No change - everything has stayed pretty much the same since the PCs were last there. |
| 2 | The same type of creatures that were there before have re-populated the dungeon. |
| 3 | Totally different creatures have moved into those previously cleared rooms and corridors. |
| 4 | A humanoid faction has taken up residency in that section of the dungeon. |
| 5 | Multiple humanoid factions have taken up residency in that section of the dungeon. |
| 6 | At least one rival adventuring party has been through there since you left (2 in 6 chance they're still in the dungeon). |

Miscellaneous Information

Roll Result

- | | |
|---|---|
| 1 | Traps have been reset. |
| 2 | One or more new traps have been constructed. |
| 3 | Additional treasure is contained therein. |
| 4 | Evidence of sorcery (roll on the following random table). |

Sorcerous Evidence

Roll Result

- | Roll | Result | Roll | Result |
|------|------------|------|---------------------|
| 1 | Warding | 7 | Darkness |
| 2 | Protection | 8 | Light |
| 3 | Curse | 9 | Anti-magic field |
| 4 | Illusion | 10 | Dimensional gateway |
| 5 | Summoning | 11 | Zoth |
| 6 | Silence | 12 | Death magic |

**"ZOTH POISONING -
VICTIMS GO MAD
FROM TERRIFYING VISIONS
OF MONSTROUS, SLIMY,
TENTACLED GODS
DEVOURING THE WORLD."**

AVAILABLE HIRELINGS

I've found it useful to have a list of NPCs at the ready, just in case the adventurers want to employ torchbearers, sword oilers, and the like. Generally, 1st level NPCs demand either 5 gold pieces per day or a quarter-share of treasure found. If you'd prefer to use them as zero-level, would-be wizards, thieves, etc. then treat their class as merely an aspiration.

All are male, except where noted female [F].

Roll	Name	Race	Class	Miscellaneous
1	Bront	Human	Fighter	Carries a magical longsword named Salece.
2	Dansk	Half-Orc	Fighter	Quiet, keeps to himself; snores.
3	Krimp	Human	Thief	Thieves tools in pawn shop; walks with a limp.
4	Sage [F]	Human	Wizard	Winks often; gossips about former employer; redhead
5	McCallum	Dwarf	Cleric	Prays daily to the dwarven mountain god.
6	Elkson	Elf	Ranger	Son of Elk, warden of the green glade.
7	Karn	Human	Fighter	Has lived in these parts since he was a boy.
8	Poncenbee	Human	Thief	Wanted for questioning in murder investigation.
9	Tanyen [F]	Half-Elf	Wizard	She's studied the ways of demons and devils.
10	Hopps	Dwarf	Fighter	Never met an ale he didn't love.
11	Grogg	Half-Orc	Fighter	Strong, facial scars, and bad attitude.
12	Ven Yarrow	Elf	Wizard	Mysterious; raised by monks at a nearby monastery.
13	Praks	Halfling	Thief	Dislikes dungeons; is better with animals than people.
14	Tyra [F]	Human	Cleric	Golden hair; chatty; used to be a temple prostitute.
15	Weeza	Halfling	Wizard	Annoying laugh; hates manual labor; likes feet.
16	Maelkym	Elf	Druid	Finicky; believes that dragons come from bad dreams.
17	Tenderwett	Gnome	Wizard	Missing pinky on right hand; specializes in illusions.
18	Boso Kravatt	Human	Thief	Eats like a horse, drinks like a fish; nearly blind.
19	Venko	Half-Elf	Fighter	Gypsy; free spirit; black hair; never wears shoes.
20	Koreth Uro [F]	Dark Elf	Ranger	Not virtuous but has a code; familiar with subterranean terrain; beautiful.

Hireling Loyalty

Roll once per hireling in order to determine how committed they are to the PCs.

Roll	Result
1	Already plans on betraying his employers.
2	Will not give aid to his employers if it means great personal risk.
3	Will remain loyal, except in extremely dire (no win) situations.
4	The word "quit" isn't in this hireling's vocabulary. He's loyal to the death.

GLITTER WORM (AKA GEM SLUG)

The size of a glitter worm can range from three clementines within a gnome's sock all the way up to a large sack of potatoes. Glitter worms love to hide in piles of treasure, specifically gemstones. They have naturally adapted to dungeon environments by looking exactly like a collection of precious jewels.

For instance, when an adventurer opens the lid of a treasure chest, he sees a mound of gold coins, perhaps a tiara, wand, or dagger, and a cluster of gemstones. There's a 1 in 4 chance per discovery of gems that among the precious stones is a glitter worm ready to pounce.

Health / HP: 6; **Armorless;** **Attack Dice Pool:** 1d6 / **Attack Bonus:** +2; **Damage:** 1d4

Special: Those bitten by a gem slug must roll a successful saving throw or slowly become gem slugs themselves within 24 hours. The condition can only be undone by magic.

ZOTH

Zoth is a viscous, subtly glowing yellow-green liquid found in the lower depths of the S'rulyan Vault where it forms enormous pools and even a subterranean lake. Many believe the sickeningly luminous substance is actually the liquefied remains of some ancient Lovecraftian god.

Zoth is prized by wizards and intelligent monsters because of its many qualities...

- Zoth can enchant mundane items.
- Zoth can enhance items that are already magical.
- Zoth can be transformed into alchemist's fire (3d6 damage; 20' radius).
- Zoth can be used as a spell component in order to increase the spell's power.
- Zoth can animate inanimate objects.
- Zoth can be used to fuel technology.
- Zoth, when exposed to bare skin, has a 2 in 6 chance of causing a mutation.
- Prolonged contact eventually leads to zoth poisoning - victims go mad from terrifying visions of monstrous, slimy, tentacled gods devouring the world.

One small vial is the equivalent of 2 fluid ounces, having enough volume to coat a short sword. Creating a standard potion of alchemist's fire (3d6 damage) would require 4 fluid ounces. Covering a halfling takes 8 fluid ounces; a human necessitates 12.

The effects are temporary and last approximately one hour per fluid ounce.

CREDITS

The S'rulyan Vault II was created by Venger As'Nas Satanis, 2017 ©

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Cover Art by Mike Dubisch

Interior Art by Monstark and Fizzbig

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