

# Shadows of Forgotten Kings

By Zzarchov Kowolski

A Middle Level Adventure for Neoclassical Geek Revival  
and Old School Roleplaying Games

# Shadows of Forgotten Kings

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# Shadows of Forgotten Kings

## INTRODUCTION

The villages on the edge of the jungle used to be wealthy: they gathered fruits and exotic hardwoods from within the jungle and sold them as wines and furniture to regular merchant caravans in exchange for grains and other staples. But caravans do not make it through anymore. A handful of tattered survivors have made it back to the city and reported being assaulted by wave after wave of panthers that would attack, retreat, and attack again in replenished numbers. The merchant houses want their lucrative route back. The villages need grain and supplies; their people cannot live forever scavenging fruit and huddling by their hearths in fear every night.

If the characters are not swayed by the plight of the villagers, the gold of the merchant houses, or the thrill of the hunt, they may have an interest in the fate of an ancient empire that once had its capital in the jungle, before it fell to a terrible curse. The legends say the empire meddled with powerful magics to defy the gods themselves. If none of that interests the characters, note that there is a business opportunity with the local laundry guild. They could pursue nice solid careers where they wash laundry all day until they die of old age, should they prefer that to a life of daring adventure.

This adventure requires the party be near a jungle, though you could easily substitute a jungle for a dense primeval forest, panthers for cougars or maybe wolves, and fruit wines for truffles. The important thing is the “jungle” really be untouched and that the village on its edge is part of a somewhat profitable trade route with a nearby commercial hub.

## BACKGROUND

The people of the village of Koah Khe live on the outskirts of the jungle because they know, through proximity and ancient folk wisdom, that the jungle itself is cursed. In the earliest days of mankind’s civilization, a copper age polity whose true name is lost to the ages arose, with its now nameless capital located in the center of that jungle. Someone with skill in ancient history would recall that the culture’s most notable archaeological feature was that it had discovered glassblowing before metallurgy, meaning that many a farmer in the region has at one point or another dug up a few glass arrowheads. Anyone with an academic background in magic or alchemy would know that the ancient culture is notable for spreading the practice of wizardry into the region. Anyone with any familiarity with local religions is well aware that the now nameless people are occasionally used as a parable showing how hubris leads

to downfall, for their emperors, through blasphemous sorcery, began to style themselves as gods before the actual gods (which ones vary from storyteller to storyteller) smote them down with a plague that still haunts the jungle to this day.

The ancient city of Bol-Xan-Tuk had existed for several hundred years before its fall. It grew from a trading outpost and religious meeting ground between a number of neolithic farming villages and nomadic hunting tribes into one of the first human cities in the region. Most of the structures were made of wood and thatch, long since having been returned to the earth and leaving no trace. The central district, with its important temples and palaces, were built from stone and the newly discovered glass. Great canals linked the city center to the outer farms, orchards, and quarries and some of those canals still exist.

Some of the later kings began to see the power of sorcery and questioned if they were truly lesser than the gods. They began to style themselves as god-emperors and demand the worship of their people alongside the other gods. The gods seemed to tolerate that and so they grew bolder. The emperors began to proclaim themselves arbiters of justice and anointed champions of the greater good. The gods grew annoyed and their clerics proclaimed that, in death, these so-called champions would be tormented for their hubris. So the final emperor, with the help of his chief vizier and scholar, constructed a special crypt that the souls of the dead could not escape from, and his champions of good and righteousness would be protected eternally from divine punishment. They would reside in the tomb forever, where they would be brought offerings and praise from living priests of the emperor. This enraged the gods, who called forth a terrible plague to destroy the civilization. They did this by causing a tree to sprout in the royal garden, a tree that grew to full size over the course of a single night and died by the first light of the sun. As it died, its rotting fruit spewed forth great clouds of biting flies that brought a terrible plague with them. Within three days, the entire civilization had died.

One magically trained individual snuck into the crypt and, with thousands of years to adapt, corrupted those arbiters of righteousness to his cause and used them to project creatures of shadow and darkness to isolate the local peoples that he might more easily conquer them with future machinations. Destroying or driving off these shadow creatures does not stop them; they are merely projections of those entombed champions driven mad through time. To stop them, the player characters



# The Village of Koah Khe

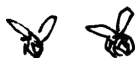
will need to uncover the hidden crypt and bring the bodies (or at least the heads) outside and destroy them. The PCs will also need to destroy the sorcerous undead who caused this problem in a similar manner.

## THE VILLAGE OF KOAH KHE

The village of Koah Khe is more a sprawling work camp than a proper village. More than three quarters of its 500 strong population are working age men who came here from the city seeking work. They live in thatched roof bamboo huts barely big enough for a sleeping roll and a box of their meagre possessions. The village as a whole is surrounded by an 8-foot tall bamboo fence with two gates of similar bamboo and twine construction. In the center of the village is the old quarter where the village's citizenry live behind a second bamboo fence that is reinforced by a low stacked stone wall with a single entrance. Under a hundred people live in the old quarter, mostly inside large traditional homes atop raised platforms with steeply angled three story thatch roofs. There is also a pair of more modern wooden plank buildings that house the village's brewery and furniture workshop.

There is a deep social gulf between the workers and the old families, especially as the disruption of the caravan has shut down the main industries in town and created mass unemployment. The old families see the workers from the city as a colonizing force out to dilute their culture and harbour quite a bit of resentment (even those who own the furniture workshop and brewery that profit from the abundant cheap labour feel this way). At night, everyone barricades their homes and huddles around whatever form of hearth they can manage. Some nights everyone wakes up; some nights that isn't so.

The leaders of the village live in the old quarter and can be easily found with a few questions to random strangers. There is also a surviving caravan guard who is currently a guest of the Brew Master. If the party looks into the conditions of the workers, they can be put in touch with some local troublemakers. If they are looking for supplies, they would be directed to Hom, who sells to caravans.



# Shadows of Forgotten Kings

## Village Chief

“Murderous” Jay is the grizzled chief of the village. A lean and wiry man in his 60’s, he will assure the PCs that “Murderous” is an unfair moniker, as none of his many many killings were done unlawfully – he should know: as chief he decides what it is and isn’t a lawful killing in the village. He wants the caravans to resume and the workers to feel safe going out at night and into the jungle. He fears rioting and a breakdown of order.

He believes the panthers are somehow connected to the cursed city deep in the jungle but dares not try to send an expedition because it is infested with plague-carrying flies during the day and now the night is full of panthers. If asked more about the city, he will say that he once saw a spire emerging from the jungle when he got lost one night in his youth. It had a shiny glass dome upon it that reflected the moonlight. He dared not go closer lest he be too close when the sun rose, due to the killer flies. If people don’t seem to be paying attention to the killer flies bit, he will make sure they get it with increasingly blunt references about how killer flies come out during the day.

## Furniture Maker

Mal Touch is the head of the local furniture makers guild and owner of the workshops. He is the most desperate to get the issue resolved. There is at least local market for wine, not much of a local market for luxury furniture among drifters looking for work. Stockpiling is also not very useful as caravans can only carry so much per trip and they already leave fully laden. He will be willing to provide up to a 50 silver coins worth of additional supplies to an expedition to solve the problem. He isn’t sure if there really is a cursed city, but he does know about the flies. Men in his employ have gone the deepest into the jungle looking for trees and he is acutely aware of their danger. He knows that there are the remains of ancient canals in the jungle and that they seem to lead towards areas more heavily infested by the flies. He will share this information if the party explains that they believe the problem stems from the ancient city and suggest they look for canals to help lead the way. PCs could purchase furniture or woodcarver’s tools from him if they really wanted to.

## Brew Master

Sonny Mean is an obese drunkard who runs the local brewery. While he should be the richest man in town, his gambling problems means he is ac-

tually in debt. To that end, he is incredibly eager to get shipments running again. If asked for aid, he will offer to convince four labourers to join the party to act as porters and guides. He knows (or at least strongly suspects) that wizards are somehow involved in the sudden emergence of the panther menace. If pressed, he will note how representatives of unknown agents in the city have offered to purchase any interesting talismans or knickknacks his men find in the jungle that could be from the ancient city. He would also purchase them from the player characters should the opportunity present itself. While he does not know it, the two issues are unrelated (the offer to purchase trinkets and the emergence of the panthers). He sells wine and various brewing supplies.

Jug of Cheap Wine	1sp
Bottle of Fine Wine	6sp

## Priestess

Darra Keo is a young woman in her early twenties. Her grandmother recently passed away and she is now the village priestess by right of inheritance. As a defence mechanism to her limited knowledge, she will frequently roll her eyes when questioned about the spirits and gods the village reveres and suggest that “like, that information isn’t for outsiders or whatever”. She does know the tale of how the gods cursed the people of the ancient city for meddling in powers beyond their comprehension and that the city dwellers had built a hidden dungeon under the city to keep their souls from the god’s grasp. She suggests getting the bodies from within there and bringing them outside to “burn them or give them a burial and stuff, you know?”. She does have a handful of vials of holy water that she will sell.

Holy Water (up to 6)	40sp/vial
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## Caravan Guard

Oswilde the Wanderer is the sole known survivor. He will describe how he was asleep while the caravan camped a few hours away from town (to avoid the costs of staying in town) when he awoke to a screaming confusion. Both of the sentries had been killed without raising the alarm (if pressed, he adds that they were a pair of dwarves) so there was utter confusion. He saw a pair of panthers killing an ox on the edge of the firelight and threw his spear. It struck but did not kill the beast. He saw that almost everyone had been slain as they slept, so he lit his torch in the campfire and bolted away from camp, running from his pursuers for hours.



# The Village of Koah Khe

He lost them only just before dawn. He seems hesitant about something and if successfully grilled (NGR social conflict) he will go into more detail. He mentions how he thought he heard human laughter during the night and how when he backtracked to check the campsite, he saw only human footprints. He can be hired to help the party for either 500 silver coins or the promise of the first 1000 silver coins worth of treasure.

NGR Oswilde *Level 4*

W/W/F

*Combat Awareness, Combat Tricks, Weapon Specialist: Spear*

*Notable Skills Running, Teamster, Trade Tongue*

**Stuff** Spear, Helmet, Studded Leather, Torch, Machete

**Tricks** Stomp, Charge, Lunge, Immovable

S	A	H	I	P	C	W
18	10	12	8	12	6	14

OSR Oswilde *Level 4*

**Class** Fighter or Barbarian, High Strength and Wisdom

**Stuff** Spear, Helmet, Studded Leather, Torch, Machete

## Militia Leader

Big Thann is the leader of the unofficial and recently formed militia. The slightly obese bear of a man has been a troublemaker and agitator before and so now he keeps out of sight from Murderous Jay. He is planning a revolt if things don't improve and he knows that Jay knows. He has the backing of about fifty commoners with bamboo spears and clubs. If the party can get the Chief to grant citizenship to long term workers, he will agree to help the party, supplying them with a mob of 20 common folk to serve as guides, porters, and camp guards (though they will be too fearful to enter the city itself). If questioned about how many panthers his men have seen, he will state that no one has seen more than a dozen – no one who lived to tell the tale anyway.

## Criminal Element

If someone asks around about these matters, a Hard (-5) Charisma check will allow the party to make contact with "Mister Nobody", a local opiate dealer and fence with delusions of grandeur and just enough believability about being a member of the nearest city's thieves guild that people don't mess with him, despite his short stature and irritating nasal voice. He sells many of the less than legal items a party may want such as lockpicks, poisons, vials of snake venom, and garrotes. He has been avoiding the whole situation; his only con-

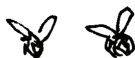
cern is staying out of the crossfire if the town erupts into violence as he is confident he could sneak past any panthers. He is wrong about that.

Lockpicks	40sp
Wire Garrote	10sp
"Black Lotus" (Haga)	3sp/dose
Poison Powder (d8 Ingested)	25sp/dose
Snake Venom (d6 injected)	50sp/dose

## Caravan Supplies

Hom Attitarn is an elderly woman with short cropped hair. Her skin is leathery and tanned with more than a few tattoos. She wears as little clothing as is considered legal because, quote "In this heat I already sweat enough to drown a whole bag of kittens just by mopping under my tits with it". She is that kind of personality. She can say multiple paragraphs consisting of variations of the same four curse-words. She lives in a canvas tent near the gate with a corral to keep her animals. Her supplies are stored in a row of thatch huts. She primarily sells animals, feed, tack and harness, and simple tools. Lately people have been buying animal feed to mix with their grain.

Donkey	150sp
Water Buffalo	400sp
Animal Feed	1cp/day
Pack Harness	50sp
Backpack	25sp
Hemp Rope	20sp/50 feet
Torch	1sp
Lantern	40sp
Oil	2sp/flask
Machete	75sp
Shovel	25sp
Pickaxe	40sp
Crowbar	40sp



# Shadows of Forgotten Kings

## THE JUNGLE

The first two hours of jungle travel will be through a well managed area with wide well maintained paths and an abundance of exotic hardwoods and fruit trees in clustered groves. There are periodically small sheds in various states of disrepair that would be used to seek shelter from rain. After a couple hours, the jungle rapidly reverts to its more primeval form. A diverse blend of flowers, fungi, and moss creep across massive trees and the paths become non-existent. There is a curious dearth of animals other than the odd snake or lizard – almost no birds or mammals at all. If informed about how there used to be canals, anyone with skills in cartography or similar methods of determining natural patterns of water flow could make an Intelligence check to try to find an artificial canal. Successfully finding a canal from the ancient network will add +1d10 exploration points towards finding the ancient capital. Which brings me to my next point: Exploration points and finding the capital.

### Exploration Points

It is easy to look at an aerial map and declare “the party is moving 4 kilometres in a straight line to the objective”. The characters in this adventure don’t have an aerial map, a solid understanding of how far away the old city is, a magnetic compass, clear lines of sight, or good visibility of the sky to track the sun/stars (it’s probably night time when the party is exploring). Also, there are hazardous obstacles and dense brush that need to either be hacked through or avoided. This is difficult and it is easy to get lost. You could just hand wave this away and have the characters march on the site to get to the “real” adventure, but hacking through the jungle and getting lost seems like a mighty adventure in its own right. Consider playing through it and giving some use to skilled characters.

To find the ancient capital, the party must gain 13 exploration points. To return to town, they must not have negative exploration points. If they do have negative exploration points, they have become lost. The party gains exploration points by advancing deeper into the jungle for half an hour and having the GM roll on the encounter table. The GM rolls a 1d8, 1d6, and 1d4 to generate a situation. If the party moves forward through it, they gain a base of 3 exploration points; if they backtrack to avoid it and its night, they lose 1 exploration point and risk getting lost. Some encounters will modify these numbers.

To avoid getting lost, a character can take point



# Exploring the Jungle

and make a check with a bonus/penalty of 10 minus the encounter total (the total of the d8, d6, and d4) to prevent the loss of a single exploration point (NGR Intelligence Check while investigating with an appropriate skill OSR Saving Throw).

If the party moves forward past the encounter, then each person investigating the area ahead of them may make a check with a bonus/penalty of 10 minus the encounter total to gain an additional exploration point as the party finds evidence of ancient structures or roads (NGR Perception Check while investigating with an appropriate skill OSR Wisdom Check)

To roll on the encounter table, the GM rolls a single d8, d6, and d4. They will not need to re-roll those dice when generating the encounter. The total of the die results is known as the "Encounter total", the result of the d8 helps describe the local terrain, the d6 describes the challenge, and the d4 result is an additional random element. If the results of the three dice show three of the same number, two 5's or 6's, a run of three consecutive numbers, or an encounter total of 18 then additional special circumstances are added to the result. Rolling a 5 on the d8, 6 on the d6, and 4 on the d4 would generate a result where the party encounters a deep chasm, 9 Shadow Panthers, and a bubbling spring which is actually a constantly burning jet of methane.

## d8 Notable Landmark

- 1 Open grove
- 2 Winding stream
- 3 Large dying tree
- 4 Fruit trees
- 5 Deep chasm or sinkhole
- 6 Full canopy coverage
- 7 Bamboo thicket
- 8 Dense undergrowth and vines

## d6 What is Encountered

- 1 Death flies (day only)
- 2 Nothing
- 3 Shadow panthers (night only) d8+d4
- 4 Quicksand!
- 5 Venomous snake (if d8>d4) otherwise a titanoboa
- 6 Shadow panthers (night only) d8+d4

## d4 What is "Weird"

- 1 Complete silence
- 2 Noticeably high levels of ants
- 3 Ancient skull on a spike
- 4 Bubbling spring

! special results on triples, double 5's or 6's, runs of 3, or a natural 18.

## 1d8 NOTABLE LANDMARK

### 1 Open grove

The area ahead consists of a large open grove with tall grasses of about 4 feet in height. This encounter is worth +1 exploration point as it is easy to move forward.

### 2 Winding stream

There is a winding stream that slowly meanders around the roots of massive trees, occasionally flanked by reeds or bamboo shoots. On an even Encounter Total any opponents will be on the other side of the stream. On an odd Encounter Total any opponents will be on the PCs side of the stream.

### 3 Large dying tree

A very large, old, and sickly tree blocks the path forward. While easy to walk around, it does block sight to any opponents that may be on the other side of the tree. It also blocks sight of the PCs from any opponents. The two groups may end up stumbling directly into each other.

### 4 Fruit trees

The area is an almost entirely populated with fruit trees, perhaps a long feral orchard. Each PC can spend fifteen minutes gathering enough fruit for a day's worth of rations.

### 5 Deep chasm or sinkhole

The route through the jungle is blocked by a deep chasm or sinkhole and the PCs will either have to cross it or turn back. The distance across the chasm/sinkhole is a number of meters equal to the d6 result times the d4 result. It is 5 times the d4 result in meters deep. If the Encounter Total is above 11 any opponents will be encountered on the other side of the chasm. If the Encounter Total is below 11 they will be encountered on the PCs side of the chasm. If the Encounter Total is 11 the opponents are at the bottom of the chasm.

### 6 Full canopy coverage

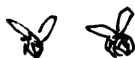
The area is pitch black as the overlapping canopies of the massive trees block out the sky. There is little to no undergrowth. The lack of sunlight makes this result counts as night for d6 results of 2+. That means that you can encounter Shadow Panthers here, even during the day. You can also still encounter Death Flies here during the day.

### 7 Bamboo thicket

Moving forward requires going through sprawling thicket of dense bamboo. The slow speed makes this result worth -1 exploration unless the majority of the PCs have machetes. It also makes missile combat quite difficult, limiting ranged attack to 1 area.

### 8 Dense undergrowth and vines

The trees in the area seem to have been damaged by a fire or perhaps strong winds in a storm. Their canopy is far less than normal, resulting in a boom of undergrowth and a tangled mess of vines that stretch from tree to tree. This makes movement difficult, making this encounter worth -2 exploration points, or -1 exploration point if the majority of the PCs have machetes.





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## 1d6 WHAT IS ENCOUNTERED

### 1 Death Flies (day only)

A buzzing swarm of Death Flies is moving through the area, looking for mammals to bite. They will only be encountered during the day, they all die as soon as the sun sets.

### 2 Nothing

No threats are in the area. Don't tell this to the players of course, let them sweat. Paranoia may make them back off and try to find a route through more advantageous terrain.

### 3 Shadow Panthers\* (night only) d8+d4

These magical projections are only found at night as they are dispelled by sunlight. Remember that they themselves are not the creature, only a weapon the undead in the secret crypts use to attack the surface world. The number encountered is equal to the result of the d8 and the d4 rolled on the Encounter Dice.

### 4 Quicksand!

The area has a hidden pit of quicksand. If the party is moving single file, the lead character will fall into this trap unless they have some method to detect it before they step into the quicksand. If the party is moving in a loose formation, have each character roll a die (NGR Luck Die OSR D6). The character with the lowest score has stepped into the quicksand (in the case of a tie, all tied characters fall into the quicksand). Once in the quicksand the character has only a few seconds to attempt to escape as they begin sinking. A Hard (-5) Strength check will allow the character to float for ?d2 rounds. An epic success will allow them to escape unaided. Once they sink someone else will have to dive in to rescue them, hopefully with a rope or at least vine in hand.

### 5 A Venomous Snake if d8 > d4, otherwise a Titanoboa

Moving through the area will anger a snake. The snake is hidden from sight at the beginning of the encounter. If the result on the d8 is higher than the d4 result it will be a Venomous Snake in the walking path of the party, becoming aggressive and territorial if not spotted. If the d4 result is higher than the d8 result it will be a Titanoboa.

### 6 Shadow Panthers \*(night only) d8+d4

These magical projections are only found at night as they are dispelled by sunlight. Remember that they themselves are not the creature, only a weapon the undead in the secret crypts use to attack the surface world. The number encountered is equal to the result of the d8 and the d4 rolled on the Encounter Dice.

## 1d4 WHAT IS "WEIRD"

### 1 Complete silence

The area is completely silent other than what is encountered. Not even crickets chirp. This gives a -5 penalty to all Evasion checks related to sneaking as well as a +1 to all Perception die results and +2 to all Perception checks related to sound.

### 2 Noticeably high levels of ants

Every tree and twig seems to have a trail of ants crisscrossing it. This has no real impact on adventuring unless you wanted to try to sleep in the area.

### 3 Ancient skull on spike

There is a skull prominently displayed on a stone spike (more of a thin obelisk). The skulls all face in the general direction of Bol-Xan-Tuk, though the soil has shifted a bit over the years so it is far from exact. If the party heads in the direction the skull faces they gain +1 exploration point.

### 4 Bubbling spring

A spring bubbles up from the forest floor, creating a small stream. This is a source of fresh water in case the party needs to refresh their supplies.

## IF YOU ROLLED TRIPLES ON ALL DICE

*Triple Ones!* The swarm of Death Flies are settled in grass, but they won't move unless party moves into grove during the day. At night the Death Flies will have all died and their bodies make the ground crunch when walked over.

*Triple Twos!* There is a large mound of ants up ahead. They are quite territorial and will bite for 1 poison per round (climbing over boots and biting exposed skin) unless the party moves quickly without getting tangled. There is also a number of gold coins strewn along the side of the ant mound, hundreds of them. Each round a PC stop by the ant hill to grab coins they gain a die worth of gold coins (NGR Agility Die OSR d6). They also are swarmed by biting ants each round (NGR 1 poins the first round, 1d4 poison each additional round OSR d4 damage per round, saving throw for half) If they die, the ants will eventually arrange any valuables they have along the side of the ant mound as well, to lure more prey.

*Triple Threes!* The tree is sentient and aware of its surroundings. It can speak through the skull at night but will usually just scold interlopers and ask them to stop disturbing its rest. The tree will give directions to the city of Bol-Xan-Tuk as it best recalls if a Charisma check is passed and the party promises to just leave it alone. This results in +5 exploration points. If attacked the tree can only defend itself by calling for help, making a great deal of noise. This will attract a full complement of 12 shadow panthers in ?d20 minutes.

*Triple Fours!* A Dryad has taken up residence in a grove of fruit trees surrounding a hot spring (rather than a bubbling spring). Dense berry-laden briars obfuscate many dangerous patches of quicksand. If the party does not carefully probe the ground as they move they will invariably fall into deep quicksand if they approach the hot spring. The Dryad has specifically camouflaged them as a defence. The death flies do not approach this location during the day as they are held back by ancient forest spirits.



# Exploring the Jungle

## IF YOU ROLLED DOUBLES ON THE D6 AND D8

**Double Fives!** The snake is actually a Naga which is claiming to be benevolent and that is protecting the chasm from any evil being who seeks to cross the ramshackle rope bridge that crosses it. If the d4 result is odd it is actually evil and seeks sacrifices into the pit, only attacking once the party is on the bridge, most likely by severing the ropes. If called out for being evil, it will admit its true nature, but will still only let the party by the bridge if someone jumps into the pit (and to their most likely doom). If the party promises somehow to later bring a sacrifice, a social conflict can be used to convince the demon to let them by but it will begin hunting them down after a few days if they don't deliver. It will not chase a party that turns back without attacking it and will instead wait for different travellers. The chasm is 30 feet deep. Note "Evil" is in relation to the historical religious morals of the local region.

**Double Sixes!** The Shadow Panthers are waiting in the canopy to drop down and ambush the PCs. If the party moves forward, they will emerge from hiding to drop onto the PCs. They will make an attack against their target; if they hit, they deal an additional d6x3 points of falling damage to their target and take an equal amount of fall damage themselves. If they miss, they take d6x4 points of falling damage.

## IF YOU ROLLED A RUN OF THREE NUMBERS

**1-2-3** Dozens of ancient glass arrowheads (mostly broken) litter the jungle floor. This is a sign the party is heading in the right general region. The party gains +1 encounter points if they proceed.

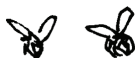
**2-3-4** The area ahead includes the easily visible skeleton of a dead adventurer from sometime in the past decade or two. He has a rusted helmet, machete, ruined crossbow and 3 bolts.

**3-4-5** A mass of webs cover the area and the vegetation within it. There is also a Giant Spider present if the d4 result is 4, otherwise just a bunch of poisonous little spiders that are fine unless you eat them. They aren't venomous. If fire is put to the spider webs, the poisonous spiders will swarm over those attacking their webs, they will deal 1 point of damage per round (bypassing normal armour) until those swarmed leave the area of the webs for ?d4 rounds. The Giant Spider will attack only if it seems advantageous (such as if the party is weakened fighting something else).

**4-5-6** The Bubbling Spring is instead a constantly burning methane fire. This provides a source of light, and a convenient campfire. Ignore the risk of a toxic gas leak or explosion; I am sure its fine.

## IF YOU ROLLED THE MAXIMUM RESULT OF 18

The spires of the observatory are sighted, +13 exploration points.



# Shadows of Forgotten Kings

## THE CITY

The city of Bol-Xan-Tuk once spread for miles and housed tens of thousands of peasants, slaves, and artisans. All that remains are the stone structures of the most prominent citizens. The structures are generally made from massive stone blocks of granite and are partially covered in vines. The architects had not discovered the arch and the door frames are stone lintels. The area is completely devoid of any animal life other than reptiles and insects. During the day, it is swarming with clouds of death flies. Fifteen minutes past sunrise it is suicide to remain above ground in the city for most creatures.

**Floors** The floors of buildings are stone slabs on the ground floor, and a series of stone lintels on above ground floors. They will sometimes have a layer of jungle detritus (leaves, dead bugs, dirt, twigs). Outside of the structures is thick undergrowth of that averages about three feet in height. The white gravel roads are largely overgrown, but are still somewhat visible through the undergrowth.

**Doors** Single doors are usually two thin copper plates sandwiching wooden planks that have now rotted to dirt. The copper plates have usually rusted to the point where they are easily destroyed. Brute force can easily tear down these doors. Grand double doors are usually glass with copper hinges that have been enchanted to have the strength of steel. The architects had not discovered the arch and the door frames are stone lintels. Any exceptions will be noted.

**Ceilings** Most roofs are slate or terracotta tiles supported by rope bound beams of a toxin infused wood that has so far avoided rot. Time has still taken its toll and they could easily be collapsed by muscle power alone.

**Light** Many rooms have windows that will allow in beams of sun or moonlight. The windows have glass panes, but usually about half of them are cracked and/or broken.

*Orange* text indicates a hidden danger

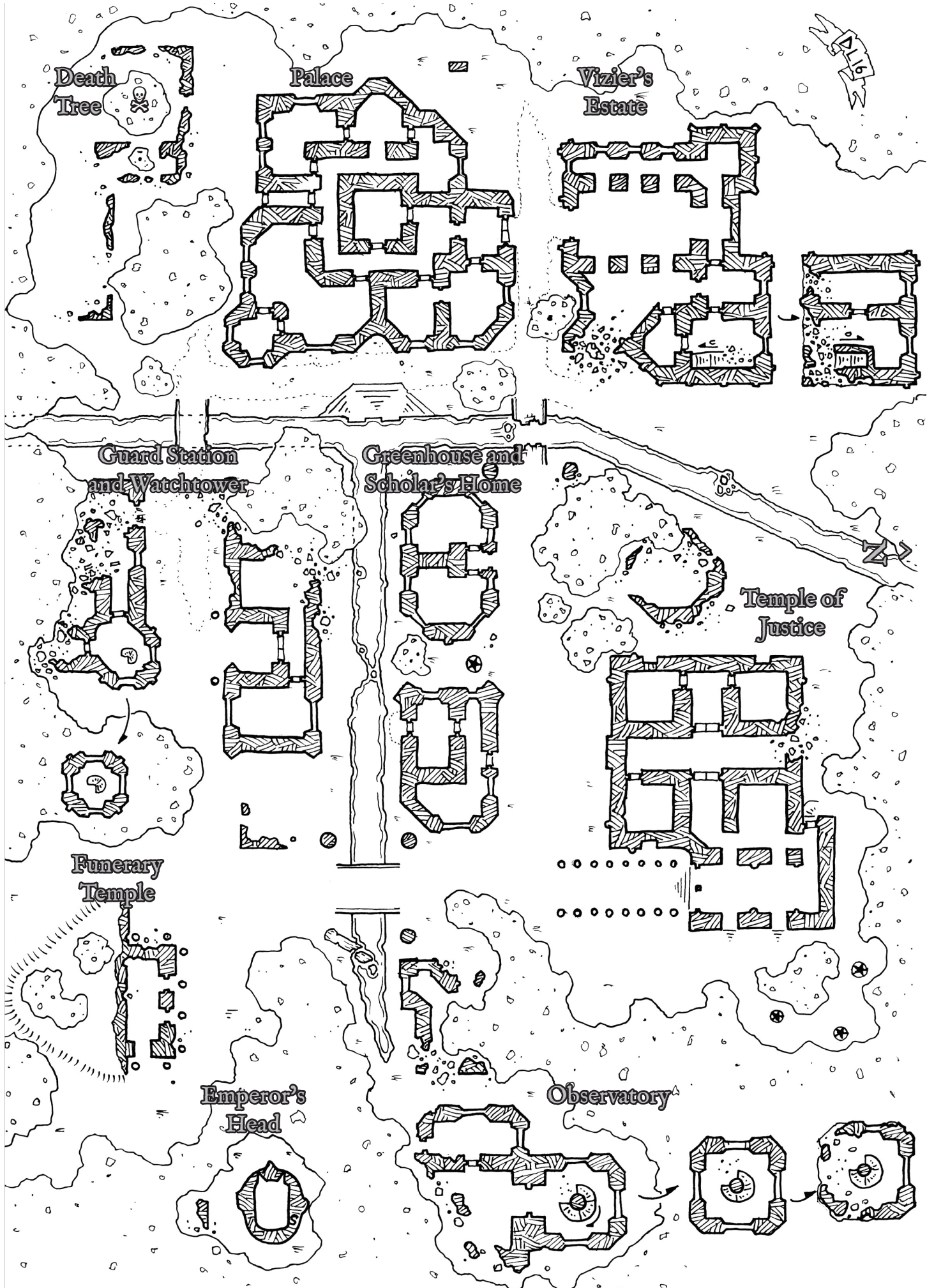
*Red* indicates an obvious person or monster

*BLUE* indicates the most obvious detail of an area

*Green* is treasure







# Shadows of Forgotten Kings

## THE CANALS

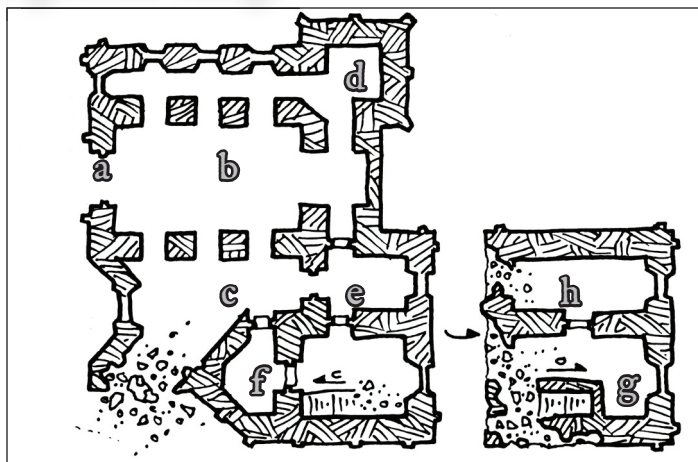
At the height of Bol-Xan-Tuk's power (which was shortly before its total implosion), its canals covered the entire jungle in a massive grid that allowed for barges and skiffs to quickly move about. That was a long LONG time ago. Most have filled in with detritus over the years, some remain functional though requiring a great deal of dredging. A single fully functional canal cuts through the city north to south. The **STONE WALLS** extend six feet above the surface of the water. The depth of the water is difficult to ascertain: it is about 6 feet before heading into a slurry of silt and rotting vegetation that functions as quicksand. **Deadly crocodiles** infest the canal and anyone swimming through the water will eventually attract one (within ?d6 rounds). There is a single landing near the palace with easy to climb steps. That is also where the crocodiles nest and 1d4-1 crocodiles will be nearby at any given time; they are very territorial.

## THE BRIDGES

There are two and a half remaining bridges in the city. They are made from a unique construction of massive **STONE LINTELS** and a jigsaw of irregularly sized and shaped tiles that interlock to prevent any single stone from falling through. That works very well until someone breaks a single tile (has happened in the northern most bridge). Any massive impact (such as from a two handed blunt weapon missing a target with an overhand swing) will cause an entire **bridge to collapse** within seconds, dumping anyone atop into the crocodile infested waters below.

## THE FLIES

Every morning the death tree dies and unleashes a massive cloud of pestilence ridden flies into the city that bring death to any mammal and most avian creatures. Fifteen minutes after sunrise, anyone in the city will be swarmed by thousands of biting flies that deliver a deadly, fast-acting contagion. Every round, characters must risk being infected with a deadly disease that will kill them by sunset (NGR d20 points of fly bites, luck to negate OSR Saving Throw -5). It will also spread to others through fluid contact unless medical precautions are taken. The disease is magical in nature, a divine curse (NGR as of faith 30). The clouds of flies will be both visible and audible before entering the city. Unless the characters somehow egregiously antagonized the villagers or specifically prevented themselves from hearing warnings as they entered the jungle, someone in the village should have shouted at them to beware the death flies. This should not be a "gotcha!" moment.



THE VIZIER'S ESTATE

### a Entry

The lintel above the main door has a weathered **TERRACOTTA FACE** hung upon it. There were once two enchanted glass doors that have since broken their copper hinges and fallen into the estate. The doors are intact. Whenever any one enters through the doorway, the terracota face will **loudly proclaim** "They have arrived" in the ancient tongue of Bol-Xan-Tuk via a still functioning *Mystic Tongue* spell. It will do this even if the face is moved to a different location. If done at night: NGR this will cause 2d6 suspicion OSR there is a 1/6 chance that 2d6 shadow panthers arrive.

### b Hall of Mirrors

All of the pillars in this room are covered in floor-to-ceiling **MIRRORS** that can create a minor disorienting feeling. These mirrors interfere with the sense of Shadow Panthers and causes them to always be "off-balance" in this room. The floor is covered with drifts of thick rich soil from all the rotting leaves that have blown in over the eons. There is a single **golden chain** hanging from the ceiling in the center of the room worth 20 sp. If the drifts of soil near the chain are searched, characters will unearth an **orb covered in tiny mirrors** that once hung from that chain. A novelty buyer in a city would probably offer 100 sp for it.

### c Destroyed Room

Once this was the vizier's library, but some now forgotten natural disaster collapsed the exterior wall, covering the area with **RUBBLE**, moss, and crawling plants. Casual investigation will show bits of broken pottery and fired clay. Spending any amount of time rooting through the rubble will uncover bits of clay tablets with the occasional letter or word still legible. Carefully searching through the rubble for several hours





# The Lost City of BOL-XAN-TUK

will uncover a handful of *intact clay tablets* including one that functions as a scroll containing the spell "Stoneglass".

## d Meeting Room

This secluded corner was once used as a meeting room, where the vizier could plot and scheme with his co-conspirators in a more intimate venue. All that remains are two **STONE BENCHES** and great pile of rot. Visible and only partially buried by the remains of what was once a table are two glass bottles and an *enchanted glass bottle* (Stoneglass).

## e Summoning Room

This room has a great basalt tile for its floor, the glass **WINDOW IS STAINED RED**. Carved into the floor are a series of protective symbols and circles of power. Any investigation by someone with arcane or demonological skills will reveal not only the obvious purpose of the room for conjuring spirits, but specific symbols that would seem most useful to summoning and controlling creatures from the plane of shadow.

## f Sleeping chambers

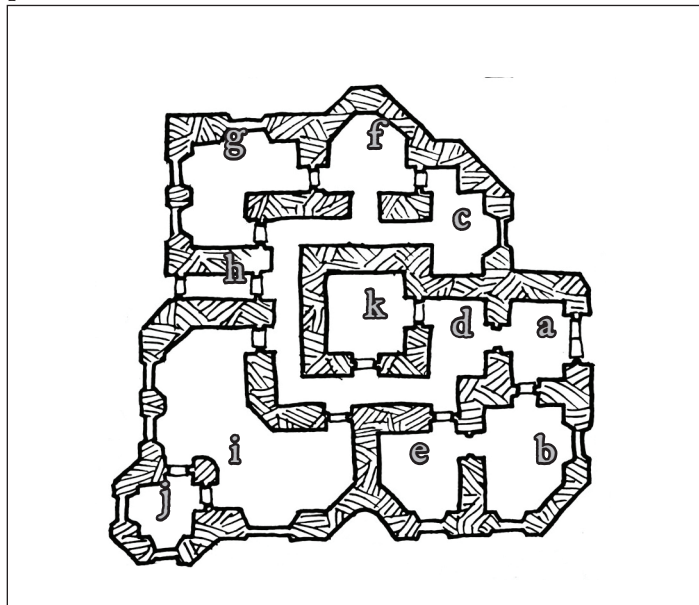
This room was once richly furnished, but everything has **ROTTED TO DIRT**. Searching through the dirt will uncover *220 copper coins*, 2 clay tablets that function as a grimoire containing *Eternal Glow*, and a *metal mechanical lock*. If any character handles the lock, they will trigger a mechanical spring that activates a poison needle trap (NGR 20 points of intoxication OSR Make a saving throw or pass out for 2 hours). The lock was more effective before the chest it was attached to rotted away.

## g Second Story

The outer wall has angled inward as the foundation has shifted over time. The stone **STAIRCASE** is nowhere near level and is a serious fall risk if anyone were to try and run up or down the stairs. The south wall has broken and it would be very easy to fall down to the first level (C). The door to the Laboratory (H) is a *Stoneglass* door that appears to be pinched shut from the shifting walls. Tucked unobtrusively in a dark corner is the skeletal and vine covered remains of the Vizier. Anyone with medical knowledge who examines the body will see a pretty obvious example of blunt force trauma to the back of his skull. He is wearing 20 sp worth of assorted *silver trinkets* and a *magical glass ring*.

## h Laboratory

The room is in disarray and seems to have been infested with wasps at some point in the last few years as there are almost a dozen **EMPTY WASP NESTS**. There is also the remains of a copper still and 6 glass bottles that each contain a highly alcoholic regeneration potion. (NGR The potions are the spell "Water of Life" at power level 10 OSR its a Healing potion)



THE PALACE

## a Main Entry

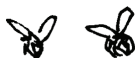
The main **DOUBLE DOORS** to the palace are barred with a rod of enchanted *Stoneglass*. The foyer beyond is bare.

## b Guard Post

The guard room has a half dozens **SKELETONS** strewn about, still clutching silver tipped spears. Various flowers have their roots growing into piles of rot that were once tables and other furniture, living off of the light that shines through the windows and the drips of evening condensation from the ceiling. The door to the Champion's Room (E) has fallen into this room.

## c Royal Chamber

The floor is covered with a **THIN LAYER OF COMPLETELY ROTTED WOOD AND TEXTILES**. There is a rusted shut *copper coffer* (worth 15 sp) containing 200 sp worth of gemstones sitting on the windowsill. A skeleton lies in the center of the room wearing 50 gp worth of *golden jewellery* and clutching a glass knife.





# Shadows of Forgotten Kings

## d Hallway

The hallway itself is bare of dirt or refuse, but does have a **COATING OF DUST** that has been undisturbed for thousands of years.

## e Champion's Room

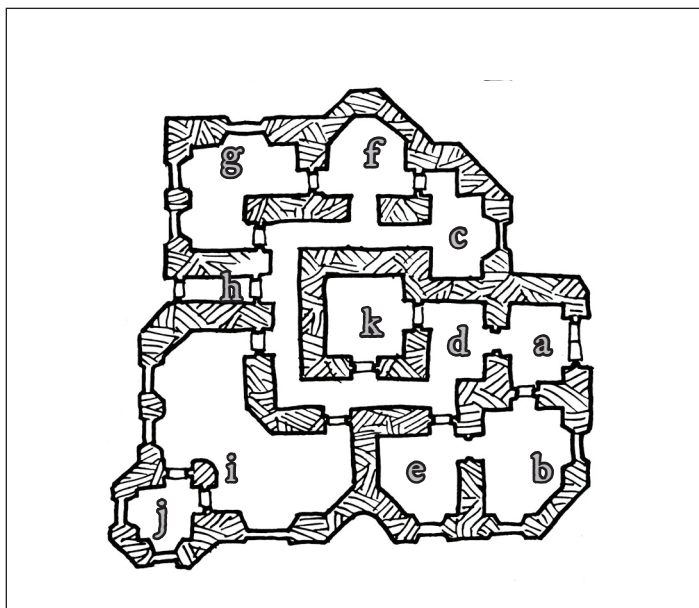
In the center of the room is a large human **SKELETON** clad in copper scale armour collapsed into a fetal position around a wooden club. Unlike whatever wooden furniture was in the room, the *club* has not rotted into dust, and looks strangely untouched by time. It is the root of a magic tree and acts as a +1 weapon against all non-plant creatures. A variety of ancient animal, monster, and human skulls are set upon stone pedestals along the walls (sabre tooth tigers, cyclops, etc). There is also a curse written in the ancient tongue along the north wall. **NGR** Any character who reads it suffers a curse as if from a faith of 6.

## f Servant's room

The remains of **SEVERAL SKELETONS** lie in a pile of furniture and cloth that has long since rotted to lumpy dirt. In among the detritus are 4 plain *copper rings* worth 5 cp each.

## 14 g Artist's Studio

The room is dominated by a series of **STONE TABLES** covered in dozens of terracotta sculptures of the emperor's head. Many of them are either missing their right ear or have it as a detachable piece. There is also a small clay kiln in the south west corner.



## h Rear Exit

This **NARROW HALLWAY** is cramped. There is also a *pressure plate* which will collapse the ceiling if stepped on without the north door being open (or at least its hinges being in the open position). This will deal 4d10 damage to those in the hallway.

## i Court

A recently broken window along the south wall has allowed a small number of leaves to blow into this room among the **TWO DOZEN SKELETONS** sprawled along the floor. The skeletons were once nobility and still wear *silver jewellery*, though all other effects have rotted away. If carefully searched 3d6x100 sp of jewellery could be found. The window has also allowed *venomous snakes* to lair in the room, hiding in the leaves and skeletons. Vigorous movement (such as combat) or searching the room will cause a nesting venomous snake to attack. The doors to the throne room (j) are enchanted glass with copper hinges.

## j Throne Room

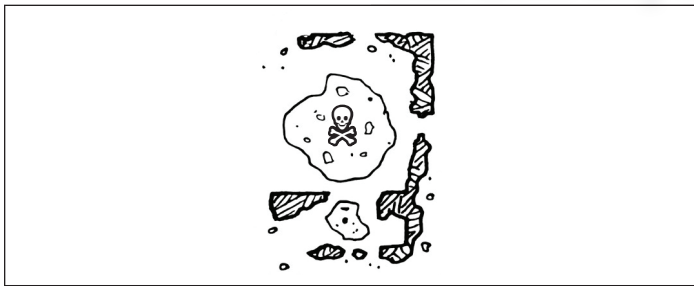
A single skeleton sits upon an **IVORY THRONE** bound with golden wire. He is adorned with *dozens of gold necklaces* worth 150 gp and wears a simple *golden crown* worth 200 gp. He still clutches a gold plated rod topped with a glass prism for a *sceptre* that is worth 50 gp. Dropped on the floor beside the throne is a copper key that opens the eastern door to the treasure room.

## k Treasury

Each of the entryways that lead into the treasure room are sealed with a *stoneglass DOOR WITH A COPPER LOCK*. Inside the room, in front of each door, is a hidden *pressure plate*. If either plate is stepped on without both doors (or at least their hinges) being open, the ceiling will collapse. The ceiling is a series of heavy granite lintels that will squash anyone inside (8d10 damage). It will also bury the treasure, requiring days to dig out.

Inside the treasure room are *10 clay pots filled with jewellery*, each containing 100 sp worth of trinkets. There are also 20 glass bottles filled with now spoiled scented oils, and the rotted remains of *30 sacks that each contained 2000 copper coins* but have now merged into a single mound due to rust.

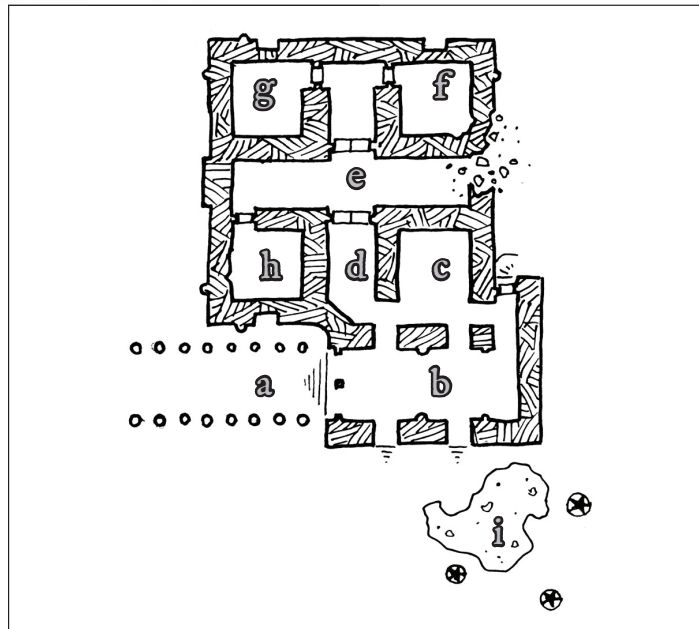
# The Lost City of BOL-XAN-TUK



DEATH TREE

Every night at sunset, the rotted remains of the death tree crumble to dust and a single sprout grows from the ground where the death tree had been. Over the course of the night, it grows into a sprawling **TWO-STORY HIGH MANGO TREE**. By three in the morning, it starts to grow fruit, but, rather than mangoes, these are severed heads, hanging from their knotted hair. Their mouths are stitched shut and their eyes are closed. When dawn breaks, the tree begins to wither and lose leaves. The eyes open on the severed heads and they begin to writhe and attempt to force open their mouth. Within minutes, their mouths burst open with a short scream, as impossibly large clouds of death flies stream out to lay waste to the area. By nightfall, the tree has aged to a rotting husk and the now fleshless heads have fallen to the ground and expanded the mound of broken skulls that feed the tree.

At night, the tree regenerates from all mundane assaults, but magics powerful enough to banish greater demons, devils, or angels will dispose of it (NGR assume a faith of 30). Cutting open a head before it ripens at dawn will result in a stream of infected blood and a torrent of maggots.



TEMPLE OF JUSTICE

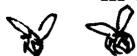
## a Walk of Truth

Along the walkway are a series of polished **LAPIS STONES SET INTO THE EARTH**, each about waist high. These stones have been enchanted with magic so that they glow softly when a person walks between them, from south to north. The glow lasts for several seconds then fades off. Each time the party begins investigating the walkway and turning the stones on and off, **NGR** this will cause 2d6 suspicion **OSR** there is a 1/6 chance that 2d6 shadow panthers arrive.

## b Mystic Gate

The stone lintel of the main entry is plated in silver and braced by a single **STONE PILLAR THAT IS COVERED IN MYSTIC SYMBOLS**. *Walking under the lintel* will cause the silver to glow vibrantly (briefly causing 10 light, with the resulting 10 suspicion). Those who think of themselves as righteous and fighting for the good of society will be engulfed with a *Gentle Glow* (NGR causing them to be a light source of light level 0) while those who think of themselves as evil, inferior, or that society is a joke and its every person for themselves, will be zapped for 1d4 damage by a magical dart. **NGR** Should a wizard try to counter or dispel these effects treat them as power level 1 with a casting roll of 11. The lintel itself has a difficulty of 20 to dispel if a wizard wants to break the whole thing. If a wizard with sage can somehow clear out the area and spend several days attempting to disassemble the lintel they could gain a handful of spells which will be listed in an index at the end of work.

The floor is bare beyond the gate other than some scattered leaves and jungle detritus that has blown in on the wind.



# Shadows of Forgotten Kings

## c Resting Room

This room contains **TWO ORNATE STONE BENCHES** and a small pile of broken clay jugs and pots. Investigating the broken jugs uncovers nothing but a large amount of hissing cockroaches.

## d Path of the Blessed

The walls are carved with ornate **BAS-RELIEFS** depicting either giants or humans in hierarchical perspective as they fight off demons and their human lovers. It's obvious they are lovers based on some of the more explicit reliefs. The *Stoneglass* double doors to the Hall of Choice (E) are sealed with a *Seal of Bol-xan-tuk* that will only open for one affected by the *Gentle Glow*.

## e Hall of Choice

The collapsed north wall has allowed a vast amount of **LEAVES AND JUNGLE DETRITUS** to build up in the hall, several feet deep in places. This area is a nesting ground for *venomous snakes* who will become agitated and aggressive if the area is disturbed. The double doors that lead to the Shrine of Protection (G) and the Shrine of Avenging (H) are sealed in the same manner as the door to the Path of the Blessed (D) in that their *Seal of Bol-xan-tuk* will only open for those affected by the *Gentle Glow*. The door that leads to the Weapon Shrine (F) is an enchanted *Stoneglass* door.

Beyond the second set of doors is the single word "Choice" etched into the west wall. The door to both the north (H) and south (G) are single doors made of enchanted glass (*Stoneglass*). Both will only open to one impacted by *Gentle Glow* and will also permanently lock the opposite door once they are opened. There is no way to get into both rooms – I mean without collapsing the incredibly fragile roof that is; then it would be super easy to get into both.

## f Weapon Shrine

The room is dominated by a single **STONE PILLAR** upon which rests a *glowing glass headed hammer*, somehow standing upright. It's not actually that big of a mystery, the pillar has an indentation in it that the hammer sticks into. The walls are covered in faded murals and reflective *gold dust* (about 30gp worth if you took the time to smelt it from the cracked plaster) that causes the walls to sparkle from the light of the hammer. The head of the hammer is a *Stoneglass* bottle with a silver stopper set into an ornately carved antler that is bound in silver wire. A single spec of meteoric

iron is embedded into the inside of the bottle, the meteoric iron is enchanted with *Eternal Glow*. While the hammer intentionally looks magical and holy, it is not actually a magical weapon.

## g Shrine of Protection

Similar to the Weapon Shrine (F), this room is dominated by a single **STONE PILLAR** upon which rests a glowing *Stoneglass shield*. The walls are likewise covered in faded murals and reflective *gold dust* that causes the walls to sparkle. The shield is oval in shape with gold foil banding and a single piece of meteoric iron set in center. The meteoric iron is enchanted with *Eternal Glow*. The shield does not have a magical bonus despite its appearance. Entering this room permanently locks the *Seal of Bol-xan-tuk* to the Shrine of Avenging (H).

## h Shrine of Avenging

Similar to the Weapon Shrine (F), this room is dominated by a single **STONE PILLAR** upon which rests a bow surrounded by *12 glowing arrows*. The bow is standing upright in a groove in the center of the pillar, the arrows are arranged evenly in a circle around the bow, set into holes along the pillars rim. The walls are covered in faded murals and reflective *gold dust* that causes the walls to sparkle from the light of the arrows. The bow is made of ornately carved exotic hardwood and reinforced with ivory and silver wire. It hasn't aged well and needs repair from a professional bowyer or it will break after a few shots. The arrows are tipped with enchanted *Stoneglass* and each is inset with a tiny piece of meteoric iron that has been enchanted with *Eternal Glow*. The arrows are fletched with the colourful feathers of jungle birds. Entering this room permanently locks the *Seal of Bol-xan-tuk* to the Shrine of Protection (G).

## i The Wise Monkeys

Standing among the jungle trees are three 8-foot tall **STONE STATUES** of the wise monkeys (See no evil, hear no evil, and speak no evil). Closer investigation of the statues (and the middle statue specifically) will show that the right hand is actually just hovering over the right ear. In theory, the monkey could hear evil from its right side.





# The Lost City of BOL-XAN-TUK

## GREENHOUSE AND SCHOLAR'S HOME

### a Flower Garden

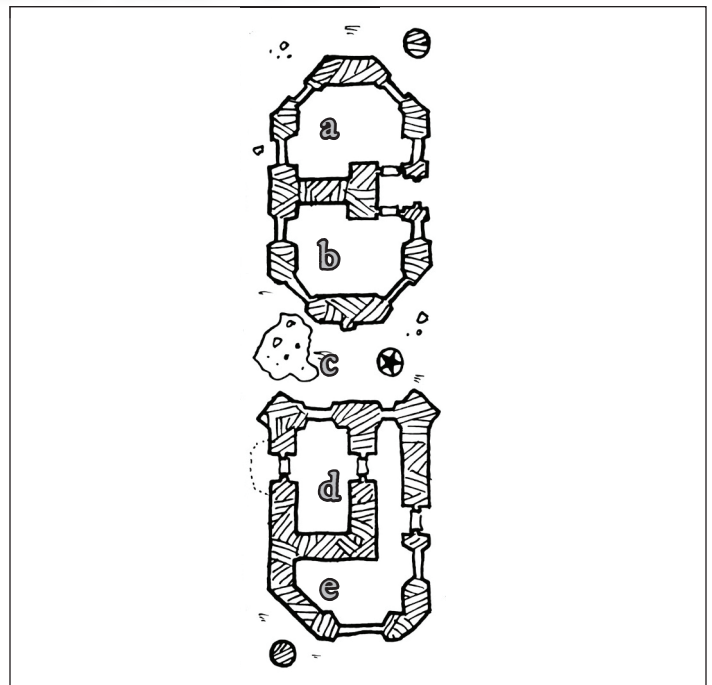
The windows, the door, and ceiling of this structure are glass. The doors have kept a remarkable seal and there does not appear to be any outside access. The room is humid and condensation drips back to nurture the **OVERFLOWING MASS OF BLACK LOTUSES**. There is no floor and the narcotic flowers sink their roots deep into the fertile jungle soil. A great many ants crawl about the garden, pollinating the flowers. Direct *skin contact with the flowers* will lead to a slight euphoria (NGR 1 point of Intoxication). Prolonged or extensive contact (such as falling down into the flowers) will be much worse (NGR 3d6 Intoxication OSR Save vs Sleep). Breathing in large amounts of burning flowers will cause paralysis and death (NGR 30 Intoxication OSR Save vs Death). The flowers are incredibly valuable to the right buyers.

### b Fruit Garden

The door, windows, and ceiling of this structure are also glass. Like the flower garden it also appears to be a sealed environment, but a careful check will reveal some *cracks in one of the window panes* just big enough for flies to squeeze through. These cracks could be sealed easily with the appropriate compound or a spell. The soil of the garden sprouts **FOUR PINEAPPLE PLANTS** (which aren't native to the region). The plants are magical and have healing properties. Consuming a plant will heal 1d8 points of damage but also cause one to fall asleep for the same d8 hours within a few minutes. Taking a single bite and leaving the rest will heal 1 point and cause 1 hour of sleep but the remaining magic bleeding out of the pineapple over the course of an hour. The fruits will regrow within a few weeks and have a shelf life of several days. The plants themselves will not survive a transplant and seem to owe their longevity to the cursed nature of this place. NGR A wizard using the sage power would learn the plants are divine gifts from lesser nature deities and would technically constitute a 'holy substance' to any supernatural creatures totally inimical to existence.

### c Statue of the Emperor

This is a **STONE STATUE** of the emperor atop a small pedestal. It has the same facial features as the terracotta sculptures in the Artist's Studio in the Palace and the Emperor's Head statue in the jungle. The pedestal is engraved in the ancient tongue with the phrase: "The righteous shall always have the god-emperor's ear"

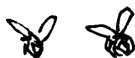


### d Entertaining Room

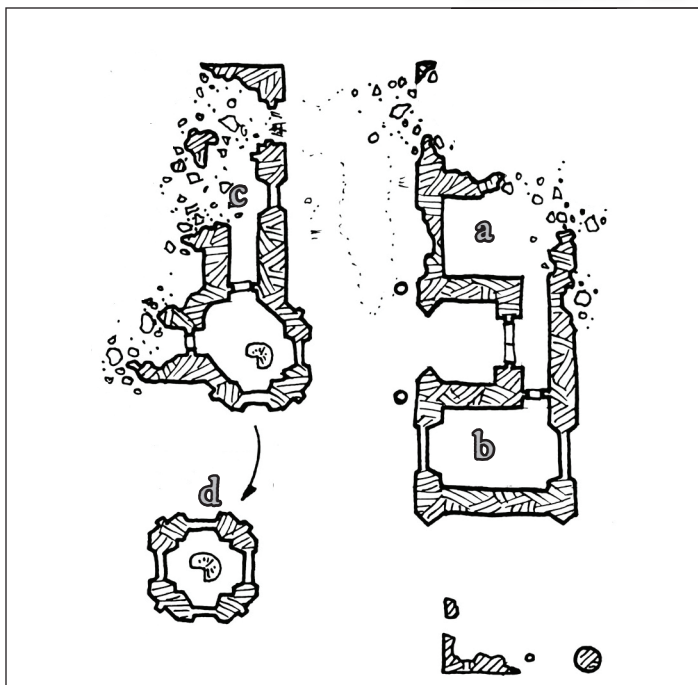
This room is coated in **SPIDER-WEBS**. There are a few rotted shapes that resemble furniture from ages past, held in place by the thick coating of webs. The window is shattered and there will be the reflective shine of bits of glass woven into some of the webs. Buried under the webs are dozens and dozens of clay tablets in various states of preservation. If characters walk through the room, they will hear them crack underfoot. If they spend time clearing the webs (and spiders), they will find the scrolls are almost all legal contracts and summaries of what were then contemporary issues that no one remembers. A historian or sage might pay well for them in conjunction with the Rosetta stone in the Scholar's Room (e).

### e Scholar's Room

The room was once fully furnished with wooden shelves and chairs but they have all rotted to dirt. A **STONE TABLE** remains. On the table is a *clay tablet* with a contract written in triplicate: Once in the ancient tongue of Bol-Xan-Tuk, once in Dwarven, and once in the language of the Fair Folk. It's a Rosetta stone. If any PC can read both of those languages they can figure out enough of the ancient tongue to decipher other text found in Bol-Xan-Tuk. Any Bard with the Interpret power will automatically be able to and speak the language of Bol-Xan-Tuk if they are literate in any of the languages. Slumped next to the table is a human skeleton on the rotted remains of a chair. The skeleton is still wearing a monocle and holding onto a *silver cup* (worth 75 sp). A glass bottle of poison has rolled under the table.



# Shadows of Forgotten Kings



## GUARD STATION AND WATCHTOWER

### a Barracks

The floor is covered with jungle detritus, crawling roots, and dead leaves. It is peppered with **VIBRANT MULTICOLOURED FUNGUS** that is slightly phosphorescent. The fungus is harmless and is actually edible. Here and there small bits of ancient human bones will be visible upon a closer inspection. At night, the glowing fungus is not enough to keep shadow panthers at bay, but they will avoid entering the room unless they are certain someone is hiding past it. ( NGR Any evasion checks against shadow panthers gain a +5 bonus while hiding in this area.)

### b Armoury

**SMALL PILES OF DIRT** and dust are all that remains of what were once shelves and weapon racks. The weapons themselves are also long destroyed by time except for hundreds of glass arrowheads (regular glass), twenty stone mace heads, and two dozen copper axe heads.

### c Ruins

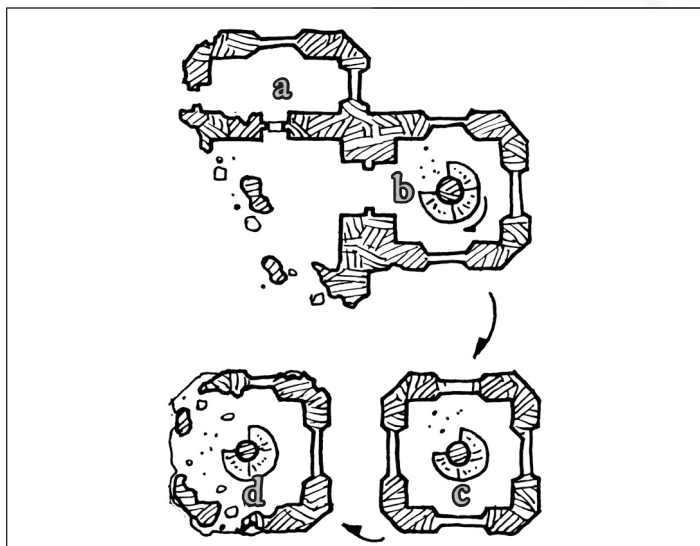
This area is a mess of **TUMBLING STONES AND MIGHTY TREE ROOTS**. The ground is incredibly uneven and the ancient masonry is *prone to giving way* when weight is pressed on it.

### d Watchtower

**THE WATCHTOWER IS STILL OF SOUND CONSTRUCTION** and even now would be suitable for military use. Rather than expansive glass, its windows are narrow with copper bars. There is no roof on its top floor, but there are crenellations. From the watchtower, it would be possible but still extremely difficult to see the stone statue of the Emperor's Head (NGR Perception check -10 OSR 1/20 chance). It would be easier if the area were being searched with a bullseye lantern (NGR removing the penalty OSR 10/20 chance), but that would be very obvious and immediately draw the attention of the shadow panthers.



# The Lost City of BOL-XAN-TUK



**OBSERVATORY**

## a Records Room

The floor is a mess of dried leaves and crumbled bits of clay tablets that once held celestial records. The roof over this area appears to still be watertight. Each of the walls have been **ENGRAVED WITH STAR CHARTS** and orbital diagrams, carved with exacting precision. The door the south appears to have just vanished. Appropriate investigation will note that there are remains of charcoal powder on the walls and star charts, occasionally with a straight edge that would suggest someone took a rubbing of them on paper. A careful search through the leaves will also find a single iron spike that was dropped in a hurry, indicating someone has previously been in this room since the fall of Bol-Xan-Tuk.

## b Ground Level

Leaves and jungle detritus have covered the floor, but a **SINGLE BLOOD RED FLOWER**, four feet in height grows at the base of the stairs. There is nothing special about this flower other than its rarity, and anyone with botanical knowledge would know that. It grows because its seed alone had fallen in just the right place where there is both a crack in the ceiling to allow water to fall when it rains AND the beams of sun from two windows can both hit it during the day. That said, it is highly likely the characters will overreact to this solitary red flower seemingly guarding the stairs.

## c Mid Level

All four windows are unbroken, which provides excellent warmth to the **MASSIVE WASP NEST** that covers most of the room. Thousand and thousands of **angry wasps** will attack anyone who enters this level. (NGR dealing !d6 points of stun and

1 point of poison per round OSR 1d6 damage, saving throw vs poison for half)

## d Top Level

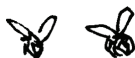
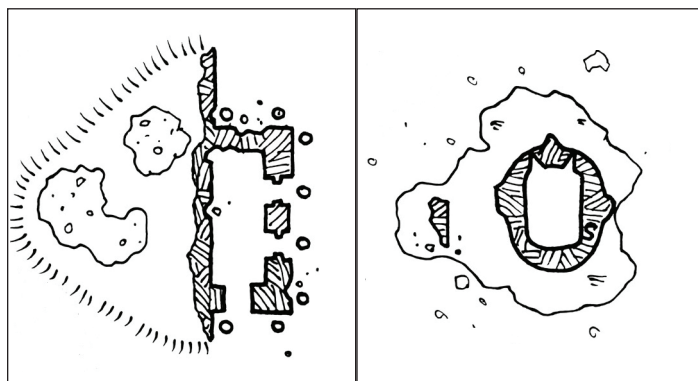
The walls are starting to collapse, but the enchanted **GLASS DOME** still holds strong. A single stone stool sits in the middle of the room, surrounded by the stairs. At its feet is a **smooth gold orb** worth 1500 gp. Sitting on the stool, it becomes apparent that portions of the glass dome are actually lenses that allow for better vision to fixed points in the sky at fixed times. There are no longer records of what and why. A few bits of clay tablets containing fragments of text litter the floor, but they provide no real context. From the top of the observatory, there is clear and easy sight of the entirety of Bol-Xan-Tuk, including the emperor's head.

## FUNERAL TEMPLE

The Funeral Temple is the oldest structure in Bol-Xan-Tuk and is of neolithic construction – think Stonehenge. Its **MASSIVE STONE SLABS** are carved with ancient pictograms that seem closer to cave paintings than the stylized bas-reliefs of the rest of the city. They show people hacking bodies into small chunks and throwing them in a pit while birds circle in the sky. When the people of this city still worshipped the gods, they practised sky burials. The earth at the bottom of the pit is almost completely human bone fragments, once you dig beneath the topsoil.

## EMPEROR'S HEAD

This is a **STONE CARVING** of the head of the last emperor of Bol-Xan-Tuk, that looks identical to his statue [Greenhouse and Scholar's Home C] and the busts in the Artist's Studio [Palace G]. There are tiny holes in his pupils that are visible only on very close inspection or if a light is present inside his head. There is a secret panel behind his right ear that can be removed to grant access to the Secret Crypts. The inside of his head is bare other than a few spiderwebs and stairs that lead down.





# Shadows of Forgotten Kings

## THE SECRET CRYPTS

The crypts of the God Emperor's Chosen were the reason the gods finally decided to take action. With the help of his chief Vizier and his wisest Scholar, they were constructed using sacred geometries and blasphemous rites to prevent souls of the dead from being able to find their way out and make it to the afterlife of the gods. This means that those interred could not be punished in death for actions against the gods in life. The emperor interred his faithful with earthly wonders and had his "priests" perform regular rites to entertain and appease those interred so they would slumber peacefully. Once everyone who performed those rites died, the crypts turned from asylum to eternal prison. The dead cannot navigate those winding corridors without becoming confused and lost, turning back on themselves and never finding the exit. In time, madness consumed them. At that point, the plotting of the Vizier's apprentice took over. When he became ill, he struck his master on the back of the head and took all magical texts, tomes, and devices he could and rushed to the secret crypts. As fever overtook him, he managed to crawl into an alcove and carved with a Stoneglass blade into the soft limestone. He didn't make it far before dying, but he did carve himself the beginning of a tunnel. And when his restless spirit learned to animate his body after countless centuries, he began to dig and dig. He carved himself a lair to begin his work, where he summoned ancient and dark creatures and made vile pacts. He whispered through the crypts and convinced the twelve great warriors of the god-emperor to serve him in exchange for a chance to once more experience the world. They are the hosts of the shadow panthers, and they control them on their jungle rampages. Note that any player characters who die and are left in the crypts also can not find their afterlife. (NGR Treat the crypts as unholy ground for the purposes of exorcisms against undead OSR Turn undead as if you were half your level)

**Floors** The crypts are carved into limestone and are sanded smooth.

**Doors** Doors within the crypt (past E) are limestone slabs sealed with clay. Doors leading up to that point are glass mirrors with copper hinges.

**Ceilings** The ceiling is rounded and about six feet in height.

**Light** Unless otherwise noted, the rooms are pitch black

## RANDOM LOOTING

In addition to the twelve great warriors of the god-emperor and the Vizier's apprentice, there are a good number loyal servants of the god-emperor entombed in the crypts with more modest possessions. Alcoves are dug into the walls at the midway point (about three feet) and most have lacquered hardwood coffins. Some have survived and some have not, leaving a pile of bones and grave goods covered in a pile of dirt and rot. Those grave goods will include a glass knife and a fair amount of silver and copper trinkets and jewellery worth 2d6x5 sp. If doubles are rolled, the desecration awakens a number of nearby dead to unlife as skeletons to attack. The double rolled is the number (so snake-eyes would result in 10 sp of jewellery and a single skeleton, while box-cars would result in 60gp of jewellery and six attacking skeletons). Any of the twelve great warriors can also kick or otherwise disturb a body to try and rally skeletons to their aid. If they do so, roll 2d6 as if a body was being looted. If doubles are rolled, skeletons will awaken and help them. It is a risky move that they are unlikely to do unless they have time free from attack.

## WATER LEVEL

The crypts were originally sealed off from the high water level of the area that powered the canals. Once the Vizier's Apprentice dug his own lair, that seal was broken. Currently, it is air pressure that keeps the water out, if the water lock (E) is breached then water will slowly begin flowing into the crypts near (13). Within 20 minutes, that area will be flooded beyond some air trapped by the uneven ceiling. After that, water will rise at an inch a minute in the main tunnels. The ceilings are six feet high, an inch or two taller than the doors. PCs do not want to get trapped in flooding tunnels.

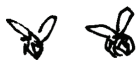
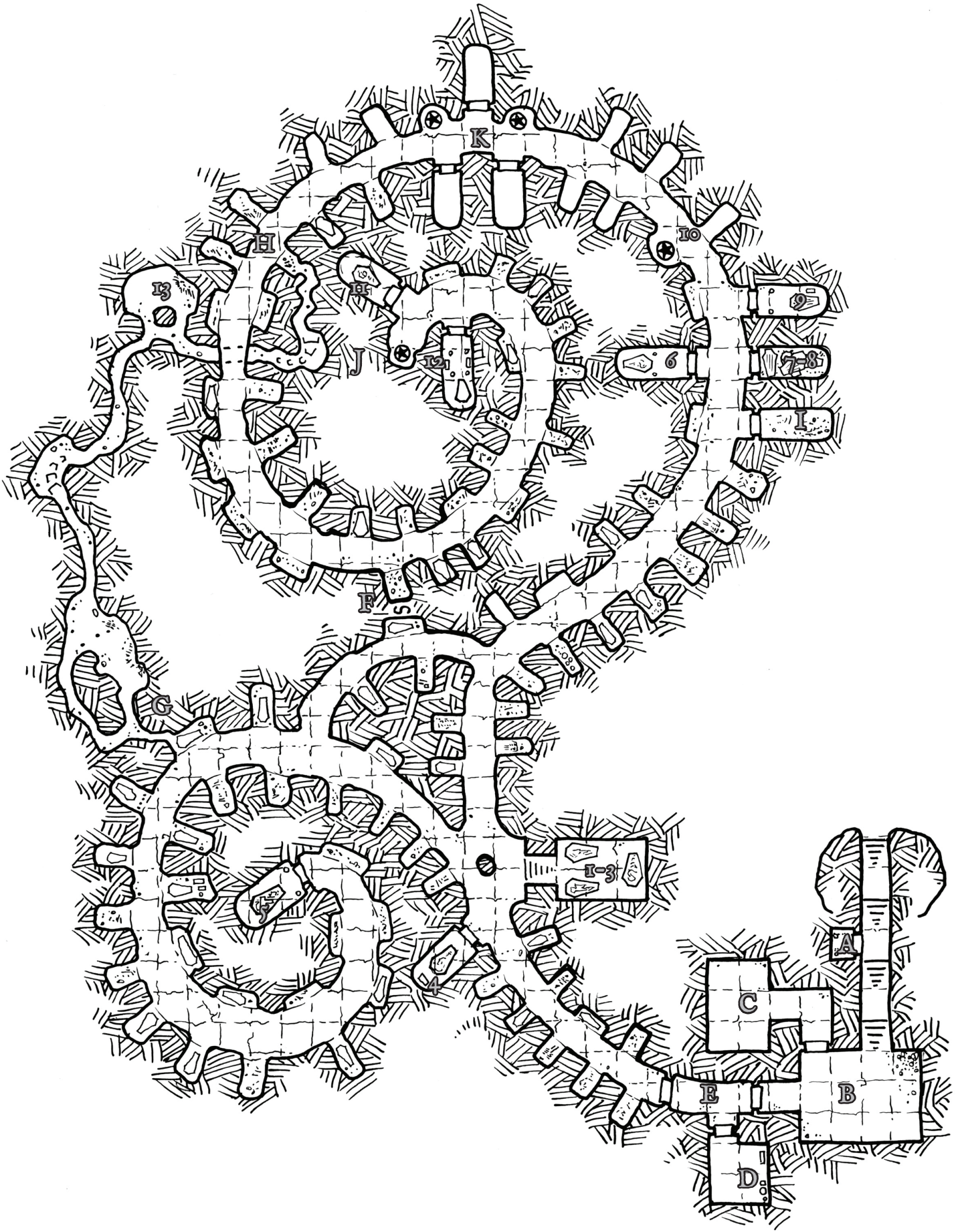
*Orange* text indicates a hidden danger

*Red* indicates an obvious person or monster

*BLUE* indicates the most obvious detail of an area

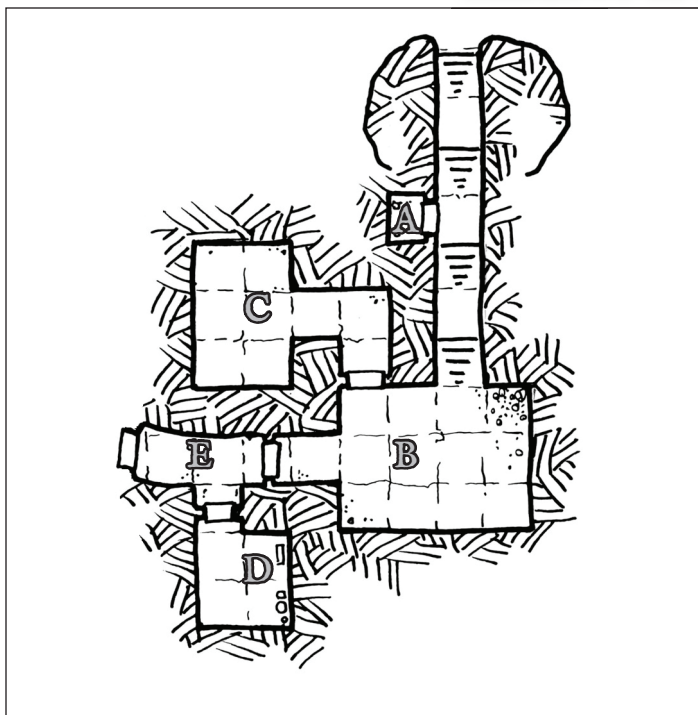
*Green* is treasure







# Shadows of Forgotten Kings



## A Supply Closet

The closet is empty other than a few **CLAY POTS** and the rotted remains of brooms and other cleaning supplies.

## B Mourning Chamber

Low **STONE BENCHES** with ornate carvings line the walls. The remnants of a large woven reed mat cover the center of the room. There are several glass bottles and glass cups on the benches.

## C Morgue

**TWO RAISED STONE SLABS** sit in the center of the room. They are low to the ground, barely a foot above the floor, and are carved to include a drainage path to one of their corners. Along the north wall are five clay pots, three of which contain salt.

## D Ritualistic Room

Shelves are carved into the east wall that contain dozens of small glass bottles full of chemicals and fragrant oils. There are small silver blades and tools in a *glass jar with a copper lid* worth 30sp. If opened the jar is filled with a very pure alcohol solution. There are six large pots filled with salt on the floor. Embedded in the ceiling is a single spec of meteoric iron that has been enchanted with *Eternal Glow* to function as an **OVER-HEAD LIGHT**.

## E Water Lock

The door leading into the crypt (a sealed **LIMESTONE SLAB**) is cool to the touch and is covered in condensation. The chamber is otherwise bare.

## F Secret Passage

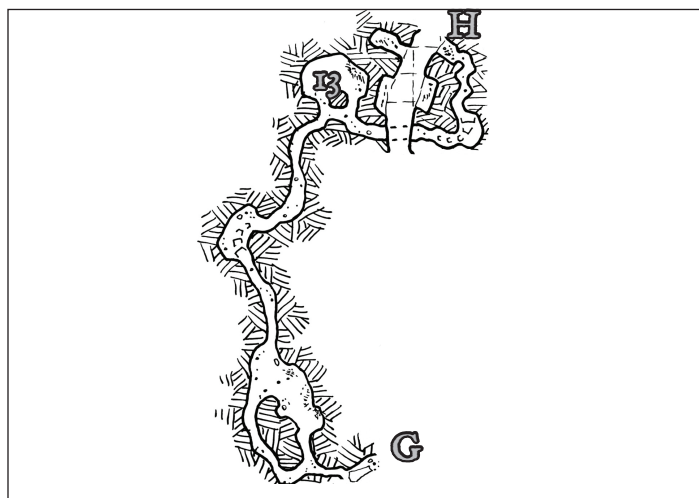
Underneath the **LACQUERED COFFIN** is a small crawlspace that leads north. There was once a few rough wooden planks covered in dirt to hide the other side, but it has long since rotted away. The purpose of this tunnel was created by slaves to help them escape before being murdered to keep the nature of the crypt secret. It was never used as the emperor didn't want dead slaves telling the gods about his plan before he was ready; he had them imprisoned elsewhere instead.

## G The Warren

This is the **TUNNEL** the Vizier's apprentice carved. He dug into a natural hollow and continued on. To protect him from any retribution, he summoned a **Shadow Demon** to protect this area from unwanted intrusion. The Shadow Demon cannot leave this area (G). It hates being stuck here and, if the party promises to destroy the Vizier's Apprentice, it will explain to them the layout of the crypts and where the Vizier's apprentice is. The Shadow Demon cannot let the party past it (it will warn them of this if a bargain is struck). If the Vizier's Apprentice is destroyed, the Shadow Demon will return from whence it came.

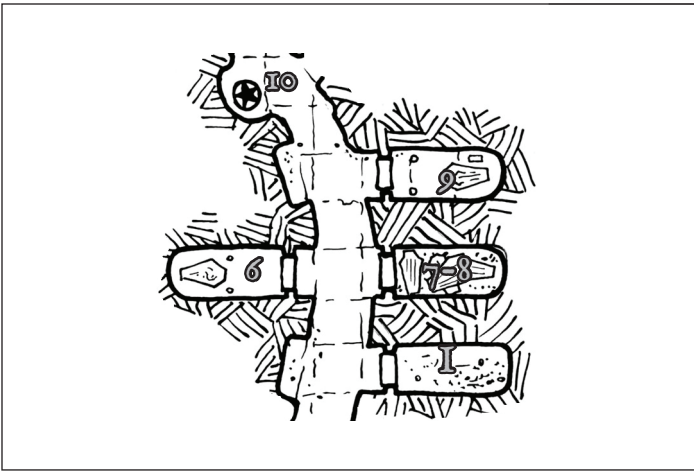
## H The Lower Tunnels

Over long eons, the Vizier's Apprentice **CARVED STEPS** leading to his proper lair and back into the crypt, digging his way into an alcove and shoving the body onto the floor. This will be the first area to begin flooding, however the ceiling's height varies at points from 4 to 8 feet in height. Even when fully flooded, the water will not rise above 4 feet in this area as air becomes trapped. Assuming the party has light that doesn't involve fire and are over 4 feet in height, they can travel through these tunnels and still breathe and manoeuvre. It would be very claustrophobic, though.





# The Secret Crypts



## I The Champion's Chamber

This **EMPTY CHAMBER** was to hold the emperor's champion. They never made it in and lies dead in the palace, their final breath having been to curse the emperor. Placing the body/skull of the champion in this empty chamber will see it rise from the dead to slay the party as a club wielding corporeal undead if it has its full body or a vengeful spirit if only the head is present. It will also summon 1d6 nearby skeletons as it awakens with a piercing shriek of rage that seems to permeate the stone.

**NGR** Champion *Level 4, Undead*

**W/W/F**

*Combat Tricks, Dodging Weapon Specialist: Club, Monstrous*

**Notable Skills** Curses, Vengeance, Dueling

**Stuff** Club, 2 fate, Unholy Symbol(if incorporeal spirit)

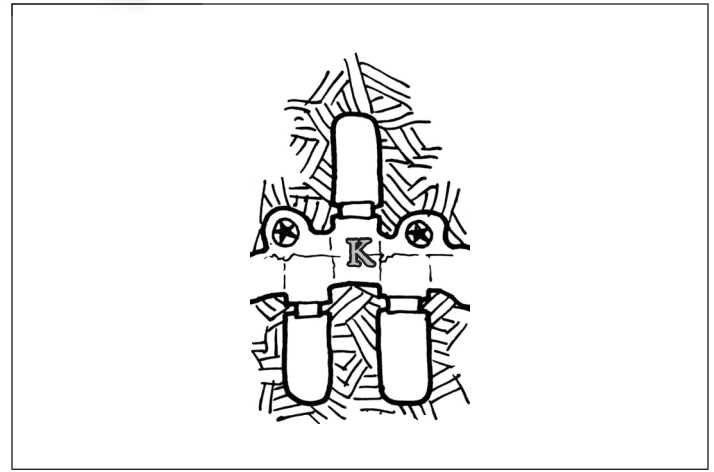
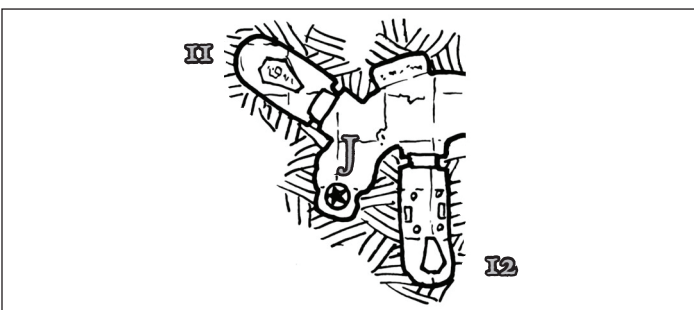
**Tricks** Crazy Weapon Tricks (Club), Batter Up

S	A	H	I	P	C	W
12	12	10	12	8	6	20

**OSR** As a Wight (corporeal) or Wraith (Incorporeal)

## J The Statue of the God-Emperor

Yet another **STATUE** of the god-emperor. This one is *gold plated* and worth 3000 sp if you could somehow get it out of the slowly flooding crypt. It's life size and made of stone.



## K The Empty Chambers

*special benefits for putting Vizier, Scholar, and King in*

These three chambers were meant to hold the bodies of the Emperor (North), the Scholar (South West) and the Vizier (South East). The door to the emperor's chamber has a bas-relief depicting his face wearing a crown (his face should be recognizable from the statue of his head that this crypt lies under) and is flanked by **TWO TERRACOTTA STATUES** of hyenas. These were his favourite pets in childhood as Bol-Xan-Tuk had long been experimenting with their domestication. There are two other bas-relief faces on the Vizier and the Scholar's doors that the party would not be able to identify, except that the scholar's face has a monocle

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Placing the body (or at least skull) of the emperor in the emperor's chamber will cause the two Hyena statues to animate and help the party while they are in the crypt (unless attacked by the party). They fight as if they were living Hyenas with an immunity to poison and a bite that counts as a magical weapon. Placing the body/skull of the Scholar in his chamber will keep the dead from rising as skeletons if disturbed. Placing the body/skull of the vizier in his chamber will cause him to rise as a spirit and offer to help the party defeat the Vizier. He speaks Bol-Xan-Tuk's proto-Common and the language of the fair folk. If the party attacks him he will retaliate.

**NGR** Vizier *Level 4, Undead*

**Z/Z/B**

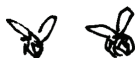
*Psionic Potential, Anti-Magic: Counterspells, Interpret*

**Notable Skills** Geometry, Cosmology, Alchemy

**Spells** Magician's Dart, Stoneglass, Gentle Glow

S	A	H	I	P	C	W
8	10	8	20	8	12	14

**OSR** as a Wraith

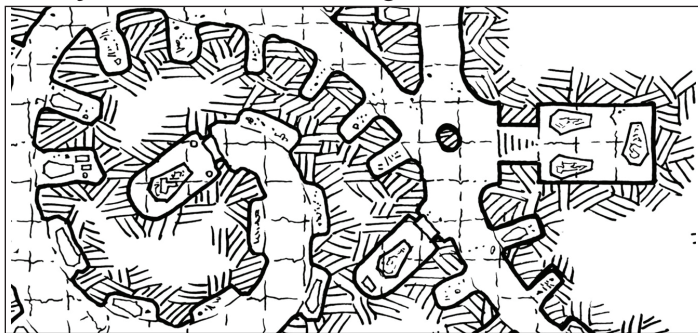


# Shadows of Forgotten Kings

## THE GOD EMPORER'S CHOSEN

The numbered entries are the emperor's great warriors. They are undead characters with differing weapons and armour based on their grave goods. They are also the ones who summon the Shadow Panthers. To be truly and permanently destroyed, their heads must be brought into the sunlight after they have been defeated. The Petrified (10) is dead, has also suffered petrification.

(OSR Just treat them all as Wights)



### 1-3: The Sisters

A stone stair leads up to their chamber, the walls are covered in **FADING FRESCO** depicting a pastoral scene. The three sisters were some of the emperor's finest hand-to-hand fighters and will emerge from their sarcophagus weaponless to fight. They will not emerge from their sarcophagi until at least one has been opened. They keep no earthly possessions on them.

NGR The Sisters (x3) , Level 3, Undead

W/W/W/R

Guard, Dual Wield, Combat Awareness, Combat Tricks, Dodging, Weapon Specialist: Unarmed, Quick-Witted, Monstrous

Notable Skills *Brawling, Acrobatics, Wrestling*

Tricks Defensive fighting, Riposte, Quick sweep, Nerve strike, Jump attack, Joint snap

S	A	H	I	P	C	W
12	16	10	10	10	10	12

### 4: The First

**The first** of the emperor's great warriors, having served the emperor since his birth. His corpse will wield a glowing *Stoneglass* spear. His tomb has several **OXEN SKELETONS** and a *coffer* with 2000 silver coins.

NGR The First Level 6, Undead

W/W/F

Combat Awareness, Dodging, Weapon Specialist: Spear Monstrous

Notable Skills *Spearman, Financial Acumen, Dueling*

Stuff Glowing Glass Spear, Tattered funerary cloak

S	A	H	I	P	C	W
10	12	10	16	10	12	10

### 5: The Foreigner

**The Foreigner** came to work for the emperor as a mercenary and earned great praise, becoming accepted into the emperor's personal guard. He wields a great stone hammer and wears crocodile hide armour, which to this day has retained its form. His tomb contains **12 SEALED CLAY POTS** full of grain, a great *silver platter* (30 gp value), a *golden chalice* (100 gp value), and 60 clay jugs of wine that has since turned noxious.

NGR The Foreigner, Level 4, Undead

W/W/R

Combat Tricks, Dodging, Weapon Specialist: Hammer, Parkour, Monstrous

Notable Skills *Vandalism, Trophy, Hunting, Feats of Strength*  
 Stuff Great Stone Hammer, Crocodile Hide armour (Reinforced, Bulky, Light with cap)

Tricks Sunder, Mighty Blow, Batter Up, Stomp

S	A	H	I	P	C	W
20	10	10	10	10	10	10

### 6: The Slayer

**The Slayer** was the least loyal of the emperor's great warriors, her sole motivation was to kill. It was seen as more convenient to use her rather than slay her. She wields a *Stoneglass* battleaxe and wears a long leather coat made of severed left ears sewn together. Her **OTHERWISE EMPTY TOMB** holds no grave goods.

NGR The Slayer Level 4, Undead

W/W/W/W

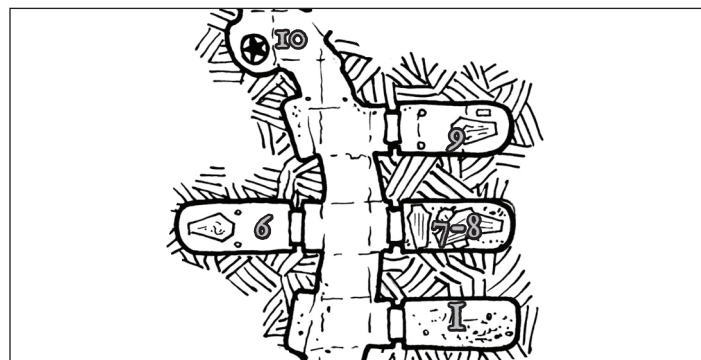
Guard, Dual Wield, Combat Awareness, Combat Tricks, Dodging, Weapon Specialist: Battleaxe, Weapon Mastery, Monstrous

Notable Skills *Murder, Execution, Dancing*

Stuff Glass Battleaxe, Coat of Ears (light armour, Trade-mark +7)

Tricks Sunder, Coup de Grace, Feint, Haft Block, Riposte

S	A	H	I	P	C	W
16	16	10	10	10	8	10



# The Secret Crypts

## 7+8: The Lovers

These **two warriors** fought as a pair, each wielding two ivory handled *Stoneglass* daggers enchanted with Eternal Glow. In death they continue the trend. Their tomb consists of much **ROTTED FURNITURE**, 4 *silver urns* full of exotic spices (50 gp each), 12 *silver tipped javelins*, and 2 sealed clay pots full of grain.

NGR The Lovers (x2) Level 4, Undead

W/W/B

Guard, Dual Wield, Weapon Specialist: Dagger, Reputation, Monstrous

Notable Skills Dancing, Poetry, Dueling

Stuff Ivory handled glowing glass daggers (2 each)

S	A	H	I	P	C	W
12	10	10	10	10	16	12

## 9: The Prodigal Prince

The **unruly son of the god-emperor**. He wasn't actually a very great warrior, but when your dad is the god-emperor, you get certain perks. He wears copper mail and wields a glowing *Stoneglass* short sword and a copper buckler. His grave goods are inside a **STONE CHEST** and include 2 sealed clay pots of grain, 2 *glass bottles full of dried spices* (40 sp each), the skeleton of a cat, a *gem encrusted gold chalice* (200 gp value), and 500 gold coins.

NGR The Prodigal Prince Level 1, Undead

W/W/F

Guard, Combat Awareness, Combat Tricks, Monstrous

Notable Skills Courtly Manners, Hunting, Dueling

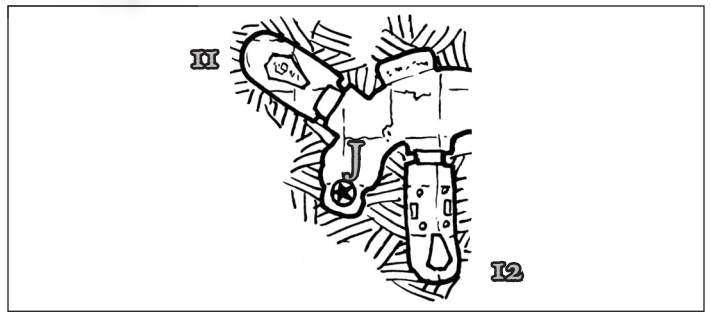
Stuff Copper mail, glowing glass short sword, copper buckler

Tricks Riposte, Shield Punch

S	A	H	I	P	C	W
10	10	10	12	10	12	16

## 10: The Petrified

This poor sod met the gaze of something he shouldn't have while in the Emperor's service. He was briefly dropped and broke in two, but was put back together with molten copper sealing the crack. He stands in a terrified pose wielding a bow with a nocked arrow ready to fire. He otherwise appears as a **HYPERREALISTIC STATUE**.



## 11: The Teacher

This **warrior** had retired to lead a quiet life and fulfill his academic interests. He wields but a simple wooden staff and his grave goods are simply a single sealed clay jug of grain and a **DOZEN CLAY TABLETS** that contain an epic poem.

NGR The Teacher Level 5, Undead

W/W/Z

Combat Awareness, Dodging, Combat Tricks,

Anti-Magic: Counterspells, Monstrous

Notable Skills Guerilla warfare, Literacy, Poetry

Stuff Wooden staff

Tricks Staff Mastery, Riposte, Whirling Attack

S	A	H	I	P	C	W
10	12	10	16	12	10	10

## 12: The Warlord

This **warrior** was the most trusted of the emperor's generals. He wears a horned copper helm and wields a glowing *Stoneglass* hand-axe and a trio of copper tipped javelins. His tomb contains the crumbling remains of a **CHARIOT**, the skeleton of two asses, a *coffer* containing 1000 silver coins, and the skeletons of 4 warriors armed with stone maces who will fight alongside him.

NGR The Warlord Level 4, Undead

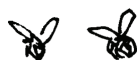
W/W/B

Guard, Combat Awareness, Dual Wield, Leadership, Monstrous

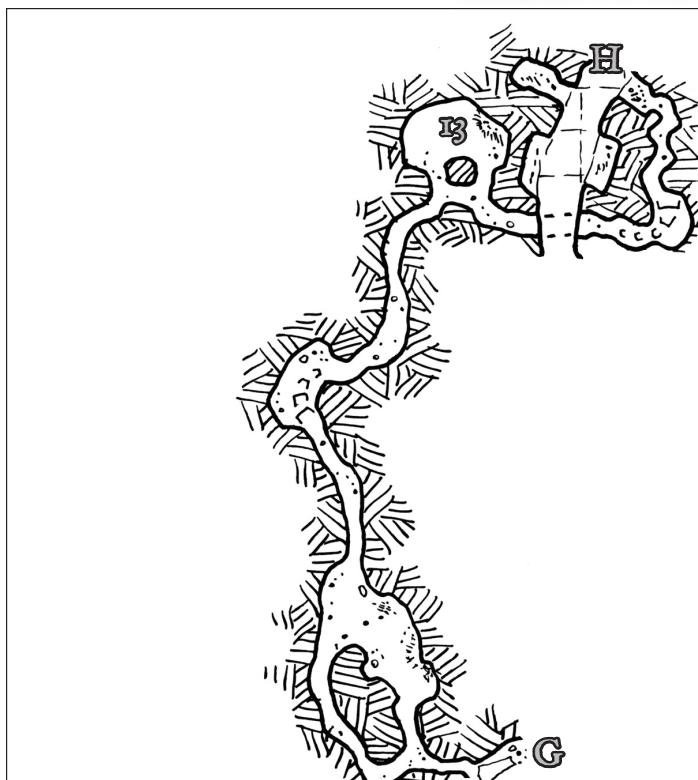
Notable Skills Charioteering, Cartography, Tactics

Stuff Copper helmet, glowing glass hand axe, copper javelins (3), 4 Skeleton Henchmen with stone maces

S	A	H	I	P	C	W
12	10	10	12	10	16	10







13: The Vizier's Apprentice

Deep in the bowels of his carved out cave resides the **Vizier's apprentice**. He has **COVERED THE WALLS IN A MIXTURE OF ARCANES SIGILS AND INSANE RAMBLINGS**. The floor is covered in summoning circles and wards. He wields a *magical obsidian knife* that has been enchanted as *Stoneglass* and is a +1 weapon, He also wears a crown of lead that he hand made himself over the millennia, and may cast spells. Unlike the others in this tomb, he cannot conjure a Shadow Panther.

He two highly alcoholic *healing potions* (he has never had a use for them), and one remaining *clay tablet* of summoning a Shadow Demon to guard a particular room. It always summons the same demon, the one currently in The Warren (G). These are stored with a dozen assorted clay tablets describing magical theorems can in a pile along the western edge of his lair along with a copper key to the north door of Palace Treasury.

NGR Vizier's Apprentice Level 4, Undead  
Z/Z/Z

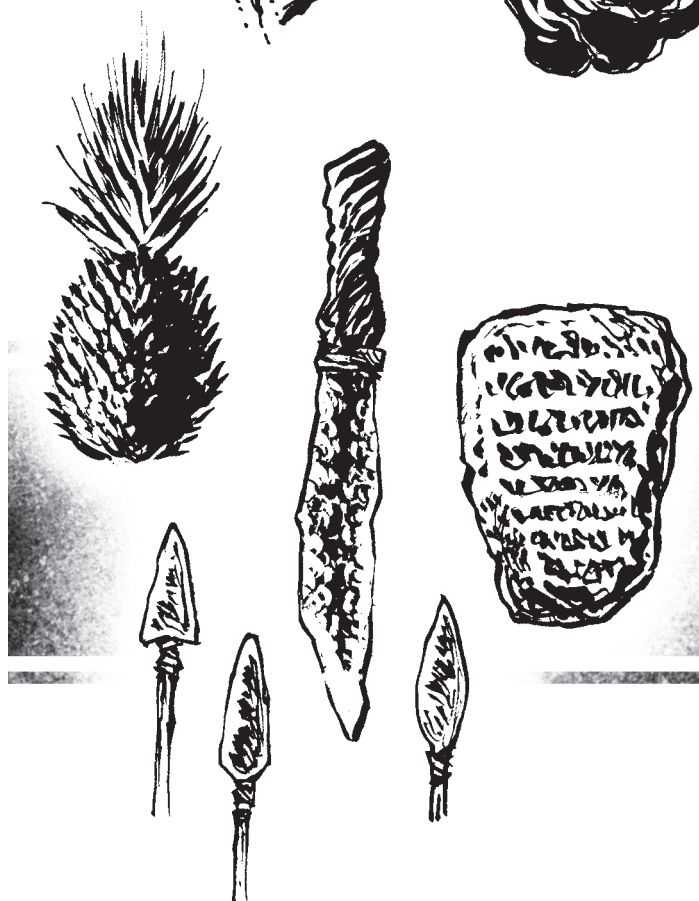
Sage, Psionic Potential, Familiar (Will O'Wisp), Anti-Magic: Counterspells, Mysticism, Degeneracy: Eccentric, Monstrous

NotableSkills *Insane Whisperings, Literacy, Shadowmancy*

Stuff Obsidian Knife (+1), Lead Crown (Helmet, Talisman +3), 4 x Wards against Magician's Dart, 50 Piety

Spells *Gentle Glow, Eternal Glow, Water of Life*

S	A	H	I	P	C	W
10	10	10	16	10	12	12



# Appendix

## NEW SPELLS

### Eternal Glow

**NGR**  
**Template** Glow  
**Difficulty** 1 (cumulative) per power level  
**Cost** 1 per power level  
**Range** Touch  
**Effect** The wizard imbues an item with a steady white glow, the item has a light level of 1 per power level. It creates no heat, and while it can be hidden it cannot be extinguished. The spell has a duration of ?d4 rounds unless cast on a magical material. An item of magical material may sustain the spell indefinitely at a power level equal to or less than is magical power (flying rowan may sustain it at power level 1 for example).

**OSR**  
*Magic User Level 2*  
**Duration** 5 minutes or permanent  
**Range** Touch

**Effect** A steady white glow, half as bright as a torch, emanates from an object touched. It creates no heat, and while it can be hidden it cannot be extinguished. The object must be able to be held by the caster free of external aid. The spell will last 5 minutes unless cast on a naturally magical material, in which case it is permanent.

### Stoneglass

**NGR**  
**Template** Elemental Rune  
**Difficulty** 8  
**Cost** 10 per power level  
**Range** Touch  
**Effect** The wizard inscribes a rune bound to the elemental plane of earth upon a glass (including obsidian) object of up to 1 dot in size per power level. The glass object gains a hardness of 5. The spell's duration lasts until the wizard attempts to enchant more glass items than her current level.

**OSR**  
*Magic User Level 5*  
**Duration** Permanent  
**Range** Touch  
**Effect** The magic-user enchants a hand held glass or obsidian object to be as hard as granite. The spell requires meteoric iron worth at least 1,000 sp.

### Magician's Dart

**NGR**  
**Template** Bolt  
**Difficulty** 1 per power level  
**Cost** 1 per power level  
**Range** Long Missile Range (10 areas)  
**Effect** The wizard unleashes an orb of light at a target, leaving a trail of white smoke behind it. The wizard makes an attack roll with a +1 bonus per power level, dealing 1d4 damage on a successful hit.

**OSR**  
*Just use magic missile*

### Gentle Glow

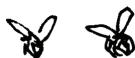
**NGR**  
**Template** Glow and Cantrip  
**Difficulty** 1  
**Cost** 5  
**Range** Short Missile Range (1 area)  
**Effect** A glowing aura slowly descends upon the target. The target living creature is coated in a faint outline that counts as a light level of 0 for ?d20 rounds or until it makes an aggressive action.

### Seal of Bol-Xan-Tuk

**NGR**  
**Template** Rune Lock and Trigger  
**Difficulty** 2 per power level  
**Cost** 1 per power level  
**Range** Touch  
**Effect** The wizard inscribes an intricate seal upon any door or similar latch or lid, locking it. The door will remain locked to anyone not affected by the spell "Gentle Glow".

### Scale of the Heart

**NGR**  
**Template** Trigger  
**Difficulty** +6  
**Cost** +2  
**Range** Sight  
**Effect** Two different spells can be combined within this single trigger. The wizard indicates a condition that a sapient creature can take (such as walk through this arch) and then one of two different spells will activate depending on how the creature triggering the spells feels about themselves. If they see themselves as good and righteous the first spell will be cast upon them. If they see themselves as evil, unlovable, or sinful the second spell will be cast upon them.



# Shadows of Forgotten Kings

## Water of Life

NGR

**Template** Spell Storage and Regeneration  
**Difficulty** 3 per power level  
**Cost** 3 per power level  
**Range** Touch  
**Effect** The wizard distills alcoholic spirits and imbues with them alchemical medicines. The spell heals 1d4 points of damage, disease, and/or poison times the spells power level but also causes the imbiber to take 1 point of intoxication per power level (healing does not take place without also taking the intoxication). Each decade (doubling) since brewing the potion is in an airtight container causes it to increase in potency by 1 power level. The spell decreases in power level by 1 each hour it is exposed to air.

## Mystic Tongue

NGR

**Template** Cantrip and Trigger  
**Difficulty** 2 per power level  
**Cost** 2 per power level  
**Range** Touch  
**Effect** The wizard speaks a small phrase of no more than 7 words to an invisible rune she draws with her finger on a surface along with a condition. Whenever the condition is met the words of the wizard emerge from the rune, this will happen up to once per power level.

## Tree Meld

NGR

**Template** Portal  
**Difficulty** 5 cumulative per power level  
**Cost** 3 per power level  
**Range** 1 doubling mile per power level  
**Effect** The caster may walk into a tree as if it had the consistency of water. The caster may remain in the tree (dying if the tree is slain) until they decide to emerge from a tree within range that also has this spell cast upon it (if this is the only tree with this spell cast upon it, then they will have to emerge from this tree).

## Dryad's Call

NGR

**Template** Charm  
**Difficulty** 4 cumulative per power level  
**Cost** 1 cumulative per power level  
**Range** Sight/Audible  
**Effect** The spell grants a bonus in social conflict against a single target human. The caster gains +1 presence on appeals per power level and +1 success on any appeal that is not an epic failure (meaning even a successful resistance roll grants a success). The spell lasts until the caster moves to a different area.

## Magical Items

### Clay Tablet of Stoneglass

**Location** Vizier's Estate - Destroyed Room (C)  
An ancient fired clay tablet marked with magical cyphers.

**NGR** This is a grimoire written in the ancient language of BOL-XAN-TUK containing the spell of Stoneglass.

**OSR** Functions as a Scroll of Stoneglass.

### Clay Tablets of Eternal Glow

**Location** 2xVizier's Estate- Sleeping Chambers(F)  
ALSO ancient fired clay tablets marked with magical cyphers.

**NGR** These ancient clay tablets are grimoires in the ancient language of BOL-XAN-TUK containing the spell Eternal Glow.

**OSR** Each functions as a Scroll of Eternal Glow.

### Ring of Magician's Dart

**Location** Vizier's Estate- Second Story (G)

A clear glass ring with a command word inscribed along its inner surface in the ancient proto-Common of BOL-XAN-TUK. The word translates as "FOOLS!" in all caps with an exclamation point.

**NGR** It is the spell "Magician's Dart" encoded within the ring as a totemic item. Anyone wearing the ring may cast the spell and a wizard with the Sage power may disassemble it to learn the spell "Magician's Dart".

**OSR** It has a single charge of the spell magic missile, but it regains that charge during the first new moon of a month. The command word is "FOOLS!" in the language of BOL-XAN-TUK.

### Highly Alcoholic Healing Potions

**Location** 6xVizier's Estate- Laboratory(H) and 2xSecret Crypts - The Vizier's Apprentice(13)

Each of these glass bottles is sealed with a glass stopper held in place with a clay coating. They smell of mangoes and hard liquor.

**NGR** This is a potion made with the spell "Water of Life" at power level 10.

**OSR** Drinking one of these potions is the equivalent of 5 shots of whisky and heals 1d8hp.





# Appendix

## Magic Tree Root (*Chi-Nex-Wit*)

**Location** Palace – Champion’s Room (E)

A gnarled root of some unknown magical tree. To anyone who knows its name it can be wielded as a +1 club against non-plant opponents, but gains no bonus against a plant or plant-like creature. Its name will be revealed by augury (NGR) or the identify spell (OSR).

## Glowing Glass Hammer

**Location** Temple of Justice – Weapon Shrine (F)

The head of the hammer is a Stoneglass bottle with a silver stopper set into handle that is an ornately carved antler that is bound in silver wire. A single spec of meteoric iron is embedded into the inside of the bottle. That spec of meteoric iron is enchanted with Eternal Glow. While the hammer intentionally looks magical and holy, it is not actually a magical weapon.

## Glowing Glass Shield

**Location** Temple of Justice - Shrine of Protection (G)

The shield is an oval shaped pane of Stoneglass with gold foil banding that emits light from its center. The light is coming from an embedded chunk of meteoric iron that has been enchanted with Eternal Glow. The shield does not have a magical bonus despite its appearance.

## Glowing Glass Arrows

**Location** Temple of Justice - Shrine of Avenging (H)

These arrows are tipped with enchanted Stoneglass and each one is inset with a tiny piece of meteoric iron that has been enchanted with Eternal Glow. The arrows are fletched with the colourful feathers of jungle birds. Despite their appearance, they do not have a magical bonus.

## Magic Pineapple

**Location** Greenhouse and Scholar’s Home - Fruit Garden (B)

These pineapples look like any other pineapple. If a character eats such a pineapple roll 1d8. They will heal 1d8 hit points times their level but will also fall into a deep magical sleep for the same d8 result hours. The fruit has a shelf life of a few days once picked.

## Clay Tablet of Shadow Demon Summoning

**Location** Secret Crypts - The Vizier’s Apprentice (13)

This ancient clay tablet is not a scroll in the traditional sense, rather it is a contract written in Infernal. “I, the holder of this tablet, invoke its contractual rights to demand a service of the Shadow Demon who crafted it, to guard this area from all interlopers until I return to this room or die”. If read aloud, it will shatter and then summon the Shadow Demon (the one in the Secret Crypts – The Warren (G)) to the room the speaker is in to begin its task. If read aloud in somewhere that doesn’t constitute a room (like outside), it will freely go on a rampage until destroyed.

## Obsidian Knife (*Ngee-Tham-Gor*)

**Location** Secret Crypts - The Vizier’s Apprentice(13)

A fearsome knife with a blade of obsidian taken from the footsteps of an infernal magma demon and a handle carved from the horn of a sacred water buffalo. The blade was then enchanted with Stoneglass and it functions as a +1 weapon to anyone who knows its name. The Sage power will reveal it has it a name but will not reveal it. Its name can be revealed with an augury miracle (NGR) or the identify spell (OSR).

## ARCHAEOLOGICAL WIZARD RELICS

29

In the ruins of BOL-XAN-TUK are a number of large magical objects or enchanted components of buildings. Players are known to often want to loot everything that isn’t nailed down and many things that are. In NGR, wizards are even more greedy when it comes to ancient knowledge and players can be extremely resourceful. If a wizard PC with the sage ability finds some way to spend the days needed to study and disassemble these architectural wonders, they can gain some new spells.

### Temple of Justice (Mystic Gate)

*Scale of the Heart, Magician’s Dart, Gentle Glow*

### Temple of Justice (Shrine Doors)

*Seal of Bol-Xan-Tuk*

### Vizier’s Estate (Terracotta Face)

*Mystic Tongue*

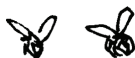
### Secret Crypts Ritualistic Room (Ceiling Light)

*Eternal Glow*

### Secret Crypts (It’s Occult Geometry)

*The divine miracle Lost\**

\*this will ENRAGE the Carrier God



# Shadows of Forgotten Kings

## NEW MONSTERS

### Shadow Panthers

These creatures will be the most commonly encountered enemy in the adventure. They aren't actually creatures, but rather psycho-magical projections of corporeal undead trapped in a crypt beneath the ruins of BOL-XAN-TUK. They have a physical presence and do leave tracks (albeit the tracks are those their corporeal body would leave). They could also be seen in mirrors (though again, their reflection is that of corporeal undead). When they are dissipated or destroyed, they fade out of existence with a laugh (and then re-appear in the jungle near BOL-XAN-TUK). The only way to permanently kill a Shadow Panther is to remove the head of its undead puppeteer from beneath the ruins of BOL-XAN-TUK and expose it to sunlight.

Shadow Panthers cannot harm nor move through transparent substances such as glass, water, or ice. If you are wondering how they deal with air and wind and other science facts, repeat to yourself "its just a game and you really should relax". They are also temporarily destroyed if they are exposed to direct sunlight.

#### NGR

30 Despite being made of shadow, their form is that of a panther. They are both incredibly strong (20S) and nimble (20A) while also possessing keen animal senses (16P). Their minds are those of their host undead but you can average them out being insane (6C) with a nihilistic determination (20W). In shadow panther form they have the Dual Wield and Dodge warrior powers as well as the Parkour rogue power. They receive a bonus rather than a penalty to attack and resistance rolls based on darkness, but suffer a penalty to all aggressive rolls against a target carrying a light source equal to the amount of light they are emitting (a torch with +3 light would give a -3 penalty to the Shadow Panther). Shadow Panthers struck by items that emit light suffer additional damage equal to the light bonus and double the damage received on top of that. The insane ramblings of a Shadow Panther give them the Monstrous trait. They are fast and move 2 areas per move action.

S	A	H	I	P	C	W
20	20	10	*	16	*	*

\* assume 10 unless only specific ones are left

#### OSR

Shadow panthers have 4 hit dice and attacks with 2 claws for 1d4 damage each and a bite for 1d8 damage. They

move twice the speed of a human and suffer a -2 penalty to attack a target holding a light source and suffer double damage from flaming or light emitting weapons. Shadow panthers have human level intellect, though they are quite mad which makes their morale unbreakable.

*4HD Armour as hide or scale, attack with bite(d8)/claw(d4)/claw(d4). Unbreakable morale. Move twice as fast as an unarmoured man.*

### Titanoboa

Titanoboas are giant constrictor snakes straight from prehistory. They average about forty five feet in length and one and a quarter ton in weight. They are BIG.

#### NGR

The tinoboa has a size modifier of 4 and is very strong (16S) and is quite quick (16A) unless it has just eaten (dropping to 6A). It is a skittish animal and uninterested in a prolonged fight (2I, 6W). If it has not eaten it can constrict any target that it has grappled, dealing an automatic strength die of damage each round.

S	A	H	I	P	C	W
16	16/6	10	2	16	10	6

#### OSR

*8 hit dice, armour as leather, attack by constricting. If it successfully hits it deals an automatic d8 damage each round after the first. Poor morale. Speed as fast as an unarmoured man, half that if it has recently eaten. It moves twice as fast in water.*

### Death Flies

Every night at sunset the death flies all die, and every dawn they hatch from the cursed fruit of the death tree in the city of BOL-XAN-TUK. They look like any biting fly, with the exception that if squished they smell of rotting flesh.

#### NGR

Anyone in an area with Death Flies will take d4-1 points of "fly bites" each round. Luck may be spent to reduce points of "fly bites" on a 1:1 ratio. If any mammal suffers a point or more of "fly bites" they contract the "Curse of the Carrion God". Running away from Death Flies is possible and they will lose the trail if you move 4 areas away from them. A cloud of them will move up to 2 areas per round.



# Appendix

## OSR

Any mammal near a swarm of Death Flies must make a saving throw each round or contract the "Curse of the Carrier God". Running away from Death Flies is possible, they follow with the speed slightly higher than unarmoured man moving normally, meaning to escape them you need to..run through the jungle.

### Terracotta Hyena

These are terracotta statues of the last emperor's pet Hyenas, whose bones are contained inside them. If the spirits of the hyenas animate the statues they will move and behave as a live trained hyena would, though their attacks are considered to be from a +1 weapon.

## NGR

The Hyenas are very strong (16S) and somewhat nimble (12A). They are trained animals (4I) who are well socialized (12C). They have devastating bites (*small, devastating, piercing*). They are fearless (20W).

S	A	H	I	P	C	W
16	12	10	4	10	12	20

## OSR

3HD, Armour as Studded leather, Attack with bite for 2d4+1 damage, unbreakable morale, move twice as fast as an unarmoured man

### Naga

Nagas are potent supernatural creatures that are considered semi-divine themselves. Any Naga encountered in this adventure will have the face of a human but the body of a great serpent, larger even than the local titanoboas. They speak the language of the serpent people, the local tongue, and a quasi-supernatural language (such as the infernal black tongue, enochian, or titan-speak).

## NGR

A local Naga has size modifier of 5 and is both strong (12S) and is very nimble (16A). They are both incredibly wise (20I) and self-confident (20W), but also quite savvy to the ways of mortals (16C). The Nagas are semi-divine and are in a constant state of grace and can summon miracles as if they had the miracle priest power. Nagas may also bite a target (small, minor, ineffective, piercing) to deal an additional d8 poison. A Naga will have 500 piety and is considered a national threat (4d6 luck, 4 fate)

S	A	H	I	P	C	W
12	16	10	20	10	16	20

## OSR

12HD, Armour as Leather, attack with bite (Save vs 3d6 poison on hit). Can cast spells as a 7th level cleric. Great Morale, Speed of an unarmoured man.

### Dryad

Its a tree spirit and I don't think I need to explain that to anyone GMing a roleplaying game. I guess it isn't technically a dryad per say, as those are spirits of oak trees specifically. Were Druid and Dryad the same word in the ancient world? Is this like how Witch and Vampire comes from the same original term and this is just the modern era creating anachronistic distinctions where none existed? Anyway here are some stats and shit.

## NGR

Dryads are supernatural fae creatures (like elves) with innate spells to meld into trees and to charm mortals. Dryads know the language of trees (from the rustling of their leaves) and have usually been taught additional wizard spells which they are more than willing to cast. Those who guard groves tend to be fairly bright and quite sociable. Their health is based on season, but in these jungles its always the same.

S	A	H	I	P	C	W
10	10	20	12	10	16	10

Mana 12 Innate Spells Tree Meld, Dryad's Call

3I

## OSR

2HD, Armour as Unarmoured, Attack as unarmed or cast charm person (3x day). Can meld into trees and can cast spells as a level 3 wizard. Average morale, speed of an unarmoured man.

### Shadow Demon

Its a classic horned and winged demon made of shadow, little barbed tail and whisper voice included.

## NGR

The shadow team is supernaturally strong, in mind and body. It is also immune to non-magic weapons unless they emit light. It has a combat, stealth, and presence modifier equal to the darkness level and attacks with claws (small, slashing) and its horns count as a helmet. It is a local legend (1d6 luck, 1 fate).

S	A	H	I	P	C	W
S	10	10	12	10	10	S

## OSR

4HD, Armour as Scale, Attack with claw (d6), immune to non-magic weapons that don't emit light. Unbreakable morale. Speed of an unarmoured man.

