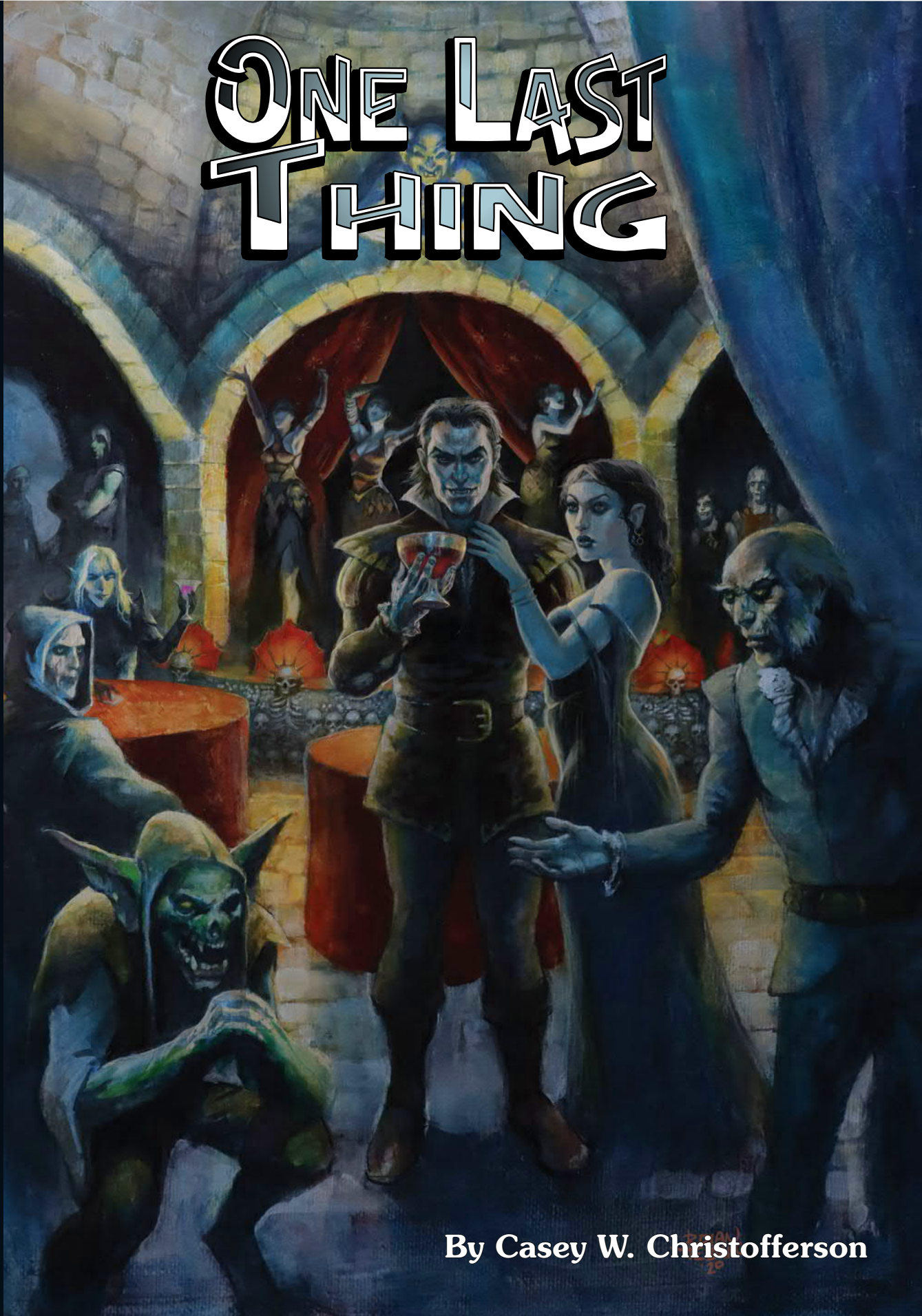




FROG GOD GAMES ADVENTURES

ONE LAST THING



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SWORDS &
WIZARDRY
COMPATIBLE

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ONE LAST THING

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ADVENTURES
WORTH
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FROG GOD GAMES
ISBN: 978-1-6656-0011-8
SW PDF

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ONE LAST THING

BY CASEY CHRISTOFFERSON

A SWORDS & WIZARDRY ADVENTURE DESIGNED FOR 4 TO 6 CHARACTERS OF 7TH TO 9TH LEVEL,

One Last Thing is an adventure for 4–6 characters of 7th–9th level, though elements of the adventure locations described here may be suitable for much higher-level play.

The adventure begins in a town, city, castle, or somewhere familiar to the characters where they know various NPC friends they have met along the way. The adventure assumes familiarity with a large town or city and nearby graveyard where the Necropolis of Ankev can be accessed.

BACKGROUND

A friend has passed to the great beyond. Drinks and libations have been had at his wake and a funeral has lain him to his final rest. Something, however, seems hollow and different about the affair. There is unfinished business, and everyone knows it — yet nobody knows just what it is that everyone seems to have forgotten. Days and weeks stretch by, and things seem to remind you of the loss. It feels almost that the dearly departed has some other task, some incomplete goal that must be achieved before it can move on. Something damning has trapped them in the Underworld and only through the deeds of their closest friends may a final and lasting rest be achieved.

One Last Thing is a haunting trek into the Underworld of the freshly dead to find the one last thing that a dead friend needs to rest in peace once and for all. Through the course of the adventure, characters encounter a variety of challenges involving roleplaying, exploration, investigation, and extra-dimensional travel.

ADVENTURE SUMMARY

This adventure requires a little more groundwork to set things up. First off, it requires the characters to know and trust an NPC who is familiar with their career and exploits. For the purposes of the adventure, this NPC is called “Jaego,” but you can and should substitute any NPC who fits the needs of the scenario. As the adventure begins, the characters learn that “Jaego” is dead.

A short time after his death, Jaego’s spirit begins haunting the characters. First silently, and then with greater amounts of fear-inducing interactions, Jaego leaves clues behind for the characters to figure out exactly what it is that he wants. As the characters pursue the clues that Jaego leaves behind, they eventually wind up at Jaego’s gravesite then travel from there to the very outskirts of the Underworld itself where they are led to the fabled Necropolis of Ankev.

The character must carefully navigate the necropolis lest they wear out their welcome in that deathly realm. After exploring the necropolis, the characters eventually come face to face with their friend and discover what Jaego needs to achieve his final rest.

WHO IS JAEGO?

Establishing Jaego as a friend or ally of the characters is a fairly easy endeavor and could be drawn out over 3–6 gaming sessions. For the purposes of the adventure, Jaego serves as a stand-in murder victim who is familiar to the characters. His body was discovered too late to be raised from the dead, and his finances were such that a purchase of such a *raise dead* or *resurrection* spell was impossible as the grim reaper had already laid claim to his soul. The time is short before his soul is traded to Orcus, as so many unclaimed spirits are. It is well known that once a soul is in the custody of the Demon Lord of the Dead, it is doomed forever as a minion of evil.

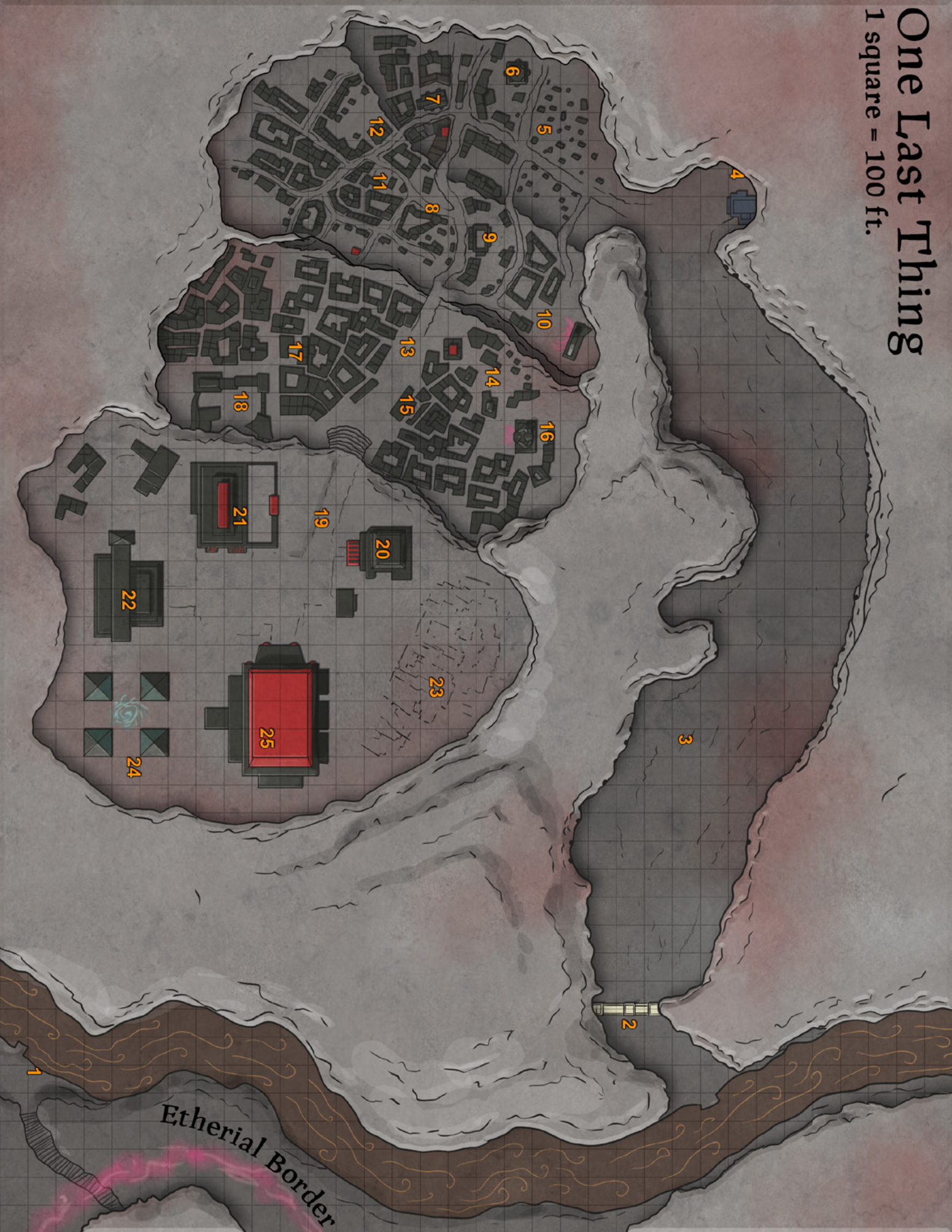
In life, Jaego was a young bard who never had a hit until he overheard the characters discuss their exploits in a tavern after one of their first adventures. He penned a song in their honor that became popular locally and brought some fame to the characters. Jaego has casually followed the characters ever since. He has been friendly but kept his distance. The characters know him from the fame he heaped upon their name, and the meals and drinks he has quietly but politely plied them with to get their stories. He could be the guy whom they find trapped in the hobgoblin’s cell, or he could happen across the characters near the end of a fight, just in time to offer them a boost of inspiration and a bit of healing. Aside from that, he shouldn’t be the star of any show before his death. Instead, Jaego is very much the “Hey, do you all remember that guy that is always hanging out?” sort of fellow. In other words, Jaego is a friendly face in the background whom everyone really liked but that nobody can really claim to have known all that well.

So why is Jaego dead? The characters are not Jaego’s only topic of interest. Among other things, Jaego was a spy and one-time herald for the court of Count Mercier of Reme, a noble with connections to one of the royal families. Recently, Jaego came into possession of a diary that had some very significant information relating to the rise and fall of regional powers. Jaego was unsure what to do with the information and wanted to share it with the only heroes he knew. Jaego hid the information but was killed by a faction searching for the diary before he could share its secrets with the characters.

Jaego’s spirit now seeks to share the location of his secret diary with the characters so that they may decide what best to do with it. The only way for him to tell the characters where he has hidden the diary is by inviting them to visit his restless spirit in the Necropolis of Ankev on the shores of the River Styx!

One Last Thing

1 square = 100 ft.



PART 1: JAEGO IS DEAD

The adventure begins upon the character's arrival to a familiar settlement such as a town, city, or village that they frequent as a home base or headquarters. They are greeted with news from a familiar barkeep or inn owner that their old friend has been murdered while they were away adventuring. The body was discovered in the basement of an abandoned structure in the foreign quarter, a few blocks from a gambling house he was known to frequent. The victim's body was beyond the help of local clerics and was thus rapidly and summarily buried in a simple plot in the local cemetery due to the onset of putrefaction. Investigators and priests spent some time with the body attempting to use magic and other means to determine the identity of the killer. The constables' report indicated that he had been stabbed multiple times and that his heart had been cut out of his body.

PRELIMINARY INVESTIGATIONS

Characters may speak with local temples or authorities but are given much the same information. It is believed that Jaego went to the gaming house to meet someone and that the person or persons he was intent upon meeting never arrived. He left and was next found several days later, dead and mutilated.

The gaming-house: The Referee may substitute any gaming house in their campaign world or use one from the Lost Lands such as the famous Fortune's Fool casino in Bard's Gate.

Characters who research deeply into Jaego's past find a lot of dead-ends. *Legend lore* (or some other research as decided by the Referee) reveals that Jaego was once in the employ of Count Mercier of Reme. Further investigation of Count Mercier reveals that he has direct familial ties to royalty and has a long-standing rivalry with Earl Brodchek.

Additional research discovers that both nobles live some distance from the characters' current location and any attempts to look up their emissaries in the city results only in information related to shipping, trade, and business investments involving other local nobles and merchants.

Note: Gathering this level of information should involve extremely outside chances on the part of the characters, at least initially, and the Referee may use as much or as little of this information as he or she deems necessary to further characters into their exploration of the Necropolis of Ankev so they may discover what their friend's last wish happens to be!

THE FIRST HAUNTING

The first haunting affects each of the characters individually. They may be walking about town on other business. For example, the thief may be busy picking pockets or running a scam. The fighting types may be shopping for armor polish or training in a local warriors' gymnasium. The magic-user may be at a library in their local guildhall exploring arcane secrets. Each is visited with a vision of Jaego. At first, they catch a glimpse out of the corner of their eye or hear the bars of the song that Jaego penned in their honor. When the characters turn to look more closely, the image appears fleeting or disappears completely. They must make a saving throw or become unnerved by the sensation and attempt to flee the area.

A short time later, Jaego appears as a full apparition before the character(s). He is either sitting near them, or walks up to them, and attempts to speak, though the words cannot be heard. His body is translucent and leaks ectoplasm from the various stab wounds that took his life. Just as he begins to communicate, he dissolves with an anguished look on his face.

Characters may be confused by what has happened. In his place are a few pieces of parchment that the characters may recognize from Jaego's moleskin notebook. Upon the page are several notes from a funerary dirge. The song is called "*City of the Dead*." The song is a lament describing lost souls trapped on the edge of the River Styx where they wait to be taken to the next stop in the afterlife or where Orcus collects them for unending torment in the eternal Abyss.

Characters who research the song in a temple or bard's academy discover that the "*City of the Dead*" is a reference to the fabled Necropolis of Ankev, a waypoint along the River Styx that was once managed by the fabled arch-lich before he parted ways with Orcus, Demon Lord of the Undead.

THE SECOND HAUNTING

The characters are frightened by a nightmare. In their vision, they see themselves on the street. Suddenly, masked enemies surround them. They hear their words "It's the end for you ..." but the name is muffled. Their flesh is pierced with knives from multiple directions. Pain wracks their body, and they lie in the gravel of an alleyway gasping and bleeding in the street. One of the crimson-masked figures approaches with a long, thin blade. The character feels a heavy pounding in his or her chest as the figure approaches. Then everything goes red.

When they are aware again, the character notes that Jaego is walking next to them. He is trying to say something, as if imploring them to listen. Finally, Jaego steps in front of them with a concerned look on his gaunt face, his glazed eyes imploring the characters. He points to himself and then at the archway of the city graveyard before he vanishes with an anguished gurgle.

As the characters awake, they are denied any benefit of rest. No spells are refreshed nor are any hit points recovered from their sleep.

As they awaken, they hear notes from the "*City of the Dead*" playing in their ears as if sung by Jaego himself.

*"There do I wait in the city of the dead,
Here do they trade for years of my soul,
There do I wait, one last thing to be said,
If only you knew what I know.*

*There do I wait in the City of the Dead,
Where Ankev did fight for his soul,
There do I wait, one last thing to be said,
Wouldn't you like to know?"*

THE THIRD HAUNTING

For Jaego's third haunting, the characters are suddenly wracked with a vision where a mist rises around them, either in their waking hours or in their dreams. The mist clears slightly, and they find they are walking behind Jaego. He walks until he nears a grave covered in freshly turned earth. He points to the gravestone that bears his name. As he points, the ground opens to reveal a broad, damp staircase leading deep into the earth. The sound of rushing waters can be heard somewhere in the cellar-like dankness below.

The characters awaken in the graveyard, standing in full gear amid the many gravestones before an actual opening in the earth. *Detect magic* or other spells and abilities reveal that the opening in the earth is more than it seems and is indeed a portal to another dimension. Each character finds a leaden amulet in the shape of a knot in their hand.

Should the characters brave it at this time, the portal leads to a staircase of 567 steps that takes them to the **Shore of Lost Souls**.

LEADEN KNOT OF THE UNDERWORLD

Leaden knots are sacred amulets woven into the wrappings of mummies to protect their physical flesh as it is projected into the Underworld before crossing on to the proper afterlife. However, a leaden knot of the Underworld is an amulet fused with a mild protective magic that causes lesser undead such as skeletons, zombies, ghouls, and such lesser spirits to look upon an individual wearing such an amulet as simply another of the dead and to generally ignore them. This is not to say that the dead won't attack someone wearing such an amulet, especially if ordered to do so.

Leaden knots of the Underworld are typically given as gifts from otherworldly powers to clerics of death cults, magic-users, and other travelers of the Underworld to help them avoid unnecessary entanglements with hostile spirits. The amulet affords no other protections.



PART 2: STYX, THE UNDERWORLD, AND THE NECROPOLIS OF ANKEV

The Styx is the vast river of the dead that flows through all the realms of the lower planes, offering access to the various layers of Hell and the Demonic abyss. The various tributaries of the river flow through the Iron Pit of Tartarus, and across the punishing vistas of the Plane of Agony.

The planar edge of the Styx is often referred to as the Underworld, and it is a place where spirits with unfinished business, undead beings, and those who resist their final damnable fates wait. It is said that at the center of this shadowy realm lies the ruined palace of Ankev the arch-lich. Once a servant of Orcus himself, Ankev stood vigil over the Gates of the Dead for centuries on behalf of his corpulent overlord. Eventually, the lich transcended Orcus' control.

It is rumored that Orcus used his wand to destroy Ankev for his insolence, although his death didn't erase Ankev's influence from the world. Parts of his ancient cadaver and gilded panoply still turn up in reliquaries held in esteem by modern magic-users. The City of the Dead at the edge of the Styx still bears his name and stands as a testament to his power and his folly.

WHY ADVENTURE IN THE NECROPOLIS OF ANKEV?

Many of the beings who inhabit the necropolis carry items of great power, knowledge, or lore. Here, too, is the place where those of evil persuasion may beseech the lords of the Underworld for the raising and resurrecting of their fallen heroes before the Gates of the Dead. Most are turned away or join the minions of death who inhabit the necropolis. Some few are granted their request, but at a price.

PLANAR FEATURES

As an extension of the of the Styx, a vast borderland known by most as the Underworld grants visitors the following bonuses and penalties:

- Undead in the necropolis have full hit points per Hit Die.

- Undead resist turning, imposing a -3 penalty on the cleric's turning roll.

- Characters making a saving throw against the special attacks of undead do so with a -2 penalty to the roll.

COIN OF THE REALM

In the land of the dead there is little need for mortal coin, with perhaps the exception of vampires who use money to bribe mortals, and mummies who hoard it out of a habit that they had in life. Miserly spirits in life covet treasures in the afterlife though it has no value in the necropolis of Ankev. Instead, the coin of the realm in the Underworld is living life energy. This explains in part its trade for living slaves who are variously sacrificed to Orcus or drained of their life until they join the undead or are consumed utterly by them.

Prices listed for most goods and services are listed in days of life offered by the consumer in exchange for the desired product. For example, a character purchasing a potion or scroll must pay a cost equivalent to its gold piece value in days of his or her mortal life. These days are counted against the maximum age of any character paying the price. If characters spend beyond their years of life and maximum age, they die and are raised as wights of equivalent hit dice to their current level or worse.

WHAT THE DEAD PAY

As the dead have no days of life left to pay to avoid the clutches of the Underworld, they must either find living substitutes to siphon life energy from or they must sacrifice those little pieces that remain of their former life in the form of their living charisma score. Each point of charisma sacrificed by the newly dead offers them the opportunity to stay a week longer in the Necropolis before crossing over to the realms of the void to suffer at the hands of Orcus or to be traded to the gods of the other dark realms of the dead. Alternately, they may use their charisma to haunt someone in the land of the living.

For most of the dead, the choice is simple. They feed off living beings they encounter in the Underworld. Every 10 hit points of damage the dead deal to the living grants them another day of life essence that may be spent in the necropolis before they are forced to move on. The dead who sojourn in the Underworld and reach zero charisma score become shadows or shades.

THE DEAD VS. THE UNDEAD

The dead are fresh souls who find themselves in the Underworld after having been brought across the Styx by a boatman. Most look roughly as they did in life, though signs of their cause of death are evident. Undead are beings who died a horrible death and were brought back as an undead monster by the supernatural forces of the lords of the dead, such as Orcus, or a monster with the spontaneous generation ability.

DINNER OF THE DEAD

Visitors to the Underworld who roll below their intelligence on 3d6 know that any food not brought with the party that is consumed in the land of the dead traps the eater in the realms of the dead forever! Most visitors bring their own supply of food or conjure their food through prayer to their deity for manna and fresh water.

There is no save for the curse afflicting those who eat in the land of the dead. The curse may be removed only through the power of a *wish* spell or by finding other egress through a parallel demi-plane. This plane may be accessed only by entering the realm of Orcus himself! For the dead themselves, the food is a formality; many such as ghouls are filled with insatiable hunger, as vampires are filled with an insatiable thirst for living blood. Neither is satisfied by their meals and continuously crave more, as their tortured and damned souls desire ever to be filled with something that is no longer attainable to them yet is ultimately necessary for their survival!

VIALS OF LIFE

These vials are tiny phylacteries that the dead use to store years of life siphoned from the living, or pieces of their eternal soul that they sacrifice for goods and services within the city. The vials each hold one year of life. The vials of life are priceless vessels. Drinking from one of the vessels cures the imbiber for 4d4+4 hit points and cures any current non-magical diseases and reduces the physical age of the drinker by 1 year. However, drinking one of the vials while in the Underworld may curse the imbiber to remain as a prisoner of the Underworld forever! Each vial of life beyond the first has its own risks to drinking it. Each consecutive vial requires a saving throw with a -1 penalty per vial. If the saving throw fails, the character ages 10 years for each previous vial that has been drunk. If the number of vials exceeds the maximum age for the character's chosen race, he or she dies and rises the following day as a shade lich composed of dust and memory.

LIVING AMONG THE DEAD

The majority of dead inhabiting the Necropolis of Ankev are still strongly tied to their spirit in so much as they are not generally considered mindless. With the exception of zombies and skeletons created through sacrifice, these beings still have a dim recollection of their life and repeat the same sorts of activities they participated in while alive. They wander, converse, and occasionally collect things. For the most part, the dead yearn for the end of days where they will be called upon by the Lord of the Living Dead to flood forth from the city, along with their brethren in Orcus' home plane, to awaken the unclaimed dead in the land of the living and once and for all scour the universe of the sorrow that the living existence brings. Until that time, they merely wait.

The more powerful of these dead use the relative peace of the Necropolis of Ankev to maneuver for position in the court of Orcus by working out plans to bring about the end of days as it is given to them in verses and prophecy. Vampires, liches, spectres, ghosts, living magic-users, and others scheme with or against one another for their promised fiefdoms in the land of the living once law and good annihilate one another, leaving the world for the dead to rule.

To gain position and strength in the hierarchy of the dead, all require life essence harvested from unfortunate living creatures who find themselves sold or bartered in the Necropolis of Ankev. The highest prizes are sacrificed before the Gate of Orcus that lies beyond the palace-like Mausoleum of Shandar.

1. SHORE OF LOST SOULS AND THE TRIBUTARY

At the bottom of the 576 steps stands a cave on the edge of a narrow underground stream. At the edge of the stream is a mooring post affixed with a length of chain and an iron bell.

This tributary of the River Styx leads to the Necropolis of Ankev. It is accessible only by those who would have business with the dead. For example, a party of heroes seeking to catch the cohorts of a fallen enemy before they attempt to raise their foe at the Gates of the Dead may claim business in the Necropolis.

When the iron bell is rung, a skiff large enough to ferry the passengers arrives in 1d4 rounds. The boatman is a **charonadaemon** who asks what business the characters have on the Shore of Lost Souls. Individuals seeking knowledge or who are searching for a treasure map, item, or piece of information inside the necropolis may declare this as their reason for seeking Ankev's hidden city. The charonadaemon demands 2 pieces of silver or a magic item of at least +1 value from the riders. Once paid, he allows the characters to board his skiff and sets out for the Bone Gate.

Charonadaemon: HD 10; HP 80; AC -2[21]; Atk staff (1d8); **Move** 15; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special:** fear gaze (30ft range, save or paralyzed for rounds equal to value roll failed), harmed only by silver weapons, immune to acid and poison, magic resistance (45%), spells, telepathy (100ft). (*The Tome of Horrors Complete* 118)
Spells: at will—*detect invisibility, darkness 15ft radius, fear 15ft radius.*

Characters foolish enough to kill the charonadaemon find themselves lost on the River Styx. Who knows what shores of the dead their skiff eventually lands upon?



2. BONE GATE

The Bone Gate stands atop a hill a short distance from the quay where the boatman disembarks passengers. Jagged walls made up of bone and skulls from hundreds of different sentient beings speak in unison, challenging visitors about their purpose in the land of the dead.

Travelers are asked what business they have in the land of the dead. The Bone Gate offers characters a second chance to turn back. If no answer is given, the gate does not open. If a poor answer is given, the visitors are asked to leave. If the visitors attack the gate, they find that the planar nexus is then closed to them for 24 hours, denying them entrance to the land of the dead. If the gate is destroyed, nothing lies beyond it save a simple cave, but the gate itself reforms and resets in 24 hours. Entering the cave deposits visitors back upon the quay.

If the gate is destroyed, it becomes a one-way gate that leads out of the demiplane and directly back to the land of the living rather than a two-way gate leading in and out. Roll for random encounters from the ghoulish canyon for the duration that visitors wait for the gate to reform.

Bone Gate: HD 18; HP 90; AC 3[16]; Atk strike (2d6 + grab); Move 0 (immobile); Save 3; AL C; CL/XP 19/4100; **Special:** absorb (any held creature takes 1d4 points of damage per round until death as bones are absorbed, Open Doors check to escape), grab (any creature hit must save or be held and absorbed), reflect spells (20% chance), reform (24 hours after destruction).

3. THE GHOUL CANYON

This half-mile-long canyon extends beyond the Bone Gate. It is dotted with crumbling charnel houses and age-worn tombstones shrouded in sickly-looking green vapors that rise from jagged fissures in the ground. Dark figures scurry around the edges of the canyon.

GHOUL CANYON RANDOM ENCOUNTERS

1d12	Encounter
1	2d8 ghouls
2	1d4 ghouls
3	1d4+4 barrow rats
4	1d4+2 ghoulish barrow rats
5	1d4 rat swarms
6	Brain rat
7-12	No Encounter



Barrow Rat: HD 1d4hp; AC 7[12]; Atk 2 claws (1d3), bite (1d2); Move 12 (climb 6, burrow 6); Save 18; AL N; CL/XP A/5; **Special:** toughen hide (1/day, AC 3[16]). (*The Tome of Horrors Complete* 451)

Brain Rat: HD 1; AC 5[14]; Atk bite (1d2); Move 9 (climb 9); Save 17; AL N; CL/XP 3/60; **Special:** psionic abilities, surprise (1–3 on 1d6). (*The Tome of Horrors Complete* 452)

Psionic abilities: at will—ESP; 3/day—mind thrust (1d6 damage per point of intelligence difference between rat [intelligence 14] and target); 1/day—*confusion, feeblemind*.

Ghast: HD 4; AC 4[15]; Atk 2 claws (1d3 + paralyzing touch), bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; **Special:** stench (10ft radius, save or –2 to hit), paralyzing touch (3d6 turns, save avoids). (*Monstrosities* 189)

Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3 + paralyzing touch), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immune to sleep and charm, paralyzing touch (3d6 turns, save avoids). (*Monstrosities* 191)

Ghoulish Barrow Rat: HD 1d4hp; AC 7[12]; Atk 2 claws (1d3 + paralyzing touch), bite (1d2); Move 12 (climb 6, burrow 6); Save 18; AL N; CL/XP A/5; **Special:** immune to sleep and charm, paralyzing touch (3d6 turns, save avoids), toughen hide (1/day, AC 3[16]). (*The Tome of Horrors Complete* 451)

Rat Swarm: HD 5; AC 6[13]; Atk swarm (2d6); Move 12; Save 12; AL N; CL/XP 6/400; **Special:** disease (save or –2 to hit and saves).

4. AMIEN'S KEEP

Amien's Keep stands in the corner of a large stone grotto. More a large three-story mansion than an actual fortified structure, it is surrounded by a wall of polished green marble. The keep of **Ghoul Lord Amien** is located along the eastern expanse of the cavern where he exerts his own form of maddening authority over the denizens of the canyon. Although under the direct authority of Shandar, Amien rules as he sees fit, capturing those unfortunate living entities who do not pay his toll and trading them in the necropolis for things to fulfill his own perverse needs.

The keep itself is decrepit and in decay. Each floor has roughly 2d4 usable rooms, and there is a 50% chance per room that the characters encounter 1d6 ghouls, 1d4 ghastrs, or a structural issue requiring a saving throw to avoid suffering 3d6 points of damage from broken timbers and rubble.

Ghasts (1d4): HD 4; AC 4[15]; Atk 2 claws (1d3 + paralyzing touch), bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; **Special:** stench (10ft radius, save or –2 to hit), paralyzing touch (3d6 turns, save avoids). (*Monstrosities* 189)

Ghouls (1d6): HD 2; AC 6[13]; Atk 2 claws (1d3 + paralyzing touch), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immune to sleep and charm, paralyzing touch (3d6 turns, save avoids). (*Monstrosities* 191)

Amien, Ghoul Lord: HD 10; HP 80; AC 3[16]; Atk +2 mace (1d6+2), 2 claws (1d3 + paralyzing touch), bite (1d4); Move 9; Save 5; AL C; CL/XP 13/2300; **Special:** immune to sleep and charm, paralyzing touch (3d6 turns, save avoids), spells (3/3/3/3). (*Monstrosities* 191)

Spells: 1st—*cause light wounds, detect magic*; 2nd—*hold person, silence 15ft radius, snake charm*; 3rd—*locate object, remove curse, speak with dead*; 4th—*cause serious wounds (x2), protection from good 10ft radius*; 5th—*finger of death (x2), insect plague*.

Equipment: +1 platemail, +2 mace.

Treasure: Amien's treasury includes three 1000gp emeralds, a 1000gp opal, 2500gp in an iron chest, an oil painting of Amien in life standing amid ghouls worth 12,000gp, a *potion of giant strength*, and 6 vials of life, each containing a month of life siphoned off unfortunate travelers caught in the Ghoul Canyon.

Amien charges a year of life to mortal passers-by who cross through his realm into the necropolis itself.

5. OUTER SLUMS

The outermost ring of the necropolis consists of the smashed mausoleums and broken tombs of the lesser dead and those wandering souls who are newly arrived in the city. These new dead often seek sanctuary among those spirits yet to be called to the inner rings of the city — and for good reason. Each spirit knows that the closer one gets to the Mouth of Orcus, the closer they are to losing whatever shred of living memory still resides in their decaying brain.

The Outer Slums are separated from the Lower Ward by a 10ft-high wall topped with jagged iron spikes.

6. THE BONE MILL

Bones picked clean of all flesh are piled from floor to ceiling among the walls of this cursed charnel house. Contingents of mindless zombies on treadmills turn the great millwheel that grinds the bones of dismembered skeletons to dust.

Considered a good shopping place for necromancers seeking a quick complement of skeletons to “bone out” their army, the Bone Yard is also an excellent source of ground bone for use in bone meal or material spell components used in the necromantic arts.

A warehouse in the back contains a plethora of additional bones, though none make up a complete skeleton. They are instead the collected remains of a great number of sentient beasts.

Lysipus the bone cobbler runs the Bone Mill. He keeps an amulet designed to store the life essence of his clients. His bone sells for 1 year of life per wagonload, though he pays half that for fresh bones brought to him in bulk.

Lysipus, Bone Cobbler: HD 5; HP 40; AC 5[14]; Atk 2 hammers (1d4) or 2 claws (1d3); Move 12; Save 12; AL C; CL/XP 7/600; **Special:** animate bones (1/day, 30ft radius, up to 5 skeletal statues), breath weapon (every 1d4+1 rounds, 10ft radius, save or *slow* as spell for 1d4 rounds). (*The Tome of Horrors Complete* 69)



7. LEATHERS OF THE FLESH

This slaughterhouse trades evenly with the Bone Yard for any “incomplete” corpses sold to them. Leathers of the Flesh is a squat stone building with a chimney that constantly spouts the foul-smelling odors of the tanners’ trade. Within may be heard the moans and whimpers of those resigned to the terror of the last hours of their existence. Leathers of the Flesh is operated by **Cainor the skin sticher**, a wicked being whose greatest pleasure is peeling his victims and devouring their flesh. Cainor makes exquisite leather armor that is highly sought by those who care not that the skin defending them was once the skin of a living, thinking being. Cainor sells his extra scraps for parchment at the neighboring bookbinder.

Cainor, Skin Sticher: HD 7; HP 49; AC 4[15]; Atk 2 claws (1d4) or 2 barbed chains (2d4); Move 12; Save 9; AL C; CL/XP 7/600; **Special:** chain rake (natural 20 to hit, 6d4 chain damage). (*The Tome of Horrors Complete* 496)

ARMOR OF UNDEATH

This +3 *leather armor* is crafted from the flesh of humanoid beings and is as soft and supple as one's own skin. The armor offers a +2 save vs. spells and an additional +2 to saves vs. touch attacks made by undead creatures against the wearer. The armor is decidedly evil in its very nature, however, and Lawful creatures have a 75% chance of attacking the wearer.

WRAITH ARMOR

This +2 *leather armor* allows the user to assume the incorporeal form of a wraith for 10 rounds per day. While in wraith form, the character gains a touch attack that deals 1d8 points of necrotic damage.

8. LOWER WARD

The Lower Ward is separated by a simple, unattended iron gate that marks the boundary of the Outer Slums from the city proper. The Lower Ward rises along the hill upon which the necropolis sits. Made up mostly of row after row of gravestones, single-occupant mausoleums, and aboveground sarcophagi, the Lower Ward's population is mostly skeletons, zombies, and other lesser undead. While these beings are considered mindless in the land of the living, in Ankev's realm they possess a slightly more rudimentary intelligence, though their conversations and aims are akin to those of living commoners. They typically go about their business, paying no mind to living visitors unless bothered or if they believe they are strong enough to dine on the flesh of the living. Well-armed visitors, those displaying holy symbols, or those doused in holy water are left alone unless ordered to act by a more-powerful being. Thousands of skeletons, zombies, and other lost souls wander the Lower Ward or simply rest within a mausoleum or disturbed grave.

9. INN OF THE MOLDERING CORPSE

A decrepit brick pile hung with the sign of a rotting corpse sits on a desolate street in the suburbs, butting up against the walls of Ankev proper.

This inn and tavern serves as a waystation for those seeking entry to the necropolis. Within its walls are a variety of visitors from other times and planes of existence, all with some business within the gated city. A variety of services are offered, including rooms and "food" of sorts, though it is the food of the dead and offers its own unique risks for the unwary traveler.

The Inn of the Moldering Corpse is operated by **Grall Tabrel**, a ghost who has seemingly always run the inn. Grall has a gravelly voiced but is polite to visitors who do not attempt to cause problems with him or his establishment. Grall is a fairly good source of information about living visitors and the newly dead since he doesn't care about their plots, concerns, or worries. His freedom with information often proves to be a two-edged sword for those seeking more discreet lodgings, though he may be bribed for the equivalent of one day of life per day of stay in his inn to "keep quiet." Since no other lodgings are in the suburbs, and camping in the Ghoul Canyon brings near-constant attacks, most visitors resign themselves to paying Grall's prices.

SERVICES

Room for the Night	1 day of life essence
Pickled Halfling Brains	2 days life essence
Raw Humanoid	1 day life essence
Bonemeal Bread	1 day life essence per loaf
Living Blood Slave (not to be drained to death!)	2 years of life essence or 200gp in magic items. (Typically reserved for vampires or others who feast on blood.)

Renting a room at the Inn of the Moldering Corpse guarantees that the renter is left unmolested by any of the other denizens of the demi-plane, unless the characters happen to be wanted for high crimes in the necropolis itself. It does not, however, offer protection against other visitors, so let the renter beware!

Grall Tabrel, Ghost: HD 9; HP 72; AC 0[19]; Atk spectral touch (1d8); Move 12 (fly); Save 6; AL C; CL/XP 11/1700; Special: +1 or better magic weapon to hit, magic resistance (50%). (*Monstrosities* 190)

CURRENT VISITORS

The following characters are currently holed up at the Inn of the Moldering Corpse:

Sir Ulatuan and the Wights: Sir Ulatuan is an evil warrior of Orcus who keeps the company of a gathering of 6 wights. Lord Ulatuan goes forth and spreads the gospel of the Lord of the Dead in hopes of achieving the grace of becoming a death knight upon his dying breath. Ulatuan is currently working as a bounty hunter of sorts, collecting lost souls from the shores of the Styx or the Valley of Ghouls and delivering them to the Temple of Orcus.

Sir Ulatuan, Male Human Warrior of Orcus (Ftr9): HP 64; AC 3[16]; Atk +2 *bastard sword* (1d8+4) or light crossbow (1d4+1);

Move 12; Save 6; AL C; CL/XP 9/1100; Special: multiple attacks (9) vs. creatures with 1 or fewer HD, -1[+1] dexterity AC bonus, +2 to hit and damage strength bonus, +1 to hit missile bonus;

Equipment: armor of undeath (+3 leather), +2 *bastard sword*, light crossbow, 20 bolts.

Wights (6): HD 3; HP 24x6; AC 5[14]; Atk claw (1 + level drain);

Move 9; Save 14; AL C; CL/XP 6/400; Special: +1 or better magic or silver weapons to hit, level drain (1 level per hit). (*Monstrosities* 510)

Lord Ulatuan may be hired to track down Jaego's whereabouts. He charges five years of life for the task, and characters must provide their own vials of life to seal the bargain. Ulatuan finds Jaego's location in 1d4 days but has a 50% chance of cutting a deal with Shandar to deliver the characters to the lich queen.

Hukeesh the Necromancer: Hukeesh seeks entry to Mizc Kū Tanūk but has yet to collect the amount of life required to barter entrance without succumbing to the touch of death himself. Hukeesh may offer his services as a guide in the Necropolis of Ankev for a year's worth of life essence. He claims deep knowledge of the newly dead and could lead characters to the soul they seek. Hukeesh would trade the information for either admission to Mizc Kū Tanūk or free access to five magic-user spells of 1st–3rd level.

Hukeesh the Necromancer, Male Human (MU6): HP 19; AC 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk +2 *staff* (1d6+2); Move 12; Save 8 (+2, ring); AL C; CL/XP 6/400; Special: +2 saves vs. spells, spells (4/2/2).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*darkness* (15ft radius, phantasmal force); 3rd—*fireball*, *fly*.

Equipment: +2 *staff*, ring of protection +2, 3 *potions of undead control*.

10. SHADOW GATE

This planar gate offers passage from the Underworld to the Plane of Shadow, a plane marked by its ghostly resemblance to the world of the living. The gates are guarded by a contingent of shadows who deny entrance to the realm of the Shadow Lords. The living must bring one of the dead to act as a spirit guide with them to pass into the realm of shadow. Or they must be willing to sacrifice a portion of their life essence (in the form of strength) to enter the darkness. Those submitting to the touch of the shadows are drained of 1 point of temporary strength before they are allowed to pass into the plane beyond.

Shadows (2d8): HD 2+2; AC 7[12]; Atk touch (1d4 + strength drain);

Move 12; Save 16; AL C; CL/XP 4/120; Special: +1 or better magic weapons to hit, strength drain (1 point strength with hit). (*Monstrosities* 418)

11. THE SIGN OF THE GRINNING SKULL

This boardinghouse caters to the warrior caste, where skeletal warriors rub elbows with bloody bones as they drink their mugs of dust and revel in tales of how they came to be. The grinning skull is the place to go for an aspiring necromancer looking to recruit unholy warriors of the undead to serve as officers in their armies.

The Sign of the Grinning Skull is run by **Malago**, a skeletal warrior who dutifully connects patrons with undead mercenary leaders and their cohorts. Each mercenary commands a squad of 4d8 skeletons or zombies, or 2d8 ghouls.

Rooms can be rented in this dusty mausoleum as well for 2 days of life essence per day of lodging. The renter is protected from assault by other patrons so long as he obeys the house rules and causes no trouble with the other guests.

Malago, Skeleton Warrior: HD 12; AC -1[20]; Atk +1 *two-handed sword* (1d10+2); Move 12; Save 3; AL C; CL/XP 12/2000; Special: +1 or better magic weapons to hit, fear aura (30ft radius, 5HD or lower must save or flee as if affected by *fear* spell), find target (track circlet), immune to turning, magic resistance (60%). (*The Tome of Horrors Complete* 495)

HIRING THE UNDEAD

The following are some examples of undead found in the Sign of the Grinning Skull and the cost in life essence to hire them.

Undead	Cost to Hire
1d4 Black Skeleton Officers	1 year of life each for one year of service
2d4 Juju Zombies	1 year of life each for one year of service.
Barrow Wight	1 year of life for 3 months of service

Black Skeleton Officers: HD 6; AC 4[15]; Atk weapon (1d6) or 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; **Special:** shriek (as *fear* spell, save avoids). (*The Tome of Horrors Complete* 493)

Juju Zombie: HD 3; AC 2[17]; Atk weapon or fists (1d6); Move 12; Save 14; AL C; CL/XP 5/240; **Special:** +1 or better magic weapons to hit, immune to cold and electricity and *magic missiles*, resists fire (50%). (*The Tome of Horrors Complete* 616)

Barrow Wight: HD 6; AC 3[16]; Atk slam (1d4 + level drain); Move 12; Save 11; AL C; CL/XP 10/1400; **Special:** insanity gaze (30ft radius, save or affected by a *symbol of insanity* spell), level drain (1 level with hit). (*The Tome of Horrors Complete* 595)



12. KREAL'S BOOKBINDER

Kreal is a renowned bookbinder who sells blank scrolls and magic books crafted of dwarf, elf, human, dragon, and other various rare skins. Such skins are much sought after by demonologists, necromancers, and other magic-users of the darker arts. A trio of deft goblins assists him in crafting his handmade books. The goblins were long ago fed the food of the dead and can no longer leave the Necropolis of Ankev.

Kreal sells materials used in the crafting of magical books and scrolls.

Kreal the Bookbinder, Male Drow (MU9): HP 33; AC 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk +2 dagger (1d6+2); Move 12; Save 5 (+2, ring); AL C; CL/XP 10/1400; **Special:** +2 on all saving throws, darkvision (60ft), magic resistance (50%), spell-like abilities, spells (4/3/3/2/1). (*Monstrosities* 146)

Spell-like abilities: 3/day—*darkness 15ft radius*, outline foes with light, lights at 60ft range.

Spells: 1st—*charm person, magic missile, read magic, shield*; 2nd—*detect invisibility, phantasmal force, web*; 3rd—*fly, lightning bolt, monster summoning I*; 4th—*dimension door, monster summoning II*; 5th—*monster summoning III*.

Equipment: drow cloak (75% chance to surprise), +2 dagger, ring of protection +2, *potion of healing*.

Goblins (3): HD 1d6 hp; HP 5, 4x2; AC 6[13]; Atk short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

ITEMS FOR SALE

Item	Cost in Life Essence
Ink	100 days of life per bottle
Human skin	25 days of life per page
Elf skin	75 days of life per page*
Dragon skin	200 days of life per page*
Demon, devil, or angel skin	500 days of life per page*

* At the Referee's discretion, the costly pages could provide additional damage dice if a spell is cast directly from the page. For example, a 3HD fireball cast directly off a scroll of elf skin might do 4d6 points of damage, while the same spell would do 5d6 points of damage from dragon skin, and 6d6 points of damage from demon skin.

13. MIDDLE WARD

Larger numbers of the living dwell in the Middle Ward than the Upper and Lower Wards, as it is the location of the Temple of Orcus, The Nightmare Consortium, and the fabled Mizc Kü Tanük University and its fabled library. Aside from the campus and the apartments of Orcus' acolytes, and the crypts of the university faculty, a few other shops or amenities are found here for those beings not interested in the affairs of Orcus' living worshippers.

14. THE NIGHTMARE CONSORTIUM:

HAUNTINGS FOR HIRE

The Nightmare Consortium is a loose coalition of spirits who hire themselves out to perform haunting activities in the land of the living. Typically, necromancers or evil warlords seek them to serve as guardians of their keeps. Wicked nobles also use them to haunt the homes of their political rivals.

Their typical term of service is one year for each living soul traded, or one week for each day of life traded. As usual, the most common form of payment is in prisoners traded to the consortium, who in turn trade the unfortunate prisoners at the Temple of Orcus, thus furthering their own goal in achieving their paradise in the realm of Orcus.

The nightmare consortium houses a variety of phantoms, spectres, wraiths, poltergeists, and ghosts, all with a particular penchant for the horrific. Business with the consortium is managed by the magic-user **Ramn Pujab**. Ramn interviews potential customers, fixing them up with the particular spirit of their needs. Once the needs of the customer are established, they are given a soul jar housing the undead intended to fulfill their purpose.

Ramn Pujab, Male Human (MU10): HP 32; AC 0[19]; Atk *staff of power* (2d6); Move 12; Save 4 (+2, ring); AL C; CL/XP 11/1700;

Special: +2 saves vs. spells, spells (4/4/3/2/2).

Spells: 1st—*charm person, detect magic, magic missile, sleep*; 2nd—*invisibility, locate object, phantasmal force* (x2); 3rd—*hold person, lightning bolt, suggestion*; 4th—*fear, wizard eye*; 5th—*animate dead, hold monster*.

Equipment: *bracers of defense* AC 2[17], *staff of power* (72 charges), *ring of protection* +2, *ring of regeneration* (1hp/round).

THE NIGHTMARE CONSORTIUM SPIRITS

At any given time, 1d4 of the following spirits are on the premises of the Nightmare Consortium. Hiring them costs life essence.

Undead	Cost in Life Essence
Ghosts	1 year of life per month of service
Wraiths	1 year of life per 3 months of service
Spectres	1 year of life per 6 months of service

Ghost: HD 5; AC 0[19]; Atk spectral touch (1d8); Move 12 (fly); Save 12; AL C; CL/XP 7/600; **Special:** +1 or better magic weapon to hit, magic resistance (50%). (*Monstrosities* 190)

Spectre: HD 6; AC 2[17]; Atk spectral weapon or touch (1d8 + level drain); Move 15 (fly 30); Save 11; AL C; CL/XP 9/1100; **Special:** +1 or better magic weapon to hit, level drain (2 levels with hit). (*Monstrosities* 445)

Wraith: HD 4; AC 3[16]; Atk touch (1d6 + level drain); Move 9 (fly 24); Save 13; AL C; CL/XP 8/800; **Special:** +1 or better magic or silver weapon to hit, level drain (1 level with hit). (*Monstrosities* 518)

15. NECROMANCER'S TOUCH

The necromancer's touch is managed by **Zara Darksilk**, a drider who weaves most of the clothes herself. The shop features fashions and accessories for the discerning necromancer. Robes, capes, turbans, caps, black lipstick, and lace gloves can all be found here to help the living add that fresh "touch of death" to their ensemble.

Zara Darksilk, Drider: HD 7; HP 49; AC 3[16]; Atk weapon (1d8); Move 18; Save 9; AL C; CL/XP 9/1100; **Special:** spell-like abilities, spells (2/2/2/1/1). (*Monstrosities* 145)

Spell-like abilities: 1/day—*darkness 15ft radius, detect magic, levitate, lights* (60ft range).

Spells: 1st—*cause light wounds, detect good*; 2nd—*find traps, hold person*; 3rd—*speak with dead* (x2); 4th—*cause serious wounds*; 5th—*create food*.

SAMPLE ITEMS

Item	Cost in Life Essence
Velvet cowl	50 days of life
Lace gloves	50 days of life
Red and black velvet mantlet embroidered with rubies	2000 days of life (affords a +1 bonus to armor class)
Black velvet robes	100 days of life
Drider silk pantaloons	250 days of life
Diamond crusted eyepatch	500 days of life
Thigh-high leather boots (red or black)	200 days of life

16. THE TEMPLE OF ORCUS

This open-air temple is carved in the shape of a pair of clawed skeletal hands and a grinning skull. A bowl held between the hands turns any corpse thrown into it into a zombie, skeleton, or other undead based on the victim's hit dice. **Adroculus the Sacrificer** oversees the temple's day-to-day activities. He is assisted by a pair of acolytes and guarded by a squad of guardsmen from the Undying Legion that he commands utterly. Adroculus keeps an apartment in a mansion-sized mausoleum not far from the temple and awaits the day when his god calls him to join the undead as one of their own.

Typically, a line of 2d12 chained slaves awaits sacrifice upon the steps leading to the bowl. Among these are an additional 2d20 lost dead who have run out of charisma, vials of life, or hope — or all three — and find their spirit forms further mutilated during the sacrifice.

The altar at the top of the steps is where Adroculus cuts out the hearts of the wretched victims, casting them to the milling crowd of zombies, ghouls, and vampire spawn who often wrestle for their morsels. Upon completing the sacrifice, Adroculus reawakens the dead as zombies, skeletons, or some greater undead with an enchanted rod given him by Shandar. The horrid sacrifices end when the daily charges of the rod are expelled.

The bowl of the temple is an open one-way portal leading to layers of the Abyss ruled by Orcus. Spirits unclaimed by other gods that are cast through the portal soon find themselves turned into dretches, quasits, or larvae of the lower planes.

Adroculus the Sacrificer, Priest of Orcus (Clr12): HP 49; AC 3[16]; Atk *staff of striking* (2d6); Move 12; Save 3 (+1, ring); AL C; CL/XP 13/2300; **Special:** +2 save versus paralyzation and poison, control undead, spells (4/4/4/4/1).

Spells: 1st—*cause light wounds* (x2), *detect magic, protection from good*; 2nd—*find traps, hold person* (x2), *silence 15ft radius*; 3rd—*cure disease, prayer, remove curse, speak with dead*; 4th—*create water, cause serious wounds* (x2), *neutralize poison*; 5th—*create food, finger of death, insect plague, raise dead*; 6th—*blade barrier*.

Equipment: *bracers of defense* AC 4[15], *staff of striking*, *rod of animate dead* (see sidebar), *ring of protection* +1, 4 *potions of undead control*, unholy symbol.

WAND OF ANIMATE DEAD

This wand is made from a bone taken from a slain unicorn. Three times per day, the wand can cast *animate dead* to create 2d6 skeletons or zombies from fresh corpses. Once per month, it can be used to create a zombie horde, 2d20 ghouls, or 2d10 feral vampire spawn from fresh corpses.

Ghouls (2d20): HD 2; AC 6[13]; Atk 2 claws (1d3 + paralyzing touch), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to sleep and charm, paralyzing touch (3d6 turns, save avoids). (*Monstrosities* 191)

Skeletons (2d6): HD 1; AC 8[11]; Atk strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (*Monstrosities* 428)

Feral Vampire Spawn (2d10): HD 8; AC 4 [15]; Atk bite (2d8 + level drain); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** darkvision (60 ft.), level drain (1 level with hit), regenerate (2 hp/round), resists cold and electricity (50%), vampire weaknesses. (*Tome of Horrors* 4 228)

Zombies (2d6): HD 2; AC 8[11]; Atk strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (*Monstrosities* 529)

Zombie Horde: HD 15; AC 6[13]; Atk swarm (4d8); **Move** 6; **Save** 3; **AL** N; **CL/XP** 15/2900; **Special:** immune to sleep and charm, vulnerable to fire (200%).

Note: A zombie horde contains up to 100 zombies that swarm an area. Area effect spells such as fireball are particularly devastating against the horde.

Typically, those who come to the Necropolis of Ankev to raise their dead allies are turned away by Orcus. In this event, they are directed to find Adroculus, who offers transformation to undeath instead. His price to perform the ritual is 999 days of life or a living sacrifice of a sentient being to Orcus.

17. HENNIAN THE GLASSBLOWER

Hennian crafts vials of life from sand collected from the shores of the River Styx. Empty vials of life cost a year of life to purchase but may be used to absorb life from those willing to give up their years to fill these curious bottles.

Hennian the Pit Hag: HD 14; HP 104; AC 3[16]; Atk 2 claws (2d8) and bite (1d8) or pitchfork (1d8); **Move** 12; **Save** 3; **AL** C; **CL/XP** 17/3500; **Special:** +1 or better magic weapons to hit, immune to fire, poison, rend (if 2 claws hit, automatic 3d8 damage per round until freed), spells (4/4/4/3/3). (*The Tome of Horrors Complete* 431)

Spells: 1st—*charm person* (x2), *magic missile*, *sleep*; 2nd—*darkness* 15ft radius, *ESP*, *invisibility*, *mirror image*; 3rd—*dispel magic*, *fly*, *lightning bolt*, *slow*; 4th—*confusion*, *fear*, *polymorph self*; 5th—*animate dead*, *teleport*, *transmute rock to mud*.

Treasure: Hennian has 4 vials of life with a year of life in each, a *cloak of elvenkind*, a pair of *boots of leaping*, 1800gp, and a ruby ring worth 350gp.

18. MIZC KÜ TANÜK INSTITUTE

Mizc Kü Tanük Institute is a secretive and highly sought institute for study of necromancy and the occult. Necromancers from various planes often seek the Necropolis of Ankev merely to attend courses of study or to purchase spells from the fabled library.

Lectures are given on occasion by liches and other masters of the undead, including such foul luminaries as Jhedophar, Athransma, and Earl Damien Aerim.

Admittance to the institute requires a year of life. Any spells or knowledge to manufacture magic items requires additional payment, either in months, sacrifices, or trade in magical items.

New spells may be scribed into spellbooks for the cost of one month of life per level of the spell. Thus, a 1st-level spell requires sacrificing one level of life, while a 9th-level spell requires 9 months of life.

The institute is the only place in the Necropolis of Ankev where leaden knots can be purchased. The amulets cost 1 year of life each.

The institute is administered by the ghost of **Professor Axeworm Armitage III**. Axeworm served as a living sage when the institute was founded and has remained at his post for nearly 400 years.

He is assisted by 12 **wraiths** who ensure that the books are not harmed and that visiting students respect the sanctity of the institution.

Axeworm Armitage III, Ghost: HD 8; HP 64; AC 0[19]; Atk spectral touch (1d8); **Move** 12 (fly); **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better magic weapon to hit, magic resistance (50%). (*Monstrosities* 190)

Wraiths (12): HD 4; HP 32x12; AC 3[16]; Atk touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapon to hit, level drain (1 level with hit). (*Monstrosities* 518)

Axeworm is privy to a great deal of information about the comings and goings of spirits and the political winds of the necropolis. For five years of life, he shares the location of Jaego should the characters ask.

The corpses of the wraiths are buried in the faculty crypts on the campus grounds. Their tombs contain a variety of treasures that they held dear in life. However, searching the crypts without first dealing with the wraiths could prove problematic as the wraiths appear in 1d4 rounds to defend their worldly treasures.

Treasure: 4 vials of life worth 1 year of life each, a ruby monocle that casts a searing ray of heat once per day at any target within 30ft that does 4d6 points of damage (save for half), gloves of protection from poison (+4 to saves vs. poison), a *wand of lightning bolts* (8 charges), 24sp, and a *gem of seeing*.

19. UPPER WARD

The tombs, crypts, and mausoleums of the upper ward are much larger and of higher quality though smaller in number than those found in the Middle and Lower wards. Elite visitors are guided to the Ruby Chalice for shows and events or sent to the Bloodless Court to seek lodging more discerning and sublime than those found in the Lower Ward or the suburban outskirts of the necropolis.

20. ADROCLUS' MANOR

This manor house serves as the home of Adroculus the High Priest of Orcus. The multiroom structure is tended by 4 **lesser priests of Orcus** and is guarded by a force of 10 **unholy warriors** in service of the lord of the dead.

The doors to Adroculus' private chambers are cursed. The curse causes its victims to fail any save vs. the special powers of an undead creature.

Within his chambers are a locked bronze-bound chest trapped with contact poison smeared on the lock that causes its victim to collapse in a near-death state for 2d6 hours. The poison is nearly undetectable by non-magical means. A saving throw is needed to resist the venom. The chest contains the following treasures.

Treasure: 10 vials each containing a year of life.

Male or Female Human Warriors of Orcus (Ftr4) (10): HP 30, 27x2, 26, 24, 23x2, 21, 20, 18; AC 4[15]; Atk longsword (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD, +1 to hit and damage strength bonus.

Equipment: chainmail, shield, longsword, unholy symbol of Orcus.
Male or Female Acolytes of Orcus (Clr4) (4): HP 20, 19, 18, 16; AC 5[14]; Atk heavy mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 4/120; **Special:** +2 save versus paralyzation and poison, control undead, spells (2/1).

Spells: 1st—*cause light wounds*, *detect magic*; 2nd—*hold person*.

Equipment: chainmail, heavy mace, unholy symbol of Orcus.

21. THE RUBY CHALICE

The Ruby Chalice is a vampire-run cabaret catering to upscale clientele and intelligent undead who still have a bit of zeal and zest for life, particularly for the life essence and blood of the living!

Romeo Nacht, a vampiric agent of the Underguild, is the proprietor of the Ruby Chalice. He is assisted by 6 **charmed thralls**. Romeo has allies among many slaving organizations on a dozen different planes who fill his quota of fresh hot blood and timid, sorrowful souls to appease the tastes of his clientele. One such organization with which Romeo is connected is the Underguild and their infamous chain of taverns and bordellos.

The cabaret features entertainment twice daily in the form of skits, dance ensembles, and dirges performed by bands of the living and the dead. One of the more popular shows is a comedy performance put on by **Zuriel Von Dokter**, the wraith of a wizard left unburied by his fellow adventurers after they plundered his corpse for the gear and loot he carried.

Equally popular are the **Juliettes**, Romeo's dancing girls, who do a cancan dance. These comely vampire spawn each fell in love with Romeo in life, were willingly turned, and are now loyal to him above all else. The dancers are known to charm living visitors to the Ruby Chalice into sacrificing their blood and life essence.

Unlike most other locales within the Necropolis of Ankev, Romeo is still very much addicted to the trappings of life, especially magic items, and often takes payment in magic or living slaves in lieu of the years of life that other denizens accept.

Wares: Aside from lively entertainment, the following succulent items may be selected off the Ruby Chalice's menu.

Romeo Nacht, Vampire (8HD): HD 8; HP 64; AC 2[17]; Atk +2 short sword (1d6+2) or bite (1d10 + level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapons to hit, charm gaze (-2 to save, as *charm person*), gaseous form, killed only in coffin, level drain (drain 2 levels with hit), regenerate (3hp/round), shapeshift, spells (4/2/1), summon rats or wolves. (*Monstrosities* 498)

Spells: 1st—*detect magic, magic missile, read magic, sleep*; 2nd—*darkness 15ft radius, phantasmal force*; 3rd—*lightning bolt*.

Equipment: +2 short sword.

Charmed Human Thralls (6): HD 3; HP 18, 15, 13x2, 12, 9; AC 5[14]; Atk strike (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

The Juliettes, Vampire Spawn (6): HD 4; HP 32; AC 4[15]; Atk bite (2d8 + level drain); **Move** 12; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** darkvision (60 ft.), level drain (1 level with bite), regenerate (2 hp/round), resists cold and electricity, vampire weaknesses. (*Tome of Horrors* 4 228)

Zuriel Von Dokker, Wraith: HD 8; HP 64; AC 3[16]; Atk touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better magic or silver weapon to hit, level drain (1 level with hit), spells (4/2/2). (*Monstrosities* 518)

Spells: 1st—*hold portal, magic missile, read magic, sleep*; 2nd—*pyrotechnics, web*; 3rd—*hold person, slow*.

MENU ITEMS

Eating the food at the Ruby Chalice comes with specific risks and rewards. The deleterious effects of the food served may be cured with a *remove curse* or *restoration* spell.

Living Blood Slave (not to be drained to death!)	2 years of life essence or 200gp in magic items per draught. (Typically reserved for vampires or others who feast on blood.)
Nether Ambrosia	There is nothing so sweet as the food of the gods. Sweeter still is the food of the dead. Mortals consuming the nether ambrosia must make a successful saving throw or be struck dead by the rush of flavors. Those who die rise as wights within 24 hours.
Midnight Wine	The wine of the underworld, midnight wine forces deep and troubled dreams upon the living. The dreams are sometimes portentous, but as often as not lead to a long coma and slow death. Imbibers must make a successful saving throw or fall into a coma lasting 1d4 days. At the end of each day, the drinker must make another saving throw. If this fails, the drinker dies and rises as a wraith upon the start of the next evening. Drinkers who succeed on their saving throw are faced with visions that award them knowledge of their next dangerous encounter, the solution to an upcoming puzzle or trap, or a free reroll of their choice.
Grave Truffles	Also called coffin fruit, this fungus grows upon old, decaying coffins. The grave truffle is a true delicacy to the dead. Those who can withstand the initial bite of the grave truffle gain an increased fortitude against the effects of the dead. Eaters must make a saving throw after ingesting grave truffles. Failure causes 4d6 points of damage. On a successful save, the eater gains a +2 to saves vs. the effects of undead such as ghoulish paralysis or mummy rot for 24 hours.
Death by Chocolate	This desert is favored by fiends of Hell and the Abyss for its pure decadence. When eaten by mortals, this chocolate cake, pudding, and liquor syrup delicacy fills them with euphoria and a sense of satisfaction and vigor unlike anything else they have ever experienced. Eating a treat meant for the damned, however, comes at a cost. As the flavor of death by chocolate is so intense, no other food may ever sate their hunger again. Mortals must make a successful saving throw or waste away, taking 1d4 points of damage per day as they uncontrollably shed weight until they eventually die from starvation. On a successful save, the character gains a +2 bonus to hit and saves for 24 hours.

22. GARRISON OF THE UNDYING LEGION

This barracks houses **30 fear guards** led by **Lord Kartillion the Heathen**, a **demonic knight** who rides a stout **nightmare**.

Once a paladin of law and justice, Lord Kartillion was driven mad during a long-forgotten crusade during which he was given orders to sack cities that had surrendered and to put prisoners to the sword. After murdering his fellow generals and his crown prince in a fit of rage, Kartillion swore allegiance to the banner Orcus, Lord of the Dead, before leading his men on a rampaging crusade of bloodlust and murder across three kingdoms of Libynos. Kartillion and his core of 30 battle-mad knights met their end at the end of the lances of the Numedan cavalry nearly 500 years ago.

In death, Kartillion has crawled his way from the pits of the Abyss and now commands the damned souls of his old brigade once more in the form of Shandar's own private police force.

Lord Kartillion, Demonic Knight: HD 9; HP 72; AC -1[20]; Atk +1 longsword (1d8+1) or 2 slams (1d6); **Move** 12; **Save** 6; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better magic weapon to hit, breath of unlife (3/day, 10ft cone, lose 2d4 strength, save avoids, creatures reduced to zero strength die and rise as shadow demons), fear (30ft range, save or flee in terror for 2d4 rounds), magic resistance (30%), spells, summon demons. (*Monstrosities* 348)

Spells: 1/day—*fireball, symbol of fear, wall of ice*; 2/day—*dispel magic*.

Fear Guards (30): HD 4; HP 32x30; AC 5[14]; Atk incorporeal touch (1d6); **Move** 12 (fly); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** create spawn (creatures slain rise as fear guard in 1d6 rounds), fear aura (10ft radius, as *fear* spell), spell-like ability. (*The Tome of Horrors Complete* 239)

Spell-like ability: 2/day—*darkness 15ft radius*.

Nightmare: HD 7; HP 56; AC -4[23]; Atk bite (1d8), 2 hoofs (2d6); **Move** 18 (fly 35); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** breathe smoke (10ft radius, -2 to-hit penalty, save avoids), ride between planes/realities. (*Monstrosities* 348)



23. RUINS OF ANKEV'S PALACE

A field of rubble is all that remains of the once-mighty palace of Ankev, former chosen herald of Orcus. The field retains naught but broken stone since the destruction of Ankev's palace and the rending of his form across the cosmos.

24. QUAD OF THE TAHARQO

These 400ft-tall pyramids form a quad to the south of the Mausoleum of Shandar and serve as the resting place of **Peimeroe Taharqo** and his **3 sons**. These famed warrior princes of ancient Khemit now hold spectral court here for all eternity.

Taharqo and his sons seldom venture from their tombs, but when they do, it is in force, with the four of them fighting in unison as they did when they established the southern dynastic line. The four are able to open a gate to the Astral Plane where Ammit and Anubis wait to judge the heart and soul of those who become lost on their way to the afterlife.

Taharqo opens the gate to the Scales of Judgement for 10 years of life or 10 points of Charisma.

Peimeroe Taharqo, Mummy Lord: HD 9; HP 72; AC 3[16]; Atk +2 two-handed flail (1d8+2); Move 6; Save 6; AL C; CL/XP 11/1700; **Special:** +1 or better magic weapons to hit, rot (wounds heal at one-tenth normal, magical healing prevented). (*Monstrosities* 340)

Equipment: +2 two-handed flail, bronze horn of Valhalla.

Sons of Taharqo, Mummies (3): HD 5+1; HP 41x3; AC 3[16]; Atk fist (1d12); Move 6; Save 12; AL C; CL/XP 7/600; **Special:** +1 or better magic weapons to hit, rot (wounds heal at one-tenth normal, magical healing prevented). (*Monstrosities* 340)

Treasure: *Potion of giant strength*, *chime of opening*, *scroll of contact other plane*, *scroll of extension III*, 18,000gp, *robe of wizardry*, and 20 vials of life.

25. MAUSOLEUM OF SHANDAR

As Ankev fell, so did Shandar rise from his ashes. A faithful sorceress steeped in the necromantic arts, Shandar performed the rites and rituals of eternal undeath as soon as the first touches of age began to stretch their skein across her brow. Shandar had studied at the foot of many of the moldering lich lords, absorbing their magic and studying the craft of their phylacteries. She drank deeply of the living souls bartered in the necropolis at the edge of the Abyss to extend her own age unnaturally.

For a living corpse, Shandar almost appears to be a freshly fed vampire, save for a waxy sheen and the thick stench of formaldehyde she exudes like a sickly perfume. Shandar lazily observes the happenings within the necropolis from within the depths of her labyrinthine tomb.

The mausoleum's maze is said to be controlled by the Shandar's own thoughts, requiring a genius to navigate the twisting passageways without becoming completely lost. Aside from the ever-changing maze, the mausoleum is also filled with traps that are mechanical and magical in nature.

A character must roll below his intelligence five successive times on 6d6 to find his or her way through the maze. On a failed check, the characters become lost and encounter a trap, and the character making the check suffers a cumulative +1 penalty (so a character who fails three times would suffer a +3 penalty to the 6d6 roll). Since the characters are traveling together, different characters can step in to make the attempt if so desired. If a character allows another character to make the check, his next attempt returns to 6d6 (removing any accumulated penalties).

Suggested traps are listed below, but the Referee is encouraged to devise others as needed. After five successful checks, the characters find themselves in Shandar's crypt.



MAZE TRAPS

- 1 **Smashing Wall Trap:** This trap is triggered by the third figure to step onto a hidden plate (1-in-6 chance to notice). Triggering the trap deals 8d6 points of damage to everyone within a 10ft area of the smashing walls. The trap may be disarmed by wedging the plate so that it cannot depress. A thief can disarm the trap with a successful Delicate Tasks and Traps check.
- 2 **Lighting Field Trap:** This trap is set off by a change in electromagnetic energy brought about by living beings passing through the field. The floor and walls of this area are lined with copper inlay that spell out the words "Goodbye, Thieves," in elvish, dwarvish, common, and diabolical tongues. The trap can also be detected using *detect magic* or *read magic*. Characters can disable the trap with a *dispel magic* spell or by rubbing wool on the word "good" in the diabolical script to neutralize the field's polarity.
- 3 **Pit Trap:** This pit is well hidden and characters have a 1-in-6 chance to notice it. Characters may spike the lid to prevent it from tipping and dropping them 50ft into a 5ft-by-5ft cube of **green slime** (*Monstrosities* 228). Characters who fall into the slime take 2d6 points of acidic damage per round as the enzymes devour their flesh and gear. The sides of the wall are covered in a slick greasy substance that make it a challenge to climb out of the pit.
- 4 **Hall of Spears Trap:** Phalanxes of spears are hidden in the walls of this 30ft-long hallway. These spears come from the floor, ceiling, or walls. Characters have a 1-in-6 chance to notice the holes in the walls, which are cleverly hidden in carvings featuring the grandeur of Shandar's rise to power. The phalanxes can be disabled with a hidden lever buried inside a carved skull at the outset of each end of the hallway. Failure to notice or disarm the trap allows the spears to "attack" characters in a 10ft area doing 6d6 points of damage (save for half).
- 5 **Wall of Ice Trap:** A rune of cold is engraved in on the floor or ceiling of the hallway. The trap may be detected with *detect magic* and disabled with *dispel magic*. Bearing a torch through this section of the corridor causes walls of ice to spring up 10ft in front and 10ft behind the party. The ice quickly flows across the floor and ceiling around them, thus narrowing the tunnel and effectively trapping them within a 10ft-by-20ft ice cube. As the ice spreads across the floor, characters take 6d6 points of cold damage (save for half damage). Characters within the block of ice must make a saving throw each round or continue to take damage.
- 6 **Monster Summoning:** Characters have a 1-in-6 chance to notice a rune of cold and a rune of summoning on the floor and ceiling of the hallway they are about to enter (*detect magic* automatically locates the trap's magical aura). The trap may be disabled with *dispel magic*. Crossing into the area without noticing the rune triggers the trap, which summons a large **bulette** that attacks immediately.

Bulette: HD 8; HP 53; AC -2[21]; Atk bite (4d12) and 2 claws (3d6); Move 15 (burrow 3) or leap (30ft); Save 8; AL N; CL/XP 10/1400; Special: leap, surprise (2-in-6 chance), burrow. (*Monstrosities* 54)

SHANDAR'S CRYPT

Shandar the lich resides within her large stone crypt, spending her hours observing the goings-on of the city with her *crystal ball* and preparing herself for the inevitable decay of her flesh. The crypt walls are hung with black velvet. Under the velvet are a dozen silver mirrors where the once beautiful but now waxen queen of the Necropolis of Ankev once observed her comely form.

Shandar leaves the confines of her crypt only when meting out punishment within the necropolis. Such events tend to be few and far between, though it is not unusual for her to send her imp **Rawhide** out to the city to collect a misplaced soul for her amusement.

Shandar the Lich Queen: HD 14; HP 112; AC 0[19]; Atk hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 17/3500; Special: appearance causes paralytic fear (4HD creatures flee in panic), touch causes automatic paralysis (no save), spells (5/5/5/4/4/3/1). (*Monstrosities* 294)
Spells: 1st—*charm person, hold portal, light, magic missile* (x2); 2nd—*darkness 15ft radius, detect invisibility, ESP, invisibility, web*; 3rd—*clairvoyance, dispel magic, fly, lightning bolt, suggestion*; 4th—*confusion, dimension door, ice storm, polymorph self*; 5th—*animate dead, feeblemind, passwall, wall of iron*; 6th—*anti-magic shell, disintegrate, project image*; 7th—*power word stun*.

Treasure: Shandar's treasury is hidden within a portable hole found folded into a book upon the bookshelf standing next to her crypt. Within the portable hole are 3300gp, 1000pp, 3 sapphires worth 1000gp each, 1 diamond worth 2000gp, a fire opal worth 1000gp, a map of the City of Brass with the address of Rah'po Dehj marked on it, a potion of extra healing, a scroll of contact other plane, a potion of flying, and 10 vials of life each containing 1 year of life each.

WHERE IS JAEGO?

It is left up to the Referee where to place Jaego, but listed below are locations and reasons why he might be trapped there. Characters will need to use their role-playing skills to locate Jaego, and access to his spirit may be contingent on completing a quest for the being currently holding his spirit hostage. Listed below are possible places where Jaego's captured spirit may be located.

INTERVIEWING DENIZENS OF THE NECROPOLIS

Characters may talk to the random dead they encounter in the Necropolis of Ankev to determine the whereabouts of Jaego's spirit. Talking to a random intelligent undead off the street has a 1-in-20 chance of giving them a clue to his whereabouts.

Talking to proprietors of one of the city's shops or taverns offers a 5-in-20 chance of receiving useful information about Jaego's current location.

Hiring Lord Ulatuan or Hukeesh guarantees Jaego's location is revealed, but comes with its own dangers. Alternately, the characters may visit the institute to ask Axeworm if he knows anything.

PRISONER OF AMIEN

Amien noticed that the newly dead Jaego was taking great efforts to contact the living, especially for one who had been in the Underworld for such a short period of time. Amien captured Jaego's Underworld form and now holds it in his manor house. Amien demands that the characters bring him a willing sacrifice to Orcus. Either that, or he requires 20 filled vials of life in exchange for their friend's restless spirit.

HELD BY ADROCLUS

Adroculus is aware that Jaego reached beyond the land of the dead for some form of aid. If approached, Adroculus offers to trade Jaego's spirit for one of the living characters, whom he then intends to sacrifice to Orcus.

PRISONER IN THE RUBY CHALICE

Romeo Nacht is holding the spirit of Jaego. He is willing to trade Jaego's spirit if someone agrees to serve him for a year as his willing blood slave. He'll also accept a powerful magic item of the Referee's choice.

IN THE SHADOW LANDS

Jaego's spirit hid on the Plane of Shadow but was captured by the Shadow Demon Shoren and is currently being held in the city of Dehenet (detailed in *The Sword of Air* by Frog God Games).

SHANDAR'S MAUSOLEUM

Jaego is currently a prisoner in Shandar's Mausoleum. Shandar demands that the characters go forth and recover one of the Letek're stones from the Isle of Eliphaz (detailed in the adventure *Isle of Eliphaz* in *Swords & Wizardry* volume of *Quests of Doom* by Frog God Games).

Remember that the above are simply suggestions. A creative Referee may have a better location or may use a plot hook more appropriate to his or her campaign world.

JAEGO IS FOUND!

Jaego's spirit is weak and much diminished due to his great expenditure of charisma to make contact with the characters from the Underworld. Once Jaego is recovered, he tells them the story of a secret diary he hid behind some bricks in the booth of his favorite tavern. Jaego thanks them for being such good friends to him in life, and for serving as an inspiration to his art. He explains that the diary contains damning information about the true parentage of an heir to a pair of noble houses and leaves it to the characters to decide what is best to do with the diary and the information contained therein. He feels responsible for the contents of the diary but believes the characters will know best what to do and has resigned himself to joining the damned either in the Abyss or the Hells. After revealing his truth and the secret location of the diary, Jaego thanks them again for what they have done for him both in life and in death. With that, his spirit seemingly fades away.

THE RETURN

Characters may return to the surface world by summoning a boatman and paying him his fee of two silvers each.

CHOICES

The ledger reveals that Jaego is the true father of Lord Mercier and Earl Brodchek's grandson. The Council of Reme ordered Mercier's daughter to marry Earl Brodchek's son as a means of creating peace between the warring families. The Brodchek family suspected something was amiss when the child was born eight months after the wedding. The child was small at birth, and the wetnurses explained that the child was simply born too early. Brodchek was still not convinced and received word that the Mercier's longtime herald had left the count's banner. He dispatched his agents to track down Jaego for questioning. The search took years because Jaego had done a good job of covering his tracks — until recently.

In the meantime, the marriage between the Mercier and Brodchek family resulted in a truce of sorts as the business and political rivals attempted to move past their old differences. Jaego's diary would no doubt spark a broad conflict that would disrupt trade and destabilize the northwestern region of Akados for years to come.

The characters could reveal the truth. Or they could destroy the diary and keep Jaego's secret and the peace. The choice is up to them. However, if the characters destroy the diary, award them 1000 additional experience points. Jaego's spirit visits them one last time and thanks them for their choice. He then moves on to a happier afterlife than was offered by Orcus or the forces of the Lightbringer.

FURTHER ADVENTURE

The characters may continue their exploration of the Underworld for as long as they wish, though their time may be limited due to a lack of proper provisions and the prescripts about eating in the land of the dead. If they return to the Styx, they may summon the boatman to take them back to the land of the living. When they step off the boat onto the shores of the Styx, they instead find themselves at the site of Jaego's grave. Their friendship with Jaego may eventually reach the ears of Mercier and Brodchek, meaning the characters may find themselves facing assassins and bounty hunters working on behalf of both nobles.

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ADVENTURES
WORTH
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ONE LAST THING

A friend has passed to the great beyond, and a funeral has lain him to his final rest. Something, however, seems hollow and different about the affair. There is unfinished business, and everyone knows it — yet nobody knows just what it is that everyone seems to have forgotten. It feels almost that the dearly departed has some other task, some incomplete goal that must be achieved before it can move on. Something damning has trapped them in the Underworld and only through the deeds of their closest friends may a final and lasting rest be achieved.

One Last Thing is an adventure designed for characters of 7th-10th level that takes place in a familiar town setting, but eventually leads to the edges of Styx and the entrance to the Underworld itself. The characters explore the plains of the dead on their way to the forbidden Necropolis of Ankev, and in the city of corpses they face demons, devils, and dreaded liches while they track down the spirit of the dearly departed ... to discover the crucial one last thing.

