

ARDEN VUL TABLE OF CONTENTS

GENERAL INTRODUCTION

A Brief History of Arden Vul.....	V. 1 P. 7
Design Principles	V. 1 P. 10
Note on Designation of Keyed Locations	V. 1 P. 11
Starting Levels for PCs	V. 1 P. 11
General Construction Features	V. 1 P. 12
Iconic Locations of Arden Vul	V. 1 P. 14
Rumors	V. 1 P. 18
Factions of Arden Vul	V. 1 P. 30
Adventure Hooks	V. 1 P. 48
Customizing Arden Vul	V. 1 P. 58

EXTERIOR ADVENTURE LOCATIONS

Burdock's Valley, The Azure Keep, and Gosterwick (AK)...	V. 1 P. 61
Exterior: the Long Falls and the Long Stair (EX).....	V. 1 P. 75
The Ruined City of Arden Vul (AV)	V. 1 P. 81
The Pyramid of Thoth (UP).....	V. 1 P. 107
The Tower of Scrutiny (TS).....	V. 1 P. 112

THE HALLS OF ARDEN VUL

Level 1: The Basement	V. 1 P. 117
Level 2: The Howling Caves and the Well of Light	V. 1 P. 123
Level 3: The Halls of Thoth	V. 1 P. 153
Level 4: The Forum of Set	V. 1 P. 239
Level 5: The Obsidian Gates and the Midnight Road	V. 2 P. 3
Level 6: The Troll Lifts and the Arena	V. 2 P. 65
Level 7: The Court of the Troll Thegn	V. 2 P. 135
Level 8: The Nether Reaches	V. 2 P. 201
Level 9: The Floor of the Great Chasm	V. 2 P. 261
Level 10: The Ziggurat of Kauket	V. 2 P. 317

Sub-Level 1: The Tombs of Light	V. 3 P. 3
Sub-Level 2: The Hall of Shrines	V. 3 P. 11
Sub-Level 3: The Lesser Baboon Caves	V. 3 P. 23
Sub-Level 4: The Goblin Warrens	V. 3 P. 33
Sub-Level 5: The Lizardman Caves	V. 3 P. 57
Sub-Level 6: The Drowned Canyon	V. 3 P. 73
Sub-Level 7: The Flooded Vaults	V. 3 P. 117
Sub-Level 8: The Caves Behind the Falls	V. 3 P. 125
Sub-Level 9: The Kaliyani Pits	V. 3 P. 131
Sub-Level 10A: The Hold of the Sun-Scarred Knights	V. 3 P. 153
Sub-Level 10B: The Citadel of the Sun-Scarred Knights	V. 3 P. 167
Sub-Level 11: The Tomb of Isadora	V. 3 P. 177
Sub-Level 12: The Workshops of Kerbog Khan	V. 3 P. 187
Sub-Level 13: The Lost Chambers of Arden	V. 3 P. 199
Sub-Level 14: The Chamber of the Beacon	V. 3 P. 219
Sub-Level 15: The Druid's Retreat	V. 3 P. 225

APPENDICES

New Monsters	V. 4 P. 2
New Magic Items	V. 4 P. 71
New Technological Items	V. 4 P. 116
Arden Vul Items	V. 4 P. 126
New Flora	V. 4 P. 129
New Spells	V. 4 P. 132
Arden Vul Books	V. 4 P. 141
World of Archontos	V. 4 P. 171
NPC Appendix	V. 4 P. 191
Index of Proper Names.....	V. 4 P. 227
OGL	V. 4 P.234





LEVEL 5: THE OBSIDIAN GATES AND THE MIDNIGHT ROAD

As the home of the legendary Obsidian Gates and Hall of Forty Pillars (5-6), Level 5 is only sought by the boldest and best-informed adventurers. Because the former rudishva areas known as the Midnight Road are warded against many spells (see below), few have succeeded in penetrating the famously-impenetrable gates. Should a hardy group pass the Obsidian Gates, they will find a veritable plethora of riches in the form of exotic, powerful, and valuable rudishva devices, treasures, and information. Elsewhere, the level contains numerous hidden tombs, mostly of Archontean functionaries (e.g., 5-16, 5-57 to 5-62), as well as the lair of the vivisectionist, Psalor Ki (5-66 to 5-74), and a forgotten secret temple of Thoth (5-77 to 5-83), now corrupted by a terrible demon. The Great Chasm (5-34) allows travel up to level 3 and down to level 6 and is crossed here by the iconic Sundered Span (5-35).

GENERAL CONSTRUCTION NOTES

Heqeti areas: 5-6, 5-18, 5-25, 5-41, 5-42, 5-46 to 5-49, 5-52, 5-104

Rudishva areas: 5-30, 5-31, 5-53, 5-54, 5-84, 5-86 to 5-98, 5-105 to 5-138

Archontean areas: 5-1, 5-6 to 5-17, 5-19 to 5-24, 5-26 to 5-29, 5-35 to 5-40, 5-56 to 5-64, 5-66 to 5-81, 5-83, 5-85

ICONIC LOCATIONS

The Obsidian Gates (5-6D)

The Hall of Forty Pillars (5-6)

The Great Chasm (5-34)

The Sundered Span (or Imperial Span) (5-35)

IMPORTANT NPCs

Gog, the lesser varumani (5-2)

Killik, goblin 'big boss of the wet caves' (5-46)

Psalor-Ki, the vivisectionist (5-74)

Oziman, the 'avatar of Thoth' (actually a type III demon) (5-83)

Priddy of Archontos, Archontean sorcerer (5-128)

SIGNIFICANT REGIONS OF LEVEL 5

1. The Obsidian Gates and Environs (5-1 to 5-31, 5-41, 5-42)

This region holds two of the most iconic regions found in Arden Vul, sites that hardy explorers speak of in hushed whispers. The Hall of Forty Pillars (5-6), with its strong aura of magical despair, leads directly to the vaunted Obsidian Gates, 20'-tall valves of highly enchanted solid obsidian (5-6D). The lure of fabulous treasure lying behind the nearly-impenetrable gates has gripped adventurers since the glory days of the ancient Archontean Empire, although few indeed have succeeded in passing them.

Surrounding the Hall are numerous lesser chambers containing important historical evidence, forgotten tombs, and deadly threats. The cave of Gog (5-2) is less well-known, but another regular stop for adventurers hoping to persuade Gog to aid them in their exploration.

Factions: No faction controls this area, as all are intimidated by the Obsidian Gates and the Forty Pillars.

Construction: The core of the area (5-6, 5-18, 5-25, 5-41, 5-42) was built by the heqeti, and feature usual heqeti stonework (pebbled, oily), with extra-tall ceilings (20-35'); the doors (5-6D, 5-6E, 5-6F) are described individually. Two rudishva chambers are found here (5-30, 5-31), and rudishva iris doors may also be found at 5-18 and 5-25. The Archonteans built tombs in and around the heqeti regions; these areas are of typical Archontean stonework, with 10' ceilings and iron-bound wooden doors.

Environment: The area is noticeably humid, due to the river running through 5-2.

2. The Midnight Road (5-84, 5-86 to 5-141)

The Midnight Road proper is the broad, tall corridor (5-91) running through the heart of the old rudishva settlements within Arden Vul. This 'road' linked important rudishva sites, including the cloister and transportation hub (5-92, 5-94), the rudishva forge (5-89), the lair of a tribe of debased and inbred varuda (5-111), the armory (5-118), the legendary troll pits, where the rudishva bred new varumani (5-131), and the top point of the massive rudishva great pillar (5-138), which one can use to travel all the way to level 9. As the Archonteans never penetrated the Obsidian Gates, significant troves of rudishva-era knowledge, treasure, and technological devices can still be found here. The region carries a mystique to it, as many of the intelligent factions of Arden Vul (and a few knowledgeable outsiders) are aware that the region exists, or used to exist, even if none has been able to access it for millennia.

Factions: No faction controls this region since none of the factions know how to access it. Should a route to the Midnight Road be opened, and should that route become known, the varumani and kaliyani would move swiftly to try to occupy the region.

Construction: All worked areas date to the rudishva period. Most doors are of the dilating iris variety, and ceiling heights are typically 12' tall (except when otherwise noted).

Environment: All of the rudishva areas are warded against spells such as **teleport** and **passwall**. The region is notably cooler and drier than the rest of the Halls (45 degrees F).

ACCESS AND EGRESS

To Level 1: hole in ceiling at 5-85, leading up to 1-20
 To Levels 2, 3, 6, 7, 8, 9: the Great Chasm at 5-34, leading up to 2-63A and 3-38 and down to 6-108, 7-3, 8-2 and 9-1
 To Level 3: stairs at 5-1, leading up to 3-12
 To Level 3: hole in ceiling of 5-2, with chute up to 3-15C
 To Level 3: tunnel at 5-44A, leading up to 3-7
 To Level 3: stairs at 5-64, leading up to 3-52A
 To Level 3: stairs at 5-76, leading up to 3-55
 To Level 3: hole in ceiling at 5-99, leading up to 3-114
 To Level 3: hole in ceiling at 5-104, leading to 3-117
 To Level 3: hole in ceiling of 5-141 leading to 3-179
 To Level 4: tunnel at 5-33, leading to 4-87
 To Level 4: watery tunnel and whirlpool at 5-103, leading up to 4-65
 To Level 4: tunnel at 5-117, leading up to 4-117
 To Levels 6, 7, and 9: transit shaft at 5-84, leading down to 6-164, 7-146, and 9-91
 To Levels 6, 7, and 9: the Great Pillar at 5-138, leading down to 6-103, 7-37 and 9-30
 To Level 6: rudishva teleport node (T14) at 5-31, leading to 6-162
 To Level 6: upper Troll Lift at 5-55, leading down to 6-3
 To Level 6: stairs at 5-75, leading to 6-57
 To Level 6: rudishva teleport node (T3) at 5-92, leading to 6-124
 To Level 6: rudishva teleport node (T4) at 5-92, leading to 6-95A
 To Level 6: tunnel at 5-100, leading down to 6-166
 To Level 6: rudishva teleport node (T10) at 5-106, leading to 6-37
 To Level 7: tunnel at 5-85B, leading down to 7-141
 To Level 7: rudishva teleport node (T11) at 5-95, leading to 7-144
 To Level 7: tunnel at 5-100, leading to 7-137
 To Level 7: stairs at 5-114, leading to 7-109
 To Level 7: tunnel at 5-125, leading to 7-34
 To Level 7: tunnel at 5-141, leading to 7-88
 To Level 8: stairs at 5-63, leading down to 8-35
 To Level 9: tunnel at 5-52B, leading down to 9-35
 To Level 9: teleport via **pukel-mander** (see new magic items) at 5-104, leading to 9-40
 To Sub-Level 4: tunnel at 5-51, leading to SL4-1
 To Sub-Level 6: rudishva teleport node (T13) at 5-31, leading to SL6-3
 To Sub-Level 6: bronze doors at 5-42, leading to SL6-55A
 To Sub-Level 6: stairs at 5-115, leading to SL6-37
 To Sub-Level 12: watery tunnel at 5-103, leading to SL12-1
 To Sub-Level 14: rudishva teleport node (T25) at 9-95A, leading to SL14-8
 To locations within Level 5: rudishva Teleport nodes, as follows:
 T1: between 5-92 and 5-94 (cloister)
 T2: between 5-92 and 5-132 (troll pits)
 T5: between 5-109 and 5-118 (armory)
 T6: between 5-109 and 5-110 (varuda training grounds)
 T7: between 5-112 and 5-118 (armory)
 T8: between 5-112 and 5-110 (varuda training grounds)
 T9: between 5-132 and 5-137 (varumani command)
 T12: between 5-31 and 5-118 (armory)
 To various locations: **Thothian teleportation ring** (see new magic items) at 5-2

Teleport Destinations on Level 5:

5-2: from teleporter at UP-11
 5-83: from teleporter at 2-10

RANDOM ENCOUNTERS

Random encounters vary considerably according to the region in which PCs are traveling.

1. Areas with no Random Encounters

5-52, 5-65, 5-66 to 5-75, 5-118, 5-138 to 5-141

2. The Vicinity of the Obsidian Gates (Areas 5-1 to 5-8, 5-18 to 5-31, 5-41 to 5-42 and 5-84)

Checks should be rolled every 3 turns with a 1 in 6 chance for a random encounter.

D20	Encounter
1-2	Vermin. Roll d10: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 7, 7, 5; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4-6 giant bats: SZ S; AL N; AC 8; MV 30'; 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater
3-4	Lesser corporeal undead. Roll d4: 1-2: 9-12 skeletons: 2-8 skeletons: SZ M; AL N; AC 7; MV 120'; HD 1; HP 8, 8, 7(x3), 6(x3), 5(x3), 4; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage 3-4: 7-10 zombies: SZ M; AL N; AC 8; MV 60'; HD 2; HP 15, 14, 14, 13, 12, 11, 11, 10, 10, 8; #AT 1; Dmg 1-8. Special: always strike last
5-6	A beastman patrol consisting of 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90'; HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
7-8	Gog, the exiled lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8 th -level fighter or 8 th -level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club. He flees if the PCs look strong and/or threatening
9-10	Party of NPC adventurers (select from NPC appendix)

11	A Priscian exploring party: - Justinian, a Priscian war mage (see new monsters) and member of Quintus, as a 6th-level magic user: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (Priscian gladius +2). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: Priscian chain mail (see new magic items); a Priscian gladius +2 (see new magic items); 345 sp; a key to 9-58; a stone of alarm; a vial of Keogh's restorative ointment; a pearl of power (level 3); and his spell book. Spells memorized: charm person, detect magic, magic missile, shield; levitate, pummeling fists of Arak-Zhorr (see new spells); dispel magic, fireball. Spell book: charm person, comprehend languages, detect magic, floating disk, friends, hold portal, identify, magic missile, read magic, shield, spider climb, unseen servant; continual light, detect invisibility, knock, levitate, locate object, pummeling fists of Arak-Zhorr (see new spells), scare, wizard lock; dispel magic, fireball, gust of wind, slow, suggestion, tiny hut, tongues 2 Priscian conversi (see new monsters), as 3rd-level fighters: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 1-4 (light crossbow). Possessions: Priscian chain mail (see new magic items), long swords, light crossbows. The conversi typically have STR 16
12-13	Group of Set followers: 5-8 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 7, 6, 5, 5, 4, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves 4 Set guardsmen (see new monsters), as 2nd-level Archontean fighters: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1; Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow). Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; acolyte's was stick (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: command, cure light wounds, curse (reverse of bless), protection from good; hold person, silence 15' radius
14-16	A group of 12 goblins, of which 2 are sergeants: 10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6 2 goblin sergeants (as orcs): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 8, 7; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars

17-18	Medium corporeal undead. Roll d4: 1-2: 4-6 ghouls: SZ M; AL CE; AC 6; MV 90'; HD 2; HP 15, 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm. 3-4: 3-4 ghouls: SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 25, 23, 21; #AT 3; Dmg 1-4/1-4/1-8. Special attacks: stench; paralysis. Special defenses: immune to sleep and charm
19	Travelers from the Troll Lift: roll on tables at 5-54
20	Sir Calculor, the Sun-Scarred Knight (see new monsters), 10th-level male human fighter: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 88; #AT 3/2; Dmg 7-13 (broadsword +2). Abilities: STR 18/65, INT 15, WIS 13, DEX 12, CON 16, CHA 11. Possessions: gothic armor and sun lance (see new technological items); solar ring, circlet of command, and backpack of capacity (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items), 125 ancient silver pennies (see Arden Vul items); broad sword +2. Calculor's mission is a private one, to be determined by the GM

3. Tombs (5-9, 5-10 to 5-14, 5-15 to 5-17, 5-36 to 5-40, 5-57 to 5-62, 5-85)

Common sense needs to be used in these areas. They have no inhabitants that wander. Still, once penetrated by PCs, these areas might be subject to wandering creatures and sentient beings. In such cases, use the table for the Vicinity of the Obsidian Gates. Check every 4 turns with a 1 in 8 chance for an encounter.

4. The Great Chasm (Areas 5-32 to 5-35)

Use the Middle Chasm table (see 5-34)

5. Goblin Caves (Areas 5-43 to 5-51)

So long as the goblins still inhabit these caves, goblins form the only possible random encounter. Loud noise or combat in one of these caves brings Killik (5-46) and all other goblins from these areas at a run. If the goblins have been exterminated or have retreated to SL5, then use the random encounters charts for the Vicinity of the Obsidian Gates. So long as the goblins are present, checks occur every 2 turns with a 1 in 6 chance for an encounter; if the goblins are gone, checks occur every 3 turns with a 1 in 6 chance for an encounter.

D6	Encounter
1-3	4-6 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 4, 4, 3; #AT 1; Dmg 1-6.
4	4-6 goblins: as above 2 goblin sergeants (as orcs): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 8, 7; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars 1 goblin sub-chief (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 7; #AT 1; Dmg 1-8 (long sword). Possessions: long sword

5	1. 4-6 goblins: as above 2. 1 goblin sergeant (as orc): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 7; #AT 1; Dmg 2-8 (morning star). Possessions: morning star
6	1. 4-6 goblins: as above 2. 2 goblin sergeants: as above 3. 1 goblin sub-chief: as above 4. Killik goblin captain (see 5-46): SZ S; AC 4; MV 60'; HD 2; HP 12; #AT 1; Dmg 2-8

6. Upper Troll Lifts (Areas 5-53 to 5-56 and 5-63 to 5-64)

Random encounters are limited to those who may be using the Troll Lift. There is a 1 in 6 chance for an encounter each time the PCs visit this region; use the table at 5-54 to determine the nature of the encounter.

7. The Sanctum (Areas 5-77 to 5-83)

Checks occur every 3 turns with a 1 in 6 chance for an encounter.

D6	Encounter
1-4	3-6 debased monks: SZ M; AL CE; AC 5; MV 120'; HD 4; HP 26, 24, 21; #AT 2; Dmg 1-6/1-6; 10% chance of disease; immune to charm, turned for 1-6 rounds as wights.
5	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
6	Vermin. Roll d10: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 8, 8, 7, 7; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4-6 giant bats: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater

8. The Midnight Road (Areas 5-86 to 5-93, 5-106 to 5-110, 5-113 to 5-117, 5-119 to 5-137)

It is a major premise of the entire complex that the rudishva regions north, west, and southwest of the Obsidian Gates have been and remain difficult to access. As a result, random encounters should be rare, and those that do occur need to be carefully justified within that basic operating premise. Check every 3 turns, with a 1 in 12 chance for an encounter.

D10	Encounter
1-2	Two lost adventurers, namely the Silent Tempest and Kunda the Outlander: see stats at area 5-121

3-4	4 primitive varuda warriors (see new monsters): SZ M; AL LN; AC 7; MV 90', 90' gliding (Class E); HD 2; HP 13, 12, 11, 9; #AT 2 or 1; Dmg 1-4/1-4 or 1-6 (stone club). This group is constituted by some of the first explorers from the isolated community at 5-111, via the hole at 5-119A. These brave warriors are likely to attack in a shriek ... and then retreat to 5-119A
5	Aditya, true varumani (see new monsters) prophet: SZ L; AL LN; AC 2; MV 90'; HD 8; HP 57; #AT 3 or 1; Dmg 3-6/3-6/4-10, or 2-7/2-7/2-7 (dart thrower – see new technological items), or 6-24 (trident, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8 th -level fighter or 8 th -level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: 53 ancient silver pennies (see Arden Vul items); a trident; ring mail; a rudishva dart thrower with four clips of darts (one clip with 7 ordinary, one clip with 6 ordinary, one clip with 3 explosive, and one clip with 4 immobilizing darts); and a fragment of a story about Vanara and Rudiga and the great exodus of the varumani, inscribed in blood on human-skin parchment. Aditya is a mystic whose prophecies and visions were the subject of ridicule in the troll thegn's court (7-75). She managed to find her way to the 'ancient ancestral halls' and is looking for 'the sign' (or anything, really). She is tired, hungry and dispirited. She negotiates first but will defend herself fiercely if required.
6	A hungry otyugh: 1 otyugh: SZ M; AL N; AC 3; MV 60'; HD 8; HP 51; #AT 3; Dmg 1-8/1-8/2-5. Special attacks: disease. Special defenses: limited telepathy (30'); never surprised. The otyugh typically dwells in 7-34, but occasionally comes up the passage to 5-125, and thence to the Midnight Road, seeking food and companionship
7-8	4 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4. These cephalopods are more aggressive than usual, as they have drifted up from 4-117 or 6-165 and are away from their usual haunts
9	Vermin or spiders: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 9, 8, 6, 5; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #At 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'

10	Sir Calculator, the Sun-Scarred Knight (see new monsters), 10th-level male human fighter: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 88; #AT 3/2; Dmg 7-13 (broadsword +2). Abilities: STR 18/65, INT 15, WIS 13, DEX 12, CON 16, CHA 11. Possessions: gothic armor and sun lance (see new technological items); solar ring, circlet of command, and backpack of capacity (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items), 125 ancient silver pennies (see Arden Vul items); broad sword +2. Sir Calculator is on a private mission for Psalor-Ki, the vivisectionist (5-72), to locate a working GnuCoder 5000 full-immersion sensory experience (see new technological items) and, if possible, bring it to Psalor-Ki. The only such devices are to be found at 5-97, and they are immovable (Psalor-Ki's insanity has overlooked this fact). Sir Calculator ascended to the Midnight Road from area 6-166. With his newly-acquired pale green rudishva identity plaque (see new technological items) he is able to open many rudishva doors. Still, Sir Calculator is stumped at how to proceed but, because this is a private, unregistered mission, he is most anxious to go undiscovered. He avoids conversation and, if pressed, will attack.
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One cranny is obvious, but the other requires some searching to find (2-4 turns) and must be detected as a secret door.

Gog, the Lesser Varumani: Gog, an elderly lesser varumani (see new monsters), makes his home here. Gog is clever, curious and only sometimes malicious. He trades knowledge for food, but only food of the highest quality. Quality for Gog means prepared foods or raw meat, preferably beastman meat. Proffered iron rations elicit a contemptuous snort. Gog also barter for 'pretties' in a low-cunning voice, even though he is perfectly aware of the value of things. Gog fancies himself a custodian of the subterranean environment, and takes a dim view of those who slaughter the unintelligent flora and fauna, or who damage the natural rock formations. He has a paternalistic fondness for the goblins, even to the point of protecting them; he actively fears the Cult of Set and won't deal with them; and he hates the lizardmen, and, although he rarely encounters them, he will ambush them when possible. Although he has signed a formal treaty of non-aggression with the beastmen (and possesses a parchment to this effect signed by Count Skleros and Deino - see 3-158), he loves beastman flesh above all else, and ambushes beastmen whenever he thinks he can get away with it. Given this complicated relationship, Gog might well encourage newcomers to take action against the beastmen, although he is smart enough never to let himself be actively linked to such actions.

Thanks to his enchanted cloak, Gog is able to converse with nearly everyone. Gog enjoys conversation and eagerly offers to trade information with any group that is not immediately hostile. He has much to offer, including full knowledge of the layout of the non-secret corridors and caverns of Levels 3 and 5 (as well as some out-of-date information about the lower levels) and fairly well-informed knowledge of monster locations and the politics of the intelligent inhabitants of the upper levels. In return, he is interested in learning of changes to these levels - details of a party's negotiations with intelligent inhabitants, the discovery of secret doors or rooms, the death of monsters (although the latter will not make him favor the PCs), and so forth. Until his trust is won, however, Gog will subtly mislead parties by omitting important details, 'forgetting' key intersections, underplaying threats, and so forth. Any encounter with Gog thus plays out as a battle of wits. It is possible for parties to gradually win the grudging respect of Gog through humble speech, the offering of copious gifts, and the slaughter of his enemies. Such acceptance may only be won over time, and not in a single encounter. If Gog comes to respect a group, he may offer them advice and information that is not layered with 'tricks,' and/or knowledge about some more esoteric areas such as the Troll Lift, the Inn of the Lost, and even the court of the troll thegn (the source of his information, which he will not reveal, is Riglon in 5-54).

Gog has been unjustly exiled from the court of the troll thegn (7-30) due to the lies of a sleazy lesser varumani named Muq (8-151). Gog would very much like to locate Muq and force him to admit his machinations, and will offer eternal friendship to those who bring word of Muq. Producing the incriminating documents held by Muq (8-151) would also do the trick.

If attacked, Gog leaps into the river and swims upriver. After this he will never trade with those who attacked him and may even attempt to ambush a weakened party.

Gog has been charmed by the vampire, Cinna Minux (7-122), who occasionally visits him to learn rumors about those with whom Gog has chatted.

LEVEL KEY

5-1: Secret Door, with Stairs up to Level 3 (3-12)

A secret door is cleverly worked into the stone along the cave wall. Once opened, it reveals stairs leading up 250' to area 3-12.

Secret Door (south): The secret door is easy to find (3 in 6) from either side; it has no mechanism, but rather can be pushed or pulled open.

5-2: Cave of Gog

This vast cavern is some 50' tall and filled with stalactites and stalagmites. The atmosphere is oppressively damp and humid. The cavern is utterly dark, although the sense of tomb-like stillness is occasionally broken by the passage of bats and by the sounds of cave-crickets and moving water. A subterranean river runs through the cave. On a rocky island in the pool formed by the river lives a mysterious lesser varumani named Gog.

Chute Landing: The chute from 3-15C deposits its victims in an unceremonious heap on some sand just at the mouth of the Hall of Forty Pillars (5-6). Provided that the PCs have not arrived here by means of the chute, there is a 15% chance that 1-4 unfortunate individuals will come hurtling down the chute while the PCs are present; if so, they will be either adventurers (50%) or halflings from Level 3 (50%).

Dark Pool: The pool contains numerous blind crayfish and cave-fish. It also features a vicious current at its eastern end that will sweep the unwary towards the falls at 5-2A. Gog has a simple dugout canoe that he uses to navigate the pool. Gog's island is rocky and filled with crannies, two of which contains his 'pretties'.

Thothian Teleportation Ring: To the west of the pool is a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: RE-GR-WH-BL-BK-YE (see new magic items for explanation).

Although none of the glass activation squares are in evidence, Gog possesses a full set of them. Not only does he know how to operate the ring, he also has memorized the addresses to the rings located in areas 3-33, 4-122, and 6-64. He only shares this information with his most trusted friends.

One-way door (5-9A): The one-way door from area 5-9A is obvious to detect, but impossible to open from this side.

Note: Gog's cave is also one of the destinations for the teleporter at UP-11. Those teleported here find themselves standing before the entrance to the Hall of Forty Pillars (5-6).

Inhabitants:

1. **Gog, lesser varumani** (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (club, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: club, **cloak of wise negotiating** (see new magic items).

Treasure:

In the obvious cranny: holds 6-12 gems of various size and value, 13 ancient octagonal platinum coins (see Arden Vul items), and a heavy sack filled 247 sp, 123 cp, and 101 ancient silver pennies (see Arden Vul items).



In the hidden cranny: a full set of six colored glass activation squares (see **Thothian teleportation rings** in new magic items), a troll thegn's passport (see Arden Vul items), a moldy piece of parchment (his treaty with the beastmen), and the **ring of Zox** (see new magic items).

5-2A: River and Waterfall

The river exiting Gog's pool has a vicious current. Those attempting to swim in or cross the river must successfully roll 3d6 under STR or be swept down the river and over the waterfall to their deaths.

5-3: Natural Cavern

Reached by an 80-degree downward slope from Gog's cave, this cavern is rocky and moist. Its floor is a good 25' below that of 5-2, although the ceiling rises to an equal height of that of 5-2. The cavern is home to scores of bats, as well as 6 piercers. On the east wall, near the passage to 5-4 and some 15' off the cave floor is a secret door to 5-36. Noise in the cave might attract the bats from 5-4 (33% chance). Several dead bodies litter the floor, including a goblin and a human.

Secret Door (east): The door is 15' above the floor of 5-3, and is normal to find. The door is camouflaged to look like part of the natural cavern, although a black, lidded eye has been painted over it. It opens by covering the lidded eye (with a hand or anything) and stating "Open" in Mithric. It may also be battered down (AC 1, HP 50).

Inhabitants:

1. **6 piercers:** SZ M(x3) and S(x3); AL N; AC 3; MV 10'; HD 3(x3) and 2(x3); HP 22, 18, 15, 14, 11, 9; #AT 1; Dmg 3-18 (x4) and 2-12(x4). Special attacks: 95% to surprise prey.

Treasure:

The corpses hold a stone axe; 27 cp, 2 crystals (10 gp each); 3 small pearls (60 gp each); a scroll with three canticles of the *Litany of Light* (see Arden Vul books); and a silver **Sortian eye** (see new magic items).

5-4: Bat Cave

This large cave is 40' tall and difficult to traverse. A wide opening extends to the northeast; this leads to a precipice at the edge of the Great Chasm (5-34), at a point where the river used to fall to the chasm floor (its new channel takes it through 5-2A). At the north end of the cave, some 30' above the floor, is a worked stone porch with two doric columns (5-15).

Inhabitants:

1. **150 ordinary bats:** SZ S; AL N; AC 8; MV 10'; 240' flying (Class B); HD 1-2 HP; HP 2(x75), 1(x75); #AT 1; Dmg 1. Those climbing ropes to 5-15 may disturb the bats, provoking a swarm and requiring a successful roll of 3d6 under DEX to avoid falling to the ground.
2. **1-6 giant bats:** SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater.

5-5: Natural Cavern

This natural cavern boasts an uneven floor that slopes upward to the north. Three carcass creepers make their home here. A careful search (1-2 turns) reveals a lime-encrusted ceramic jug with images of snakes inscribed in black ink on the outside.

Inhabitants:

1. **3 carcass creepers:** SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 20, 17, 16; #AT 8; Dmg nil. Special attacks: paralysis.

Treasure:

Inside the ceramic jug: 339 ancient silver pennies (see Arden Vul items), and a 10"-tall, silver statuette of a frog (90 gp).

5-6: Hall of Forty Pillars

An iconic location in the Halls of Arden Vul, this Hall was built by the heqeti. It has been used and reused by all those who delved beneath Arden Vul. A ledge some 20' off the floor of area 5-2 leads to the infamous Hall. The ceiling is arched in a round arch, and rises some 30' above the floor. Forty stone pillars 6' in diameter stretch into the distance, as well as down two transepts. The walls and pillar are formed of pebbled stone, which seems worn and even a little greasy.

The pillars radiate so strongly of magic that it need not be detected; the effect is of dread (-3 morale rolls for retainers, -1 to all saves to everyone for 1-4 hours). Sound and/or light in the Hall is likely to attract the denizens of areas 5-7 and 5-8 (75% chance for each area).

The Hall is home to three score large (12") toads. The toads are harmless, but creepy. Adventurers will find themselves constantly under the scrutiny of these creatures. 25% of the toads are actually transformed adventurers (see 5-6D).

5-6A: Hidden Door

This pillar hides a secret door. It is difficult to locate (1 in 8) and opens only when the appropriate catch (a button on the floor) is located. Once the button is pressed, a panel slides open, revealing a narrow hole in the pillar and a set of iron rungs leading down. The tunnel is of natural, roughly carved stone.

5-6B: Lesser Ziggurat

The ziggurats here and at 5-6C are as ancient as the pillars, and also seem slightly pebbled and greasy. They rise in a series of narrow steps (worn in the middle) to a height of 20' above the floor. Each ziggurat summons an enemy every time the Obsidian Gates (5-6D) are touched without using the proper keys. The summoned creatures become increasingly more powerful as failures mount: first skeletons, then zombies, ghouls, mummies, and finally keqemandri (see new monsters). Note: two of each creature appear every time the gates are touched incorrectly. The ziggurats reset to the least powerful enemies after 2 hours of inactivity at the gates.

Inhabitants:

1. **2 skeletons:** SZ M; AL N; AC 7; MV 120'; HD 1; HP 6, 5; #AT 1; Dmg 1-6. Special defenses: immune to sleep, charm, hold, and cold; cutting and piercing weapons do half damage.
2. **2 zombies:** SZ M; AL N; AC 8; MV 60'; HD 2; HP 15, 12; #AT 1; Dmg 1-8. Special: always strike last

3. **2 ghouls:** SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 11; #AT 3; Dmg 1-3/1-3/1-6. Special attacks: paralysis. Special defenses: immune to sleep and charm. AC 6; MV 90'; HD 2; #AT 3; Dmg 1-3/1-3/1-6; paralyzation)

4. **2 mummies:** SZ M; AL LE; AC 3; MV 60'; HD 6+3; HP 44, 38; #AT 1; Dmg 1-12. Special attacks: fear; rotting disease. Special defenses: +1 or better weapons to hit; half damage from magic weapons; immune to sleep, charm, hold, cold, poison, and paralysis.

5. **2 keqemandri demons** (see new monsters): SZ L; AL CE; AC -2; MV 90', 150' flying (Class D); HD 12; HP 81, 78; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemandri or a Type I-IV demon.

5-6C: Lesser Ziggurat

See 5-6B.

5-6D: Obsidian Gates

An iconic location in the Halls of Arden Vul, the Obsidian Gates have blocked more explorers and tomb-robbers than any other location in the halls. The doors rise 20' above the floor, and are made of solid obsidian. They radiate magic and evil. Each valve has a 4'-tall glyph incised in the obsidian; the glyphs pulse softly with brown light. Keyholes some 1.5" in diameter extend halfway through each of the doors. Anyone touching (even to examine) the Obsidian Gates causes undead or demonic creatures to be summoned to confront the intruders (see 5-6B and 5-6C).

Knock spells do not work on the Obsidian Gates. The rudishva areas behind the Gates are also warded against **teleport**, **passwall**, and similar spells.

Glyphs: The glyphs are ancient, and formed part of the sorcery of the heqeti cult of Rimmaq-Isfet and Kauket. It is highly unlikely that any warm-blooded creature of the present age would be able to interpret them. One glyph appears as a V imposed over two connected circles; it is the glyph for "Hail!" The other glyph appears as a narrow upside down U, with small carets attached to each arm of the U; it stands for Rimmaq-Isfet, in his lesser incarnation as the Worm of Qok. Should one speak the name "Rimmaq-Isfet" in the ancient language of his cult, the magic of the ziggurats will be temporarily suppressed (for 1-3 days) and the doors can be pushed open without the need for keys.

If a PC is foolhardy enough to trace the glyphs, with finger or implement, he or she will suffer a cruel fate. Tracing the glyph for "Hail" causes a storm of caustic hail to fall throughout the Hall of Forty Pillars for 3-12 rounds, causing 1-6 HP damage per round (save vs spells for half damage). Tracing the glyph for "Rimmaq-Isfet" transforms a character that does not save versus petrification into a large (12") toad; even if the save is made, the PC is stunned for 1-3 turns. Chaotic evil characters are immune to this transformation. **Note:** tracing the glyphs will also cause the lesser ziggurats to summon enemies unless the tracer is chaotic evil.

Keys: As suggested by the keyholes, the 'keys' are in fact rods; each key is 1.5" in diameter and 15" long. To open the gates, one platinum key and one gold key must be inserted simultaneously into the keyholes. For the current location of all ten sets of keys, see the Arden Vul items appendix.

5-6E: Bronze Valves

These 15'-tall bronze doors have not been opened in centuries. Like the Obsidian Gates, these doors feature round keyholes in each door. Unlike the Obsidian Gates, however, manipulation of the bronze valves does not summon enemies. The keyholes are 1" in diameter.

Keys: Any pair of 1"-diameter rods, one of which must be silver or coated in silver and the other gold or coated in gold, opens the bronze valves.

5-6F: Open Bronze Doors

Originally identical to the doors at 5-6E, these doors have been shattered inward toward 5-6. The area around the keyholes looks molten, as if they had been blasted with intense heat.

5-7: Northeast Tombs

This hallway features four relatively modern, Archontean-era sarcophagi. All four have been broken and looted. They contain nothing but a few random bones. Lurking in and among the sarcophagi are 5 ghouls. Sound and/or light in the Hall of Forty Pillars (5-6) is 75% likely to attract the ghouls, although they do not pursue into area 5-2.

Secret Door (northeast): The door to 5-10 is easy to locate (1 in 4), and opens merely by pushing it inward.

Inhabitants:

1. **5 ghouls:** SZ M; AL CE; AC 6; MV 90'; HD 2; HP 13, 12, 11, 11, 10; #AT 3; Dmg 1-3/1-3/1-6. **Special attacks:** paralysis. **Special defenses:** immune to sleep and charm.

5-8: Southwest Tombs

This hallway features four modern, Archontean-era sarcophagi. All four have been broken and looted such that they contain nothing but a few random bones. Lurking in and among the sarcophagi are 5 ghouls. Sound and light in the Hall of Forty Pillars is 75% likely to attract the ghouls; they do not pursue into 5-2.

Inhabitants:

1. **5 ghouls:** SZ M; AL CE; AC 4; MV 150'; HD 4; HP 30, 26, 25, 23, 20; #AT 3; Dmg 1-4/1-4/1-8. **Special attacks:** stench; paralysis. **Special defenses:** immune to sleep and charm

5-9: Fountain and Lost Tomb

This stone chamber is sheathed in neat, well-trimmed granite blocks and is only 6' tall. The walls are painted in extremely bright pastels, featuring geometric patterns and a depiction of bunches of grain. Periodically a figural image of a large goblet studded with colored dots is interspersed among the riot of colors. The northwest end features a 2'-tall circular basin from which a pleasant fountain of golden liquid sprays. The southeast end boasts a ¾-sized sarcophagus some 5' long, 2' wide, and 3' tall.

Fountain: The golden liquid is ale of surpassing flavor and freshness, but also of surprising potency. A flask-sized quaff inflicts WIS -3, CHA +2, and DEX -2 for 2 hours. The ale may also be used to activate the tomb of Hugo Berrydraw.

Sarcophagus: The sarcophagus lid is carved in a ¾ relief as a highly realistic image of a short human dressed in loose robes and wearing a pointed hat. Inserted into one stone hand of the recumbent figure is a full-scale wooden staff; the other hand clutches a large ivory drinking horn. The sarcophagus appears to be solid; that is, a seam between lid and body is not apparent. In the place of a seam, an inscription (in Mithric) runs all around the sarcophagus: "*Hugo Berrydraw rests nearby, prince of charlatans, always ready with a quip and a toast, he who drenched his companions with friendship and the fruits of the barleycorn. Wake him at your peril, for his jollity will know no end.*"

The 'sarcophagus' is in fact a solid block of granite that cannot be opened. Hugo lies on top of the block, not within it; the carved relief is in fact Hugo's body. The wooden staff cannot easily be removed from the stone hand of the halfling. The ivory drinking horn, however, may be carefully pried from the effigy's hands. If it is carried to the fountain and filled with ale, and the ale is then poured over Hugo Berrydraw, then Hugo's spirit awakens and his stone body slowly (over 1 turn) returns to undead flesh (see new monsters). The undead Hugo cackles wordlessly and shouts vulgar curses (in an ancient Thorcin dialect) while deploying his **staff of fermentation** (see new magic items) and inflicting magical mayhem and distress on the living. Should the undead Hugo be slain, his body crumbles into a heap of bones.

GM Note: Hugo Berrydraw is an infamous character in ancient Archontean folktales. His reputation was that of the malicious trickster (as opposed to the generally beneficent Larel One-Eye). Stories of Hugo are legion, and usually involve him causing shame, discomfort, or harm to all varieties of folk, whether or not they were deserving of it. How he came to be entombed in Arden Vul is unknown.

Inhabitants:

1. **Hugo Berrydraw, undead spirit of drunken mischief** (see new monsters): SZ M; AL CE; AC 0; MV 150'; HD 8; HP 48; #AT 2 or 1; Dmg 1-4/1-4, or 1-6 (staff of fermentation). **Special attacks:** energy drain. **Special defenses:** +1 or better weapons to hit; immune to fire, cold and electricity. **Possessions:** **staff of fermentation, horn of carousing** (see new magic items for both).

Treasure:

Staff of fermentation (22 charges), **horn of carousing** (see new magic items for both).

5-9A: One-way Door

The passage from 5-9 leads to a one-way door into 5-2. The door is obvious from 5-2, but is impossible to open from that side.

5-10: Looted Tomb and Coffin

A simple wooden coffin rests on some broken masonry in this hidden chamber. The walls are rough, as if decayed by time, although flecks of color suggest they were once painted. The coffin is simply but sturdily made of oak. Its lid has been pried

open, allowing sight of a jumble of bones and bits of equipment, all worthless. Incised in the wood of the side are the crude words "Gregor, Priest." A scrap of parchment is wrapped around a nearby femur. It reads, in Archontean: "*Gregor, optimistic priest of life, fell near the Troll Lift. We left him here, but will be back to give him a proper burial. Touch his remains at your peril!*" A second hand has scrawled, in Archontean and in blood, the phrase "*Still waiting, eh?*" [Some details of Gregor's expedition may be found at 1-19].

Secret Door (northeast): The door to 5-11 is difficult (1 in 8) to locate. To open it one must locate and depress a stud on the floor.

Treasure:

Among the debris are two **teeth of Pol** (see new magic items), which may be used to activate the head of Pol (SL6-8)

5-11: Lovers' Rest?

A thick carpet of dust covers the floor, two stone sarcophagi, and a 4'-tall pedestal. The walls are plastered and brightly painted in the classic Archontean style: realistic, portrait-style faces of soldiers wearing legionary armor, short swords and spears. The lids of the sarcophagi also depict likenesses of people, but the style of the carving is demonstrably indicative of modern Archontean art, with more allegorical, elongated figures depicted with a slight ethereal or spiritual flavor. One figure is of a man in armor with a distinctive trident embossed on the breastplate. The man grips a long sword. Above his head has been chiseled in majuscule Archontean "*Kaitor proditor amici*" [i.e., "Kaitor, betrayer of a friend"]. The other gisant shows a woman in flowing robes; she has long hair held back by a circlet, and clutches a staff. Above her head is this inscription in Archontean: "*Guivrel dulcissima amica*" [i.e., "Guivrel, most beloved friend"]. Both sarcophagi appear to be intact.

Between the two sarcophagi is a 4'-tall stone pedestal, like a lectern. On the lectern lie both a stone tablet incised with runes and five heavy silver tokens with two heads. Should one of the sarcophagi be cracked open, a loud hiss echoes in the chamber as the other sarcophagus also opens and both emit clouds of vapor which coalesce into human forms. One of the vaporous forms shouts in Archontean "*It was righteous!*" while the other shouts "*I require judgment!*" After several similar shouts, both forms whisper "*You must choose...*"

Backstory: Some 250 years ago Emperor Phocion IV sent an expedition to re-establish a foothold in Arden Vul and locate sources of **arcanum**. Among the group were three friends, Lankios the paladin (c.f. area 1-6), Kaitor, a cleric of Heschus Ban, and Guivrel the magic user. Both Lankios and Kaitor were in love with Guivrel, who had been married for political reasons to the expedition's commander, Adrienic. Guivrel thrived on power and manipulation, and used Lankios mercilessly. In the course of their explorations, Guivrel found and kept a powerful **heqeti ring** (see new magic items), which began to twist her mind in more chaotic and evil ways. The expedition began to founder, Adrienic was slain in battle with most of his men, and a tiny rump of legionaries and administrators retreated to the region of the Hall of Forty Pillars. Kaitor, filled with unrequited love, watched with a sick heart as Guivrel continued to manipulate Lankios's feelings in more insidious and cruel ways. Finally Kaitor approached Guivrel and told her to cease her manipulations, but she laughed and said she

planned to seduce Lankios that very evening, and that sacrificing his righteousness would make a perfect bookend to the failure of the expedition. Kaitor pulled his dagger and stabbed Guivrel through the heart. Just then Lankios arrived and witnessed the death of his intended lover. He turned on Kaitor, who kept shouting that he had done it for Lankios's good, to save him from treachery. Lankios would not hear of it, and slew his erstwhile friend. As his mind began to slip into an insanity that would preserve him for the next 230 years, Lankios ordered his men to erect these tombs and leave a record of the sordid events.

Puzzle: The spirits of Kaitor and Guivrel are restless and demand a judgment by the PCs. They both speak in Archontean. Kaitor's ghost keeps murmuring "*Treachery! She would have destroyed him, she would have cost him his life's work. She told me so! Her death was for the greater good!*" Guivrel's spirit, to the contrary, exclaims "*Treachery! Stabbed by a friend without cause!*" Both periodically turn to the PCs and demand, "*You must judge!*" Neither spirit is fully sentient, and it is thus difficult to tease more than the stock phrases from them. Still, some evidence exists in the chamber (and elsewhere; see 6-138 and SL3-19) to help the PCs make a judgment. Guivrel's desiccated corpse rests in her sarcophagus, with her golden hair still present after all the years. A dagger with a trident (the symbol of Heschus Ban) inscribed on the hilt is buried in her chest. Her right hand bears her signet ring, but the left bears the **heqeti ring** (see new magic items). In the sarcophagus are Guivrel's **staff of striking** (10 charges), and her **bracers of defense** (AC 7).

In Kaitor's sarcophagus lies a less-well preserved body still dressed in a breastplate with an embossed trident on it (clerics may recognize this as a symbol of Heschus Ban). A **trident of water breathing** (see new magic items) lies next to him. Under the body is a badly decomposed leather pouch in which may be found three tourmalines, a parchment scroll from the Emperor attesting to Kaitor's commission as a kentarch, and a small parchment codex (the *Expedition Notes of Kaitor*; see Arden Vul books) which records some of Kaitor's thoughts on the expedition. The tablet on the lectern reads, in Archontean, "*I am unable to judge the truth of this matter. Guivrel is dead at the hand of Kaitor. I slew the traitor Kaitor even as he shouted his reasons. I know not what to think, for I feel only treachery and pain. Let a new judge decide the truth of the matter by placing a token in the hand of the guilty.* [signed] Lankios the polemarch."

Solving the Puzzle: The spirits require a judgment from the PCs. Alas, the issue is far from clear. It is obvious that Kaitor is guilty of homicide, so the PCs might well side with Guivrel. Yet investigation might also reveal that Kaitor suspected foul play; his expedition notes and the **heqeti ring** suggest that there was justification for his action. The PCs might also decide that both are guilty. Some parties might also decide that Lankios is also guilty, or even solely guilty (he may be located at 1-6). Some might decide that all are guilty. The note found on the body of Hector at 6-138 may also help shape the PCs' decision-making. The PCs' judgment will have implications as follows:

Kaitor is Guilty: The body of Guivrel fades to dust, but the spirit of Kaitor materializes into a powerful vengeful spirit (see new monsters) and attacks. Bringing the signet of Guivrel to Lankios cures him of insanity, and he will live another 1-20 years.

Guivrel is Guilty: Kaitor's body decomposes instantly, but Guivrel's springs forth as a banshee and attacks. Her signet will be unrecoverable, and Lankios will stay cursed.

Lankios (alone) is Guilty: Neither spirit animates. Bringing the signet to Lankios causes him 6 turns of sanity, during which he attempts to assault the PCs. After 6 turns he collapses into dust.

Kaitor and Guivrel are Both Guilty: Both of their bodies crumble into dust. Bringing the signet to Lankios causes him to attack the PCs.

Lankios and Kaitor are Guilty: Guivrel's spirit laughs for 6 rounds and then dissipates. Lankios will be found dead at 1-6. Heschiu Ban curses all PCs.

Lankios and Guivrel are Guilty: Guivrel turns into a banshee, but Kaitor materializes as a vengeful spirit (see new monsters) and helps to fight Guivrel. When the combat is finished, Kaitor dematerializes. Bringing the signet to Lankios inflicts sanity and overwhelming remorse on him; he dies within 1-6 days.

All are Guilty: A rumble of thunder is heard, and a flash of lightning shaped like a trident appears in the chamber (Heschiu Ban). All PCs receive a **bless** spell that is good for 2 weeks.

No Judgment is Made: if the PCs refuse to judge, and do not loot the sarcophagi, nothing untoward occurs. If the PCs loot the tombs and leave without judging, they will be cursed and subject to a **geas** compelling them to return and judge.

Inhabitants:

1. **Kaitor, a vengeful spirit** (see new monsters): SZ M; AL LE; AC 1; MV 120'; HD 6; HP 40; #AT 1; Dmg 1-12; MR 25%. **Special attacks:** STR drain. **Special defenses:** +1 or better weapons to hit; immune to fire; turned as vampire; reform in 1-6 hours so long as his bones remain unburied.
2. **1 banshee** (groaning spirit): SZ M; AL CE; AC 0; MV 150'; HD 7; HP 46; #AT 1; Dmg 1-8; MR 50%. **Special attacks:** wail (1/day, in darkness); cause fear. **Special defenses:** +1 or better weapons to hit; immune to charm, sleep, hold, cold and electricity.

Treasure:

Heqeti ring (see new magic items); Guivrel's signet ring (25 gp, but useful as listed above); **staff of striking** (10 charges); **amulet of natural armor +3** (see new magic items); **trident of water breathing** (see new magic items); 3 tourmalines (100 gp each); Archontean military commission (50 gp to an antiquarian); *Expedition notes of Kaitor* (see Arden Vul books); and 1-5 large silver tokens (50 gp each).

5-12: Broken Tomb

This cramped, 8'-tall chamber is cluttered with debris on one side, and filled with the signs of a military encampment on the other. An empty suit of old imperial field plate (see Arden Vul items) lies on the ground in a spread-eagled position, as if its inhabitant had fallen forward on his/her face. The armor is empty of organic matter.

The Archontean expedition used this chamber as part of their living quarters. The debris includes a pile of bones and bits of rock and rock dust (GM Note: the bones are those of the former

inhabitants of the sarcophagi of 5-11, while the rock fragments are the residue from the carving of the gisants of Kaitor and Guivrel). The campsite has a circle of stones for cooking, several rotted leather bags and sacks, and a cracked (and empty) water barrel.

Secret Door (northwest): The door to 5-23 is difficult to find (1 in 8). One must succeed at an open doors check to depress the panel, after which it slides to the right, revealing a 4'x4' hole into 5-23.

Treasure:

Imperial field plate (see Arden Vul items).

5-13: Lost Tomb

Another 8'-tall, narrow chamber, this room features a stone sarcophagus which has been pushed to the northwest corner, as well as a 3 empty suits of imperial field plate (see Arden Vul items) lying spread-eagle on the floor. Six rotted bedrolls lie in the room. Four spears and four long swords are stacked neatly against a wall.

Sarcophagus: The seal of the sarcophagus has been cracked, but the lid is still intact. The lid is carved in low relief to depict an ancient imperial officer in formal toga; beside him is an enormous lizard or dragon. Inside may be found a jumble of bones, a stone-tipped heqeti spear, and a **short sword +1**. A silver box, in surprisingly good shape, rests inside, hidden there by the Archontean soldiers.

Treasure:

Short sword +1. The silver box (200 gp) contains 150 ancient silver pennies (see Arden Vul items) and six clay tokens with a trident on one side and the word "Pentarch Kaitor" on the other (holy symbols of Heschiu Ban).

5-14: Burial Chamber with Ichor of Rimmaq-Isfet

This spacious chamber boasts a 15' ceiling. Its walls are painted in bright colors with scenes of ancient Archontean officials carrying ceremonial gifts towards a sarcophagus, atop of which a widow is weeping dramatically. The ceiling is painted cerulean blue. At the north end stands a large sarcophagus of stone, some 10' long and 5' wide. It has been carved with mid-relief scenes of upper-class Archontean domestic life (husband in study, wife directing slaves, children being tutored). The middle of the room features a 10'-diameter stone basin raised a good 2' off the floor. Rising from the center of the basin is a chunk of black stone, pitted, rough and slick to the touch. The basin is filled with a thick sludgy black liquid. Two sets of imperial field plate (see Arden Vul items) lie draped across the lip of the basin, partly in and partly out of it.

The liquid is a specimen of the ichor of Rimmaq-Isfet (see new monsters). It corrupted and devoured six of the Archontean soldiers who had been left leaderless by Lankios's madness; the others fled deeper into the halls. Although it can form shapes on its own, this bit of ichor of Rimmaq-Isfet prefers to animate the suits of armor. When PCs enter the room, the ichor is quiescent. Within two rounds, however, it will ooze into one of the suits of armor, which will lurch upright and attack. In another two rounds, the other suit will attack. Once these two suits are animated, a stream of ichor will spill over the lip of the basin and begin to ooze towards the other suits of armor in 5-13. The basin holds enough matter for four animated examples of the ichor.

Inhabitants:

1. **1 ichor of Rimmaq-Isfet** (see new monsters): SZ L; AL CE; AC 5 (but 1 in imperial field plate); MV 60'; HD 16 HD (subdivided into four 4HD spawn); #AT 2; Dmg 1-6/1-6; MR 30%. Special attacks: caustic touch (1-4 HP acid damage); crush (1-10 HP/rd); obliterate organic matter. Special defenses: +1 or better weapons to hit; immune to cold and acid.

Treasure:

Scattered about are three pieces of jade jewelry (torc and two arm rings) worth 300 gp each; 237 ancient silver pennies (see Arden Vul items); a bone scroll case (50 gp) with a treasure map and a scroll of **remove paralysis**, **feline senses** (see new spells), and **neutralize poison**; a curved, red **horn of chaos** (see new magic items); and a **rod of resurrection** (3 charges) hidden inside a huge, heavy candle some 3' tall.

5-15: Balcony and Caryatids

This balcony looms 30' above the floor of the natural cave at 5-4. It is made of carefully cut and worked stone, and features a pavement of slate mortared over the stone. Two doric pillars extend to the roof from either side of the balcony. The balcony leads to a room that is 15' tall with a pale-green painted ceiling. Two rounded archways lead to areas 5-16 and 5-17. Along the walls of the room are painted half-pillars carved in the likeness of armed men and women. All bear chain armor, conical helmets, long thigh-boots, and long swords or axes. There are 8 such half-columns, all of which are caryatid columns. Should anyone step from the balcony into 5-15 proper, the first 3 columns will detach from the wall with a cracking, grinding sound and move to expel the intruders. Should anyone enter the eastward ell of the room, the other five columns will also animate and attack.

Inhabitants:

1. **8 caryatid columns**: SZ M; AL N; AC 5, MV 60'; HD 5; HP 22(x8); #AT 1; Dmg 2-8. Special defenses: all saves at +4; half damage from normal weapons; full damage without magical pluses from magic weapons; weapons that strike a column have 25% chance to break (-5% per magical plus).

5-16: Hall of Fallen Warriors

This chamber contains the sarcophagi of six Archontean warriors who were part of the first effort to colonize Arden Vul, some 2,100 years ago. Another 10 half-columns ring the room, but none of them animate. All are carved in the same style as those in 5-15. Most still bear much of the paint that once coated them. The ceiling was painted bright yellow, but it is flaking badly from moisture and age. The sarcophagi are plain stone without major decoration save a simple inscribed image of an Archontean legionary on the lid. Four of the sarcophagi have been broken open and their contents dispersed. The two at the west end of the room are still intact.

Sarcophagus of Birtik the Proud: Contents include a silvered chain mail hauberk (equivalent to elven chain); conical helmet with nasal piece and decorative, gold 'wings' (50 gp); **Frog-Biter**, an enchanted spear (see new magic items).

Sarcophagus of Lidric the Envious: Lidric has become a skeletal wight (see new monsters). Scattered in the tomb are 322 ancient gold ancient gold solidi (see Arden Vul items) and a **winged statuette** in the form of a bronze pig (see new magic items).

Inhabitants:

1. **1 skeletal wight** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 5+1; HP 33; #AT 1; Dmg 3-9. Special attacks: energy drain. Special defenses: successful energy drain heals 3-9 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghastrs.

Treasure:

See above

5-17: Tombs of the First Archons

The ceiling of this arched hall rises 20' above the floor, and is supported by a row of pillars down the center of the hall. Six sarcophagi hold the remains of the earliest archons of the Archontean colony at Arden Vul.

The sides of the hall feature half-pillars painted with images of robed men and women; the men are clean-shaven, wear tall cylindrical hats, and carry small bundles of rods of authority; the women have long hair, wear similar hats, and carry ankh-shaped rods. The ceiling is pale blue. Three of the sarcophagi have been looted; their lids are broken into fragments and their contents dispersed. The three intact sarcophagi have realistic images of robed people (two men, one woman) carved on their lids; each also bears an inscription in Mithric naming its inhabitant.

Sarcophagus of Troab the Wise, 3rd Archon: Contents include bones; a silver **torc of authority** (see new magic items); a bundle of golden rods tied with a silver string worth 450 gp (but perhaps worth three times that sum to modern Archontean archons); 263 ancient silver pennies (see Arden Vul items), and a key to the right hematite door (3-177).

Sarcophagus of Ysadina Peace-weaver, 4th Archon: Contents include: bones, a gold **necklace of harmony** (see new magic items), and a jade ring with a black opal (1,150 gp)

Sarcophagus of Metion the Stern, 6th Archon: Metion has become a spectre, and attacks as soon as his sarcophagus is opened. Two heavy gold bracelets (225 gp each), a gold signet ring (110 gp), and an **ankh of protection** with 5 charges (see new magic items) rest within the sarcophagus.

Inhabitants:

1. **Metion the spectre**: SZ M; AL LE; AC 2; MV 150', 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

5-18: Octagonal Hall

This large octagonal chamber rises to a height of 35' in its center. Slabs of blue granite (5'x5') sheath the walls, and doors line every wall. In the exact center of the room is a 15'-diameter raised dais (3' off the ground).

Doors: The broken doors at 5-6F are bronze, the rudishva iris door on the northeast wall is stone, and the rest are iron-bound wood. The rudishva iris door only opens when a silver rudishva identity plaque (see new technological items) is touched to the accompanying panel.

Statues: In the center of the dais is a 5'-tall lump of weathered, mostly shapeless stone; its original subject is impossible to discern. Just in front of this lump, facing the doors at 5-6F, is a second, newer statue of a human with one arm pointing forward and the other clasping a bundle of rods to his breast. A plaque reads 'Adrienic, Governor of Arden Vul, 2759 AEP' The figure is dressed in a toga-like garment, with sandals, a torc, and a circlet. The statue is white marble, originally with inset gemstones, but the stones are gone and the statue has been badly vandalized with graffiti, excrement, etc.

If the statue of Adrienic is moved (via an open doors check), a vertical tomb, 3'x3'x6', will be found underneath it. Inside the tomb is Adrienic's shrouded, wrapped corpse and some of his symbols of authority.

GM Note: Adrienic was the leader of the doomed expedition sent by Emperor Phocion IV some 250 years ago to recolonize Arden Vul. The date on the plaque marks the death of Adrienic in the Cave of Blood (7-76).

Treasure:

Within the hidden, vertical tomb: a **palm of size adjustment** with 3 charges remaining (a **rudishva useful palm** - see new magic items); a 3'-long rod capped with a depleted lump of **arcanum** (475 gp); a ceremonial gladius inset with gold and semi-precious stones (125 gp); a token of Arden (see Arden Vul items); three silver and fire opal fibulae (125 gp each); and a wax tablet on which the following sentences, written in Archontean, are still visible: *Adrienic the 'archon' was brave enough. Seeking glory for the basileus, he led his entire command - five cohorts of the IInd Legion (Sheephead Rangers) and the 3rd cohort of the imperial tagmata (Able Ones) - down the chasm to confront the trolls, ignoring the warnings of his strategos and his polemarchs. There he died gloriously, along with all 500 legionaries. The veterans of the tagma fought a delaying action to cover the retreat of the survivors. But when ambushed by the old servants, with their ridiculous pseudo-king or thain, the retreat turned into a rout. The twinned warriors of the Sacred Band held the bridge against the horde while Tulliaros, polemarch of the Sheephead Rangers, rallied the survivors. Eventually Sibillire brought down the bridge and surrounding chambers with her sorcery. The paired lovers were lost, and Maurikios, taxiarch of the 3rd cohort, was cut off with the remnants of the tagma. I, Lankios the polemarch, assumed command of the remnant of this accursed expedition and buried those whose bodies remained. Guivrel has been of no help, and Kaitor grows sullen. How will the basileus react to this disaster? I have turned to the strategos, Basil, as senior surviving officer. He will be 'archon'.*

GM Notes: This valuable note explains what happened to the expedition of Adrienic. Lankios still lives, at 1-6. Maurikios Ligareon also lives, due to rudishva techno-sorcery; he calls himself Thegan White-Mane now (6-19). For Guivrel and Kaitor, see 5-11. For Basil Junienos, see 5-23; for Sibillire see 5-19; for the paired lovers, Georgios and Hradulfus, see 5-20.

5-19 to 5-24: Looted Archontean Tombs

Although these chambers were originally designed for other purposes, Adrienic (see 5-18) made them the seat of the short-lived restoration of Archontean power in Arden Vul. For about 20 years they were used as the administrative and political nerve center of the new colony. When Adrienic's folly led to the annihilation of the expedition, however, the remaining officers, recognizing they

would have to abandon the Halls, chose to lay the corpses of the ranking members of the expedition to rest in these chambers. The original decorations are long gone. The walls are thus mostly bare, save for the occasional bit of graffiti.

On the interior wall of each chamber, opposite the entrance door, may be found a large message splashed in red paint; each 'message' names the person buried in the appropriate chamber. The sarcophagi (1 or 2 per chamber) within the chambers are stone. Their sides are carved with images of Archontean legionaries in the classical style (dating to the golden age of Archontean rule in Arden Vul, that is, some 1,500 years ago). The lids of the sarcophagi, when present, are new; on each surviving lid the name of the inhabitant is chiseled in fine Archontean capital letters. The chambers are littered with dust, rock chips, bits of bone, fragments of leather and parchment, and broken bits of metal equipment.

If PCs stop to read the graffiti, roll on the following table; some entries will only appear once:

D100	Graffiti	GM Notes
1-50	[Name] was here	Roll d20: 1-5: Archontean name 6-8: Thorcin name 9-10: varumani name 11-12: beastman name 13-15: goblin name 16-18: Wiskin name 19: dwarven name 20: name of unknown derivation
51-52	Gate Keys – one silver? One gold?	A hint as to the nature of the two keys needed to open the Obsidian Gates (5-6)
53-54	Thanks, Adrienic. We enjoyed your hospitality.	A mocking reference to Adrienic, whose statue (and corpse) rests in 5-18
55-56	Humanz r meat. Yum.	Lesser varumani boasting and fear-mongering.
57-58	Sketch of an eye with eyelashes and a large eyeball	Just a doodle
59-60	A chalk sketch of a complex knot	A symbol of the ancient Sortians
61-62	Don't trust Gog. He knows more than he's telling	Refers to Gog (5-2). It is true that Gog 'plays dumb' and knows a lot more about the Halls than he is willing to reveal; but Gog is loyal to those who prove themselves his friends
63-64	The Arena must lie behind those damned Gates.	Untrue. The Arena (6-58 to 6-94) is best accessed via the Sundered Span (5-35) and the Troll Lift (5-54), neither of which lie behind the Obsidian Gates

65-66	We claim this territory for the Red God of the desert!	A reference to one of Set's avatars. For the cult of Set, see 4-2.
67-68	Go to hell, Set!	Self-explanatory
69-70	Kaitor has betrayed me, Guivrel is gone. The darkness is closing in.	Written by Lankios (1-6), one of the survivors of Adrienic's expedition. Refers to the events described in 5-11.
71-72	The Rabbit was here. But now he's gone.	The Rabbit is the nickname of a legendary cat burglar from Narsileon (see World of Archontos appendix).
73-74	The thegn is coming!	Varumani propaganda, referring to the troll thegn (7-30)
75-76	Guivrel has changed. That bitch is evil, now!	A reference to Guivrel and the effects of the heqeti ring (see 5-11)
77-78	Sure, Lankios is acting like a leader <i>now</i> . But where was he when the trolls fell on us? Stupid paladin.	Bitter diatribe directed at Lankios by a survivor of the 2 nd Scutarii
79-80	Adrienic was a stupid ponce. Glory my ass! Now we're all gonna die.	Bitter commentary by a survivor from the 2 nd scutarii
81-82	That worm Pollitt assured us he could find Marius's tomb on the level below this one. But he's scarpered with some of our valuables. Guivrel sent Justinus to bring him back.	Refers to the sorcerer Pollitt, who accompanied Adrienic's expedition to the Halls but fled to pursue his own goals. His fate may be glimpsed at 6-137 and 6-139.
83-84	The goblins control access to the Sundered Span. Guess we shouldn't have slain so many of them. Now we're stuck.	A reference to the goblin caves (5-41 to 5-51) and the Sundered Span across the chasm (5-35)
85-86	Make Gog happy, and he'll make you happy	Good advice about Gog, the lesser varumani (5-2)
87-88	Gog has a taste for beastman flesh, despite his so-called treaty	Another truism about Gog (5-2), potentially useful in winning Gog's friendship
89-90	Grease the paws of that goblin, Killik, and doors will open for you	A reference to the willingness of Killik (5-46) to accept gifts
91-92	Don't go too far east of the Troll Lift – we lost Grevius there.	A cryptic reference to the Sanctum (5-77 to 5-83)

93-94	The Inn of the Lost lies just below the Troll Lift. Ask for Thegan. He's a good bloke.	Accurate (mostly) information about the Inn of the Lost, at 6-7 to 6-20
95-96	Tremarus kept messing with the damned gates, and kept summoning more undead. He's joined them now.	A warning about the Obsidian Gates (5-6)
97-98	There must be a way around these damned Gates. Maybe if we go down a level, and then come up behind them?	Good advice, if hard to manage. Areas 6-166, 7-34 and 7-88 have tunnels that wend upwards to the Midnight Road area.
99-100	Arcanum , huh. What is it good for? Absolutely nothing!	A misguided fighter's lament.

5-19: Tomb of Sibillire

Scrawled in Archontean on the wall opposite the entrance are the words "*Sibillire, court wizard*". Her sarcophagus lacks a lid and contains nothing valuable. The sarcophagus may be shifted with a lift gates roll, revealing a set of narrow stone steps that descend 20' to an equally narrow tunnel leading north to 5-85A.

5-20: Georgios and Hradulfus

The message scrawled in Archontean on the wall of this chamber reads: "*Georgios and Hradulfus, warriors of the Sacred Band*." A badly faded mural of two black-haired warriors fighting "trolls" may still be discerned against the northwest wall. The fragments of what might be two sarcophagi, as well as some badly scorched bones, are all that remain of the pair. GM: This pair of warrior-lovers sacrificed themselves to allow the survivors of Adrienic's expedition to escape across the imperial bridge (now the Sundered Span, 5-35).

5-21: Tomb of Tulliaros the Polemarch

Painted on wall of this tomb are the following words in Archontean: "*Tulliaros, polemarch of II Scutarii*." The stone sarcophagus is intact, but empty. Its lid lies against the north wall. The lid depicts a simple legionary figure surrounded by the letters 'T[u]ll[iar]o[s] P[ole]m[ar]chos' (the letters in brackets are missing), and a crude sheep's head (the symbol of the 2nd legion). Although quite heavy, the sarcophagus lid would bring over 2,000 gp to imperial collectors in Narsileon or Archontos. GM: Tulliaros was commander of the 5 cohorts of the 2nd legion of scutarii that provided the main military force for Adrienic's expedition. He was slain at the Cave of Blood (known today as the Troll Market – area 7-76) by the varumani and his body was never recovered. For his wisdom (as he had argued against Adrienic's doomed strategy), Lankios erected an empty sarcophagus in his honor. The troll thegn mummified Tulliaros's head as a token of victory; that object is currently located at 7-12.

5-22: Tomb of Kyrenaios the Chartoularios

On the wall opposite the entrance are painted the following words (in Archontean): "*Kyrenaios the Chartoularios*." The same name is inscribed on the side of the sarcophagus, the lid of which is now completely destroyed.

A 2'-long, leathery, brown egg may be found in the sarcophagus. The egg is swollen from within. Touching it with any level of roughness causes it to explode, coating all within 10 feet in putrescent matter. Until thoroughly washed away, the smell increases the chance of a random encounter by 1.

GM Note: Kyrenaios was the chief administrative officer of Adrienic's expedition.

5-23: Tomb of Basil, 2nd Archon

Across from the entrance, the following message in Archontean is scrawled: "*Basil, archon after Adrienic. He lasted only a few days*". The lid to the sarcophagus has been removed and rests against the northeast wall; it is mostly intact, and displays Basil's name and a crude image of a portly man in a toga.

GM Note: Basil Junienos was the senior surviving officer after the disaster of the Cave of Blood (now the Troll Market, 7-76) and the long retreat up the chasm. Although Basil was a timid, entirely stupid man, Lankios dutifully made him archon after the death of Adrienic. Basil died of a heart attack a few days later.

Secret Door (southeast): High on the southeast wall is a 4'x4' secret door to 5-12. It is difficult to spot (1 in 8). It opens by pressing the door panel inward, then sliding it to the left.

Treasure:

A hidden compartment in floor (1 in 6 to find) hides a greasy leather bag containing **bracers of defense** (AC 3), **gauntlets of ogre power**, 3 **potions of water breathing**, and 250 gp.

5-24: Tomb of Kalliston the Priest

A message has been scrawled in red paint opposite the entrance. It reads, in Archontean: "*Kalliston, priest of Debellaton. One of the good ones*."

Due to the divine protection of his god, Kalliston's tomb remains unlooted. It appears as a narrow, worn sarcophagus inscribed with ancient Archontean legions on its sides. The lid, however, is new, and bears an image of a scythe (a symbol of Debellaton) as well as the following inscriptions in Archontean: "Kalliston, beloved of Debellaton, fallen in battle." More interestingly, a translucent, 5"-tall image of a cloaked figure with a scythe hovers just above the sarcophagus. Should anyone tamper with the sarcophagus, the incorporeal image grows to 9' tall and shouts menacingly in Archontean, "Lord Debellaton commands that you let his servant rest!" Should further tampering occur, including opening the sarcophagus, Debellaton lays a **curse** (GM's choice) on all in the chamber.

GM Note: Kalliston, a senior priest of Debellaton, was the chief clerical advisor to Adrienic.

Treasure:

Inside the sarcophagus: Kalliston's bones; a **flail +2**; three 5"-tall basalt **statuettes** of the reaper (275 gp each); a lemon-yellow silk shroud with purple images of hoplite images and swords (a piece of silk from the imperial factories, worth 350 gp); and a silver and gold holy symbol of Debellaton (75 gp).

5-25: Octagonal Hall of Justice

A large, 35'-tall, octagonal chamber lies behind the formidable bronze doors at 5-6E (see text there for how to open these doors).

Although similar to 5-18, this chamber is in far better condition, and lacks the trash of areas 5-18 to 5-24. A thick carpet of dust covers the floor of the room. The ceiling is flaking badly, but once might have been painted gold, perhaps even with gilt. A 15'-diameter circular dais (3' tall) occupies the center of the room, and a heavy oak chair – a seat of justice – sits on the dais. The chair faces the doors at 5-6E. Six oak desks and desk-chairs occupy the northwest, southwest, and southeast portions of the chamber.

Doors: Doors occupy every face of the octagon; six are single doors, and two are double (the entry, and the stone doors opposite the entry). All but one are made of the same pebbled, greasy granite as the halls and chambers of this region. Only the door to 5-31 is unique. It is a rudishva iris door in the form of an 8'-diameter circle of plasteel set into the surrounding stone; it opens only when a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items) is touched to the accompanying panel. A successful listen check at any of the doors marked 5-27 reveals the sound of wordless moaning and scratching.

Seat of Justice: This magnificent chair is over-sized, as if for an 8'-tall person, and is beautifully carved. Floral motifs predominate on the armrests and legs, but a gilt hoplite helmet is visible on the backrest. The chair was the archon's chair, or seat of justice, for Adrienic during the short-lived Archontean reoccupation of the Halls that ended 234 years ago. If disassembled and carried off, the chair, which weighs 55 lb and is bulky, might fetch a substantial sum. Skill at carpentry or a successful roll of 4d6 under INT is necessary to disassemble the chair.

Desks: Each desk has 3 drawers, but all eighteen have been systematically emptied (by the Archontean when they fled). Two items of note remain. The first is a piece of parchment stuck to one desktop with a dagger: it reads, in Archontean, "*The Shining Empire may have departed today, but it shall return. I, Lankios the polemarch, acting archon of Arden Vul, swear it!*" The document is dated 2759 AEP. The other item of note is a carved ivory coffer that sits on the top of one of the other desks. This coffer is ancient, dating to the very earliest days of the Archontean Empire (circa 55 AEP, or more than 2,900 years ago). Its carvings are quite different from those in the mature, realistic style found elsewhere in the halls; they depict squat, ovoid humans with huge eyes and gaping mouths, wielding spears against lizards.

Trap: The coffer's lock contains a difficult-to-locate (-5%) needle coated with a hallucinatory poison. Those affected by its remaining 4 doses immediately believe two things: 1) the coffer is cursed and must not be touched, and 2) that the poisoned character will die in 1-2 days due to the poison. Neither delusion is true.

Treasure:

The seat of justice would bring 4,500 gp if disassembled correctly and sold to an Archontean noble or official. The ivory coffer contains nothing, but is itself worth 395 gp.

5-26: Archontean Officers' Quarters

The door to this chamber can only be opened if the last lever in 5-28 is pulled. The chamber is 15' tall and decorated with a pale-blue wash of paint on all surfaces. Eight rotting wood-and-canvas camp beds, eight wooden chests, and four wooden armoires fill

the chamber. The canvas of the camp beds is too far gone to be usable, and the chests and armoires have mostly been cleared of valuables. A few items remain to be found by those who spend 2-4 turns searching.

Treasure:

A battered, but still usable set of Sacred Band banded mail; this armor weighs 10 lb less than the usual sort of banded mail, but is quite distinctive and will bring unpleasant questioning from any current members of the Sacred Band (the armor was Georgios's – see 5-20); a beautiful, yellow-and-purple silk archon's tunic (110 gp); a **Sorlian baculus +1**, imbued with **detect magic** (see new magic items); and a small octavo codex with a unique epic poem composed by Adrienic himself and entitled *the Adrieniad* (see Arden Vul Books).

5-27: Collapsed Stairwells

The stone doors to each of these three areas are locked and stuck. They may be opened in one of two ways: 1) activating the correct lever in 5-28 causes all three to open automatically, releasing their inhabitants; 2) making a successful pick locks roll followed by a successful open doors check opens one door.

Once the doors are open, each of the three areas is identical. They feature a narrow, 6' corridor that extends for about 8' before ending in a cave-in; the beginnings of stairs leading down are visible amid the rubble. Each of the three areas also contains a wight, imprisoned here by Kalliston (5-24) before the great defeat at the Cave of Blood (7-76).

Inhabitants:

1. **3 wights:** SZ M; AL LE; AC 5; MV 120'; HD 4+3; HP 33, 29, 27; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses: silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

5-28: Niche of the Levers

The undecorated, stone double-doors possess 1"-diameter, 9"-deep keyholes. They open if one silver and one gold rod of the appropriate diameter is inserted into the two keyholes.

The space beyond the double doors may appear anticlimactic: it is a 4'-deep niche, on the floor of which sit six heavy steel levers. Despite obvious assumptions that each lever operates a different one of the doors in 5-25, only two of the levers produce an effect: the first and the last. If the first (southeastern most) lever is pulled,

all three sets of doors to 5-27 open, as does the door to 5-29. If the last (northwestern most) lever is pulled, all three sets of doors to 5-27 open, as does the door to 5-26. The other four levers grind when pulled, but do nothing.

5-29: Treasure Chamber

Pulling the first lever in area 5-28 is the only way to open the door to this 10'-tall chamber. The walls and ceiling of the chamber are bright with paint or, in the case of the ceiling, gilt. The walls depict a variety of Archontean imperial imagery, much of which will be familiar because it is relatively recent (only 250 years old). The southwest wall depicts a band of legionaries marching in close formation, wearing segmented banded mail and brandishing spears and gladii. The northeast wall shows a distinguished, bearded man in a yellow tunic sitting in a large wooden chair (identical to the one in 5-25), while two sets of humans gesticulate at each other and at him. The northwest wall has an enormous, 10'-tall painting of the torso and head of Adrienic, complete with oiled, ringleted hair, hawk nose, glittering black eyes, and a stern expression. All of the figures are shown in the modern style, namely as slightly elongated, slender figures with copious swirled drapery (where appropriate).

A large stone table in the center of the room is piled high with valuables. Beneath it are two locked wooden chests. On an armor rack next to the table is a gilded, impressive-looking suit of cursed **armor of arrow attraction** (chain mail; see new magic items).

GM Note: This chamber served as the treasury for the doomed Archontean expedition to the Halls led by Adrienic (see 5-18). After the loss of nearly the entire force, the survivors retreated with what they could take; this chamber contains the valuables that they could not take.

Stone Table: On it are two large jade candlesticks (50 gp each); a 25-lb jade statuette of a bear with opals for eyes (1,550 gp); an iron key to area SL8-1; a hammered gold ceremonial headdress inset with lapis and colored glass (250 gp, 3' tall, and weighing 8 lb); two small (3'x5') silk carpets (200 gp each); a set of six delicate crystal goblets (50 gp each); a solid gold hoplite helmet (375 gp, but useless in combat); a rosewood box with two **tears of Kauket** (see new magic items) and a token of Arden (see Arden Vul items) wrapped in silk; an **ever-full inkwell** (see new magic items); and a set of the **eyes of Pol** (see new magic items).

Chest #1: The lid has two images burned into it via pyrography: a yellow hoplite helmet and a white sheep's head (the sign of the 2nd Legion, five cohorts of which were annihilated below). Alas, the lock has been smashed and the chest is empty.

Chest #2: The lid has the same two images burned into it, but the lock is intact. Inside the chest are 20,000 sp in neat stacks. This was one of the pay chests of the Sheepshead Rangers (2nd Legion).

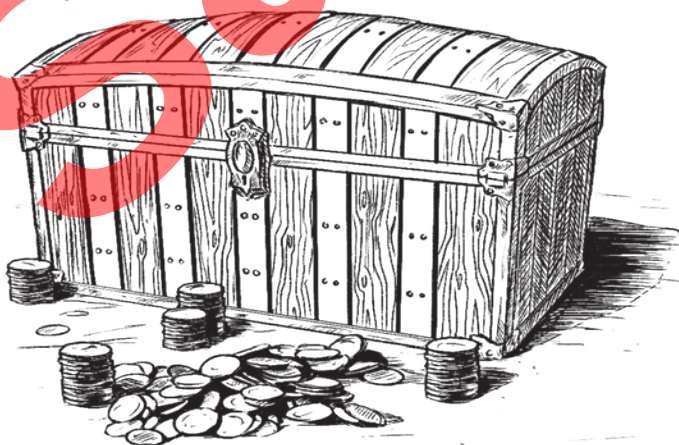
Secret Door (northwest): This door is difficult to locate (1 in 8). It may only be opened by brute force (i.e., an open doors check).

Treasure:

See above.

5-30: Secret Rudishva Chamber

Both the narrow corridor and the chamber beyond are clad



in black granite sheathing; in addition, the corners have been rendered smooth, such that the corridor feels more like a tube than a rectangular corridor. The chamber is 10' tall and spotlessly free of dust and other debris. In the center chamber is a white console 4' tall. The console includes a set of buttons with glyphs on each of them and a darkened glass screen. Sadly, the screen is cracked and no power runs to the console; it is useless. Attached to the front of the console is an envelope made of a flexible plastic; inside the envelope are pale green, orange and pink rudishva identity plaques (see new technological items).

5-31: Lesser Rudishva Teleportation Hall

The door to this chamber is an 8'-diameter rudishva iris door. It opens by touching a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items) to the accompanying panel.

Beyond the door, stairs descend 25' to a set of three small, semi-oval chambers. The corridor and the three 'rooms' have no sharp corners, are spotlessly clean, and feature beautiful matched black granite sheathing. In each of the rooms a 5'-diameter circle of silvery material is inset in the floor, with a 10"x10" square of the same material affixed to the wall. Each square has a different rune etched into the silvery material.

The rudishva built these niches to be part of their teleportation network. To activate them, one stands on a silvery circle and touches the adjacent silvery square; teleportation to the appropriate location is instantaneous.

Teleport Nodes:

- T12: access to the armory (5-118) [see note below]
- T13: access to the drowned Canyon (SL6-3)
- T14: access to the transit hall on Level 6 (6-162)

T12 is on the fritz, and will malfunction 50% of the time. If a malfunction is indicated, roll on the following chart for the result:

D8	Malfunction
1-3	Sizzle, hiss, but no other effect
4	Crackle of electricity, take 1-6 damage
5	Redirect: teleport to 5-110 (T6)
6	Redirect: teleport to 5-92 (T1)
7	Sizzle, and 3 chasm cephalopods appear in the chamber, drawn to the teleportation activity
8	Severe cosmetic injury to body part (GM's choice), causing -1 CHA permanently

Inhabitants:

- 1. 3 small chasm cephalopods (see new monsters), potentially drawn to the malfunction: SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 13, 12, 11; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.

5-32: Spider Webs

The spider webs from 3-37 extend down the chasm to this point. Spiders may be encountered here just as in that location.

Inhabitants:

- 1. huge or giant spiders: see 3-37 for number and stats.

5-33: Chasm Cephalopod Lair, with Tunnel up to Level 4 (4-87)

This 30'-tall cave is a home to a pod of chasm cephalopods. Ten of the creatures dwell here, but only 4 are present at any one time. Amid some polished bones on the floor is a rucksack.

An opening 15' up on the north wall leads to a tunnel that snakes gradually upwards about 100' to Level 4 (4-87).

Inhabitants:

- 1. 10 small chasm cephalopods (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 15, 14, 14, 13, 13, 12, 12, 11, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.

Treasure:

Inside the rucksack is a jade cup of life restoration (see new magic items) and a useful note and map written on the back of an empty spell-scroll. The note, written in Thorcin, reads: "We entered the halls once the imperials had fled, for Eadred had good information about an unlooted tomb, of a certain Sethu, one of the bird-god's priests. It was said to be northwest of the Imperial Span, along the chasm face. So, passing through the pyramid, we dispatched some brigands and made our way down the priests' so-called hidden stair to the grotto by the Hall of Forty Pillars. We proceeded east to the Imperial Span, only to find it had fallen and enemies lurking on the north side. Gyth suggested returning to the public chambers and using ropes to scale down the cliff face. As we proceeded, Gyth located an obscured circular portal just opposite the nobles' tombs. We entered eagerly, and Eadred and Mirko ran forward; but I knew it was a mistake, for the decoration was not that of the ibis lords. A giant skeleton confronted us, and Eadred and Mirko fell. Gyth and I retreated, and descended another 80'. Finally we found the tomb of Sethu, where it was predicted - northeast of the Span, and east and below the tomb where Eadred and Mirko fell. Gyth's sharp eyes noticed this cave across the chasm, and it seemed a safe place to rest. We used my magicks to cross the chasm and I prepared to rest. Gyth amused himself taking bowshots at some floating things. When I awake we will complete our quest!"

GM Note: The rolled-up note refers to the following locations: the tomb of Sethu (areas 5-57 to 5-62); the Imperial Span, now known as the Sundered Span (5-35); the pyramid (areas AV-15, UP-1, and 3-1); the hidden stair (3-12); the grotto (5-2); the Hall of Forty Pillars (5-6); the circular portal and tomb with giant skeleton (3-39); and the chasm (3-38 or 5-34). The floating things are chasm cephalopods (see new monsters).

5-34: Great Chasm

One of the iconic features of the Halls, this massive fissure extends through most of the dungeon levels and provides a sure, if difficult, means of vertical navigation of the Halls. The fissure is generally shaped like a triangular prism, with its apex about 50' above Level 2. The prism extends downward 1,600' through the Halls until it levels out at the floor of the great chasm (9-1) many hundreds of feet below.

The chasm is quite wide on this level, and is subject to more varied potential encounters. Key features of the chasm include the

first waterfall (5-2A) which renders an area 50' in diameter around it both humid and noisy, the Sundered Span (5-35), and the upper section of the Troll Lift (5-54). The moisture from the waterfalls ensures that the walls of the chasm are lined with creepers, vines, lichen mats, and so forth. Numerous other points of access to the chasm exist on this level.

Secret Door (to 5-40): The door is difficult to locate (1 in 8), since it is concealed by a heavy growth of creepers and camouflaged to look like natural stone; it can only be opened by force. The second secret door, leading to 5-40 proper, is easy to locate (1 in 4) and opens only to an open doors check.

Concealed door (to 5-57): A curtain of hanging creepers conceals the entrance to Sethu's tomb. Originally a plaster plug textured to look like the surrounding stone obscured the entrance, but a 6'-diameter hole has been cut in the plaster, thus allowing access to the inquisitive.

Random encounters use the following table; roll every three turns, with a 1 in 6 chance for an encounter.

D100	Encounter
01-10	Party of NPC adventurers (select from NPC appendix)
11-15	1-3 carcass creepers: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 19, 18, 17; #AT 8; Dmg nil. Special attacks: paralysis
16-20	1 smoke mephitis: SZ M; AL CE; AC 4; MV 120', 240' flying (Class B); HD 3; HP 19; #AT 2; Dmg 1-2/1-2. Special attacks: breath weapon; flame damage on death. Special: invisibility (1/day); dancing lights (1/day); gate 1-2 mephitis (20% chance)
21-25	3-6 vapor rats: SZ S; AL C(N); AC 6 (or special); MV 120', 60' swimming, 10' floating; HD 2; HP 14, 12, 11, 10, 10, 8; #AT 1; Dmg 1-2. Special attacks: noxious fumes on death. Special: gaseous form
26-30	2-4 gargoyles: SZ M; AL CE; AC 5; MV 90', 150' flying (Class C); HD 4+4; HP 31, 28, 26, 25; #AT 4; Dmg 1-3/1-3/1-6/1-4. Special defenses: +1 or better weapons to hit
31-35	1-3 imps: SZ S; AL LE; AC 2; MV 60', 180' flying (Class C); HD 2+2; HP 16, 14, 13; #AT 1; Dmg 1-4; MR 25%. Special attacks: poison. Special defenses: silver, or +1 or better weapons to hit; immune to fire, cold and electricity; save vs magic as 7 HD creatures. Special: polymorph self (to animal form); detect magic; detect good; detect magic; invisibility; regenerate 1 hp/round, suggestion 1/day
33-40	1-2 poltergeists: SZ M; AL LE; AC 10; MV 60'; HD 1-4 HP; HP 3, 2; #AT 0; Dmg special. Special attacks: throw object, a hit causes fear (throws as a 5 HD creature). Special defenses: invisible; silver, or +1 or better weapons to hit
41-45	Gimon, from 6-167 (see new monsters): SZ M; AL N; AC 7; MV 60', 150' flying (Class D); HD 6; HP 40; #AT 3; Dmg 1-4/1-4/1-6; MR 25%. Special defenses: cannot be surprised; immune to cold

46-50	2-5 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 12, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); 30' leap
51-55	Either of the following: 1. 2 off-white, gluey heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 5' creeping; HD 2; HP 15; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds. Special defenses: healed by electricity or lasers; slowed by cold 2. 2 maize-yellow, gluey heqeti slimes (see new monsters): SZ S; AL N; AC 6; MV 15' pseudopod; HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: produces gills on neck, victim must immerse in water 4 hrs/day. Special defenses: healed by electricity or lasers; slowed by cold
56-60	3 mantari: SZ S; AL NE; AC 9; MV 180' flying (Class C); HD 1+1; HP 8, 6, 6; #AT 1; Dmg special. Special attacks: sting (inflicts HP equal to 19-victim's CON); if a PC is hit on a 2 nd consecutive round, damage from the sting is quadrupled
61-70	3-7 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 29, 27, 26, 26, 25, 24, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
71-75	1 ochre jelly: SZ M; AL N; AC 8; MV 30'; HD 6; HP 39; #AT 1; Dmg 3-12. Special defenses: lightning divides into half-sized creatures
76-80	1 assassin vine (see new monsters): SZ S (effective); AL N; AC 8 (main plant), 4 (tendrils); HD 8 (main plant); HP 53 (main plant), 5 (tendrils); #AT 24; Dmg special. Special attacks: drag; strangulation; digestion
81-85	1-2 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
86-90	Either of the following: 1. 1 basic dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 0 Dmg n.a.; MR 25%. Special defenses: immune to cold and fire 2. 1 poison dragonfly automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 4; MV 240' flying (Class A); HD 1+2; HP 8; #AT 1; Dmg poison (death, or 1-3 turns paralyzation with 1-4 round slow on save); MR 25%. Special attacks: poison. Special defenses: immune to cold and fire
91-95	Roll on Upper Zone table (see 2-63A)
96-100	Roll on Lower Zone table (see 7-3)

Chasm Color:

The GM might decide to play up the creepy and mysterious nature of the chasm. Roll every 3 turns, with a 1 in 6 chance for a chasm sound effect.

D8	Noise/Effect
1	Loud hissing
2	Moaning (of the wind?)
3	A roar
4	A shriek
5	A loud clap (a sharp, brief noise)
6	An echoing voice (undecipherable)
7	A flash of bright light for 3 second
8	Fluting, of a tuneless sort

5-35: The Sundered Span

This ancient bridge dates to the heqeti period and is an iconic location within Arden Vul. For centuries it was known as the Imperial Span; only in 2759 AEP did it acquire its new name, for it was then that Sibillire the mage (5-19) sundered the bridge in a desperate attempt to protect the fleeing remnant of the Archontean expeditionary force from the victorious varumani. The bridge is a 10'-wide, gently curved, solid stone span that lacks its central 15'. This fact renders the remaining pieces rather weak and susceptible to crumbling. The troll thegn (7-30) ordered a rickety, 3' plank of wood to be laid across the missing span, allowing passage across the Chasm.

Note: The stone sections of the Sundered Span are slick with moisture from the waterfall (5-2A). The sound from the waterfall increases chances for surprise while in the chasm.

5-36: Tomb of Muirasso, False Burial Chamber

This complex holds the tomb of Muirasso, one of the archons of Arden Vul in antiquity. This first chamber is the false tomb. It is decorated in a gaudy Thothian scheme, with bright cerulean walls. The east wall has a large fresco of seven administrators of Arden Vul flanking Muirasso, all dressed in orange ceremonial Thothian garb. Large gold letters read 'Muirasso, Archon of Arden Vul' in Mithric. The north and south walls each boast two half-column statues of priests of Thoth, covered in flaking gold paint. Crammed against the east wall is a pile of impressive looking furniture, all apparently clad in gold gilt (it is actually golden paint). A 6'-diameter column of shimmering air occupies the center of the room. In the column floats a mummified human body. The body is dressed in orange silk and wears both a golden ceremonial helmet and a green stone necklace (apparently jade, but actually just stone). The corpse carries an iron ankh in its crossed hands.

Magic Mouth: When anyone enters the chamber, a permanent magic mouth placed on the statues booms forth in stentorian Mithric tones, saying "You have found me. Let me lie!"

Trap: The column of air supporting the mummified corpse is the trigger for a trap. The corpse remains levitated in the column of air until (or if) the golden helmet is removed. If the helmet is removed, the body crashes to the floor, and the statues shout "You should have let me lie!" Poison gas pours out of the statues' mouths, filling the chamber in 1 round. Those still present must save or die (+1 to saves); even if the save is made, victims take 1-4 HP damage per round. The gas dissipates in 3 hours. The trap resets in 3 hours.

Concealed Door: Three of the four statues are fixed to the wall. One is not, and if shifted, reveals a concealed door to 5-37.

Treasure: The furniture is valueless, as the 'gilt' is nothing more than yellow paint. The golden helmet is bronze covered in a thin gold veneer (15 gp). The necklace is worthless.

5-37: Tomb of Muirasso: Entrance

The corridor from 5-36 is choked with cobwebs, dust and dirt; no one has traversed it in well over a millennium. This chamber is decorated simply, with a 10'-diameter circle of marble in its center and a painted frieze stretching around the upper edge of the walls. The frieze repeats the following phrase in cramped Mithric letters: "Knowledge of Thoth and His Mysteries Reveals the Way." Around the circle in the center of the room are four 6'-tall, 3'-square blocks of granite. The blocks are carved to represent the classic image of the 'scribe', with knees bent to the chest. On the folded knees of each scribe is a different object, also of stone. Each block carries an inscription in Mithric and boasts an 8"-square open hole. If the correct item is deposited into the hole, a magical effect will be produced. Manipulation of the scribes is also the only way to progress further into the tomb (by manipulating either scribe 3 or 4). It should be noted that the inscriptions are crucial clues to manipulation of the scribes, since two of the inscriptions state facts that are palpably untrue, at least if one knows anything about the cult of Thoth.

First Scribe: The object on its knees is a torch. The inscription reads: "Thoth consumes Light." The item to be deposited is any light source (torch, lantern, continual light rock, etc.). As it is untrue that Thoth consumes light (rather, he sheds light on knowledge), anyone who deposits a light source into the hole is blinded (save vs. spells at -2 or no effect). The blinding is permanent, but can be removed by the usual magical means.

Second Scribe: The object on its knees is a small figurine of a human being. The inscription reads: "Thoth Consumes the Ka." If any intimate object (hair, nails, a piece of personal clothing, etc.)



is deposited in the hole, the depositor must save vs petrification at -2 or die. After all, Thoth is not a death god, and anyone with knowledge of his cult would know that.

Third Scribe: The object on its knees is a scroll. The inscription reads: “*Thoth consumes Sorcerous Wisdom.*” If a scroll with any number of spells of any level is deposited in the hole, a loud ‘click’ is heard as the door to 5-38 opens. Although Thoth does impart wisdom, it is also true that he avariciously acquires it (e.g., the statue in 3-2).

Fourth Scribe: The object on its knees is a wand. The inscription reads “*Thoth Consumes Magic.*” If any magical item is deposited in the hole, it will be disenchanting, and a loud click will be heard as the door to 5-38 opens. Thoth is the source of magic, but also avariciously collects it.

5-38: Tomb of Muirasso: Main Tomb

The door to this chamber is stone and magically locked. Properly manipulating scribe # 3 or #4 in area 5-37 is the only way to open it. The interior of the chamber is decorated sumptuously with painted bas-reliefs in Thothian schemes, and shows a series of servants carrying rich items (incense, cloth, precious stones, ivory, etc.) towards a panel of seven priests (along the southwest wall), the largest of whom is labeled ‘Muirasso’.

Three sarcophagi, each 6’ long, 3’ wide, and 4’ tall, rest in the center of the chamber. The northwestern sarcophagus is that of Muirasso, while the central and southeastern ones are trapped red herrings. Muirasso’s sarcophagus is the least well decorated, with only a thinly etched sketch of a scarab beetle on its lid and the following curse repeated in the secret tongue of the priests of Thoth around the edge of the lid: “*Those who disturb the Archon’s Rest will Become Bones and Dust.*” The lids of the other two are richly carved to depict realistic (if stylized) faces, bodies, scarabs, and rods of authority. The gold gilt and lapis inlay is worth 50 gp per lid.

Trap 1: If the lids of any of the three sarcophagi are disturbed, undead servitors will free themselves from the bas-reliefs on the walls and attack, and Muirasso himself will rise from his sarcophagus to attack. Two servitors activate per round until there are 12 in total.

Trap 2: If the lids of either of the two false sarcophagi are disturbed, they will release a sickly green gas that quickly fills the room. This gas serves to regenerate the undead servitors and Muirasso the wight at the rate of 2 HP per round. It does not, however, bring them back to life if they are slain by ordinary means. The gas also prevents the undead from being turned.

Secret Door (southwest): The door is normal to find and is locked. As the key is long gone, it only opens if the lock is picked or the door battered down.

Inhabitants:

1. **12 undead servitors** (zombies): SZ M; AL N; AC 8; MV 60’; HD 2; HP 14, 14, 12, 12, 11(x3), 10(x3), 9, 9; #AT 1; Dmg 1-8. Special: always strike last.
2. **Muirasso, wight:** SZ M; AL LE; AC 5; MV 120’; HD 4+3; HP 33; #AT 1; Dmg 1-4. Special attacks: energy drain. Special defenses:

silver or magic needed to hit; immune to sleep, charm, hold, cold, poison, and paralysis.

Treasure:

Muirasso’s sarcophagus contains 6,936 ancient copper bits and 2,564 ancient silver pennies (see Arden Vul items), a glowing long sword (false dweomer: no actual bonus), a stoppered **jug of purple mist** (see new magic items), and two alabaster flasks filled with a bright blue liquid (**potions of poison**). The two false sarcophagi each contain an open canopic jar (their crocodile-head lids lie next to the jars); these are the source of the green gas; if the lids are replaced on the jars, the flow of gas stops. The gas is inexhaustible, but only while in this tomb complex. Each jar is worth 1,000 gp to an evil necromancer.

5-39: Tomb of Muirasso: Trapped Corridor and Secret Doors

A **symbol** (fear) is inscribed on the ceiling of this dusty, undecorated corridor, half-way down its length. Secret doors are present at either end.

Secret Door (northeast, to 5-38): The door is normal to find, and is locked; it must be picked or battered down.

Secret Door (southeast, to 5-40): This door is easy to find (1 in 4). It is locked, and the key is long gone; it must be picked open or broken down.

5-40: Tomb of Muirasso: Treasury

Muirasso’s treasure is piled in this chamber. The ceiling is low (6’ tall), and the walls rough and undecorated. Three stone chests and four rotted leather sacks lie in the center of the room. Lined up along the southwest wall is a set of twenty shabti figurines (each 10” tall) of solid gold.

Secret Door (northeast): This door is easy to find (1 in 4). It opens only to physical force (an open doors check).

Secret Door (northeast, into the chasm): The door is easy to find from this side (1 in 4). Pushing an apple-sized indentation on the wall causes the door to swing open. From the side of the chasm, the door is difficult to locate (1 in 8), since it is concealed by a heavy growth of creepers and camouflaged to look like natural stone; it can only be opened by force from the chasm side.

Trap(s): Each of the chests is trapped with a poison needle; those failing to locate the trap and to save versus poison die instantly.

Treasure:

Chest 1: four alabaster and gold canopic jars, worth 200 gp each. One contains a huge azurite (300 gp), while another contains a pair of keys to the hematite doors (3-177). The other two contain a total of 4 scrolls, one of **rope trick**, one of **invisibility 10’ radius**, one of **Pol’s inner eye** (see new spells), and one of **enchanted weapon**.

Chest 2: **mace of Muirasso** (see new magic items), as well as his **ring of protection +1**, his **amulet of courage** (see new magic items), and his **rod of turning** with 20 charges (see new magic items)

Chest 3: eight glass flasks containing **potions of extra healing** (x2), **clairvoyance**, **clairaudience**, **frost giant strength**, **human control**, **deafening light**, and **dispelling** (see new magic items for the last two).

Rotted leather sacks: 25,387 ancient copper bits; 13,902 ancient silver pennies; 7,477 ancient gold solidi; and 737 ancient octagonal platinum coins (see Arden Vul items for all).

20 golden shabtis: in various poses (carrying goods, hunting, fishing, etc.). Each is worth 1,750 gp, but each weighs 20 lb

5-41: Broken Hall

This hall was once a near mirror image of the Hall of Forty Pillars (5-6), but it has suffered catastrophic damage over the millennia. A 20' arch leading to a gloomy, arched (but pillar-less) ruin of heqetiera pebbled stonework is all that remains. An aura of brooding menace prevails, as the Hall is silent, clammy, and oppressive. Twenty feet into the hall the ceiling has collapsed, rendering further passage impossible. Despite its decrepitude, the hall is remarkably free of dust and dirt, due to the passage of the goblins from 5-43. Still, three apparent exits lead from the hall. To the northeast is a short passageway that ends in another cave-in. It is filled with cobwebs, within which is the dried husk of a goblin; no spiders are present, however. A second passage leads to area 5-42; it is difficult to locate, being merely a narrow slit in the rubble near the cave-in. The third exit is the 8'-diameter hole in the pavement.

Hole to 5-43: A steeply sloping mound of rubble leads downward from this 8'-wide hole in the pavement. The ramp descends downward about 40' at a 45-degree angle towards area 5-43. The rubble is difficult to navigate (½ movement). At the foot of the mound is a barrier made of interwoven sticks (see description at 5-43).

5-42: Beetles, Bodies, and Doors to a Vault (SL6-55A)

This area is accessed by a narrow passage through the rubble from 5-41. Two objects dominate the room: a pair of huge bronze doors (15' tall) and an enormous stone scarab beetle (8' long, 4' wide, 3' tall) that sits on the floor in front of the doors. The bronze doors are featureless save for a circular inset (10" in diameter and 1" deep) on the left door. It is clear that an object can be placed into the inset. Around the enormous stone beetle are splayed the corpses of three goblins and one completely desiccated human, the latter still clad in the red robes of the cult of Set. Observant PCs might be able to view from the entrance some coin-sized gold objects (gold scarab beetles) around the corpses. The beetles serve as a protection and opening mechanism for the bronze doors.

Stone Scarab and Lesser Scarabs: The stone scarab is carved to resemble a great stag beetle, with inlaid jade and lapis to accentuate the pattern. The beetle's back also contains twenty-five round inset holes; twenty-four of the insets are 2" in diameter while one, closest to the eyes of the stone beetle, is 5" in diameter. Seventeen of the small insets are filled with gold and ivory miniature versions of the larger beetle; the other seven small insets, as well as the 5" one, are empty.

Opening the Bronze Doors: The bronze doors can only be opened by manipulating the clever, and potentially dangerous, locking

mechanism designed by the priesthood of Set in antiquity. To open the doors, one must place a 10"-diameter golden scarab beetle into the appropriate inset hole on the left-most door. Currently that golden scarab is held within the closed mandibles of the large stone scarab (the 10" scarab is not visible so long as the stone beetle's mandibles are closed). The stone scarab's mandibles may only be opened when all 24 small (2"-diameter) and the one medium (5"-diameter) scarabs have been placed into the appropriate insets on the back of the stone scarab. When this happens, the mandibles of the stone scarab open, revealing the gleaming 10"-diameter beetle. The bronze doors will remain open for 6 hours, after which the large scarab will fly back to the mandibles of the stone beetle, which will in turn close. The doors could be spiked open, however. Behind the doors are a set of stairs leading down some 300' to the hidden Archontean vault designed to hold rudishva artifacts (SL6-55, via SL6-55A).

Trap (scarab beetles): Greed is the trigger for a nasty trap. The small and medium scarab beetles activate and attack intruders under certain conditions. First, they are only eligible to activate and attack if they are not at rest in the great stone scarab; that is, only those beetles already on the floor or pried out of the stone scarab will attack intruders. Second, all such beetles immediately attack anyone touching the bronze doors. Third, all loose beetles eventually attack once removed from the stone scarab even if the bronze doors remain untouched; it takes 1-3 turns for each small scarab to activate and attack, and 1-3 hours for the medium scarab to do the same. The scarabs can also be deactivated (and then only temporarily) if they are inserted into a ball of dung that coats them completely. **Dispel magic** also neutralizes (permanently) 4-6 beetles per casting. The GM should remember that 7 small scarabs are currently lying among the corpses; these will thus activate in 1-3 turns.

GM Note: It is perfectly possible for cautious PCs to avoid the dangerous scarabs and pass through the bronze doors without incident. To do so, they must restore all the small scarabs to their insets on the back of the stone scarab before these pests activate and attack; they must also discover the medium scarab (see Treasure below) and similarly restore it to its proper resting place.

Inhabitants:

1. **24 small gold scarab beetles** (see new monsters): SZ S; AL N; AC 0 or 6; MV 60'; 120' flying (Class C); HD 2; HP 16(x3), 15(x3), 14, 13, 12, 11, 10 (x4), 9 (x3), 8 (x3), 7 (x3); #AT 1; Dmg 1-4. Special attacks: burrow through soft tissue (2-5 HP/rd); attack as 4 HD creature. Special defenses: half damage from slashing or piercing attacks; immune to all magic except dispel magic.
2. **1 large gold scarab beetle** (see new monsters): SZ S; AL N; AC 2 or 6; MV 60'; 90' flying (Class C); HD 5; HP 31; #AT 1; Dmg 1-8. Special attacks: burrow through soft tissue (2-8 HP/rd); attack as 10 HD creature. Special defenses: half damage from slashing or piercing attacks; immune to all magic except dispel magic.

Treasure:

Each small scarab is worth 150 gp if successfully removed and disarmed. The medium scarab is worth 500 gp. The large scarab is worth 2,000 gp. Scarabs that have been battered in combat are worth ⅓ their normal value. The goblins possess 3-36 sp total, as well as a rusty short sword and a battered shield. The dead priest

of Set carries a pouch in which is a desiccated ball of dung some 6" in diameter; within the dung is the dormant medium scarab. The gold and lapis inlay of the stone scarab can be pried out without danger: it is worth 150 gp.

5-43: Goblin Guardpost

A wicket of interwoven sticks some 15' deep blocks the entranceway to this rough-hewn cavern; it will take a turn to figure out how to navigate the tricky path through the wicket. The room is cool and damp, and is devoid of interest save for its inhabitants. A dozen goblins led by a captain will be here at all times. The goblins expect to parlay, but will respond with violence if need be. If a party shows itself to be peaceful and seeks discussion, the captain escorts its members to Killik in 5-46. The wicket is quite damp and unlikely to catch fire.

Inhabitants:

1. **12 goblins:** SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6.
2. **Goblin captain:** SZ 2; AC 6; MV 60'; HD 1; HP 7; #AT 1; Dmg 1-8 (sword).

5-44: More Goblins

A small unit of goblin warriors occupies this cave. They serve as reinforcements for their comrades in 3-7 in case of renewed threat from Phlebotomas Plumthorn and his halflings (see 3-5). The rough stone chamber has some sleeping pallets, a small fire of burning wood and dung, and a water barrel. These goblins expect to parlay with anyone arriving from the tunnel at 5-44A. Those wishing to negotiate - if acting honorably and respectfully - are conducted to area 5-46 to consult with Killik. If negotiations with 'visitors' go badly, one goblin rushes to area 5-45 so as to bring the subterranean lizards to the fight within 4 rounds.

Inhabitants:

1. **10 goblins:** SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6.

5-44A: Tunnel Up to Level 3 (3-7)

This tunnel climbs steeply upward for 250' emerging at area 3-7.

5-45: Goblin Pets

The goblins have penned here - and partially tamed - two giant subterranean lizards. Two goblin tamers bunk in with their pets. The cave has a water hole, several partially devoured corpses (of goats, beastmen, and others), two sharp sticks (goads), and two crude saddles. Loud snorts and sharp cries echo from the cave.

Inhabitants:

1. **2 subterranean lizards:** SZ L; AL N; AC 5; MV 120'; HD 6; HP 37, 35; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20.
2. **2 goblins:** SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6.

5-46: Goblin Commander

This area is a combination of natural caves and ancient worked stone. The worked stone is very old, being of the same vintage as

the Hall of Forty Pillars. A pile of debris covers half of the door to 5-52, atop of which is a spear shaft with a scrap of wood. Scrawled on the scrap, in goblin, are the words: "No go! Bad Juju!"

The chamber is the residence of Killik, one of the trusted lieutenants of Weskenim, the Goblin king (SL4-22). Calling himself the "Big Boss of the Wet Caves", Killik spends most of his time lounging on his 'throne', an ancient wooden armchair hung with bones that he has placed on top of a mound of rubble in front of the door to 5-52. He wears a wooden, man-sized ring on a thong around his neck. Twelve goblin warriors accompany Killik.

Additional features of this room include a tattered brown cloth on which is painted a grinning goblin face; a half-dozen glow-beetle innards hanging from the walls; a huge skull of a lizard, gaudily painted and festooned with feathers; and Killik's hoard, a leather sack hidden in the rubble mound under his throne.

Trapped Puzzle Door (southeast): The door to 5-52 is made of greasy, pebbled stone. In the center of the door is carved a 2'-square, hideous, amphibian-esque face. Two vertical, almond-shaped eyes glare forth over a slit nose and a wide, but tightly-shut, mouth. Four 2"-square indentations in the stone are located above and below the face. Although the indentations are covered with grime, cleaning them up a bit reveals that each contains a smaller carving. Clockwise from upper left, the carvings show 1) four heqeti hoppers in a line, each with a spear; 2) a single heqeti hopper pointing his spear directly at the viewer; 3) three heqeti hoppers arranged in a triangle, spearing a human; 4) two heqeti hoppers carrying a dead varumani with their two spears.

To open the door, one must touch the four small square carvings in the proper order. Doing so causes the formerly-closed mouth of the main carving to grind open, revealing an obvious latch for the door. Should the wrong combination be touched, or should the door be subject to violence, a dreadful keqemander demon (see new monsters) is summoned to area 5-52 (see explanation at 5-52). The proper sequence is as follows: 4-3-2-1. [GM: the puzzle is a simple declining number sequence, and the number of heqeti and spears is the main clue. So the first carving to touch has four heqeti; the next should be three, then two, and finally one.]

GM Notes on Killik: Killik is a smart, ambitious goblin. He is proud of his role as the overseer of King Weskenim's operations in this important area of the middle halls. He is fully prepared to negotiate with travelers, and indeed is accustomed to this task. He expects a small 'gift' from travelers who wish to travel between 5-2 and 5-35 (1-10 gp per person). For all of his gregariousness, he expects to be treated with respect. He can offer but little information about the surrounding regions. He knows Gog, of course, and talks respectfully of him (5-2). He also knows Riglon the varumani (5-54) and is familiar with the operation of the Troll Lift; he is a bit more circumspect about Riglon than he is about Gog, as he considers the troll thegn and his operatives to be bullies. Killik has been charmed by the vampire, Cinna Minux (7-122), who occasionally visits him to pump the goblin for information.

If asked about the door to 5-52, he attempts to dissuade friendly visitors from the 'certain doom' that lies behind that door. If pressed he states that 'there is a bad monster in there who eats everyone. Just last month a smarty-pants dwarf with servants arrived with gifts for Killik. We feasted for a long time, but then the dwarf grew curious about our door. Killik told him not to go in, but he insisted. Somehow, he knew the trick! Killik doesn't know the trick, but he has heard the cries of those who do. [shudder]

Killik tried to prevent him, but the dwarf did not listen. And he never returned! So, you see, friends of Killik should not go in! (GM: this is a reference to Jasper Malachite, a dwarven adventurer who was slain in area 5-52).

Inhabitants:

1. **Killik, goblin 'chief'** (as gnoll): SZ M; AL LE; AC 5; MV 60'; HD 2; HP 14; #AT 1; Dmg 3-9 (**morning star +1**). Possessions: **morning star +1**.
2. **12 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6.

Treasure:

In Killik's hoard: 391 cp; 4,178 sp; 553 gp; a one-inch diameter wooden rod coated in silver (keys for 5-6E or 5-6F); one bracer from a set of **bracers of haste** (see new magic items; the other bracer is in 3-225); and a strange, disc-shaped object made of a light 'metal' and inscribed with bizarre sigils (actually a rudishva lesser power supply – see new technological items). The ring is a **ring of higher purpose** (see new magic items), the powers of which Killik is entirely ignorant.

5-47: New Goblins in an Old Room

Another set of goblins under Killik's command inhabit this crumbling, ancient hall marked by greasy, pebbled stonework. The south and west sides of the room are rough, reflecting the collapse of the former ceiling and walls, while the east and north still show some features of the ancient stone-work. In addition, broken but identifiable pavement covers the eastern half of the room; if one sweeps away the dust and dirt (¼ inch of it), a mosaic will be found. The mosaic is fragmentary, but seems to depict a bipedal form with webbed fingers and toes, and an enormous maw. The goblins have rigged several traps in the narrow tunnel leading from 5-48.

Trap #1 (falling block): A falling block trap exists just inside the entrance to 5-47 from 5-48. It is triggered by a trip-wire running an inch from the floor (50% per person to trip it), and delivers 3-18 HP damage to 1-3 persons.

Trap #2 (noise): The goblin witch doctors (SL4-12) have cast **Frigg's flatulence** (see new spells) on a smiley face that they painted halfway down the corridor between 5-47 and 5-48. Whenever any intruder passes within 5' of the smiley face, a loud 'raspberry' sound will echo down the corridor, alerting the goblins in 5-47.

Inhabitants:

1. **12 goblins**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4(x3), 3, 3; #AT 1; Dmg 1-6.

5-48: Broken Hall

This formerly grand hall leading to the Sundered Span (5-35) has fallen into decrepitude, as its barrel-vaulted ceiling is crumbling, its radiating passages have collapsed, and its statuary has worn down to mostly-shapeless lumps. The stonework is ancient, pebbled, and slightly greasy. Several score large toads inhabit the chamber (as in area 5-6, although none are transformed adventurers). Along the southeast wall stand four 8'-tall statues; the statues are shapeless bipeds, with all distinguishing racial or personal features worn away by time. Each carries an equally shapeless weapon (treat as

clubs). The statues animate when 5-48 is entered, although they do not pursue down the tunnel to 5-47, nor do they approach within 30' of the Sundered Span (5-35). Once intruders have reached either of these areas, the statues return to their posts along the southwestern wall. Seasoned travelers in the Halls know to rush between 5-35 and 5-47, thereby avoiding any threat.

There is a slight chance (10%) of encountering some intelligent denizens here on their way to or from the Sundered Span:

D10	Encounter
1-4	1. 10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3, 3; #AT 1; Dmg 1-6 2. 1 goblin sergeant (as orc): SZ M; AL LE; AC 6; MV 60'; HD 1; HP 6; #AT 1; Dmg 2-8 (morning star). Possessions: morning stars
5-6	A beastman patrol – 6 troopers and a sergeant: 1. 6 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 8, 7, 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90'; HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
7-8	A group of Set cultists with a Set acolyte: 1. 6-9 Set cultists (see new monsters): SZ M; AL LE; AC 9; MV 90'; HD 1; HP 6, 5, 4, 3, 3; #AT 1; Dmg 1-4 (dagger) or 2-7 (flail) or 1-6 (staff). Special attacks: fanaticism. Possessions: padded armor; daggers; flails or staves 2. 1 Set acolyte (see new monsters), as a 3rd-level Archontean cleric of Set: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; acolyte's was stick (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: command, cure light wounds, curse (reverse of bless), protection from good; hold person, silence 15' radius
9	Roll on the chasm random encounter table (see 5-34)
10	2 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 53, 50; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison

Inhabitants:

1. **4 animated, shapeless statues** (treat as Archontean animated constructs – see new monsters): SZ L; AC 2; MV 60'; HD 6; HP 44, 40, 39, 38; #AT 1; Dmg 5-10; immune to fire, cold, electricity, and mind-affecting magic; slashing weapons do ½ damage.

5-49: Goblin Squatters

A band of goblins led by a goblin sub-chief inhabits this rectangular room of worked stone. The goblins are here to watch for intruders from the chasm.

The room is actually of more interest than the inhabitants, for it boasts some intact bas-reliefs from the heqeti period. These carvings run along the upper register of the northwest wall and depict a series of large bipedal amphibians carrying trophies (humans, ritual objects) towards an enormous ziggurat. The carvings represent areas 10-32 to 10-35.

Inhabitants:

1. 7 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1-6.
2. Krexit, goblin sub-chief (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 7; #AT 1; Dmg 1-8 (long sword). Possessions: long sword.

Treasure:

Behind one of the panels of the frieze is a hidden niche that is difficult to locate (1 in 6); to access it, the frieze must be destroyed. In the niche is a 3"-tall onyx icon of a salamander; the icon is an **icon of Kauket** (see new magic items).

5-50: Netting

A 10'-wide x 5'-tall opening onto the Great Chasm is the major feature of this cave. The goblins have attached some netting made of hooks, wire and rope to the inside of the aperture, thereby hoping to prevent unwanted chasm dwellers from entering their caves. There is a 50% chance that something is caught in the netting:

D8	Object in Netting
1-2	1-2 ordinary bats: SZ S; AL N; AC 8; MV 10', 240' flying (Class B); HD 1-2 HP; HP 1, 1; #AT 1; Dmg 1
3	1 small chasm cephalopod (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 12; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.
4	Item of adventuring gear: 1-2: weapon; 3-4: helmet or greaves; 5-6: delving gear
5	1 giant bat: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 3; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater.
6	A bloodthorn: SZ M; AL N; AC 4 (tendrils)/3 (trunk); MV 0'; HD 3; HP 37; #AT 5; Dmg 1-4. Special attacks: drain 25% of HP on any hit. Special: five tendrils, each taking 5 HP to sever.
7	A half-dead large albino baboon (see new monsters): SZ M; AL N; MV 120'; AC 6; HD 3; HP 5 (max 15); #AT 3; Dmg 1-4/1-4/1-6. Special attacks: pack attack.
8	GM's choice

5-51: Curving Tunnel Down to Sub-Level 4 (SL4-1)

This steeply twisting tunnel leads down some 100' to the Goblin Warrens (SL4-1). The tunnel is natural, but a well-worn path has been beaten into the rock by countless feet.

5-52: Ancient Heqeti Vault

Trapped Door: The door from 5-46 can only be opened if the puzzle (described at 5-46) is solved.

The chamber was a central hall during the period of heqeti domination of these regions of Arden Vul. The ceiling is 25' tall, and the walls are grimy, pebbled, greasy, and streaked with alternating bands of bands of color (ruined frescoes) and reddish brown (blood). Broken statuary lines both walls, and a plinth stands in the northeastern end. Footprints of humanoids are visible in the dust, as are the prints of a giant, 3-toed being (a keqemander – see new monsters). Snapped and broken bones of a variety of types litter the floor.

The statues are all headless (and the heads are all stacked in a pile in area 5-52A) and depict squat, thick-legged humanoid beings (heqeti hoppers – see new monsters). The stumps of these statues are very badly worn with age and vandalism.

Depending on how the PCs entered the room, the plinth may or may not be empty. If the correct sequence of carvings has been touched on the first attempt at 5-46, then the plinth is empty. Otherwise, it is likely that a keqemander demon (see new monsters) is squatting on the plinth. As described in area 5-46, the keqemander is automatically summoned if the wrong sequence of carvings is touched, or if the door is beaten down. In such circumstances the keqemander follows its contract to the letter (see below). There is also a 25% chance that the keqemander will still be present even if the correct tiles on the door were punched; in this case it had been summoned through the actions of some previous unfortunate, and is still waiting out the terms of its contract.

Among the broken bones is the still-enfleshed corpse of the demon's most recent victim, the dwarf Jasper Malachite. Jasper was slain here about a week ago. Jasper's clansman, Utor Malachite, is searching for Jasper's remains (see 7-76).

The terms of the keqemander's summoning obligate it to wait for seventeen days after being summoned and to eliminate all those non-heqeti who trespass into 5-52. After seventeen days it is free to return to the abyss. Still, its chaotic evil nature means that there is a slight (15%) chance that it takes a brief detour once the seventeen days are up, either by teleporting into 5-46 in order to slaughter Killik and his goblins (50%), or by venturing down the tunnel at 5-52B (50%) and thus accessing the chasm floor (via 9-35).

In addition to its normal gate power, which it may use to summon other keqemandri, the keqemander has a 75% chance of summoning three heqeti hopping dead (see new monsters) to its aid at the start of combat.

Inhabitants:

1. **1 keqemander demon** (see new monsters): SZ L; AL CE; AC -2; MV 90'; 150' flying (Class D); HD 12; HP 83; #AT 3; Dmg 1-4/1-4/3-18; MR 40%. Constant abilities: dread (-1 to saves); infravision. Special attacks: acid spit (3-10 dmg; 30' range, every other round); cause fear; darkness (10' radius); exude acid with chance to degrade armor; use a symbol of discord. Special defenses: only hit by magic weapons; half damage from cold, electricity, fire, and gas; become invisible. Special: levitate; telekinesis (4,000 gp weight); project image; teleport without error; 50% chance to gate in either another keqemander or a Type I-IV demon.
2. **3 heqeti hopping dead** (see new monsters): SZ M; AL CE; AC 5; MV 90'; HD 3; HP 19, 16, 15; #AT 1; Dmg 1-8. Special

attacks: leap; cursed tongue. Special defenses: turned as ghosts; half damage from piercing and edged weapons; immune to sleep, charm, hold, and cold-based spells.

Treasure:

The keqemander has accrued a substantial pile of loot over the centuries, more through boredom and success in battle than through any love of wealth: 15,492 ancient silver pennies (see Arden Vul items); 6,859 ancient gold solidi (see Arden Vul items); six painted glass cups with gilt and lapis (125 gp each); a beautiful silk carpet depicting a scene of mysteries from the temple of Horus (350 gp); a golden ceremonial helmet (125 gp); a scroll containing the spells **wizard's cache** and **Daemon's shadow spell book** (see new spells for both); two **potions of healing**; a **potion of diminution**; a **potion of flying**; a **soul stone** (see new magic items); a **mask of the skull** (see new magic items); and a **ring of faerie** (good). Jasper Malachite's body still contains a leather pouch with 113 gp and 57 sp; a set of fine lockpicks (40 gp); an oily soapstone statuette of a salamander (75 gp); and Jasper's **dwarven life-stone** (see new magic items), now inert of course, but carved with the symbols of clan Malachite.

5-52A: Broken Pillars

This ell features six pillars - five shattered and one intact - amid a thick carpet of dust. In addition, a neat pyramid formed of the heads of the heqeti statues from 5-52 stands in the exact center of the ell. Bound by a levitation charm to the top of the intact pillar is a leather satchel in which are found 6 large rhodochrosites (200 gp each), 19 large octagonal platinum coins (see Arden Vul items), and a **ring of delusion** (appearing as a **ring of spell turning**).

5-52B: Tunnel Down to Level 9 (9-35)

Amid the rubble of a collapsed heqeti-era side chamber a broad (7' diameter) tunnel heads south, snaking downward some 1,100' before ending up in area 9-35, just off the chasm floor. Although mostly natural, the tunnel does contain sections of worked corridors and stair segments, all of which have the familiar pebbled and slightly oily texture of heqeti construction.

5-53: Landing and Statue

At the northeastern side of the Sundered Span (5-35), in an ancient chamber sheathed in 8'x8' limestone blocks of great antiquity, stands an imposing statue of a **varumani** wearing chain mail and armed with a huge mattock. The statue is incredibly lifelike; indeed, it is actually the petrified form of one of the troll thegn's housecarls (see 7-29) who fell out of favor with his lord. Perceptive viewers will note that the plinth on which the statue stands is considerably older, and features writhing half-round figures of strange bipeds, troll-like figures (**varumani**), and amphibian beings. The art style is quite different from that of the halls of Thoth, and dates back to the wars of the rudishva against the heqeti. Several bits of dungeon dressing have been draped on top of the **varumani** statue: a string of goblin ears, a wax candle with an arrow stuck through it, a blotch of black paint, and a bit of graffiti. If un-petrified, Iklor the true **varumani** is grateful and offers to help against the troll thegn.

Inhabitants:

1. **Iklor the petrified true varumani** (see new monsters): SZ L; AL LN; AC 0; MV 90'; HD 8; HP 61; #AT 3 or 1; Dmg 3-6/3-6/4-

10 or 8-26 (**two-handed sword +2**, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge **two-handed sword +2**; **ring mail +2**.

5-54: Stone Seat

In another ancient chamber dating to the rudishva period sits a massive stone chair, some 5' wide and deep with a seat that rises 4' above the chamber floor. Both the back and seat of the chair bear deep scoring and scratching marks. The floor is composed of 10'-square flagstones, many of which are cracked, pitted, and scorched. The walls are also sheathed in stone blocks that have been worn smooth by age and countless hands (some few traces of paint and incisions may be detected). Like its companions on Levels 3 and 9 (at 3-52 and 9-9), this great chair was originally used for magical **clairvoyance** within the Halls, but the sigils on the seat that operated those functions have been destroyed; only by locating another iteration of the correct glyph (the glyph of 'Sight') and tracing it can the chair to be reactivated. A still-visible rudishva glyph of sight may be found at area 3-52.

Whatever its earlier function, the chair now serves as the symbol and literal seat of authority of Riglon, vice-overseer of the Troll Lift. Riglon is fairly lazy, and prefers to recline here in the chair, watching his minions work the lift at area 5-55. He and his mates have a keg of Hak's mushroom ale (7-94), two carcasses of large lizards hanging from hooks driven into the walls, a sack of dried mushrooms and fruit, a second sack filled with 1,503 silver sp, and a troll chest keyed to Riglon (see new technological items).

Once Riglon and his band notice the approach of any light-using parties from across the Sundered Span (3-35), the entire group (i.e., Riglon, his goblins, and his minions from 5-55) will be waiting to parlay. If intruders cross the span without light, or arrive from the east, there is only a 25% chance that Riglon or one of his goblins will hear them coming. If intruders manage to arrive undetected, Riglon leaps from his chair, shouts for his minions from 5-55, and then commands (in Varumani) the intruders to halt and offer proper obeisance to the troll thegn's vice-overseer.

Riglon knows Gog (5-2) from the old days, and, despite Gog's outlaw status, treats the old exile with tolerance and a fair amount of respect. Indeed, Riglon is Gog's main source of information concerning current conditions in the court of the troll thegn (7-75).

Riglon has been charmed by the vampire, Cinna Minux (7-122), who occasionally visits him to pump him for information and rumors.

If Riglon likes the PCs, there is a 25% chance he reminds them of the fact that they need a passport to visit the troll thegn's court. In such cases, there is a further 33% chance that he has an extra passport that he will be willing to sell, at the low price of 50 gp per person in the party.

The Troll Lift: Those wishing to use the Troll Lift to pass to Level 6 must negotiate with Riglon. The official tariff set by the troll thegn is 10 sp per leg for delivery from 5-55 to 6-3, but Riglon attempts to charge neophytes (i.e., those who appear naive and/or whom he has never before seen) 1 gp per leg. Riglon happily haggles and, in most cases, can be reduced to 15 sp per leg. This

fee must be paid in advance each time one wishes to use the lift. Should PCs be cognizant of the thegn's official tariff, they might be able to threaten to expose Riglon's corruption; successful 'negotiation' of this sort might result in certain immediate benefits (e.g., free passage to 6-3), but it also provokes the undying enmity of Riglon, who will thenceforth work towards the PCs' demise.

There is a 1 in 6 chance that another other group is present in this chamber, negotiating with Riglon for travel on the Lift. Roll on the following table to determine its composition:

D12	Travelers
1-2	4 goblins and a goblin captain bearing tribute to the troll thegn. They will fight on Riglon's side until morale breaks. The tribute is 152 cp, 79 sp, and a golden cup (15 gp). 1. 2 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 4, 4, 3; #AT 1; Dmg 1-6 2. goblin captain: SZ 2; AC 6; MV 60'; HD 1; HP 7; #AT 1; Dmg 1-8 (sword)
3	Durdeon Vislok and six companions in the Sodality of the Fist (for stats, see AV-12), traveling between AV-12 and the Arena (6-68). The Sodality are quiet and intense, and only become animated when the Arena and/or boxing is mentioned. They refuse to divulge any information about their route into or out of the Halls.
4-5	3 beastmen and a beastman sergeant travelling to the thegn's court to complain about the laziness of the varumani advisors in 3-162. They have 10 gp with which to smooth their way. They will try to remain neutral if a fight breaks out. 1. 3 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 7, 6, 6; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows 2. 1 beastman sergeant (see new monsters): SZ S; AL LN; AC 4; MV 90'; HD 2+2; HP 15; #AT 1; Dmg 1-6 or 2-5. Special attacks: tactics. Possessions: ring mail and shield; spear; war hammer
6-7	2-4 lesser varumani (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 59, 58, 57, 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8 th -level fighters or 8 th -level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mattocks; nets and prods; shields; 3-6 randomly determined 'antiquities or curiosities', worth 100-400 gp each. They eagerly support Riglon and, indeed, try to goad Riglon into fighting with the PCs
8	One of the Sun-Scarred Knights (GM's choice which one) on an inscrutable mission. He/she will attempt to mediate if hostilities seem imminent, but will in no way intervene if fighting breaks out. For a list of available knights, see the preface to Sub-Level 10

9	Nolgi the Hunter, a true varumani: SZ L; AL NE; AC 2; MV 90'; HD 8; HP 62; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 8-26 (spear +2 , 2-20+6). Special defenses: surprised only on 1 in 6; save as 8 th -level fighter or 8 th -level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: a two-handed spear +2 ; an enormous mace; a heavy crossbow with 24 bolts; ring mail; two copper arm bands carved with images of heqeti (175 gp the pair); two doses of hunter's friend (see Arden Vul items); a pouch with 111 sp, 78 gp, and two doses of hunter's friend (see Arden Vul items). Nolggi wears a decorative helmet formed out of a couple of heqeti skulls, to which he has attached some streamers of colored cloth. In addition to his usual gear, he is bearing 4-16 baboon pelts (worth 4-40 gp each) to sell in the lower levels. Nolggi is returning from a hunting trip. He is a formidable warrior, but does not much like Riglon and will only assist him 50% of the time.
10	Either a party of NPC adventurers (50%) or a magic user and flunkies (50%) traveling to the Inn of the Lost (areas 6-7 to 6-20). Either group will aid the PCs in a fight, but will blame the PCs for Riglon's death when and if necessary. Select group from NPC appendix
11-12	A mixed party of lesser varumani (2-4), goblins (2-12) and humans (1-6) bearing a captive monster to the lower levels for use in the arena (see 6-68). Roll for creature: 1-3: a giant 4-armed baboon; 4-5: a giant spider; 6-7: a carcass creeper; 8: GM's choice. If combat ensues, they jump to Riglon's defense. They carry 10-100 gp in coins and/or gems and have a 10% chance of bearing 1-4 potions as well. 1. 2-4 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 59, 58, 57, 55; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8 th -level fighters or 8 th -level magic users, whichever is better; regenerate 3 HP/rd; infravision. Possessions: maces; nets and prods; and three portions of varumani knock-out juice (see Arden Vul items) 2. 2-12 goblins: 10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 6, 5(x3), 4, 4, 3(x3); #AT 1; Dmg 1-6. 3. 1-6 human arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 6, 5, 5, 4, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear

Inhabitants:

1. **Riglon, vice-overseer of the Troll Lifts, and a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 9-27 (**spear +3**, 2-20+7). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-

affecting magic; regenerate 3 HP/rd; infravision. Possessions: two-handed **spear +3**; ring mail.

2. **4 goblin slaves, armed with crossbows and spears**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 3; #AT 1; Dmg 1-6 (spear) or 1-4 (light crossbow).

3. **Other travelers** (1 in 6 chance)

Treasure:

Troll chest (see new technological items): 139 ancient octagonal platinum coins (see Arden Vul items); 479 sp; 531 gp; Riglon's silver baton of authority (250 gp); a scroll with a schedule of shipments on it; another scroll with a list of names [those proscribed from using the Lift]; a clay tablet inscribed with an image of Vanara (the legendary varumani leader – see 5-139) and a three-line couplet about Vanara's sacrifice for his varumani followers; and a **wand of fire** that Riglon confiscated some weeks ago (22 charges remaining).

Riglon carries a **spear +3** that he fondly calls "Splitter".

A sack with 1,500 sp, plus mundane foodstuffs

5-55: Upper Troll Lift, leading down to area 6-3

The top-most segment of the Troll Lift stands on this semi-circular platform of stone jutting into the Great Chasm. The platform is open to the chasm, and covered in a badly damaged mosaic that still features images of horned bipeds (rudishva) directing varumani, bird-creatures (varuda) and snakes (kaliyani) against amphibianoid foes.

The Lift proper is composed of several parts: a rectangular opening (5'x10') in the pavement, a pair of 10'-tall iron poles either side of the hole supporting a wooden frame over the hole, guy-lines extending from the side of the platform to the iron apparatus, a pair of iron cranks, over 600' of heavy silk rope coiled around the upper portion of the apparatus, and an iron and wood cage which descends through the rectangular opening some 600' to area 6-3 below. Passage up or down takes 11-20 minutes, and is marked by swaying, creaking, and generally nauseating stops and starts of the iron and wood cage.

Operation of the Lift

Two huge bestial varumani crank the winch to raise or lower the cage. Passage must be arranged with Riglon in area 5-54.

The two bestial varumani laborers – whom Riglon has 'named' Trilti and Gerg – are present here 75% of the time; otherwise (25%) they are taking a break in 5-56. Wherever they are, they are quick to come to Riglon's aid if circumstances demand it (see text of 5-54).

Inhabitants:

1. **Trilti and Gerg** (75%), **bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 50; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

5-56: Barracks and Balcony

The original function of this formerly beautifully decorated chamber has been lost. Currently it is the resting place for Riglon, his two bestial assistants, and their eight goblin slaves. The room is smoky from a fire that burns in the center of it, but it smells delicious (the varumani use dried mushrooms as fuel). A 5'-wide

archway leads to a small balcony that overlooks the chasm. At any one moment Trilti and Gerg have a 25% chance of being here. Four goblins are always present, poised with spears and crossbows to repel any unwanted chasm-crawlers.

Inhabitants:

1. **Trilti and Gerg** (25%), bestial varumani: for statistics see 5-55.

2. **4 goblin slaves, armed with crossbows and spears**: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5, 3; #AT 1; Dmg 1-6 (spear) or 1-4 (light crossbow).

Treasure:

25 lb of dried mushrooms as fuel, 12 musty baboon pelts sewn into three blankets, a set of wooden drinking mugs, a stone water barrel, and a 5,000 gp diamond hidden in the water.

5-57: Tomb of Sethu: False Tomb

A curtain of hanging creepers conceals the entrance to Sethu's tomb. Originally a plaster plug textured to look like the surrounding stone obscured the entrance, but a 6' hole has been cut in the plaster, thus allowing access to the inquisitive. The long tunnel from the chasm is sheathed in painted plaster that shows a string of servitors bearing all manner of goods – mundane as well as valuable – towards the chamber to the northeast.

Halfway down the corridor is a 5'-square block of stone that has clearly fallen from the ceiling; a pair of skeletal legs protrudes from beneath the block.

The chamber is decorated in a similar scheme, with some 20 full-sized images of servitors bearing chests, piles of food, rods, baskets of coins, and so forth towards a figure whose image occupied the northeast wall. An inscription runs along the top of the northeast wall in Mithric: "*Sethu, Protonotarius of Arden Vul, High Priest of Thoth, rests here. Those who disturb his rest shall pay!*"

The chamber contains a large stone sarcophagus, whose lid lies shattered on the floor. Around the sarcophagus is a litter of broken objects, smashed crockery, violated canopic jars, and empty chests. A dozen random small coins (7 sp and 5 cp), some fragments of gilt wood, and some bits of scroll are all that remain. Lying in the trash are the corpses of two adventurers, who seem to have met their end by being clawed and beaten to death. Next to them is a shattered skeleton of large size. Perceptive PCs will note that the equipment is of extremely archaic vintage; nothing like it has been seen in many centuries.

GM Note: Sethu designed this first room of his tomb to make it look as if plunderers had already cleaned out his tomb.

Secret Door (southeast): Part way down the corridor is a 4'-square secret door leading to the real tomb. It is normal to locate and opens by pressing both eyes of one of the painted servitors at the same time.

Treasure:

7 sp, 5 cp, and an archaic long sword.

5-58: Tomb of Sethu: Antechamber

A narrow corridor (4' wide by 5' high) snakes from the entrance corridor to this antechamber. The antechamber is 8' tall and 10' square. It is jam-packed with with gilt-wood furniture – two bed frames, three frames for hangings, six stools, three chests, and four thin chairs. Amid the furniture are ten 4'-tall stone shabti figures

of servants bearing spears and clubs; they are painted a bright shade of orange. The walls are painted in a more elaborate scheme, showing images of Thoth spitting out streams of words, shedding light on darkness, smiting serpents, and treading on amphibians. The wall paint is also gilt.

The shabti warriors are a form of Archontean animated construct (see new monsters); they animate if and when Thoth's breath (see 5-60) reach them. Due to the age of the mechanism, though, there is only a 25% chance for 4-10 shabtis to animate 6 rounds after the trap in 5-60 is triggered. Once animated the shabtis pursue intruders throughout the tomb. If intruders depart, the shabtis return to their posts.

Secret Door (northeast): The door is easy to find (1 in 4), and opens by locating and pressing a button on the northwest wall.

Inhabitants:

1. **10 Archontean animated constructs - shabti warriors** (see new monsters): SZ S; AL N; AC 6; MV 60'; HD 2; HP 13(x10); #AT 1; Dmg 3-8; MR 25%. Special defenses: +1 or better weapons to hit; half damage from slashing or piercing weapons (but double-damage from crushing weapons); immune to elemental magic, poison, and mind-affecting spells.

Treasure:

The furniture is potentially valuable (1,500 gp total), but extremely fragile (save vs petrification at +3 to move without breakage). The gilt is worth a total of 30 gp. In the chests is the following: some dried out grain, some dusty nuts and dried fruit; 3,429 ancient copper bits (see Arden Vul items); and a set of copper plates and goblets (15 gp). The shabtis are valuable to a buyer of antiquities; they might bring 50 gp each, although they weigh 50 lb each.

5-59: Tomb of Sethu: Preparation Room

Another 4' x 5' tunnel leads from the secret door to this 8'-tall preparation room. Instead of images, it depicts, in giant letters, the following inscription in Mithric: "The servants of Sethu thrive in the breath of Thoth." The floor of the chamber contains four alabaster canopic jars, each with a solid gold figure on its lid: a jackal, an ibis, a serpent, and a falcon. Surrounding the jars are twelve more 4'-tall, orange-painted stone shabti figurines (Archontean animated constructs – see new monsters) depicting servants carrying spears and clubs.

The shabti warriors animate once the breath of Thoth reaches them, that is, 3 rounds after the trap in 5-60 is triggered. Once animated the shabtis pursue intruders throughout the tomb. If intruders depart, the shabtis return to their posts.

Inhabitants:

1. **12 Archontean animated constructs - shabti warriors** (see new monsters): SZ S; AL N; AC 6; MV 60'; HD 2; HP 13(x12); #AT 1; Dmg 3-8; MR 25%. Special defenses: +1 or better weapons to hit; half damage from slashing or piercing weapons (but double-damage from crushing weapons); immune to elemental magic, poison, and mind-affecting spells.

Treasure:

The heads of the canopic jars are solid gold, with lapis eyes. Each is worth 200 gp. Sethu's heart rests inside one of the jars; a 5,000 gp ruby has been stuffed into it.

5-60: Tomb of Sethu: Real Tomb

Another 4'x5' tunnel opens into the real tomb of Lord Sethu. The tomb is 15' high, and all four walls are covered with brightly painted plaster images. The images show the following: Sethu commanding servants to dig [in the Halls], Sethu directing warriors against bipedal salamanders, Sethu offering scrolls before Thoth, and Sethu receiving the obeisance of lesser clergy. The center of the southeast wall holds a huge face of Thoth in frontal view; the face is stone and three dimensional, and features fierce eyes and an open mouth. Above the face is written in Mithric the following inscription: "Sethu lives in the Breath of Thoth." On the pavement before the face is a 7'-long sarcophagus with a three-quarter image of Sethu in full ceremonial robes on its lid. Standing against the (false plaster) walls to either end of the room are another 6 stone shabti warriors (Archontean animated constructs – see new monsters).

Trap #1 (pressure plate and gas): The area of floor from the entrance to the sarcophagus is a pressure plate that is activated when more than 50 lb of weight is placed on it. Once activated, a loud 'click' is heard, and a thick blue-gray gas pours out of the mouth of the carved image of Thoth. This gas obscures vision and fills the true tomb and preparation room within 3 rounds; some of it may also reach the antechamber after an additional 3 rounds. The gas does not affect PCs, but it does animate all shabti figurines that it reaches. Animated shabtis move swiftly to attack intruders. Neutralizing the gas immobilizes the shabti warriors.

Trap #2 (guardian): Should the lid of the sarcophagus of Sethu be disturbed, the Guardian of Sethu (5-61) animates and breaks through the plaster wall to assault the desecrators.

Sarcophagus: Sethu's sarcophagus is still sealed. It contains his mummy, which still wears a golden djed amulet (see new magic items) and two platinum rings. Scattered in the sarcophagus are a pile of coins and five pieces of jade carved as animals.

Inhabitants:

1. **6 Archontean animated constructs - shabti warriors** (see new monsters): SZ S; AL N; AC 6; MV 60'; HD 2; HP 13(x6); #AT 1; Dmg 3-8; MR 25%. Special defenses: +1 or better weapons to hit; half damage from slashing or piercing weapons (but double-damage from crushing weapons); immune to elemental magic, poison, and mind-affecting spells.

Treasure:

777 ancient silver pennies (see Arden Vul items); 333 ancient gold solidi (see Arden Vul items); 5 pieces of jade (100 gp each); two platinum rings (150 gp each); and a gold djed amulet (see new magical items).

5-61: Tomb of Sethu: Guardian

A decorated false plaster wall separates this chamber from the main tomb. If Sethu's sarcophagus is opened, the guardian bursts through the plaster. The false wall may be detected as a difficult secret door (1 in 8 chance), although no means of access short of breaking down the wall is apparent. If the room is entered before the guardian has activated, PCs will see a 10'-tall statue of a jackal-headed human carrying a flail in each hand. The statue is painted with bright colors and seems inert, although it will detect as magic.

The guardian is a custom-built version of the fearsome imperial stone guardians (see new monsters).

Inhabitants:

- 1 **imperial stone guardian** (see new monsters): SZ L; AL N; AC -2; MV 90'; HD 8+3; HP 60; #AT 2; Dmg 3-18/3-18; MR 50%. Special defenses: +2 or better weapons to hit; immune to missiles (including magic missile), fire, cold, mind-affecting spells (e.g. charm), and most immobilizing spells (immune to entangle, hold monster, web).

5-62: Tomb of Sethu: Treasury

A false plaster wall conceals an undecorated stone wall with a 6' stone door in its center. The door is locked. It leads to a small chamber that is packed with riches stored away by Sethu.

Treasure:

Five badly tarnished 4'-tall urns hold the treasure. They appear as base metal if not inspected carefully. They are in fact platinum and extremely valuable (6,000 gp each).

Urn 1: 7,613 ancient silver pennies (see Arden Vul items)

Urn 2: 4,156 ancient gold solidi (see Arden Vul items)

Urn 3: 27,351 ancient copper bits (see Arden Vul items)

Urn 4: 153 ancient octagonal platinum coins (see Arden Vul items)

Urn 5: an **ankh of healing** with 20 charges (see new magic items);

a scroll with four illusionist spells: **mirror image**, **improved phantasmal force**, **fear**, and **suggestion**; a **wand of magic missiles** (20 charges); a **staff of power** (17 charges); and design notes to the great treasury of Thoth on Level 3 (c.f. 3-2 and 3-23). These notes are composed in the secret tongue of the priests of Thoth, and read: *The first priests of our Ibis Lord had an ingenious method for storing Thoth's riches. It involved a three-part ritual, in which each of the three main images of the God was manipulated into the iconic pose. Only then would the way to the treasury be revealed. We are only ants standing on the shoulders of such giants!*

5-63: Hidden Stairs Down to Level 8 (8-35)

The door to this chamber is locked. The 15'-tall chamber inside is undecorated save for two 10'-tall stone statues. The grey granite floor is interrupted by an oval 10'x15' plug of white marble; beneath this plug are a set of worn stairs leading down some 1,000' through many landings and turns to Level 8-35. On the marble are carved the following words, in Archontean: "To proceed one must sometimes adopt a new perspective." The plug is retractable, but only by manipulating the statues.

Statues: The western statue is a representation of Larel One-Eye, as a shabbily dressed, slightly hunched fellow with a sack over his shoulder, a phrygian cap, an eye-patch, and a pilgrim's staff (c.f. 3-46). The eastern statue is of Jacinth the Rose, and depicts her with waist-length hair, wearing loose tunic and trousers and a skull cap, and carrying a long-stemmed rose and a slim rapier. The eyes of each statue are incongruous and unrealistic: Larel's are 3"-diameter yellow crystals, while Jacinth's are red crystals of the same size. The eyes detect as magic and are removable.

Accessing the Stairs: The white marble plug retracts for 2 hours if the crystal eyes in the two statues are exchanged (i.e., thereby adopting a 'new perspective'). In other words, if the yellow eyes are given to Jacinth and the red ones to Larel, the cover opens. To open the cover on subsequent visits, the eyes must again be shifted.

Treasure:

Four crystal eyes, with minor enchantments (50 gp each).

5-64: Barricade and Secret Staircase Up to Level 3 (3-52A)

A 5'-tall pile of broken pavement and stone chunks blocks the passage at this point. The corridor to the north of the barricade shows signs of activity, as dust and debris seem to have been swept to either side of the corridor. On the south side of the barricade, however, the dust lies thick and undisturbed. It is easy to climb over the barricade, although those doing so may regret their actions!



GM Note: Durdeon Vislok (see AV-12) uses the secret door leading to 3-52A to gain access to this level and, eventually, to the Arena. He makes sure to cover his tracks, literally.

Secret Door (northeast): The door is difficult to locate from this side (1 in 8 chance). It opens by pulling it outwards by main force. It leads to a 5'-wide staircase that leads up 250' to area 3-52A.

5-65: Dangerous Sinkhole

Time, water and other events have caused a substantial portion of the overhanging rock and earth of this cavern to fall inward. The result is a large sinkhole extending under 5-83. The new sinkhole cavern is 60' tall, of which 40' extend below the level of the worked areas (5-83 and 5-64). Several smaller side passageways lead from the sinkhole to the chasm. The area is damp and humid, and PCs approaching from either side will hear loud slithering and cracking noises from the depths of the sinkhole.

A terrible paralyzing brain (see new monsters) inhabits this sinkhole. The debased monks of the Sanctum (areas 5-77 to 5-83) feed it on occasion, but it supplements its meals by snagging tasty treats that venture too close in the chasm. Sound or light rouse the paralyzing brain from its quiescence; after 1 turn, tentacles rise from the depths and grope after prey.

Inhabitants:

- 1 **paralyzing brain** (see new monsters): SZ M; AL NE; AC 4; MV 120' flying (Class A); HD 10; HP 67; #AT 11; Dmg 1-6(x10)/2-12. Special attacks: paralyzation (saves at +2); surprise on 1-3. Special defenses: immune to electricity; tentacles regenerate in 2-3 days.

Treasure:

Amid some debris in the bottom of the sinkhole is a gold key to the Obsidian Gates (5-6D).

5-66 through 5-75: Realm of the Vivisectionist

These areas are the home to a formidable and highly psychotic being, the ancient rudishva known as Psalor-Ki (see 5-74). Psalor-Ki was one of the last offspring produced by the survivors of the wreck of the Beacon over 2,900 years ago. Immune to the heqeti plague which killed most of his people, and finding himself both attuned to magic and practically immune to aging, Psalor-Ki has slowly grown more and more unbalanced as the centuries have progressed. In the first years after the collapse of the rudishva hegemony, he worked with other survivors to try to find a way to prolong all of their lives; for instance, he and Artax-Ris pioneered some risky experiments with the rudishva hyperbaric chambers (see new technological items) that resulted in the creation of the giant rudishva and varumani skeletons (see new monsters). With the failure of these experiments and his own drift into madness, Psalor-Ki was abandoned by (and/or drove away) the other survivors and carved out a small realm for himself in this section of Level 5. He dominates the area through his own formidable powers and through the efforts of his slaves and undead minions. The center of his domain is a horrific laboratory where he experiments on those unfortunate enough to fall into his clutches.

Most of the denizens of Levels 5 and 6 speak of him with dread as "the Master", "the Old One", or "the Drainer." Although the varumani could probably wipe him out if they tried hard

enough, long genetic and social conditioning have rendered them wary of him, and he is largely left to his own devices. Riglon, the vice-overseer of the Troll Lift (see 5-54), is palpably afraid of him, largely because it is one of Riglon's tasks to supply Psalor-Ki with whatever he demands (periodically Psalor-Ki will send two ichor spawn with a list of required supplies; the varumani fulfill the request within 3 days). Conversely, Psalor-Ki could probably take a larger role in the politics of the Halls were he not both deranged and obsessed; his powers would certainly allow him to control more of Level 5 should he desire it. Instead, he is content to conduct his mad experiments in isolation. It should be noted that due to his necromantic experiments, including the creation of giant rudishva skeletons, Psalor-Ki is loathed and hated by all the other rudishva survivors.

It is at least conceivable that Psalor-Ki might decide to negotiate with PCs, especially those who have proven themselves mildly competent (perhaps by defeating some of his minions) and somewhat interesting. Any party containing one or more dwarf PCs, however, will find him absolutely inimical, for Psalor-Ki has a particular interest in experimenting with dwarf innards. A kind GM might have Psalor-Ki overwhelm a party of non-dwarven PCs only to assign them a difficult mission: procuring something like the ichor of three chasm cephalopods or a dragon's eye. Note: Psalor-Ki cannot not magically compel the fulfillment of such missions since he lacks the ability to impose a geas; should they recognize this fact, PCs could break their word and flee. Any PCs who abrogate such an agreement with Psalor-Ki incur his lasting enmity; in such cases, he will sense the PCs' presence in any location east of the chasm on Level 5 and will proceed to attack them.

5-66: Great Hall

A landing on the west end overlooks this large, garish hall. The landing sits 15' above the floor of the hall, and the ceiling of the room is another 15' above the landing. A 20'-tall statue stands at the west end. The east end is painted in bright hues of red and yellow, and features four huge (20'-diameter) sunburst medallions inside of which are depicted incarnations of Psalor-Ki (5-74). Torches in sconces on the north and south walls shed a smoky light on the scene. The area reeks of the charnel house.

The statue is of the nataraja, a rudishva depiction of the Lord of the Dance, who is responsible for all creative and destructive impulses. The figure balances on one leg, with the other folded across its front. It is hermaphroditic and boasts six arms which swirl in a rough circle around its head; the arms hold important symbols: a knife, a heart, a lily, a miniature eagle, an ascetic's sandal, and an eye-shaped gem. The figure stands in a basin some 20' in diameter and 2' tall; its eyes continuously weep a viscous red fluid that collects in the pool. Although PCs may suspect otherwise, the nataraja is inert, serving only as a source of the fluid that powers Psalor-Ki's ichor-zombies.

So long as they remain on the landing, PCs are safe. If they descend into the chamber, however, the torches flares and a throbbing, pulse-like bass rhythm commences. Within 1-4 rounds, the minions of the master (ichor spawn – see new monsters) file out of areas 5-67 and 5-68 to confront the intruders. They attempt to grapple intruders and subdue them for inspection by Psalor-Ki. Ichor spawn that have been reduced to zero hit points crawl slowly towards the pool of liquid (1-3 rounds); once they reach the pool, the liquid revives them at a rate of 1-4 hp per round. Once restored to half hit points, the ichor spawn return to the fight.

If PCs are able to conceal themselves from sight and sound (i.e., invisible and silent), they can avoid triggering the pulsing alarm and the spawn.

Treasure:

The gem (bloodstone) in the Nataraja's hand is worth 275 gp.

5-67: Minions' Rest

The stairs from 5-66 lead down 10' to a dimly lit chamber painted a sickly yellow. In it rest 10 of Psalor-Ki's ichor spawn. These foul creatures stand inertly until the throbbing pulse begins in 5-66, at which point they shuffle up the stairs to confront intruders.

Inhabitants:

1. **10 ichor spawn** (see new monsters): SZ M; AL CE; AC 6; MV 60'; HD 3; HP 22, 22, 21, 21, 19(x3), 17, 16, 15; #AT 2; Dmg 1-8/1-8. Special attack: ichor spray if takes more than 8 HP from one blow (spray does 2-12 HP, plus corrodes metal and/or leather).

5-68: Minions' Rest

This room is identical to 5-67, save for the existence of doors on the east and west walls. The door to the west is locked and unused. The door to 5-69, however, is merely shut and is well oiled. Ten ichor spawn wait for the alarm to sound in 5-66.

Inhabitants:

1. **10 ichor spawn** (see new monsters): SZ M; AL CE; AC 6; MV 60'; HD 3; HP 22, 22, 21, 21, 19(x3), 17, 16, 15; #AT 2; Dmg 1-8/1-8. Special attack: ichor spray if takes more than 8 HP from one blow (spray does 2-12 HP, plus corrodes metal and/or leather).

5-69: Pulsating Stairs

These stairs are lit by a dull red **continual light** spell that pulses (about 72 beats per minute). They descend forty feet. Should Psalor-Ki (5-74) be slain, the pulsating red light will cease.

5-70: Niche

A smaller statue of the nataraja (only 4' tall) occupies this semi-circular niche; this is a **watcher nataraja** (see new magic items) enchanted by Psalor-Ki. It hops off its perch and follows anyone not marked by the sign of the vivisectionist. Although it does not attack, Psalor-Ki is able to hear and see through the statue's eyes and ears, and he uses the statue's information to plot an appropriate greeting for intruders.

5-71: Bubbling Vats

This large chamber holds one portion of Psalor-Ki's foul experiments, attentively watched by his vat keeper. Here the vivisectionist dabbles in the qualities of fluids both biological and magical, some of the results of which include the ichor spawn and various puddings and jellies.

The room is brightly lit with plain white light, and its walls are painted black, but bear chalk sketches of tubes, half-sections of bodies, and some alchemical symbols. Heavy black drapes section off the northwest and southwest corners. A heavy oak table rests against the west wall, and stone containers line the northeast wall.

The center of the chamber is filled with a collection of stone vats, the largest five of which are 4' tall and 4' in diameter. One of

these large vats (the third on the list below) has four 2'-tall and 3'-diameter vats arranged around it, with glass tubes running between all five. All five large vats are filled with viscous fluids of various colors that bubble at different rates. The four small vats contain life fluids (human blood, mixed brain matter, humanoid bone marrow, and varumani blood). See below for contents and effects of the vats:

Vat 1: A sickly-purple and quite thick fluid. It is, in fact, a purple pudding (see new monsters) that attacks those who inspect the vat.

Vat 2: A mustard-yellow, medium-viscosity fluid. This is a deadly toxin that inflicts 1-4 HP damage on any who touch it and inflicts 4-16 HP on any who sips even a small amount. It can be bottled and used as a weapon. 5 doses.

Vat 3 (with small vats around it): A rusty-brown colored, thin-viscosity fluid. It imparts some troll-like features (+1 AC permanently, regeneration for 2-8 hours) if drunk, but will also permanently decrease wisdom by 1. 4 doses.

Vat 4: A dull, red, pudding-like fluid that emits a noxious odor. It is in fact a cure-all that cures disease, act as a **restoration** spell, and restores 3-24 hp. 3 doses.

Vat 5: A crimson, thin fluid which looks like blood. It is, in fact, rudishva blood that, if drunk, causes nausea for 3-12 hours. If two doses are drunk, it also imparts clairvoyance for 1-3 days (nausea continues for the entire period). 6 doses.

The vat-keeper (see new monsters) putters from vat to vat, stirring and peering into each. The keeper appears as a shambling, puffy, and oddly-colored 8'-tall being; it is, in fact, a deformed ogre with an altered circulatory system.

On the worktable are 12 empty glass beakers, plus two filled with the sickly-purple fluid (purple puddings). Also on the table are a handful of 3"-long sticks of some strange flexible material; these are instant heat sources (see new technological items), used to bubble vats. Underneath the bench is a pile of broken crockery and glassware.

Behind the northwest curtain are a simple bed, an armoire, and a small table. Aside from some unusual clothing (rudishva) there is nothing of real value here.

Behind the southwest curtain stands a stone varuda (a rudishva animated construct – see new monsters): the stone varuda is carved in a semi-crouch, with wings extending in a corona around its fierce-beaked visage. The stone varuda may be brought to life if either Psalor-Ki or the **watcher nataraja** (5-70) inserts a finger into its open beak. If it is activated, the statue is quite destructive, and will likely overturn multiple vats. Roll for miscibility!

There is a 25% chance that Psalor-Ki is present in this room, examining his fluids. Otherwise he is found in 5-72 (25%) or in his lair 5-74 (50%).

If the **watcher nataraja** from 5-70 is following PCs and Psalor-Ki is not initially in this room, then there is a 75% chance that he will appear here within 5 rounds, accompanied by the shadows from 5-72.

Inhabitants:

1. **The vat-keeper of Psalor-Ki** (see new monsters): SZ L; AL N; AC 5; MV 90'; HD 6; HP 35; #AT 1; Dmg 1-8 or 3-6 (**dagger +2**). Special attacks; spit purple (2-12 HP, once every 3 rds). Special defenses: immune to poison and mind-affecting spells.

2. **1 rudishva animated construct - stone varuda** (see new monsters): SZ L; AL N; AC 0; MV 90'; HD 8; HP 55; #AT 3; Dmg 1-6/1-6/1-12; MR 10%. Special defenses: +1 or better weapons to hit; immune to cold, fire, electricity, poison, and mind-affecting spells.
3. **1 purple pudding** (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 6; HP 40; #AT 1; Dmg 2-12. Special attacks: corrosive to metal and leather. Special defenses: immune to fire; grows with electricity; conductive.
4. **Psalor-Ki** (25%): for stats see 5-74

Treasure:

Aside from the contents of the vats, the alchemical equipment, the instant heat sources (see new technological items), the room contains nothing else of value save the vat-keeper's **dagger +2**.

5-72: Vivisectionarium

This brightly lit chamber is the true heart of Psalor-Ki's foul depravity, for it is here that he dismembers and reassembles the bodies of his victims. The center of the chamber has three stone tables (with restraints), at the head of which is a pair of standing iron frames into which victims can be shackled. The north and south walls hold a combination of cages and chains bolted to the wall; they hold 3-8 individuals at any one time (see table below for possibilities). The east wall holds two battered worktables on which rest a dozen very sharp knives of various sizes.

A covered wooden pail sits under each of the stone tables; in each is a combination of purple pudding and rudishva blood that Psalor-Ki uses for reanimation. Should this concoction be poured down the throat of any dead creature, it will be restored to a sort of life as an ichor spawn (see new monsters). The concoction does not, however, animate on its own.

Stored underneath the work tables is a rudishva hyperbaric chamber (see new technological items). This is the device Psalor-Ki used many centuries ago to create giant rudishva skeletons (see new monsters). Although it currently lacks power, attaching a greater power supply (see new technological items) would allow it to be put back into use.

Three shadows are bound to this room in unwilling servitude to Psalor-Ki. They attack any intruder.

There is a 25% chance that Psalor-Ki is present in this room, dissecting a victim. Otherwise he is found inspecting the vats in 5-71 (25%) or in his lair 5-74 (50%).

If the **watcher nataraja** (see 5-70) is following the PCs and if Psalor-Ki is not initially found in this room, then there is a 75% chance that he will emerge from 5-73 within 3 rounds, shouting for the vat-keeper from 5-71 (who appears in another 4 rounds).

Secret Door (east): The door is easy to find (1 in 4), as it is relatively easy to notice the small indentation in the stonework into which reddish liquid seems to have been poured. The door only opens if some amount of rudishva blood is dribbled into the aperture (e.g., the rudishva blood in 5-71).

Possible Victims awaiting Dismemberment:

D12	Prisoner	Notes/Stats
1	Goblin	Sniveling and afraid: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 3; #AT 1; Dmg 1-6

2	Bestial varumani (see new monsters)	Angry but cowed: SZ L; AL NE; AC 4; MV 90'; HD 8; HP 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison
3	Bertis	Bertis, 3 rd -level male Archontean magic user: SZ M; AL CE; AC 8; MV 120'; HD 3; HP 2 (max 9); #AT 1; Dmg by weapon. Abilities: STR 8, INT 16, WIS 15, DEX 16, CON 10, CHA 8. Bertis was part of an expedition that descended through the pyramid (AV-15), found the stairs down to Level 5 (at 3-12), crossed the sundered Span (5-35), and was badly defeated by the elder paralyzing brain (5-65). When the survivors fled to Psalor-Ki's realm (5-66), they were mobbed by ichor spawn and captured. Bertis is morose and defeated; his spell book is lost
4	Triss	Triss, 6 th -level female Thorcin thief: SZ M; AL NE; AC 7; MV 120'; HD 6; HP 12 (max 32); #AT 1; Dmg by weapon. Abilities: STR 9, INT 14, WIS 10, DEX 17, CON 15, CHA 8. Thief skills: PP 60%, OL 57%, F/RT 45%, MS 52%, HS 42%, HN 20%, CW 92%, RL 30%. Triss was the leader of Bertis's party; she still projects suavity and nonchalance
5	Lizardman warrior	Tongueless, but still defiant: SZ M; AL N; AC 5; MV 60'; 120' swimming; HD 2+1; HP 8 (max 13); #AT 1 or 3; Dmg by weapon or 1-2/1-2/1-8
6	Roddy Threadneedle	Roddy Threadneedle, 2 nd -level male halfling fighter: SZ M; AL NE; AC 10; MV 90'; HD 2; HP 8 (max 18); #AT 1; Dmg by weapon. Abilities: STR 16, INT 8, WIS 12, DEX 11, CON 15, CHA 13. A member of Triss and Bertis's party, Roddy is sobbing and desperate
7	Grim	Grim, a gagged Set acolyte, as a 3 rd -level Wiskin cleric of Set: SZ M; AL LE; AC 9; MV 120'; HD 3; HP 6 (max 19); #AT 1; Dmg by weapon. Abilities: STR 13, INT 11, WIS 15, DEX 15, CON 9, CHA 13. Blubbering and insane, Grim has no possessions and has been unable to pray for spells.
8	Ichthelon	Ichthelon, 3 rd -level Archontean paladin of Mitra: SZ M; AL LG; AC 10; MV 120'; HD 3; HP 13 (max 26); #AT 1; Dmg by weapon. Abilities: STR 16, INT 9, WIS 13, DEX 10, CON 15, CHA 17. Ichthelon is smiling and unconcerned. He was a member of the party taken by Gillen (4-180) and sold to Psalor-Ki in the slave market at 4-2

9	Debased monk from 5-78	SZ M; AL CE; AC 5, MV 120'; HD 4, HP 30, 28, 27, 27, 26(x3), 25, 25, 24; #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights. The monk is incoherent, and mutters insanely
10	Elsevian	Elsevian, 5 th -level male elf magic user: SZ M; AL CG; AC 8; MV 120'; HD 5; HP 10 (max 15); #AT 1; Dmg by weapon. Abilities: STR 8, INT 17, WIS 15, DEX 16, CON 8, CHA 10. Still calm and collected despite his captivity and lost spellbook, Elsevian was captured by Gillen and Co. (4-180) and sold to Psalor-Ki's agents at the slave market in the Forum of Set (4-2). He has knowledge of the areas of level 4 between 4-170 and 4-190
11	Jicks	Jicks, 5 th -level male Thorcin cleric of Mitra: SZ M; AL LG; AC 10; MV 120'; HD 5; HP 15 (max 30); #AT 1; Dmg by weapon. Abilities: STR 16, INT 7, WIS 16, DEX 10, CON 14, CHA 15. Jicks has been gagged for a long time, and has thus been unable to prepare spells. A companion of Elsevian, Jicks was also taken by the bandits on Level 4 and sold to Psalor-Ki at the slave market
12	Beastman trooper (see new monsters)	Terrified, but still stoic: SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 4 (max 8); #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spear; short sword; short bow

Inhabitants:

1. **3 shadows:** SZ M; AL CE; AC 7; MV 120; HD 3+3; HP 24, 20, 17; #AT 1; Dmg 2-5. Special attacks: STR drain. Special defenses: 90% undetectable; +1 or better weapons to hit; immune to sleep, charm, hold, and cold.
2. **3-8 victims** (see table above)
3. **Psalor-Ki** (25% chance): for stats, see 5-74

Treasure:

One of the sharp knives is an enchanted **varumani flensing knife** (see new magic items). Underneath the workbench is an open stone box with a pile of equipment stolen from Psalor-Ki's victims: 175 cp, 271 sp, 97 gp, a silver ring (25gp), a platinum torc (275 gp), and a variety of mundane adventuring equipment (10 pieces, determine randomly).

5-73: Secret Antechamber

This antechamber is brightly lit. Densely writhing figures - both animal and humanoid - have been carved into every available surface. The carvings writhe, hiss, and sputter as if they were alive, but they are harmless. Psalor-Ki can see through the eyes of these writhing carvings; he is thus unlikely to be surprised by foes approaching 5-74.

A 5'-diameter hole (surrounded by a 3'-tall stone parapet) marks the center of the antechamber. The hole leads to a rough

stone tunnel that extends down for 25' before turning south. Eventually the tunnel turns upward again, leading (without handholds) to 5-74.

5-74: Private Chamber of Psalor-Ki

The tunnel from 5-73 emerges into the richly appointed chamber of Psalor-Ki. The decor is a mixture of the lushly ornate and the severely efficient. A thick carpet is embroidered with an image of a strange vehicle with a nimbus of fire all around it [the Beacon]; it has been woven specifically for this chamber, as it features a 5'-diameter hole in its center. The four semi-circular niches each boast a plain, ugly side table of a hard and featureless substance (grey plasteel); each table holds an object special to Psalor-Ki. A baroquely carved settee made of ebony serves as his resting couch. Against the north wall are two ebony bookshelves filled with codices, scrolls, and data crystals. Behind the settee is a strange contraption of metal, wires and the strange substance; it is a GnuCoder 5000 full-immersion sensory experience (see new technological items), but it has finally broken down and is inoperable (see 6-117). Against the south wall are three standing racks, each of which holds the complete skeleton of a different species: human, varumani, and goblin. A desk, of the same carved ebony, stands to the south of the entrance well; on it is a set of fine crystal glasses and decanter, an inkwell and several quills.

The bookshelves contain the following items (see Arden Vul books for all): *Allies for Ever!*, *Anatomy of the Enemy*, *Biological Systems: an Owner's Manual*, *Blood is the Key to All*, *Codex Priscii*, *Crew Roster*, *the Faithful Manager*, *the Founder and his Deeds*, *Great Vampire Lords and their Demise*, *Great Villains of Archontos*, *part V: Priscus the Traitor*, *Green are My Lover's Eyes*, *the Highly Impressive Story of Frigg the Fabulous*, *How to Talk with the Natives*, *Injury and Disease: Practical Solutions*, *Lament of the Beacon*, *the Lay of Marius Invictus*, *Letters Home*, *Liturgy of the Strong*, *Military Instructional Manual*, *On the Terrible Old Gods*, *On the Wars of the Old Ones with the Trolls*, *the Politics*, *Pol's Book of Laughs*, *Principles of Comedy*, *Principles of Magical Attraction*, *Prosperity in the Eternal Now*, *Service Manual for Optical Devices produced by GnuCoder S.A.*, *the Seventeen Uses of a Dead Troll*, *Song of Jacinth the Rose*, *Tales of Larel One-Eye*, *the Trifold Tome of Theodore the White*. Psalor-Ki also has acquired several spell scrolls which he has unsuccessfully attempted to master (see new spells for all): **Cleophalus's look-away spell**, **garrulous mouth**, **the Hekate's bonds**, **Probus's thunderous alert**, **wizard's cache**.

The four niches contain the following objects:

North: a 1,300-year old porcelain punchbowl (3,750 gp to an antiquarian) filled with a mixture of coins (450 sp, 326 gp, 157 cp) as well as copper, bronze, and platinum rudishva identity plaques (see new technological items), and a token of Arden (see Arden Vul items).

South: a rosewood box inlaid with platinum and ivory (90 gp). It contains 2 **ioun stones** (clear and dark blue) and 6 huge pearls (500 gp each).

East: a mummified hand on which sits an artifact, the **bone ring of Jagri-Naz** (see new magic items). Behind the hand lies a **niravairi astral dripping sword** (see new magic items).

West: a plastic cube showing a hologram of two adult and three young figures of the rudishva race, all dressed in unusual costumes. This is a holo-image of Psalor-Ki's family; despite his madness, it remains his most prized possession.



There is a 50% chance that Psalor-Ki is present in this room when PCs first enter his domain. Otherwise he is found in the vivisectionarium (5-72; 25%) or in the room of vats (5-71, 25%). The **watcher nataraja** (5-70), through whose eyes Psalor-Ki can see, may cause the rudishva to move elsewhere in his complex to confront intruders.

Secret Door (south): The secret door on the south wall is normal to find (1 in 6 chance), and is operated by sliding a 3'-square panel upwards. It leads to a short unworked tunnel and a second secret door opening into 5-75; the second door is normal to detect from this side.

Inhabitants:

1. **Psalor-Ki, insane rudishva** (see new monsters) and **technosorcerer with 7th-level thief skills**: SZ L; AL CE; AC 0; MV 90'; HD 7; HP 48; #AT 1; Dmg 3-12 (laser pistol) or 2-5 (ballistic baton); MR 20%. Implants: optics (infravision; see invisibility), metabolism, shield (AC 2; hit only by magic), medical (regenerate 2 hp/round; 50% immune to poison and disease). Abilities: STR 12; INT 16; WIS 16; DEX 16; CON 10; CHA 17. Thief skills: PP 60%, OL 57%, F/RT 50%, MS 55%, HS 43%, HN 25%, CW 94%, RL 35%. Possessions: **wand of paralyzation**; **ring of spell-turning**; **ring of protection +2**; **ring of water breathing**; **ring of invisibility**; rudishva laser pistol (see new technological items) with full lesser power supply; rudishva ballistic baton (see new technological items); sky blue and orange rudishva identity plaques (see new technological items); 3 silver rings with colored glass stones (45 gp each); and keys to the gate at 6-57. Psalor-Ki dresses in a faded purple jumpsuit with a brightly colored scarf and a white turban. He wears gaudy rings on every finger, a **strange belt** (a web-belt), and heavy varumani-hide boots.

5-75: Spiral Stair Down to Level 6 (6-57)

In the days of the rudishva dominance of the Halls, this was a primary stair connecting Levels 5 and 6. Psalor-Ki has blocked off the original passage to 5-66, which leaves only the secret passage from 5-74 as a means of accessing this broad, marble, circular stair. The stairs lead down 600' to area 6-57.

Secret Door (east): The door is hard to detect from the stair side (1 in 8 chance). It operates by sliding a 3'-square panel upwards.

5-76: Porch and Stairs Up to Level 3 (3-55)

The floor of the chamber is thick with dust and trash, except for a path marked with bare human footprints running from the eastern corridor to the porch. To the north, stairs lead up 250' to 3-55; they are filled with spider webs.

The porch is an 8'-wide opening into the chasm, fronted by a low balustrade. The debased monks (see new monsters, and areas 5-78 to 5-83) use the porch as a site for hunting chasm cephalopods and other food sources. The debased monks have erected two traps in the room.

In the southwest corner may be found a set of 2"-tall paving stones arranged in a 6'-diameter ring. Inset into the floor next to the ring is a rectangle 48" long by 8" tall; the rectangle is divided into six interior compartments, each 8" square. Together these elements form a **Thothian teleportation ring** (see new magic items). To activate the ring, one must place six colored glass activation squares into the inset according to a sequence that matches the 'address' of the ring to which one wishes to travel. Once the squares are placed, a brief shimmer of energy is visible over the ring. At this point the user has 1 round to collect the squares and enter the ring, after which anyone in the ring is teleported without error to address indicated by that sequence of squares. If the glass activation squares are not collected and/or if the travelers do not possess a second set of them, they are likely to be stranded in the location to which they have just teleported. The address of this ring is as follows: RE-GR-WH-BK-BL-YE (see new magic items for explanation). None of the glass activation squares necessary to operate the circle are present.

Trap 1 (tripwire): A tripwire running 3" above the ground is placed 5' behind the balustrade across the opening to the porch. If tripped, it triggers a net disguised in the dust and trash on the floor and a loud clattering of metal on rock; only a successful roll of 3d8 under DEX prevents 1-4 persons from being entrapped for 5-10 rounds. A group of 7-10 debased monks appear in 4-7 rounds to finish off the captives.

Trap 2 (snares): Three simple snares are concealed in the trash near the exit towards 5-77. Those ensnared will be immobilized for 3-6 rounds. The snares are easy to locate (1 in 4 chance).

Inhabitants:

1. **7-10 debased monks** (see new monsters): SZ M; AL CE; AC 5; MV 120'; HD 4, HP 30, 28, 27, 27, 26(x3), 25, 25, 24; #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights.

5-77: Vestibule

This vestibule to the hidden temple of Thoth was once covered in beautiful frescoes, but they have been largely effaced by the debased monks, who covered them with crude images of snaky tentacles, white bipedal figures, and bones - lots of bones. Two enormous cauldrons (6' in diameter, 4' tall) sit in the center of the chamber; they bubble merrily, although no means of heating is apparent. The cauldrons contain human and humanoid bodies being boiled for consumption by the monks. The chamber smells terribly of the charnel house - blood, charred meat, smoke, and decay.

Secret Door (south): This door is difficult to find (1 in 8) and the debased monks do not know of it. Depressing a 2" square of stone on the west wall causes the door to spring open. The tunnel beyond leads towards the great pillar (5-138). Seeking access to the pillar, the priests of Thoth delved it, but they were never able to breach the pillar. It is effectively a dead end, and a potentially deadly one if PCs venture down its length before dealing with the monks.

Treasure:

Two **cauldrons of boiling** (see new magic items); a chipped azurite gem (50gp) rests in the bottom of one of the cauldrons.

5-78: Cells of the Monks

In these cells dwell the debased, undying remnants of an elite monastic order once devoted to Thoth. Corrupted and enslaved by Oziman (see 5-83), these horrific beings live on as cannibalistic shadows of their former selves. The narrow, door-less passages and cells of this area stink badly and are smeared with feces, blood, and bits of food. At any one point there are 12-18 'monks' resident here (with the others in 5-83).

All told there are 37 debased monks (see new monsters) living among the cells. Those slain elsewhere (e.g. in 5-76) should be subtracted from the overall number.

Cells come in one of three types:

- A: these cells are disgusting nests in which 2 or more monks dwell in filth and stench. Nothing save scraps of flesh and bone may be found here.
- B: only one monk lives in each of these cells, which are noticeably cleaner. In each there is a 33% chance of finding a piece of jewelry (1-2), a gem (3-4) or a handful of coins (5-6).
- C: This cell resembles those of the A-type, except for the fact that there is a secret door on the west wall. The secret door is normal to find (1 in 6), and can only be opened by pressing a button out in the hallway.

Secret Room: This chamber has not been fouled, and is thus decorated in Thothian themes (standard scenes of Thoth dispensing knowledge, language and magic). A badly rotted wooden desk and chair are found in the center of the room; in the chair slumps the desiccated cadaver of a human who clearly drank poison from a pewter goblet (10 gp). On the desk is a parchment testament of sorts, entitled the *Lamentations of Hesius, or the Last Days of Lord Thoth's Dominion*, authored by a certain "Hesius Tecum, apocrisarius of the Inner Order" (see Arden Vul books). The cadaver, of course, is that of Hesius. Also on the desk is a small, octavo volume containing the full *Litany of Light* (see Arden Vul books), and a slip of parchment with the words yellow-red-green-blue-black-white (the address to the **Thothian teleportation ring** - see new magic items - at 7-131).

The hidden chamber also contains a portable altar and shrine to Thoth, recognizable by its four mini-columns (3' high) of ebon-wood, carved to resemble ibis-headed men. Should this altar be brought to the Sanctum (5-83), and should a good-aligned character recite the Litany of Light in front of it, the demon Oziman will be strongly weakened (see 5-83 for specifics).

Inhabitants:

1. **Up to 37 debased monks** (see new monsters): SZ M; AL CE; AC 5, MV 120'; HD 4, HP 31, 30(x3), 29, 28(x3), 27(x7), 26(x9),

25(x8), 24(x5); #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights.

Treasure:

The Litany of Light and the *Lamentations of Hesius* are inherently valuable; in a wooden chest against the north wall are three large golden figurines (resembling shabti figures) of Thoth (each worth 250 gp), a **bag of holding** (70 cubic feet variety), a **packet of dust of dryness**, and a **ring of wizardry** (doubles first through third level spells).

5-79: Cloister of the Monks

Half-columns line the walls (every 5'), which are still covered with traces of their original sky-blue paint. A 10'x5' pool occupies the center of the room. Water flows from the open beak of a slender bronze ibis into the center of the pool. Crude graffiti in bastardized Mithric spoils the formerly bucolic effect of this room. Some samples include: "Oziman is Thoth is Oziman is Thoth is Oziman," "The Light will fail without blood" "Unbelievers shall be consumed," "Claudius tasted delicious", and so forth.

The water in the pool is cool and delicious, and will heal 2-12 HP per draught per day. If put in a container, the water retains its potency for 24 hours. The monks have forgotten the existence of the secret door.

Secret Door (north): This door is normal to locate and opens by sliding a 3'x4' panel upwards.

Inhabitants:

1. **3-6 debased monks** (see new monsters): SZ M; AL CE; AC 5, MV 120'; HD 4, HP 28, 27, 27, 26, 26, 25; #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights.

5-80: Archimandrite's Quarters

This room has been badly ransacked over the centuries. It is home now to the leader of the debased monks, a certain Kiwu. A cunning fellow of enormous size and power, Kiwu enforces his status with blows and fear. In life he was the lowest of the monks and deeply envious of the last archimandrite (leader) of the Inner Order, a man named Metit. As a result Oziman easily corrupted Kiwu, who then led the others down the path of savagery and chaos. Kiwu is present 50% of the time; otherwise he is in 5-83.

Kiwu refused to let Metit's body be destroyed, and so he staked its gagged skeleton to the north wall with five iron staples. Due to Metit's piety and the foul enormities committed in the Sanctum, the skeleton exists as a sort of plaintive revenant, seeking the restoration of the Sanctum to its rightful place. The skeleton twitches excitedly if visitors enter, and, if its gag is removed, it explains its situation in Mithric. It knows much less of the history of the collapse of the Sanctum than does Hesius (5-78), but insists repeatedly that Oziman is NOT an incarnation of Thoth and that Kiwu and his followers have abandoned the Path of Light. If removed from the wall, Metit's body crumbles into a heap of bones; it will still be able to speak, but it cannot move on its own. Should the Sanctum be reconsecrated, Metit's spirit will be released. Metit does not know how to reconsecrate the Sanctum, nor does he know that that act will release him from his current state.

Inhabitants:

1. **Kiwu, strong debased monk** (see new monsters) (50% chance): SZ M; AL CE; AC 5, MV 120'; HD 6, HP 39; #AT 2, Dmg 1-6/1-6. Special attacks: disease (15% chance per hit); +2 to hit and damage due to ferocity. Special defenses: immune to charm.
2. **Metit, passive revenant** (no combat stats).

5-81: Bridge to the Sanctum

A narrow (4'-wide) and short (8'-long) stone bridge spans the chasm at this location.

5-82: Lesser Chasm

The floor of this small extension of the main chasm lies 100' below; those venturing to its floor will found countless gnawed bones, several pieces of jewelry, and 2-4 carcass creepers feasting on the monks' refuse.

Inhabitants:

1. **2-4 carcass creepers**: SZ L; AL N; AC 3 (head) or 7 (body); MV 120'; HD 3+1; HP 21, 19, 18, 15; #AT 8; Dmg nil. Special attacks: paralysis.

Treasure:

6 pieces of jewelry: a golden coronet (900 gp); a silver and gold locket (800 gp); a gold bracelet studded with emeralds (7,000 gp); a silver and gold seal (800 gp); a silver necklace set with three deep blue spinels (1,500 gp); and a silver statuette of a female Archontean legionary (600 gp).

5-83: The Sanctum

The Sanctum used to be the spiritual heart of the cult of Thoth in Arden Vul. It was served by an elite group of ascetic clergy known as the monks of the Inner Circle and was the site of the most holy rituals and summonings. In the chaos of the fall of Arden Vul, the Inner Circle was corrupted by a demon named Oziman, and the Sanctum despoiled. Oziman still resides in the Sanctum, continuing his masquerade as an avatar of Thoth and enjoying the service of the undying former members of the Inner Circle.

The Sanctum is a looming nave of granite 35' tall in the center, flanked by side chapels (15' tall) and culminating in a marble-clad apse. Slender columns of red-flecked onyx define two narrow aisles (20' tall). Despite the general depravity of its current residents, the Sanctum itself is relatively clean and unspoiled. Frescoes depict the Twelve, that is, the ancient deities of Archontos (see World of Archontos appendix). Along the first part of the nave, the frescoes depict generic scenes of the gods in action, with their usual iconography. Around the apse, however, the scenes revert to a more specifically Thothian program.

At the mouth of the apse is an open pit, 10' square, which drops down into the darkness. To the north of the pit sits a 3'-tall, triangular dais of white marble. Within this triangle is a second triangular dais (2' tall) on which stands a 20' cult statue of ibis-headed Thoth. Thoth holds his hands palm out: in the left hand is a scroll; in the right is a feather. On the first dais and in front of the statue is a settee in red silk; it looks very much out of place. Piled in front of the settee is a mound of treasure. Two huge candelabra burn strange black candles that produce light but no smoke. The entire area detects strongly of evil.

Oziman the demon presides from the settee, continuing his rather transparent disguise as the avatar of Thoth. Oziman appears as a slim human dressed in orange ceremonial robes and headdress of Thoth, and carrying a white, ibis-headed wand. The ghoulish debased monks (see new monsters) surround him all of the time.

Although the presence of the monks is likely to alert the PCs, Oziman attempts to negotiate at first. If the PCs are powerful, Oziman praises them and offers shelter (in one of the side chapels) and advice about the rest of the dungeon. This advice is quite poor, and will be recognized as such by seasoned adventurers in the Halls. Oziman recites a lot of empty talking points about Thothian practice, but most of this is shallow and superficial; anyone who has paid close attention to the frescoes on Levels 2 and 3, and/or who has studied the Litany of Light, recognizes Oziman as an impostor. Should he be detected or accused, or should the PCs be foolish enough to accept his hospitality, Oziman orders the monks to attack and subdue the PCs. He aids the monks with magic, and only sheds his polymorphed disguise and enters the fray himself if things are going badly.

The side chapels are nondescript, although one features a set of dusty bedrolls and a wooden chest (clearly the bedrolls have not been used in a long time). The chest is empty. Each side chapel was dedicated in the past to one of the incarnations of Thoth, but the iconography was stripped away many centuries ago.

Re-consecrating the Altar: Should the portable altar of Thoth located in the Hidden Chamber of 5-78 be brought into the Sanctum, the black candles will gutter out and Thoth's presence will return. PCs fighting Oziman or the monks in the re-consecrated Sanctum receive +2 to attack and save rolls as a result. Should the Litany of Light (see Arden Vul books) be then recited before the altar, Oziman will immediately lose 1/3 of his remaining HP and will have his AC penalized by 3.

Note: The Sanctum is the destination for one of the teleport heads at 2-10. Those teleported here find themselves standing at the entrance to the fane, just north of the bridge at 5-81.

Secret Door (east): The secret door is normal to locate and opens by sliding a 3'x4' panel upwards. The debased monks have forgotten this secret door.

Inhabitants:

1. **Oziman, a type III demon**: SZ L; AL CE; AC -4; MV 90'; HD 10; HP 70; #AT 5; Dmg 2-12/2-12/1-3/1-3/2-5; MR 60%. Constant abilities: infravision. Special attacks: cause fear; darkness 10' radius. Special defenses: half damage from cold, electricity, fire, and gas. Special: teleportation; levitate; cause pyrotechnics; polymorph self; telekinesis; gate (30%). Oziman can be weakened in certain circumstances (see text above).
2. **Kiwu** (50% chance); for stats, see 5-80.
3. **12-18 debased monks** (see new monsters): SZ M; AL CE; AC 5, MV 120'; HD 4, HP 30(x3), 28(x3), 27(x3), 26(x3), 25(x3), 24(x3); #AT 2, Dmg 1-6/1-6. Special attacks: disease (10% chance per hit). Special defenses: immune to charm; turned, temporarily, as wights.

Treasure:

6,753 ancient copper bits; 7,498 ancient silver pennies; 4,302 ancient gold solidi (see Arden Vul items for coins); a piece of malachite (10

gp); a red garnet (100 gp); a chrysoberyl (100 gp); 12 aquamarines (100 gp each); an exceptional piece of alexandrite (1,000 gp); a begemmed golden chalice (4,000 gp); a beryl-encrusted silver locket (1,900 gp); a seven-faceted crystal with one of the seven secret names of Thoth inscribed on each of the facets (for all seven names, see *Secreta Secretorum* in Arden Vul books; the crystal is worth 500 gp to an antiquarian); a Thothian passkey (see Arden Vul items); a pair of **eyes of Pol** stuffed under the settee (see new magic items); a **potion of fire breath**, an intelligent **long sword +2** (INT 12, Semi-empathy, LG, SA detect magic 10' radius, EGO 3); and a rudishva tactical suit (see new technological items).

5-84: Transit Shaft

The door leading to 5-18 is a rudishva iris door that open only when a silver rudishva identity plaque (see new technological items) is touched to the accompanying panel. The door on the west wall is also a rudishva iris door (see area 5-86).

Unlike the plain stone of the Hall of Forty Pillars, the chamber is sheathed on all sides with white marble panels held together with silver grout (500 gp total). A **continual light** spell cast on the 30' ceiling provides bright, clean light. Despite the fact that traffic has been minimal here for many millennia, the floor is free from dust and dirt. Two impressive features are evident:

Fountain: This softly gurgling basin of black granite is 15' diameter and 3' deep; it is filled with opalescent, sparkly liquid. Anything coated in the liquid will levitate in the shaft. The coating lasts for an hour, but can, strangely enough, be brushed off easily.

Transit Shaft: A 40'-square shaft, sheathed in white marble and silver grout, extends 1,100' down into the lower Halls, commencing here and culminating on Level 9 (9-91). Built by the rudishva as a swift form of transport for their officers, it detects strongly as magical. Anything tossed into the shaft will fall normally, but anything - or anyone - coated in the opalescent liquid is capable of levitation in the pit. Levitation is at the rate of 20' of vertical distance per round. Removal of even 10% of the silver grout cancels the levitation effect. From this point one can use the shaft to access 6-164, 7-146 and 9-91. Those without the opalescent covering who fall into the shaft fall 1,100' to their death.

5-85: Stinking Cavern and Lost Tomb

This 15'-tall cavern has a curious, musty reek of decay, a product of its former purpose as the site in which the output from the privy (located 550' above at 1-20) was deposited. The main cavern is covered with a thin crust of ancient dried effluent, which crumbles and crackles under foot. The crusty material is harmless, but has attracted a gray ooze, which hangs on the walls and ceiling. The privy hole itself is 6' square with iron rungs leading up one side.

Twelve feet up the northwest wall is a narrow, obscure hole that leads to area 5-85B, and eventually to 7-141.

To the south of the chamber are three broad steps leading to a finished area some 25' square and 10' tall. The floor is paved in grey slate. Four corpses lie on the slate just beyond the steps. The finished walls of the niche feature brightly colored mosaics, while its centerpiece is a beautiful porphyry sarcophagus.

Corpses: One is ancient, while the other three are modern; all have been scorched as if by intense heat. The ancient corpse wears the

barely-recognizable robes of a priest of Set, and still clutches a **deacon's was stick** (see new magic items) in his skeletal hand. Of the modern corpses, two are burned beyond recognition, while the third still possesses usable **chain mail +1**, a metal shield, and a **long sword +1**.

Trap: If the sarcophagus is touched, nozzles placed every 5' across the ceiling above the niche and stairs instantly spout jets of fire towards the floor. The jets continue for 6 rounds before ceasing; the trap reset 6 hours after being activated. The trap is normal to detect, but almost impossible to disarm (-20%). Damage from the fire is 6-36; a successful save versus spells reduces it by half.

Mosaics: 1) west: ancient Archontes directing workers who are erecting the pyramid of Thoth; 2) east: an Archontean archon riding a dragon over the finished city of Arden Vul; 3) south: Archontes inspecting cave mouths from which protrude fierce dragon heads.

Sarcophagus: The purple stone is incised on all sides with Mithric writing that has been filled with silver. Two ½"-diameter holes have been drilled in the lid. The writing on the top states: "Julian Grex, archon, he who first located the Obsidian Doors, plumbed the secrets of the Great Travelers, and revealed the properties of arcanum." The sides contain further epithets, namely: "Great Architect," "Humble Overseer," "Beloved Father," "Intrepid Explorer," "Favored Rider of the Old Ones."

The lid of the sarcophagus is quite heavy, and requires a successful open doors test to open. Inside are the mummified remains of Julian Grex as well as some nice treasure. A lever inside the sarcophagus operates the secret door at 5-85A.

The soul of Julian Grex has turned into a slightly unusual spectre, which emerges through the holes in the sarcophagus after the fire trap is triggered or the lid of the sarcophagus is moved. Julian's first act - before rising from his sarcophagus - will be to raise the four nearby corpses as 3 HD zombies. He then emerges to smite intruders.

Secret Door (south): This stone door rests on two recessed steel pins, and opens towards the south. It is easy to detect from the south side (1 in 4) and normal to detect from the north. It is very difficult to open (treat as locked), unless the lever in the sarcophagus is pulled. Even if opened, it will swing closed after an hour.

Inhabitants:

- 1 **gray ooze:** SZ L; AL N; AC 8; MV 10'; HD 3+3; HP 23; #AT 1; Dmg 2-16. Special attacks: corrode metal. Special defenses: impervious to spells; immune to heat and cold.
- 2 **Julian Grex, the enhanced spectre:** SZ M; AL LE; AC 2; MV 150'; 300' flying (Class B); HD 7+3; HP 52; #AT 1; Dmg 1-8. Special attacks: energy drain. Special defenses: +1 or better weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis. Julian is able to create 3 HD zombies at will, given available dead bodies. He is also immune to fire, but susceptible to cold.
- 3 **3 strong zombies:** SZ M; AL N; AC 8; MV 60'; HD 2; HP 23, 20, 18; #AT 1; Dmg 1-8. Special: always strike last.
- 4 **1 strong zombie wearing chain mail +1 and wielding the long sword +1:** SZ M; AL N; AC 4; MV 60'; HD 3; HP 23; #AT 1; Dmg 2-9. Special: always strike last.

Treasure:

On the corpses: a **deacon's was stick** (see new magic items); **chain mail +1** and shield; **long sword +1**.

In the sarcophagus: 1,753 ancient silver pennies (see Arden Vul items); a fist-sized piece of **arcanum**; an annotated map of areas 7-1 and 7-72 to 7-76, scribed on a piece of brass; two disks (28" in diameter) of grooved, beaten gold with 1" holes in their centers, which may be used to open the lesser obsidian gates (SL4-34); **Stalker**, a **long bow +2**, **+4 versus animals** (see new magic items); and 10 **arrows +2** made of ebony.

5-85A: Tunnel to 5-19

This roughly worked stone corridor runs between the tomb at 5-19 and Julian Grex's resting place. A desiccated corpse is slumped against the secret door at the north end of the tunnel. The body is that of a female magic user; on the corpse is a backpack with her spell book, a **dagger +3**, a packet of **dust of sneezing and choking**, and a bronze statuette of an Archontean orator (450 gp) looted from elsewhere in the Halls.

Her spell book contains the following: **Basil's torch treatment** (see new spells); **comprehend languages**, **detect magic**, **enlarge**, **floating disk**, **friends**, **jump**, **magic missile**, **read magic**, **shield: darkness 15' radius**, **detect evil**, **invisibility**, **knock**, the **pummeling fists of Arak-Zhorr** (see new spells), **rope trick**, **stinking cloud**; **blink**, the **Bracteros effect** (see new spells), **dispel magic**, **feign death**, **hold person**, **phantasmal force**; **dimension door**.

5-85B: Tunnel Down to Level 7 (7-141)

The entrance to this tunnel is 12' up the northwest wall of area 5-85. The entrance is narrow (3' in diameter), but it quickly widens before descending steeply over 800' to area 7-141.

5-86: Rudishva Iris Door

This stone door is a rudishva iris door. When a silver or yellow rudishva identity plaque (see new technological items) is pressed against the accompanying panel, the door dilates open.

The ancient corpses of three priests of Thoth lie desiccated before the west side of the door, their vestments torn and their bodies battered. The spirits of each have remained close, two as wraiths and the other as a benign ghost. Those approaching within 10' are attacked by the wraiths, even as the benign spirit shouts warnings in Mithric. The wraiths only bother those who approach within 30' of the door.

If the wraiths are eliminated, the benign spirit can tell his story. The spirit is that of Pamiu the Chanter, and he reveals that his friends located one of the plaques of the Old Ones (i.e., rudishva), made of a silvery, hard-but-light substance. To their delight the plaque allowed them to penetrate into the hidden realm of the Old Ones by way of the great shaft (i.e., 5-84). They hoped to discover great knowledge and treasure before informing their superiors of their discovery. Alas, they foolishly experimented with the sorcerous pits of fire (5-89), and unleashed a fire demon (i.e., elemental). The elemental killed one of Pamiu's friends but, what is worse, it melted the silver plaque into slag! Pamiu and his surviving friend discovered that they could no longer open the door at 5-86. They explored a bit, and were chased by a huge stone bird (i.e., the stone varuda at 5-107), which slew them here, before the very door through which they had arrived.

Pamiu can pass on the following useful information to explorers in return for their promise of aid: 1) one shouldn't turn the dials in 5-89 to zero, for then a fire elemental is released; 2) a dancing demon inhabits the entrance to the chamber to the west (see 5-90A); it is fierce, but can be tamed if one has a silver plaque; 3) the stone bird inhabits the plaza to the west and south, and is invincible (5-107). In return for this information, Pamiu asks the PCs to bring his signet ring to the main shrine of Thoth (3-71); doing so causes his soul to be released. If those who agree to this favor and take Pamiu's ring fail to complete the request within a month, they will be struck with a powerful curse by Thoth himself; the curse is left to the GM's discretion.

Inhabitants:

1. **2 wraiths**: SZ M; AL LE; AC 4; MV 120', 240' flying (Class B); HD 5+3; HP 36, 31; #AT 1; Dmg 1-6. Special attacks: energy drain. Special defenses: silver or magic weapons to hit; immune to sleep, charm, hold, cold, poison, and paralysis. The wraiths are turned as vampires while they are within 5' of their corpses.
2. **Pamiu the Chanter, benign ghost**: no combat abilities.

Treasure:

The corpses contain: a silver holy symbol of Thoth (10 gp); a melted lump of silvery plastic; Pamiu's gold signet ring, with an ibis-inscribed cabuchon gem (225 gp); a **scroll of protection from magic**; and sixteen ancient gold solidi (see Arden Vul items).

5-87: East Storage Unit

The door to this chamber swings easily on its hinges, as its locking mechanism has been blasted into smithereens. Four large storage bins, some 3'x4'x3' in size, line its walls. The bins are made of a greyish substance (plasteel) and are anchored to the floor. Slumped between the two bins on the south wall is a skeleton of an adventurer.

The interior surfaces of the bins are coated in dried, lichen-like orange paste. In one of the bins is the complete, if jumbled, skeleton of a human adventurer; its boots, leather armor, and short sword are stacked in front of the bin. The orange paste is the dried distillate of an ancient nutrient source; if scraped up and mixed with water, it provides a nutritious and curative broth. Each bin has enough paste to form 10 bottles of broth; each bottle can sustain a medium being for one day and cures 1-6 HP in addition.

Both femurs of the slumped skeleton have been broken, as if by a heavy blow. The adventurer holds a piece of parchment in his skeletal hand that reads, in Mithric, "*Silence! You must be quiet! I wasn't quiet enough.*" **GM Note:** the note is a cryptic reference to the varuda statue that prowls the area of 5-107 and beyond.

Treasure:

Bins: up to 10 bottles of nutrient paste.

Skeleton: on the skeleton is an ancient, but usable, suit of chain mail, a gladius (short sword), a grappling hook with 50' of rope, a well-made zither (85 gp), and a pouch with 32 ancient silver pennies (see Arden Vul items).

5-88: West Storage Unit

Like its companion, the door to this storage chamber swings loosely on its hinges. Six storage bins of grey plasteel have been jammed inside the room. Alas, all are empty.

5-89: Fire Pits of Creation

The dull glow of fire that permeates this unusual chamber is visible from the hallway. The glow emanates from the lava that rests in the 4'-high basin of basalt running through this chamber. Several fire elementals, bound here millennia ago by the rudishva to aid in their crafting endeavors, keep the lava molten. The six 'arms' of the room on the north, east, and west walls each contain a stone mold used in crafting, whereas the niche on the south wall serves as the control center. Although each mold is connected to the control center by wires running through the rock, each appears to be a freestanding, 4'-tall object. The ceiling is 10' high, and the walls are without decoration.

The rudishva crafted various objects using metals, stone, **arcanum** (see new magic items), and some alien materials. Replicating these techniques is possible if the right materials are collected, although without proper recipes the results are likely to be unpredictable and dangerous. Each mold has its own requirements, listed below. In general, though, each molding station is made of basalt, with a silver inset plaque with six rudishva symbols: each symbol corresponds to 1) the amount of steel; 2) the amount of **arcanum**; 3) the number of buckets of lava; 4) temperature; 5) chthonic energy; and 6) phase. Should the proper materials be placed in the mold and the proper settings 'dialed', the appropriate item will be created. It takes 4 turns for the item to cool enough to be removed from the mold.

A. Control Center

A ridge of stone extends horizontally from the lava basin into this niche and connects to a 4'-tall **arcanum**-steel pedestal covered in a plasteel console. The console features three dials (stone knobs with steel indicators), each marked by a rudishva glyph. The three glyphs (indecipherable without assistance) are "Temperature", "Chthonic Energy," and "Phase". Each dial has a range of unmarked stops as follows:

Temperature: 9 stops: from 0 (no heat) to 8 (hottest).

Chthonic Energy: 4 stops: 0 (none), 1 (low), 2 (moderate), 3 (high)

Phase: 6 stops: 0 (none), 1 (low - solid), 2 (low - semi-liquid), 3 (moderate - liquid) 4 (moderate - semi-gaseous), 5 (gaseous)

Starting Position: When first encountered, the dials are set at temperature=5, chthonic energy=2, phase=3

Important Note: one turn after dialing both the Temperature and Chthonic Energy stops to 0 (none), one of the fire elementals escapes from the lava basin. For every turn the dials are kept in that position another elemental is released, until none are left. A released elemental, maddened by long captivity, attacks on sight. Should all the elementals be released, the lava cools and the creation molds become useless.

Supplies: Two stone storage boxes lie against the wall of the control niche. In one are 20 ingots of high-quality steel (20 sp each). In the other are three lumps of softly-glowing **arcanum** (see new magic items), two that are fist-sized (2 lb each) and one that is about 3' in diameter (20 lb); these pieces are, strangely, still potent even after many centuries. Two sets of plasteel tongs, two egg-shaped plasteel carrying containers, a stone hammer, and three steel chisels are also present. **Note:** the plasteel is unaffected by the lava.

B. Strut Mold: The mold in this niche contains three long, sinuous shapes (replacement parts for the Beacon); they are 3' to 5' long, 6" wide, and 1 to 3" thick. Each shape requires three steel ingots, two lb of **arcanum**, and six buckets of lava. The controls are to be set to temperature = 6, chthonic energy = 1, phase = 1. Struts are mostly useless.

C. Plating Mold: Two rectangular molds for hull plating, each some 2' wide by 4' high by 1" thick. Each requires 4 steel ingots, two lb of **arcanum**, and 8 buckets of lava. The controls are: temperature = 8, chthonic energy = 1, phase = 2. The product is a surprisingly light (6 lb) sheet that, if a handle can be found, would serve well as a shield. Due to the **arcanum** it would act as a large shield +1.

D. Fuel Cell Mold: An 8'-long, 3'-deep mold for creating fuel cells. Requirements: 10 steel ingots, 10 lb of **arcanum**, 20 buckets of lava. Controls: temperature = 4; chthonic energy = 3; phase = 5. The result of using this mold is a metal cylinder filled with a highly dangerous semi-liquid distillate of **arcanum**; should it be punctured, it would explode for 6-36 HP damage to all in a 30' radius and would provoke a roll on one of the **arcanum** charts (e.g., 4-153).

E. Teleportation Plates: This station has molds for two 5'-diameter, 1"-deep circles and two 10"x10" squares. Beneath the normal silver 'recipe' plate is a second silver plaque with an additional 13 glyphs: these detail the unusual properties of this station (e.g., silver instead of steel, spell use, etc.). The process requires 10 lb of molten silver, 10 lb of **arcanum**, and 4 buckets of lava. The glyphs reveal this information, as well as the fact that **teleport** spell must be cast on the ingredients while the controls are set to temperature = 3, chthonic energy = 3, phase = 4. The result will be two silver teleportation disks attuned to each other; they could be deployed wherever desired to create rudishva teleport nodes.

F. Weapons Mold: This station has molds for three rudishva-designed hand weapons, a wickedly curved dagger, a broadsword, and a 5'-long barbed spear. The silver plaque has additional glyphs on it, detailing how one can add special qualities to the weapons. The dagger requires 1 lb of steel, 1 lb of **arcanum**, and ½ bucket of lava. The other weapons require 4 lb of steel, 2 lb of **arcanum**, and 2 buckets of lava. The control dials vary slightly for each weapon, but most are in the range of temperature = 5, chthonic energy = 3, phase = 1.

Enhanced weapons may be created as follows: a drop of rudishva blood in any weapon bestows a bonus of +2-5 damage to base damage. A drop of any other creature's blood renders the weapon +1 to hit and damage against that creature. Magical spells cast into the mixture may, at the GM's wish, add further bonuses.

G. Jewelry Mold: This station has molds for several pieces of jewelry, including a ring, a torc, bracelets of varying sizes, and an oval form about 6" long and 2" wide (for rudishva identity plaques - see new technological items). The information plaque here is the most complex, since a number of different formulae were possible. At base, ½ lb of a metal is needed (silver, gold, copper, brass, bronze, platinum, etc.), as well as ½ to 1 lb of **arcanum** and ¼ bucket of lava. The control dials vary slightly, but are typically in the range of temperature = 7, chthonic energy = 3, and phase = 4. Jewelry produced at the station radiates magic and bestows

+1 protection (AC and saves) to the wearer. At the GM's desire, the jewelry could be imbued with additional magical effects by the addition of rare parts or spells.

H. Control Rods and Circlets: This station holds two molds, one a thick collar and the other a 3'-long rod with a 4"-diameter circle at one end. Requirements for each: 1 steel ingot, 2 lb silver, 3 lb **arcanum**, 2 buckets lava. Controls: temperature = 5; chthonic energy = 3; phase = 2. Note the additional necessity of silver for these items. The result is a linked pair of objects: a **rudishva control rod and collar** (see new magic items).

Inhabitants:

1. **5 fire elementals:** SZ L; AL N; AC 2; MV 120'; HD 16, 12(x2), 8(x2); HP 120, 94, 92, 60, 56; #AT 1; Dmg 3-24. Special attacks: combustion. Special defenses: +2 weapons or better to hit. The elementals can only be released from the lava if the controls are set to particular positions.

5-90: Intersection

From the northwest side, the Obsidian Gates appear identical to the description given in 5-6D. They open in a similar fashion but do not spawn undead when touched. The Gates give forth onto an important intersection, one littered with bits of gear: several odd lengths of rope, a rusty pick-axe, two hammers, three panniers filled with granite lumps, a five-foot wooden ladder, a bullseye lantern (without oil), and a copper rudishva identity plaque (see new technological items).

5-90A: Fiery Force Wall and Fiery Dancer

Entrance to 5-92 is impeded by a fiery force shield; the flame is broken only by an 8'-tall, 4'-wide oval in which a holographic figure stands on one leg. The figure has two legs, but six arms, many holding a different object (drum, pot of fire, lotus, and dagger; the other two hands hold nothing). If any living being approaches within 5', the figure starts to dance, beginning slowly but swiftly increasing its tempo. After 3 rounds, the figure begins to call forth blobs of fire from the fiery force wall; these blobs hit unerringly for 1-6 damage each (with a chance to ignite combustibles).

The force wall can only be destroyed by casting **disintegration** on it. Should someone present an orange, silver, or yellow rudishva identity plaque (see new technological items) after the figure has begun to dance, the figure will dematerialize, allowing the holder and his/her friends to step through the oval opening. After a turn, the dancer rematerializes.

It is possible for the adventurous to get a hazy glimpse of area 5-92 by peering through the oval, whether before or after the figure begins to dance.

5-90B: Running the Gauntlet

The scorched and desiccated bodies of six bipeds and two carcass creepers lie in the middle of the hallway here. All fell afoul of one of the few remaining rudishva point defense arrays, which is mounted on the walls and ceiling at this point in the hall. The corpses are of two adventurers, a goblin, an Archontean soldier, and an armorless varumani. The corpses of the varumani and soldier are quite ancient, while the other four are more recent.

Trap (rudishva point defense array - see new technological items): This trap takes the form of six hardened beads of crystal attached to the walls and ceiling. Any motion within 5' of a plane described by these beads causes the array to activate; the array strikes as a 10 HD fighter, attacking three times every two rounds, and inflicting 6-36 HP damage on a target (impedes regeneration). The array cannot be disengaged by mechanical means, although clever intruders might figure out a way to bypass the beams, or else to construct a 'meat' (or other) shield to allow them to dash through the trigger point. Given the age of the array, there is a 10% per use that it will sputter futilely. The only certain way to pass the array without the possibility of damage is to possess a plastic rudishva identity plaque of any color (see new technological items); wearing or presenting any such object prevents activation of the array.

Treasure:

The varumani corpse bears a troll thegn's passport (see Arden Vul items); at 1,750 years old, it is an incredibly ancient one and would cause comment and envy if presented to the current Thegn. The soldier's equipment is completely useless, but a **ring of protection +2** encircles one of his bony fingers. The goblins have a total of 8 cp, a short sword, and a steel helmet. One adventurer has some scorched (but usable) **ring mail +1**, a long sword, a pouch with 32 sp and 5 gp, and a deep blue spinel (500 gp). The other adventurer has an iron-shod staff, a belt pouch with a **potion of extra healing**, a **potion of hill giant strength**, a coin purse with 15 gp, 29 sp and 33 cp, and a bit of hard, greyish matter with strange markings on it. The matter is a bit of rudishva plasteel, but its value lies in what is inscribed on it in Mithric: "3= strange dormitory. 4= danger! one of the survivors". **GM Note:** the note refers to the location of teleporters T3 and T4 in area 5-91; T3 leads to the residential pod of the Beacon (6-124), while T4 leads to the area near the residence of the Arena Lord (5-94; he is the 'dangerous survivor').



5-91: The Midnight Road

The Midnight Road once trembled to the march of the rudishva and their servitor races. Describing an arc from the Obsidian Gates (5-6D) to the Great Pillar (5-138), the Road is 20' wide and 40' tall. Like the rest of this portion of the Halls, its black granite sheathing lacks any 90-degree angles.

At eye level a 3'-tall frieze of complex and busy sculpture runs along both walls of the Midnight Road; this frieze was once polychromed (only fragments remain) and depicts a bewildering variety of unusual beings, the most common of which seem to be tall, skinny bipeds with small horns (i.e., rudishva) who direct, command, beat, slay, and otherwise dominate a range of other creatures. This sculptural style features writhing, sinuous figures in constant movement, surrounded by flowers and other decorative elements. Every inch of space on the frieze has been carved.

5-92: Translocation Hub

This brightly lit and impressive chamber served as a main hub of the rudishva teleportation system. The chamber is clad in white marble (without any 90-degree angles, of course) and is illuminated by a series of **continual light** spells cast on its 30'-tall ceiling. Six semi-circular niches line the walls, while three pedestals occupy the center of the room.

Sentries: The niches closest to 5-90 each contain a stone nataraja (a form of rudishva animated construct – see new monsters). Each balances on one leg with four arms arrayed in a nimbus around its body; one arm holds a scimitar, one holds a small drum, one a fire pot, and the fourth is empty. The head is carved in a rictus of a grin, with almond-shaped eyes, pointed ears, two small horns, and a round pillbox cap. The deadly constructs do not bother anyone who enters through the oval fiery door (5-90), but grind into activity if anyone not bearing a plastic rudishva identity plaque (see new technological items) of the following color steps forward from one of the teleport nodes: sky blue, pale green, pink, orange, silver, yellow.

Teleport Nodes:

The other four niches contain teleport nodes attuned to the rudishva teleportation network. Each node is comprised of a 5'-diameter circle of silvery material inset into the floor, with a 10"x10" square of the same material affixed to the wall. Each square has a different rune etched into the silvery material. To activate a node, one stands on the circle and touches one's hand to the square. The following nodes are present here:

- T1: access to 5-94 (cloister)
- T2: access to 5-132 (troll pits)
- T3: access to 6-124 (residential pod)
- T4: access to 6-95A (arena area)

Dais 1 (southeast): Inoperable: The main dais is 3' tall. Within it sits a secondary raised platform of black obsidian, 5' square and 3' tall. The black obsidian is pitted and chipped, and shows signs of scorching. The dais was badly damaged during the last desperate days of the rudishva, and its original function is lost.

Dais 2 (center): Holographic Announcements: This square dais is 3' tall. In its center is a second raised square (3' tall) formed of red obsidian (flecked with black). The inner square is the site of a

motion-sensitive holographic information system whose original purpose was to convey important announcements to those arriving in the translocation hub. The system is still operable, although it currently presents only one announcement, recorded as the rudishva hegemony came crashing down. The announcement is activated by motion within 10' of the dais, and is uttered by an orange jumpsuited holographic rudishva. The announcement (in Rudishva) is as follows: *"Fellow crewmembers of the Shining Beacon! The alien slime-mongers have infiltrated our defenses. The varuda nests are corrupted and have been quarantined by order of Captain Leil-Jor. The loyal varumani gather to repel the hopping hordes. Report to your designated crisis station in the weapons pod or crew chamber. Await further orders. Remain calm, for the Beacon shall light the way!"*

Dais 3 (northwest): Scrying Pool: This half-oval dais occupies the northwest end of the hall, and is raised 5' off the floor. In its center is a 4'-tall and 8'-diameter basin filled with an emerald green liquid. Along the lip of the basin are found 24 silver panels, each 3" square and each featuring a distinct rune. One activates the pool by placing two fingers on one of the rune-squares; this causes the liquid to roil briefly before presenting a vivid image of anything transpiring in that location. The perspective offered is that of an eye panning slowly in a 360-degree arc through the appropriate area. Unfortunately only the following locations are still operative:

- Panel #3: area 5-94 (cloister)
- Panel #5: area 5-107 (plaza of the varuda)
- Panel #6: area 5-138 (Great Pillar)
- Panel #11: area SL6-2 (drowned canyon – this view in effect shows the entirety of the canyon area)
- Panel #14: area SL7-2 (flooded vaults)
- Panel #15: area 6-68 (arena area)
- Panel #19: area 7-4 (floating garden)
- Panel #21: area SL2-2 (cryogenic storage)
- Panel #23: area 5-35 (Sundered Span)
- Panel #24: areas 10-32 to 10-35 (Ziggurat of Kauket)

Inhabitants:

1. **2 rudishva animated constructs - stone natarajas** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 8; HP 58, 51; #AT 1; Dmg 4-11; MR 25%. Special attacks: sonic or fire attack. Special defenses: +1 or better weapons to hit; immune to cold, fire, electricity, poison, and mind-affecting spells.

5-93: Empty Staging Room

The only notable feature of this room is the 3'-diameter hole in the northwest wall (some 7' up the wall) that leads toward 5-101. The walls are sheathed in blue granite.

5-94: The Cloister

This beautiful site was the spiritual center of rudishva rule in Arden Vul. The cloister proper consists of a central area ringed by a set of slim porphyry columns. Within is a low basin and fountain surrounded by the desiccated husks of a number of exotic plant species. Among the debris still thrives a large, yellow-flowered plant (an assassin vine – see new monsters).

The ceiling within the columns is conical, rising some 30' above the floor; it is painted black with numerous yellow dots

(stars). A **continual light** spell at the apex sheds soft yellow light on the former garden. Between the columns and the walls is a 10'-wide and 15'-tall aisle floored in blue granite, upon which the rudishva used to stroll, converse, and machinate.

Teleport Node:

The following teleport node is found in the niche in the northeast corner, and is activated in the usual way.

T1: access to 5-92 (Hub)

Graffiti: Vandals incised a few bits of graffiti in hard-to-examine corners of the cloister. It takes 1 turn of careful searching to turn up a piece of graffiti, of which a maximum of 12 may be found:

D12	Graffiti	GM Notes
1	Psamor-Ki was here (Rudishva)	Refers to the last rudishva child born in AV before the collapse, a being who still lives as the crazed vivisectionist (5-74)
2	Grev-Kilj loves the meat-sacks too much (Rudishva)	Nasty words about the rudishva crew-member who was most willing to observe and learn from the native races, including humans. See 3-52
3	We varumani will always serve, unlike the loathsome kaliyani (Varumani)	General comments about the legendary fidelity of the varumani (for their current domain see 7-1) and a hint about the treason of the kaliyani (See texts in 5-97)
4	We did it! Now to loot the [unfinished] (Mithric)	n.a.
5	Lord Set Rules these halls! (Mithric)	A reference to the cult of Set, whose headquarters lie at 4-2
6	The deed is done and the varuda infected. Phase II commences now. (kaliyani)	A reference to the heqeti slime attack that resulted in the demise of the rudishva
7	Leil-Jor demands obedience, but she shall not have mine! (Rudishva)	A rare sign of discontent among the rudishva; the note refers to the captain of the Beacon
8	Ragnar was here! (Archontean)	A sign that a few modern adventurers have penetrated the Midnight Road
9	Seek the octagonal hall, then the north door, and then the west niche. It leads to water, tombs and riches (Mithric)	A useful note concerning the west (T13) teleport niche at area 5-31, which sends travelers to the Drowned Canyon (SL6)

10	We will never leave this planet, whatever Leil-Jor says (Rudishva)	Another note of despair and unhappiness voiced by a crewman unhappy with Captain Leil-Jor's handling of the crash
11	It's not my planet, monkey-boy! (Varumani)	A boasting put-down of the locals (i.e., the Archonteans)
12	Beware the flooded halls, for our deranged friend has taken over and is highly dangerous! (Rudishva)	A cryptic reference to Reiv-Tor in the Flooded Vaults (SL7-23)

Secret Door (southwest): This door is difficult to find (1 in 8) from within the cloister and opens only when an appropriate rudishva identity plaque (see new technological items) is waived across a small red oval inset in the nearby wall. Plastic plaques of every color except rust will open the door.

Inhabitants:

1. **1 assassin vine** (see new monsters): SZ S (effective); AL N; AC 8 (main plant), 4 (tendrils); HD 8 (main plant); HP 53 (main plant), 5 (tendrils); #AT 24; Dmg special. Special attacks: drag; strangulation; digestion.

5-95: Treasury

Formerly the site of unimaginable wealth in technology, sorcery, and precious metal, the rudishva treasury was largely dispersed in the chaotic days after the rudishva collapse. The door is a rudishva iris door; it dilates open when an appropriate rudishva identity plaque (see new technological items) is presented. Plaques colored pale green, pink, orange, silver or yellow open the door. Inside, racks for equipment, made of both plasteel and baroquely wrought iron, occupy one side of the room, while three huge coffers (5'x5'x5') line the other. A 4'-tall frieze along the walls at eye level is carved with elaborately sinuous images of spindly figures being brought tributes by a variety of creatures, including some that look like trolls (i.e., varumani), some that look like bipedal birds (i.e., varuda), and some that look like snakes with legs (i.e., kaliyani).

All that's left of the impressive treasury is the following:

1. A broken laser rifle, with numerous frayed wires protruding from a split casing
2. A malfunctioning laser pistol, which looks operative but will explode for 2-12 HP damage once a rudishva lesser power supply (see new technological items) is inserted and the pistol is operated
3. A spear made entirely of wood (i.e., no iron tip) that seems decorative but is actually an enchanted spear named **Marrow-Drainer** (see new magic items).
4. 10 bars of solid silver and 10 bars of steel (25 lb each), which previous looters deemed too heavy to transport. They are worth money (1,250 sp each for silver, 25 sp each for steel), but could also be used in the fire pits of creation (5-89).
5. Two partly smashed and completely inoperative lesser power supplies (see new technological items)

6. Standing in the corner is an invisible, 6'-tall, hollow gold statue of a human in archaic imperial field plate armor. The statue is so realistic as to make one wonder if it was not a person turned to gold ... which is, in fact, the case. Gnaicus Furicus was a legionary during the first tentative period of Archontean expansion, some 2,000 years ago. How he got here, and whether he can be saved, is a mystery. In terms of worth, the statue is worth 40,000 gp as is and 30,000 gp for its metal. The gold weighs 600 lb, though. Because the statue is invisible, previous looters missed it.

Secret Door (south): The door is difficult (1 in 8) to locate. It operates by manipulating a rudishva figure on the frieze. Within is an oval chamber with a teleport node.

One-Way Door (north): The door from 5-95A is detectable from the main treasury, but cannot be opened from the south.

Teleport Node:

T11: access to Level 7 (7-144)

Inhabitants:

1. **Gnaicus Furicus, 4th-level Archontean fighter:** SZ M; AL LN; AC 2; MV 90'; HD 4; HP 41; #AT 1; Dmg 3-8 (**short sword +1**). Abilities: STR 16, INT 8, WIS 11, DEX 11, CON 17, CHA 15. Possessions: imperial field plate (see Arden Vul items); **short sword +1**; purse with 33 ancient silver pennies, 19 ancient gold solidi, and 3 ancient octagonal platinum coins (see Arden Vul items for all). He speaks only Mithric.

Treasure:

See above

5-95A: Secure Treasury

The rudishva captain, Leil-Jor, created this chamber as a site in which certain dangerous items could be safely stored, away from the eyes of the rest of the hegemony. It can only be accessed from a teleport node located in the chamber of the Beacon (SL14-8), and use of that node requires one of two special yellow rudishva identity plaques located at 5-98 and 9-96 (see new technological items). Chief among the items stored here is a set of keys (one gold and one platinum) to the Obsidian Gates (5-6D) and the horn taken from the interior of the heqeti ziggurat (area 10-37); that horn is necessary for the summoning of Kauket, the demon prince (see introductory text to Level 10). Other items include: a **rudishva useful palm** (palm of the cleansing wind - see new magic items); a tactical suit; seven structural mines, 6 bottles of pep pills with 20 pills per bottle, a point defense array and a portable point defense controller (see new technological items for all). The vault also contains an airtight seed bank (4'x6') containing seed specimens for 1,800 species of plants from the rudishva homeworld, and data crystals (see new technological items) containing full and detailed instructions on how to use the fire pits of creation (5-89) and the troll pits (5-131 and 5-132).

One-way Door (south): A rudishva iris door is set into the south wall, leading into the main treasury. The door can only be opened with a yellow rudishva identity plaque (see new technological items). The door cannot be opened from the main treasury.

Teleport Node:

The node contains the usual silver disk, but the 10"-square wall plaque is made of golden metal; activating the node requires one to touch a yellow rudishva identity plaque (see new technological items) to the golden square.

T25: access to Sub-Level 14 (SL14-8)

Treasure:

See text above

5-96: Cells

These three temporary living chambers are identical. Each holds a bunk bed made of some strange greyish material (plasteel), a 5'-tall desk/table, a stone chest, and a wall-mounted silver 'mirror' (actually a defunct view-screen). No linens are present, and the chests are empty.

5-97: Library

The rudishva resource library is dominated by the unusual bookshelves that line the curved west wall. These shelves are carved from the rock and are narrower and deeper than usual, as if they were made for 1'-diameter cylinders. Tables in the shape of round-edged triangles occupy the south and north ends of the room; these are 8' on a side and 5' high, and made of walnut. Between the tables and perpendicular to the entrance door is a pair of desks, back to back, with hoods covering their sides and tops. Although most of the important and valuable contents of the library were looted in the distant past, a few nuggets still remain.

Bookshelves: The shelves are almost completely empty, with only 3 cylinders remaining. These cylinders are 1' in diameter and 2' long. Inside each is a scroll made of an unusual linen-like 'paper'; this paper is very strong and durable. The three scrolls are these: *the Time of Darkened Skies*, *the Properties of Arcanum*, and *the Betrayal* (see Arden Vul books).

Library Tables: On the north table is an unfinished manuscript in parchment, which attempts a translation of 250 key words of Rudishva Glyphis into Mithric. Use of this manuscript by one fluent in Mithric provides a 33% chance of comprehending a simple rudishva text written in Glyphis. The proportion of a text that may be understood is 20-50% (10%+1d4x10%). It's up to the GM to determine which parts of a text to impart.

Hooded Desks: These desks resemble microfilm readers, and, in a sense, that is what they are. Each is a GnuCoder 5000 Full-Immersion Sensory Experience (see new technological items), which originally offered the best in virtual reality programming when a data crystal (see new technological items) was loaded. Sadly, the library is bereft of data crystals, except the one that is currently loaded into one of the desks. Should a power supply be connected to the desks, then it would be possible - with experimentation - to sit at the desk and experience the data crystal (see new technological items) entitled *The Lament of the Beacon* (see Arden Vul books). Only a greater power source (see new technological items) will activate the unit.

5-98: Chapter House

In the center of this large room is a low (3') dais on which sits a heavy grey chair (plasteel) with wide armrests. Resting in the chair is the skeleton of an 8'-tall biped in a blue jumpsuit; the biped's arms and legs are long and skinny, and her skull boasts small curved horns and canine fangs. Placed in the floor in an oval around the chair are twenty-five 5'-tall podiums, each formed from an iron bar and a grey plasteel console. The podiums appear as overly tall writing desks with an oval mirror on each. The walls are of black granite, inset with chips of yellow crystal in a pattern of sorts (a star map of the rudishva home system).

In the confident days after the crash of the Beacon, this was where Captain Leil-Jor held regular meetings to organize the rudishva efforts to locate needed materials and organize the repair of the Beacon. Infected by a heqeti slime, she died here while attempting to organize a defense of the rudishva domains shortly after the heqeti and kaliyani surprise attack; in the chaos of the collapse, her body was never removed. The skeleton is inert, but still contains a silver rudishva identity plaque and a special yellow plaque (the captain's card) used to access the bridge of the Beacon (SL14-10) via the teleporter T24. See new technological items for the plaques.

The command chair rotates 360-degrees, such that it can face any of the podiums. On the arms of the chair are a view-screen and a number of colored glyphs, which the captain used to activate various systems analyses. Most of the electronics failed long ago, but the glyph "Seeing" still works; when pressed it will produce a grainy video feed of one of the following images on all screens in the room:

1. Cryogenic storage (SL2-2)
2. Weapons locker (6-27)
3. Engine room (7-143)
4. Bridge (SL14-10)
5. Bio-containment unit (SL2-2)
6. Shuttle bay (SL13-37)
7. Ziggurat of Kauket (10-32 to 10-35)

5-99: Cave with Hole Leading Up to Level 3 (3-114)

This natural cave has a 5'-diameter hole in the ceiling that leads up 250' to 3-114. The cave floor is sandy and relatively flat.

5-100: Watch Cave with Access to Levels 6 and 7

A detachment of Set guardsmen led by a Set acolyte stands guard in this important crossroads cavern. Ordered down the hole in 5-99 in order to watch and defend from incursions below, this patrol is nervous about being so far from home. As a result, the acolyte is more likely to negotiate than fight. Two tunnels exit the cave, one heading to Level 6 (6-166) and the other to Level 7 (7-137). The Set people have scouted as far as 6-166, where the pukel-mander frightened them back to Level 5.

Inhabitants:

1. **4 Set guardsmen** (see new monsters), as **2nd-level Archontean fighters**: SZ M; AL LE; AC 5; MV 60'; HD 2; HP 18, 17, 15, 12; #AT 1, Dmg 2-7 (mace), 1-6 (spear) and 1-4 (light crossbow).

Special defense: fanaticism. Possessions: red scale mail and wooden shield; footman's maces; spears; light crossbows with 20 bolts.

2. **1 Set acolyte** (see new monsters), as a **3rd-level Archontean cleric of Set**: SZ M; AL LE; AC 4; MV 60'; HD 3; HP 19; #AT 1; Dmg 2-7 (mace) and 1-4 (light crossbow). Possessions: Set armor (see Arden Vul items); footman's mace; light crossbow; **acolyte's was stick** (see new magic items); and a silver holy symbol of Set (10 gp). Spells prayed for: **command**, **cure light wounds**, **curse** (reverse of **bless**), **protection from good**; **hold person**, **silence 15' radius**.

5-101: Mist-filled Cavern of Doom

A thick, purplish mist fills both of the tunnels that approach this location at a point beginning about 20' from the cave entrances. Bizarre, unsettling sounds - cackling, clicking, and alien, two-toned grunting - become audible to anyone who enters the mist. In addition, the corpses of six Set guardsmen and a Set deacon are splayed unnaturally within the mist of the north tunnel; all exhibit severely lacerated skin and missing eyeballs and hands.

Within the cave is a horror from the lower planes, rendered practically insane by the poorly worded compact that bound it to its summoner even after the latter's death. The body of the explorer who found this back route to the rudishva halls lies in the center of the cave, where she was slain centuries ago by piercers. An unstoppered brass ewer sits next to the explorer's body and emits the purple mist. But the real threat - a rending demon (see new monsters) - lurks above, clutching the ceiling and waiting for more victims. There is a 1 in 4 chance that the rending demon will gibber or grunt loudly in anticipation of prey (thus alerting potential victims); otherwise it gains a +2 to surprise checks.

The rending demon poses a formidable, possibly impassable, obstacle to those seeking to circumvent the Obsidian Gate and enter the rudishva area from the back door. That said, the contract binding it to its master will be broken if the master's body is destroyed, say by magical fire, acid, or something of the sort.

Inhabitants:

1. **1 rending demon** (see new monsters): SZ L; AL CE; AC 0; MV 120', 60' climbing; HD 7+7; HP 50; #AT 4; Dmg 2-7/2-7/2-7; MR 40%. Constant abilities: infravision. Special attacks: surprise on 4 in 6; rend if three claws hit; cone of cold (1/day); darkness 10' radius. Special defenses: 90% undetectable; +2 or better weapons to hit. Special: levitation; dispel magic; detect illusion; detect invisible; teleport without error; gate (33% chance).

Treasure:

- On the corpses in the north tunnel: 79 sp, 31 gp, a **deacon's was stick** (see new magic items), six maces, and a **mace +1**.
- On the dead explorer: a brass miniature of a six-armed hor-ror (the rending demon), worth 335 gp; 47 gp, 31 sp in coins; a **scroll of protection from magic**; a clay figurine representing a heqeti (75 gp to an antiquarian); and a sheet of parchment with 144 Archontean letters arranged in twelve rows and twelve columns. The parchment sheet contains the name of the rending demon, Neeralbab, among the letters; it would take a sage to figure out the name or a lucky roll of 6d6 under INT to guess it.

Jug of purple mist (see new magic items)

5-102: River Cave

Here a section of sandy beach runs along both sides of the river. Washed up on one side is a broken egg-shaped vessel originally 8' long and 6' wide (c.f. 4-85). Although the vessel has been damaged beyond repair, its fish-shaped stabilizing control rod is still intact and could be used to operate the vessels that remain in 4-85.

5-103: Base of Whirlpool, with Access to Sub-Level 12 (SL12-1)

The whirlpool at 4-65 debouches here in a roaring and foaming column of water. It is impossible, short of some very powerful magic, to navigate the 100'-tall shaft upwards to 4-65. The cave is 60' tall, except where the whirlpool from 4-65 has made it 80' tall. The water fills the cave to a depth of 50', leaving a 10'-tall air pocket above the water. Two tunnels exit from the cave. The first is the normal course of the river, which flows off to the south. The second (15' in diameter) is located at the northeast edge of the pool, and leads to the sub-level of Kerbog Khan (i.e., to area SL12-1).

5-104: Slime Preparation Chamber, with Access to Level 3 (3-117)

This innocuous-seeming cave contains several important and dangerous objects. It holds an infamous reputation among the heqeti, the rudishva, and others, as the site from which the heqeti and kaliyani launched the deadly attack that overthrew the rudishva hegemony.

The first object of note is a crouching **pukel-mander** (see new magic items) in the worked northern extension.

To the west is an open, sandy area of floor. On the ceiling some 30' above the sand is the opening to the well leading up 200' to area 3-117.

To the east, the river from 5-103 rushes southeast towards the varuda nests.

The central feature of the chamber, however, is an enormous pool of roiling and burping slimes of different colors and consistencies. The slime pit is about 10' deep and roughly 20' in diameter. It contains several noxious slimes extruded by Rimmaq-Isfet itself (see new monsters) and imported from the Abyss for use as biological agents against the rudishva and their servants. Two moldy corpses of heqeti warriors lie near the pool, as do five oval containers some 2' long. The ovals are made of a strange grey-brown chitinous substance and feature a porous membrane on one end. These ovals were the delivery systems for the toxic slimes; once a slime was scooped into the container, it could be thrown as a projectile or cast into the river where the slime would gradually leak through the membrane to poison drinking water.

The pool is constantly active, with existing slimes being re-absorbed into the base matter and new slimes being extruded. At any given moment 4-7 heqeti slimes (see new monsters) are visible on the surface of the pool. Each hour, however, there is a 75% that any one of the initial slimes will be replaced by 1-2 new ones. Slimes are quiescent until removed from the pool, at which point they will, if not contained, act according to their basic function (see below).

Inhabitants:

- 1 **burnt-orange, oily and thick heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' on carbon-based substances; HD 2;

HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold.

2. 1 **rust colored, gluey heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' creeping; HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: hallucinations for 7-12 hours; corrosive to leather. Special defenses: healed by electricity or lasers; slowed by cold.
3. 1 **sickly green, melted butter-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 15' (pseudopods); HD 2; HP 12; #AT 1; Dmg special; MR 15%. Special attacks: spore-throwing (death in 3-18 days unless save at -1). Special defenses: healed by electricity or lasers; slowed by cold.
4. 1 **pale lavender, watery heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 0'; HD 2; HP 12; #AT 1; Dmg special; MR 15%. Special attacks: exploding (6-36 in 30' radius). Special defenses: healed by electricity or lasers; slowed by cold.
5. 1 **yellow maize, jelly-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 10' (creeping); HD 2; HP 14; #AT 1; Dmg special; MR 15%. Special attacks: flesh animating (covers flesh and kills victim in 4-7 rounds, then re-animates as a heqeti slime zombie - see new monsters); corrosive to metal. Special defenses: healed by electricity or lasers; slowed by cold.
6. 1 **purple, liquid-but-adhesive heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 20' (pseudopods); HD 2; HP 15; #AT 1; Dmg special; MR 15%. Special: message carrier ("Seek the Ziggurat for Protection" GM: refers to the ziggurat of Kauket at areas 10-32 to 10-37). Special defenses: healed by electricity or lasers; slowed by cold.
7. 1 **rainbow, gelatin-like heqeti slime** (see new monsters): SZ S; AL N; AC 6; MV 5' (creeping); HD 2; HP 11; #AT 1; Dmg special; MR 15%. Special attacks: coagulant for up to 30 gallons of liquid (including blood); corrosive to metal. Special defenses: healed by electricity or lasers; slowed by cold.

5-105: Back Stair

This secret staircase and corridor is oval in shape and only 6' tall. The channel of the underground river that flows through the widened area is only 3' in diameter leading north, but 5' in diameter heading southeast.

Secret Door (northeast): This door is easy to find (1 in 4) from within the back stair and opens only when an appropriate rudishva identity plaque (see new technological items) is waived across a small red oval inset in the nearby wall. Plastic plaques of every color except rust open the door.

Secret Door (southwest): The door is easy to find (1 in 4) from within the back stair, and opens by sliding the oval stone panel to the left.

5-106: Stripped Chamber

The corpse of an Archontean legionary lies across the threshold of this former administrative center. The legs and torso of the corpse appear to have been flattened by some terrific force (GM: the varuda guardian at 5-107). The soldier's armor is crushed and useless, and his other possessions are long gone. The chamber used to feature a 3'-tall frieze at eye level, but the frieze was ripped out several millennia ago, leaving only an ugly gash in the blue granite

walls. All of the chamber's original furnishings save for a rare Nutri-vore 2000 device (see new technological items) were also removed in antiquity. The Nutri-vore 2000 rests in the niche on the eastern wall and, naturally, requires a rudishva lesser power supply (see new technological items) for operation. Scrawled in red paint next to the device are the following words in Mithric: *"Hands off! Property of Psalor-Ki. Thieves will be tracked and punished."* **GM Note:** Psalor-Ki (5-74) wrote this note centuries ago, when he was still sane; he has utterly forgotten its existence.

Secret Door (south): The door is normal to locate, but only opens when a silver or yellow rudishva identity plaque (see new technological items) is placed into a slot lying just above the stripped frieze. Doing so causes an oval portion of wall to slide aside, revealing the teleport node.

Teleport Node:

T10: access to 6-37 (near the Weapons Module)

5-107: Plaza of the Varuda

Several doors, a pool, and a huge statue line the walls of this important junction-point on the Midnight Road. The plaza is imposing, with a 60' octagonally vaulted ceiling and blue-granite sheathing on the walls. The corpses of four dwarven explorers lie battered and smashed on the floor of the otherwise smooth and dust-free plaza.

The Varuda Guardian Statue: A huge varuda statue some 20' tall stands to the northeast, crouching on its powerful legs and with wings cocked in a halo above its head. The statue still bears much of its colorful paint, with yellow wings, blue head, brown body, and silver talons. The statue is, in fact, a rudishva animated construct known as the varuda guardian (see new monsters). It lumbers to life when any movement enters its field of vision. Swift display of any plastic rudishva identity plaque (see new technological items) is the only way to quiet the monster. If no plaque is forthcoming, the varuda guardian springs after any intruders in short, but well-directed hops, buffeting them with its powerful wings and emitting ear-shattering cries.

The varuda guardian pursues visible intruders from 5-90B all the way to the barrier at 5-120; if it has been antagonized, it continues to pursue intruders through the gap in the barricade and all the way to the doors at 5-138. Fortunately its size prevents it from entering most side chambers. After 2 turns in which no intruder is visible, the Guardian returns to its original place. The varuda guardian attacks varuda on sight, regardless of their possession of plaques, since its final instructions were to maintain the quarantine of the infected varuda nests (c.f. 5-108 and 5-111).

Pool: Along the northwest wall is a 3'-tall semi-circular pool magically filled with cool, clear water. It remains constantly full.

Doors: The west door (to 5-108) is made of reinforced wood, but it has been destroyed by some massive force (the varuda guardian), and its fragments swing uselessly on their bent hinges. Two skeletonized corpses of humans still dressed in chain mail lie just inside the entrance.

The southwest door (to 5-110) is oval and made of stone; a bright yellow circle ½" in diameter rests in its center. Waving

a pale green, silver, or yellow rudishva identity plaque (see new technological items) across the circle opens the door; otherwise it only opens to a **knock** spell or better.

The south door (to 5-111) is wooden, like the west one, and is locked. Although it can be picked and opened easily, a rudishva **wall of force** blocks the tunnel beyond; it may only be destroyed by **disintegration**, and cannot be bypassed with identity plaques. The wall of force does not, however, contain a fiery dancer (as does the wall at 5-90A). Opening the wooden door causes the varuda guardian to lurch into action and to attempt either to close the door or to destroy the passageway; it attacks in the process any who impede it.

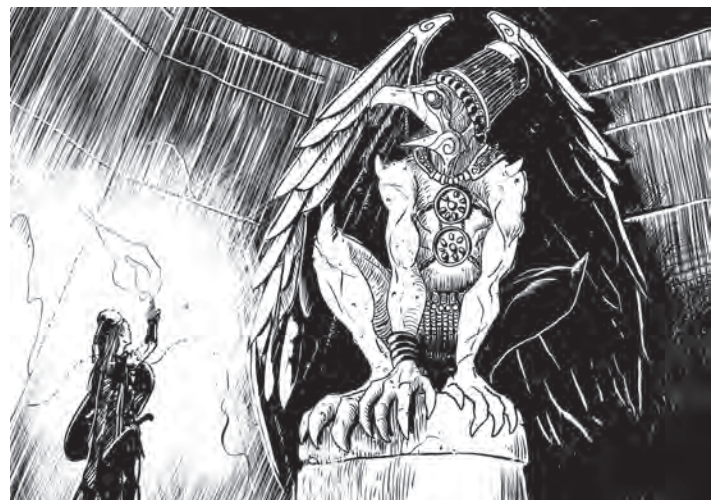
Inhabitants:

1. **1 rudishva animated construct - varuda guardian** (see new monsters): SZ L; AL N; AC 0; MV 60'; HD 10; HP 70; #AT 2; Dmg 2-12/2-12; MR 25%. Special attacks: cry (paralysis or sonic damage). Special defenses: +2 or better weapons to hit; immune to cold, fire, electricity, poison and mind-affecting spells.

Treasure:

Varuda guardian: should the varuda guardian be defeated and broken into pieces, a lump of still-potent **arcnum** the size of a watermelon may be found where the heart might have been. This lump is the equivalent of 8 fist-sized pieces, and can thus be used 8x in the usual way (see new magic items).

Dwarven corpses: four suits of silver-chased steel chain mail (double the value, but dwarven-sized); two war hammers, a battle axe, and a **pick +2**; a silver plate (110 gp) on which are incised three images with captions: varuda (winged being), varumani (troll), and kaliyani (snake-headed being); three red spinels (250 gp each); and a partial map to Zhorak's Forge (8-100). The map is incised on a rectangular piece of copper, and includes both an inscription in Dwarven runes and an image. The inscription states: 'Lord Zhorak made his home near the bottom of the chasm. Find the hall with the six basalt columns, then use the appropriate red circle.' The 'map' shows two rows of four circles each; the third circle in the top row has an 'x' scratched through it. A second inscription, in Archontean, is scrawled to the side of the 'map': it reads "The chamber is near the cat god's shrine." [GM Note: the map refers to area 8-7, with its six pillars and eight teleports. It correctly indicates the proper teleporter for Zhorak's Forge (8-7C), although it provides no warning that these are one-way teleports].



5-108: Brood-Nests of the Elder Varuda

This large set of caves is brightly lit in its central section by a **continual light** spell. The light reveals the river, a small pool, a sandy area dotted with odd-looking lumps, the mouths of cave openings dotting the north, south, and west walls, and an area of worked stone by the entrance stair. The area is quiet and smells slightly of a blend of ripe fruit and decay. The ceiling of the main cave is 40' tall, and there are numerous niches carved in the walls between the cave-mouths.

River and Pool: The river rushes into the cavern from a 5'-diameter tunnel located at the northeast edge of the cavern. A thin but very strong mesh covers the tunnel opening; on the far side of the mesh (i.e., towards 5-104), a 2'-long cylinder knocks against the mesh. Although it was the delivery mechanism for the heqeti slime-toxins, the river is now perfectly clean and potable. The water of the pool is also clean, despite the forty skeletons of winged bipeds that lie jumbled on its bottom. Among the skeletons is another empty 2' cylinder of some strange chitin (c.f. 5-104), as well as four inoperable laser rifles, three inoperable laser pistols, and 20 ceremonial bronze daggers.

Sandy Area: This area to the east of the pool is dotted with 10 oddly colored, man-sized lumps. The lumps range in color from burnt orange to rust, and all appear slightly 'furry'. The lumps were once varuda that became heqeti slime zombies (see new monsters) during the heqeti attack. Movement beyond the stairwell to 5-107 causes the slime zombies to rise and shamble after the intruders. Remnants of plasteel and ordinary steel apparatuses - all eaten away by some sort of rust - dot the flat area on either side of the river.

Worked-Stone Area: The northern niche, with its access to the incubator and food supply (5-109), is sheathed with smooth blue granite interrupted twice: 1) a 4' by 3' section of smooth black 'glass' [a completely defunct view-screen] and 2) an inscription in spidery Semi-glyphik which runs across the top of the wall and reads "*Varuda! We soar ahead of the rest! We locate the enemy! We report! We always serve with faithful loyalty.*"

Brood-Nests: Six smaller caves open off the main cavern, their mouths located between 20' and 30' above the main floor. These caves are significantly hotter and more humid than the larger cave, and are uniformly dark and rocky. Perspicacious investigation suggests that each cave possesses a number of projections that might have been perches; these perches are usually found in front of a semi-circular depression roughly scraped from the rock. There are 10-30 such perches and egg-nests in each cave. Sadly, all of the egg-nests are empty save for some broken fragments of leathery varuda eggs.

The cave marked 'C' is the only to contain anything else of note. Just over the lip of the cave are the remains of two varuda (not covered in slime); they appear to have been scorched by fire. In the center of the cave is the body of Raalk, one of the great leaders of the varuda, punctured with six 1'-long darts. All of the bodies are dressed in finely woven shorts and tunics of unusual nature, with sets of belts slung across shoulders and hips. Raalk's corpse wears a rudishva breather (see new technological items), which allowed him to avoid the initial slime-toxin attack. It did not prevent some of his crazed lieutenants from killing him with darts in an effort to seize the mask, however.

GM Note: The heqeti attack against the rudishva, abetted by kali-yani treachery, began in this cave. From the slime cave (5-104), the heqeti cast deadly toxins into the river where they washed up against the mesh filter; the slimes oozed through the porous membrane of their delivery canisters and into the river. One variety of slime-toxin took gaseous form and infected the varuda immediately, maddening them with thirst and killing them within hours. Other, slower forms, crept through the tunnels to assault the rudishva themselves, while still other slimes animated dead varuda corpses to fight against their masters. Most of the varuda leadership was slain in the first onslaught, and, seeing their doom, the rudishva imposed swift and severe measures: all varuda fleeing the area were stopped and killed by the stone guardian of 5-107, while the secondary varuda nests (5-111) were quarantined permanently.

Inhabitants:

1. **10 heqeti slime zombies** (see new monsters): SZ M; AL N; AC 6; MV 60'; HD 4; HP 30, 29, 28, 27, 26, 26, 25, 25, 24, 23; #AT 1; Dmg 2-8. Special attacks: slime infestation. Special defenses: immune to electricity.

Treasure:

On Raalk's corpse: a rudishva breather; a rudishva lesser power supply; and a laser rifle with another lesser power supply at 50% capacity (see new technological items). He also possesses two rudishva identity plaque (pale green and platinum - see new technological items) and 25 very small amethysts (worth 50 gp each).

On the non-slimed varuda corpses: six silver rods ½" diameter and 6" long (50 gp each), and a rudishva dart thrower with a clip of 6 immobilizing darts (see new technological items).

In the pool, five gems: two iolites (75 gp each), an aquamarine (500 gp), a huge pink pearl (1,500 gp), and a large violet garnet (worth 500 gp).

5-109: Food, Incubator, and Teleportation

This small complex of rounded, oval rooms provided all necessities to the varuda who lived to the south. The walls are white marble, rounded to eliminate 90-degree angles.

The main room features a 4'-tall oval counter surrounded by 16 food stations. Each station has a silver oval inset into the counter and a curved yellow tube that extends from the counter and curves over the plate. A row of six colored buttons is set into the edge of the console in front of each station. Manipulating the buttons causes the nozzle to spurt one of six varieties of high-protein, high-vitamin food paste onto the silver 'plate' (or into a container placed on it). The paste is not very appetizing, but highly nutritious.

Incubator: To the west is the incubator room, in which premature hatchlings were kept warm and safe. Another 4'-tall table occupies the center of the small room; a cowl over it provides (still!) heat and light. Six tiny varuda skeletons lie in the incubator.

Teleport Nodes:

These two nodes are no longer operable as they were disabled following the release of the slime toxins. They could be re-activated from 5-110 and 5-118 (q.v.).

T5: access to 5-118 (Armory) (currently inoperable)

T6: access to 5-110 (currently inoperable)

5-110: Varuda Training Grounds

This 40'-tall vaulted chamber is studded with 3'-diameter pedestals that vary in height from 2' to 10'. Projecting from the walls at similarly varying heights (from 10' to 35') are stone ledges. The room is dark, but light will reveal an enormous mural of an attacking varuda painted across the ceiling. The chamber was used to train varuda units in the tactics of aerial combat. It is empty save for a backpack left on one of the ledges, some 25' up the north wall. A small oval corridor to the west leads to two teleport nodes.

Teleport Nodes:

The rudishva disabled these two nodes as soon as they realized the extent of the heqeti attack; they did so by laying a marble slab across each of the silver floor-pads and by gluing a panel of clear plastic across the wall-mounted hand-pads. If the marble slabs are moved and the plastic panels pulled off (with a successful open doors check), the teleport nodes will again be operable.

T6: access to 5-109 (currently inoperable)

T7: access to 5-111 (currently inoperable)

Treasure:

The backpack holds two 50' coils of rope, a package of iron rations, 3 vials of powerful poison, a **potion of extra healing**, and three empty bags, one of which is a **bag of holding** (smallest capacity).

5-111: Nests of the Younger Varuda

Although quite similar in appearance to 5-108, this cave complex differs in that it is currently inhabited by a debased, low-tech tribe of primitive varuda (see new monsters). These varuda have been isolated in this cavern for close to three millennia, surviving on protein paste and purified water. During that period the varuda lost most of their higher knowledge (including written language) and technological ability.

The central cave is dominated by a **continual light** spell cast on the 50'-tall ceiling; this overlooks the river, the pool, the obelisk, and the sandy area surrounding the obelisk. Dark openings dotting the walls lead to the nesting grounds of the six clans of varuda. In the past twenty years seismic activity has opened a hole in the eastern-most sub-cave, allowing access to 5-119A. Due to the threat of the varuda guardian at 5-107 (a rudishva animated construct - see new monsters), however, the varuda have not dared much exploration.

River and Pool: A mesh gate at the point in which the river enters the cave is connected to a small purifier, a fact that explains why the ancestors of these varuda did not become infected by toxic slimes. The river is cool and clean. At the base of the pool are the rusted and inoperable remains of several dozen rudishva weapons and other technological devices, cast off over the centuries by decreasingly competent varuda as the devices failed (or power supplies expired). Scattered among the debris are one plastic and several metallic rudishva identity plaques (see new technological items): one pale green, three bronze, and five copper plaques.

Sandy Area and Obelisk: The debased varuda gather among the sands of the south bank of the river for ritualized mini-wars (a relic of their ancient military training), and to genuflect to the obelisk, which they recall as a now-silent but once-potent god. The

obelisk is 15' high, four sided (4' per side), and highly decorated. Carved images of varuda flying and shooting darts at misshapen amphibian-like things cover the sides up to a height of 4'. At this point each side features a black glass panel (defunct view-screens). The primitive varuda often use blood and other liquids to daub primitive pictures on the screens, hoping thereby to wake their god. They refer to their god as "Lilja" (a corruption of Leil-Jor, the captain of the Beacon - see 5-98).

North Passage: The worked north passage has blue granite sheathing, on which are the faded remains of some ancient frescoes, painted there by the first generations of varuda in a desperate attempt not to forget their identity. The frescoes show many varuda marching, flying, and fighting giant salamander-like things, and a single varuda beseeching a tall, skinny, horned biped. A faint inscription under the latter scene reads, in Semi-glyphik, "*Raalk begs Leil-Jor to release the people.*" Above all of the frescoes is another faded inscription, "*The varuda were faithful, as always. Unaware of the nature of their transgression, they await the call of their beloved masters, ready to do penance. They shall be ready.*" At the end of the passage a shimmering **wall of force** blocks access to the door to 5-107.

Varuda Caves: The seven sub-caves which line the main cavern are home to 60 primitive varuda divided into six clans. Each cave is the primary nesting place of one of the clans, and is thus typically occupied with nesting females, watchful males, and the frequent sound of wings flapping, beaks snapping, and guttural cries echoing across the cave. If needed, the GM could develop the internal social divisions of the varuda, but it seems unnecessary to do more than note that there are a total of 18 elders and 42 mature adults. All but one of the caves are ordinary and uninteresting, being littered with old egg fragments, guano, and a handful of primitive bone and stone utensils. As the varuda have no need for food due to the still-functioning food processors at 5-112, most of their time is spent roosting, debating precedence, and engaging in mostly-symbolic (i.e., non-lethal) single-combat.

Cave A: The Kreaw clan, which inhabits this cave, is unusual in that they are custodians of the shrine to Raalk and possessors of the last three operative dart throwers (with five clips containing 25 ordinary darts). As a result, the elders of clan Kreaw are the most likely to be asked to negotiate with any visitors.

Cave C: The largest cave (cave C) is the property of no clan. Inside are several dozen oval plasteel containers of various sizes stacked on the usual roosting ledges; in these containers may be found the ashes of the first several generations of varuda who were imprisoned (and died) here. At the far end of the cave is a hole in the stone floor which drops 15' to a subsidiary (and exit-less) cave some 60' in diameter. When one of the modern varuda becomes too decrepit to take part in the rituals of daily life, an adult male from each tribe carries the ancient one into Cave C and tosses him (still living) into the pit, where he/she eventually dies. As a result the lower pit is chillingly thick with the bones of millennia of varuda.

Cave F: The Verrick clan has become influential in the past generation due to their control of the sole access route out of the ancestral cavern. The Verricks have managed to find a pair of steel short swords in the Midnight Road, which they have hidden from the rest of the tribe.

Shrine of Raalk: Once it became apparent that they were stranded here, the ancient varuda collected all remaining data crystals and power supplies and locked them into a rudishva lockbox (similar to a troll chest, although openable by presenting a brown or better rudishva identity plaque - see new technological items). Next to the chest is a 4'-tall statuette of a varuda that has been enchanted with the equivalent of a **magic mouth** spell; if the chest touched, the statuette's eyes will glow yellow and it will intone, in Varuda Semi-glyphik, "*Children! We have put this wisdom aside. You must wait for Raalk to arrive and bring you back into the favor of Leil-Jor. Only those who possess proper authority and access may recover our lore.*" The modern, primitive, varuda understand only one word of this speech ("Raalk"); as a result, they have decided that the statuette is Raalk, and that he must be placated. Small bits of feather, claw, carved bone, etc. hang reverently from the statuette. Should a brown or better rudishva identity plaque (see new technological items) be waved across the circle on the lid of the chest, it will swing open, revealing its contents.

Playing the Varuda: The varuda are fierce, primitive bird-men. They value cocky display and disdain weakness and retreat. They love to fight ritual duels to establish precedence. They worship two 'gods', Lilja (the obelisk) and Raalk (in the shrine), and are aware of the great evil, a being called "Feeni" (a corruption of 'kaliyani'). They are aware of the Midnight Road, but are terrified of the giant stone bird (5-107); they have explored 5-121 and 5-122, and have heard voices from 5-127 and 5-131. Due to their cripplingly conservative and ritualistic culture, they will be slow to expand outside of their traditional home. They negotiate with outsiders (who can communicate with them), and are eager to acquire new 'artifacts of Raalk' (by which they mean anything not made in their cave). The best way to win their friendship is to destroy, or show proof of the destruction of, the varuda guardian; should this occur, the perpetrators will become trusted allies. The varuda will also begin to explore beyond their nests.

Inhabitants:

1. **18 primitive varuda elders** (see new monsters): SZ M; AL LN; AC 6; MV 90', 90' gliding (Class E); HD 3; HP 23, 22, 21, 20, 19, 18, 18, 17(x3), 16(x3), 15(x3), 14, 12; #AT 2 or 1; Dmg 1-4/1-4 or 1-6 (stone club).
2. **42 primitive varuda** (see new monsters): SZ M; AL LN; AC 7; MV 90', 90' gliding (Class E); HD 2; HP 16, 15, 14, 14, 13(x6), 12(x8), 11(x8), 10(x8), 9(x8); #AT 2 or 1; Dmg 1-4/1-4 or 1-6 (stone club).

Treasure:

In the pool: 1 sky blue, 3 bronze, and 5 copper rudishva identity plaques (see new technological items)
 In cave A: three varuda dart throwers with five clips containing 25 ordinary darts (see new technological items)
 In the chest in the Shrine of Raalk: a pale green rudishva identity plaque, 2 laser pistols, 1 greater rudishva power supply, and 5 lesser power supplies (see new technological items for all). In addition, the chest contains 4 heavy platinum bars (400 gp each), the six data crystals listed below (see new technological items), and a set of ivory plaques on which is recorded in Semi-glyphik the story of the first generations of quarantined varuda - this story refers to some mysterious event which caused 'the Masters' to quarantine the faithful varuda; it recounts how Raalk spoke only once to the imprisoned ones, counselling patience and promising to sort out the problem; it tells of some spasmodic and decreasingly frequent video contact from the Masters, urging calm and patience; and it ends with the stark phrase "*The kaliyani have betrayed us!*" The data crystals here are *Do Your Part!*, *Voyages of the Shining Beacon of Glorious Heaven*, *Best Aerial Vacations in Hegemony Space*, *Be the Best Scout You Can!*, *Lo! The People have been Abandoned!*, and *Proper Marksmanship Techniques* (see Arden Vul books for all).

5-112: Food, Incubator, and Teleportation

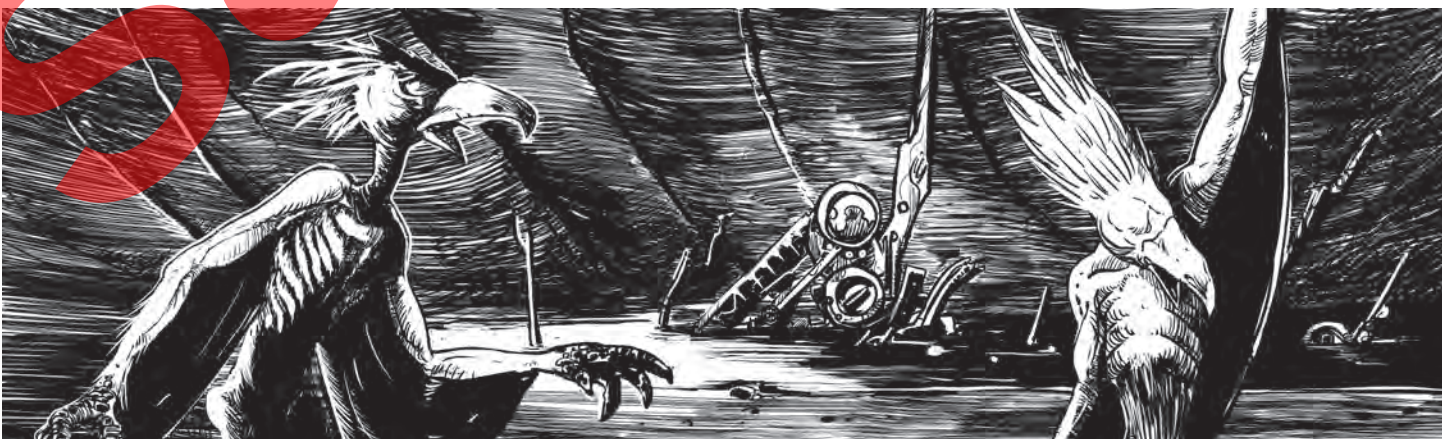
Aside from the destinations of the teleport nodes, this complex is identical to 5-109. The food dispensers have kept the varuda alive for millennia, and will continue to churn out protein paste for the foreseeable future. The incubator is operative, although the primitive varuda rarely use it. The teleport nodes were rendered inoperable from the other end, and the primitive varuda have no idea what they do. Should the receiving nodes be 'turned on', these nodes would again be usable.

Teleport Nodes:

T7: access to 5-118 (armory)
 T8: access to 5-110

5-113: Varuda Staff Center

This former military command center was the scene of a desperate battle in antiquity. In the center of the room is a sunken area some 8' below the floor; in it are rows of consoles and strange plasteel chairs. In the center of the sunken area is a tall, two-sided view-screen. Along the sides of the room are several tattered banners



displaying stylized varuda and two corkboards on which are tacked maps of the entire Midnight Road area (except secret doors) and overview maps of Level 6. A broken hole in the north wall leads to a ragged tunnel.

The entire area is in disarray, with scorch marks on most of the walls, and skeletons slumped over broken consoles. Some of the skeletons are winged bipeds (varuda), a few charred remains look trollish (i.e., varumani), and a few more seem to be those of large bipedal salamanders (i.e., heqeti). Ten of the corpses rise as zombies 3 rounds after the chamber is entered.

Secret Door (northeast): The door is easy to detect (1 in 4) and opens by sliding a panel into the wall.

Inhabitants:

1. **10 enhanced monster zombies:** SZ L; AL N; AC 6, MV 90'; HD 6; HP 43, 42, 40, 39, 37, 35, 32, 30, 29, 28; #AT 1; Dmg 4-16. Special defenses: half damage from blunt weapons; immune to charm, cold, death magic, hold, and sleep; turned as ghosts. Special: always strike last in combat. Special attacks: energy drain (1 level/hit).

5-114: Varuda Operations Control, with Stairs Down to Level 7 (7-109)

This large chamber features the same smoothed corners, blue-granite walls, and tall ceiling (30') of the rest of this portion of the complex. The east wall is dominated by two huge rectangles of black glass (inoperable view-screens). In front of them are three 8'-tall pedestals, two 4' in diameter and one 8' in diameter. Along the curved west wall are two smaller and one longer ledges set 10' up the wall. The door to 5-110 is a simple rudishva iris door that dilates open whenever anyone approaches within 5'. The stairs in the northeastern arm lead down to Level 7 (7-109). The northern and southern doors are also rudishva iris doors, but these require a pale green, pink, orange, silver or yellow rudishva identity plaque (see new technological items) to open.

5-115: Stairs Down to Sub-Level 6 (SL6-37)

This enormous room is egg-shaped, with slick, curved, white marble walls. A loud thrum originating to the south echoes off walls. In the center a massive block of granite rises from the curved walls of the egg. The block is a shell for one of the oldest staircases in the complex, a steep, worn set of stone stairs that lead down about 300' to the Drowned Canyon (SL6-37). The block is connected to corridors on the south, east, and west walls by thin bridges of white marble laid over plasteel.

Twenty feet below the bridges, where the walls curve to meet the staircase block, a pile of debris has collected. Most of the debris is random junk, but some searching will turn up a potion case with three **potions of water breathing**, a wickedly-barbed bone spear, and a brown plastic rudishva identity plaque (see new technological items).

5-115A: Corridor Section

A looting party of six lizardmen is poking around in this section of collapsed hallway. They are willing to negotiate and trade a bit of information, but grow uneasy if too much chatter impedes them from returning down the stairs down to the Drowned Canyon (Sub-Level 6) in the next room. The lizardmen know very little

about Level 5, but are well informed about the general features of the Drowned Canyon, about the fishmen (see new monsters), and about the southern reaches of Level 4. They would trade such information for food and assistance against the fishmen and/or the colossal eel (SL6-24).

Inhabitants:

1. **6 lizardmen:** SZ M; AL N; AC 5; MV 60', 120' swimming; HD 2+1; HP 15, 13, 13, 12, 11, 11; #AT 1 or 3; Dmg 1-6 (club) and 1-6 (javelin), or 1-2/1-2/1-8. Possessions: clubs; javelins.

Treasure:

The lizardmen have an orange plastic rudishva identity plaque (see new technological items), which they used to access the stairs at SL6-37.

5-116: Fans

A deafening roar permeates this chamber, where two huge fans set in steel racks flank a 10'-diameter hole in the floor. The hole opens over the Drowned Canyon, and was drilled to provide moving air for the rudishva areas of the Halls. The fans labor slightly but are still operable after all the years; with difficulty (i.e., with magic) they could be rendered inoperable. Should this occur, the air in most of the area between 5-86 and 5-137 becomes stale and heavy, sapping the strength of those who journey therein and resulting in -1 to hit and damage. In addition, natural healing in such areas is reduced by half.

5-117: Collapsed Area with Tunnel Up to Level 4 (4-117)

This section of rudishva corridor collapsed centuries ago. A more recent collapse opened a tunnel to Level 4 (4-117). In the entrance to the tunnel lie the corpses of three adventurers, each skewered by short, barbed arrows made of something that looks like bone.

Treasure:

The lizardmen who slew these adventurers looted the corpses enthusiastically, but had no use for two scrolls, one of **cure serious wounds** and the other of **fireball**.

5-118: Armory

The door to this important site is composed of two oval, interlocking slabs of blue granite. On each oval is a red circle of plastic, 3" in diameter. To open the doors one must press one of the following colors of plastic rudishva identity plaques (see new technological items) against either of the red circles: brown, sky blue, pale green, pink, orange, silver, or yellow. Presenting a rust plaque causes the door to freeze for 1-3 days (equivalent of a **wizard lock** spell); during this time even higher value cards will not work.

The entrance hall contains a grill-like framework of plasteel 5' deep and wide enough to admit one medium-sized person at a time. Beyond the apparatus may be glimpsed three motionless, mannikin-like figures standing around a central podium. The walls of the 25'-tall chamber contain numerous racks in which are placed weapons, armor and objects both familiar and unfamiliar.

Scanning Apparatus: Entering the framework triggers a smooth, silky voice (speaking in Rudishva) which states "Produce identification so that we may better serve your weapons needs;" at the

same time, a passive reddish laser scan sweeps over the entrant. A rudishva identity plaque (see new technological items) of one of the following colors must then be presented: pale green, pink, silver, or yellow. If the proper plaque is not forthcoming, the smooth voice restates its request “*Identification, please!*” If the entrant still cannot produce the proper colored plaque, or if he/she/it rushes through the apparatus without waiting to be scanned, a second, deeper voice begins to declaim “*Unauthorized access! Unauthorized access! Lethal force has been approved and the authorities have been notified. Remain motionless!*” At this point all three automatons activate and attack. Displaying a proper plaque, however, causes the smooth voice to respond with “*Thank You. Your tactical advisor has been activated;*” it also causes one of the security constructs (mannikins) to activate. This mannikin offers a random item from its approved list. **GM Note:** a brown, sky blue or orange plaque will open the door, but will not allow passage past the scanning apparatus; those who use a brown, sky blue or orange card to open the door must retreat or face the security constructs.

Security Constructs (mannikins): The three figures standing beyond the scanning apparatus are rudishva security constructs (see new monsters), made of highly articulated steel, plastic, and decaying organic compounds. These three constructs are of the Tactical Advisor models, and are shaped to resemble a rudishva, a varumani, and a varuda, respectively. Due to the decaying organics, each smells badly. Each also carries a different level of security access that is indicated by the proper identity plaque (see new technological items), and each is authorized to release certain objects according to that security level. As mentioned above, all three constructs activate and attack if unauthorized access through the entrance hallway is detected. An individual construct will also respond with deadly force if it is attacked, regardless of whether the correct plaque has been displayed. The constructs **do not** activate immediately upon the activation of the teleport nodes; in this case they wait for one of the proper identity plaques to be displayed to the proper construct. Interference with the wall-mounted objects, regardless of the means of entrance, causes all three constructs to activate and attack. **GM Note:** originally there was a fourth security construct shaped like a kaliyani; it was disabled in the hours immediately after the heqeti attack, however. For this reason an orange identity plaque is useless here.

Rudishva Tactical Advisor Construct (see new monsters):

Appearance: a spindly-limbed biped about 7’ tall with a large head; the head bears two small horns, and the mouth has fangs. The construct is dressed in an orange jumpsuit and wears a utility belt.

Activation: silver or yellow identity plaque

Security Access: high

Varumani Tactical Advisor Construct (see new monsters):

Appearance: heavy, thick-limbed, being 8’ tall, with gnarled features. The construct wears a loincloth and a utility belt.

Activation: pink identity plaque

Security Access: medium

Varuda Tactical Advisor Construct (see new monsters):

Appearance: a 6’-tall biped with membranes attached between arms and back, a sharp beak, and impressive comb feathers. The construct wears a light-blue tunic.

Activation: pale green identity plaque

Security Access: low

Available Artifacts

The following tables list the available rudishva objects in the armory, with a number in parentheses indicating the number of exemplars of that artifact that remain in stock. See the appendix of new technological items for details about all these artifacts. Due to a systems decay over the centuries, it is no longer possible to request a specific object; instead, the constructs produce items randomly from the list. Re-roll any results for artifacts whose stock has already been exhausted. The artifacts are secured to the marble walls with thick plasteel clips; these clips are difficult to remove (lift gates check), and any effort to do so causes any remaining constructs to activate and attack.

Low Security-Access Items (see new technological items):

Available To: holders of pale green identity plaques

Displayer: varuda construct.

D10	Object
1	Dart thrower with clip of 10 ordinary darts (6)
2	Ballistic baton (6)
3	Spear-gun with clip of 4 spears (2)
4	Sonic fence (1)
5	Breather (1)
6	Plasteel spear (10)
7	Plasteel breast-plate (2)
8	Plasteel shield, medium (4)
9	Laser pistol, with lesser power supply (1)
10	Stun baton (1)

Medium Security-Access Objects (see new technological items):

Available To: holders of pink identity plaques

Displayer: varumani construct

D12	Object
1	Laser pistol, with lesser power supply (2)
2	Laser rifle, with lesser power supply (2)
3	Stun baton (2)
4	Ballistic baton (6)
5	Plasteel breast-plate (2)
6	Plasteel shield, large (2)
7	Dart thrower, with a clip of 10 explosive darts and 2 clips of 10 ordinary darts (2)
8	Dart thrower, with a clip of 10 narcotic gas darts and 2 clips of 10 ordinary darts (2)
9	Sonic fence (2)
10	Breather, with 3 gas grenades (3)
11	Anti-venom kit, with 6 doses (3)
12	Laser Deflector Shield (1)

High Security-Access Objects (see new technological items):

Available To: holders of silver or yellow identity plaques

Displayer: rudishva construct

D8	Object
1	Laser rifle, with 2 lesser power supplies (2)
2	Laser pistol, with 2 lesser power supplies (4)
3	Personal force shield, with lesser power supply (1)
4	Portable recoilless rocket launcher (1)
5	Laser deflector shield (4)
6	Personal defense array, with a lesser power supply (1)
7	Structural mines (2)
8	Anti-personnel mines (2)

Note: A GM who is worried about the introduction of such items into his/her game might rule that most of the high technology items are inoperable due to age, perhaps allowing a 10% chance that any item is still in working order.

Teleport Nodes:

Two of the three nodes were disabled in antiquity by placing sheets of marble over the floor plates, and gluing clear plexiglass over the hand plates. Removing them (open doors check) renders them operable once more.

T5: access to 5-109 (currently inoperable)

T7: access to 5-112 (currently inoperable)

T12: access to 5-31

Inhabitants:

- 1 rudishva tactical advisor form of rudishva security construct** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 6+6; HP 45; #AT 2; Dmg 3-12/3-12 (laser pistol/vibrablade) or 1-8/1-8 (fists). Special attacks: command every other round (-2 to saves). Special defenses: immune to fire, cold, poison, laser attacks, and mind-affecting spells; regenerate 3 HP/round. Possessions: laser pistol, vibrablade.
- 1 varumani tactical advisor form of rudishva security construct** (see new monsters): SZ L; AL N; AC 2; MV 90'; HD 8; HP 55; #AT 2; Dmg 1-4/4-24 (stun baton/laser rifle) or 2-12/2-12 (fists). Special defenses: immune to poison, cold, and mind-affecting spells; regenerate 2 HP/round. Possessions: stun baton and laser rifle (wielded one-handed).
- 1 varuda tactical advisor form of rudishva security construct** (see new monsters): SZ L; AL N; AC 2; MV 120'; 120' gliding (Class D); HD 7; HP 45; #AT 1 or 2; Dmg 3-12 (laser pistol) or 1-6/1-6 (claws). Special defenses: immune to cold, poison, mind-affecting spells; regenerate 1 HP/round. Possessions: laser pistol.

5-119: Guard Niches

These four niches (a fifth, 5-119A, has its own key) are located 20' up the wall of the Midnight Road. Each is an 8'-tall, 5'-deep hemispherical space. In antiquity, a varuda scout kept watch from each niche. At present, the contents of each niche should be determined on the following table (a particular content may only be used once):

D6	Contents
1	A bundle of 10 torches, inside of which is thrust a walnut wand of magic missiles (14 charges)

2	A leather backpack, with a coil of silk rope, 10 pitons, a hammer, 2 flasks of oil, and a map showing areas 5-90, 5-91, 5-93, 5-107, 5-120 to 5-131, 5-135 and 5-137.
3	Green slime, coating a skeleton of a varuda: SZ S; AL N; AC 9; MV 0'; HD 2; HP 12; #AT 0; Dmg special. Special attacks: convert to slime; corrosive to wood and metal. Special defenses: immune to physical attacks and all magic save cure disease
4	2 small chasm cephalopods (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 13, 12; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4
5	Two fully-charged rudishva lesser power supplies (see new technological items)
6	Nothing

5-119A: Special Guard Niche

Unlike the other, abandoned, niches, two primitive varuda warriors from the Verrick clan (see 5-111F), armed with bone spears and short swords, occupy this one. The warriors hoot threateningly at anyone approaching within 20' and attack if too much deference is shown. Displays of confident strength produce obsequious negotiation or flight.

At the back of the niche is a 4'-tall and 3'-wide crack which leads to a tunnel to 5-111.

Inhabitants:

- 2 primitive varuda warriors** (see new monsters): SZ M; AL LN; AC 7; MV 90', 90' gliding (Class E); HD 2; HP 13, 12; #AT 2 or 1; Dmg 1-4/1-4 or 1-6 (stone club).

5-120: Barrier

A 5'-tall barrier of large chunks of stone mixed with smaller bits of wall sheathing, marble fragments, and bone blocks most of the corridor at this point. A similar barrier entirely blocks the entrance to 5-121 from the Midnight Road. The barrier is easily climbed, but also features a 6' opening (which the varuda guardian created and still uses). Two dead adventurers are draped over the barrier towards the west side. The bodies are devoid of treasure, and their armor is destroyed. Stuck into the top of the barrier is a broken spear haft on which has been tied a red woolen scarf. Held down by a rock next to the spear haft is a roll of parchment, on which is written in in Archontean "To Hermonion - watch out for the stone guardian that lurks further north, up this broad, tall corridor. It senses movement. I will slip past it and push ahead to the fire pits. Look for me in this location in 2 days. [Signed] the Silent Tempest."

GM Note: this parchment refers to an adventuring party that worked its way up from the lower levels to 5-125. For additional information on this team, see 5-126.

5-121: Cistern

This chamber is 40' high, with rounded corners; it is bare granite, as the sheathing was stripped long ago. The walls of the cistern that fills the room nearly reach the ceiling (rising 35'), and are a mere 5' from the chamber walls. A knotted rope has been spiked into lip of the cistern and hangs down the west side, allowing one to climb up the side. Coiled on the lip are two more lengths of rope and two wooden buckets.

Two adventurers have made a makeshift encampment atop the cistern, using hammers and spikes to secure their hammocks and gear sacks just inside the lip of the cistern. The two are the sole survivors of an adventuring party that was ambushed by kaliyani in area 5-126. The survivors are a thief known as the Silent Tempest and a Khumus cleric called Kunda the Outlander. Although isolated and hungry, the pair distrust almost everything they encounter along the Midnight Road and will thus defend themselves and their territory fiercely. Still, if they are surprised but not attacked by intruders, they are willing negotiate, hoping to use visitors as a ticket out of the Midnight Road. They have explored a bit of the Midnight Road, and know enough to be afraid of the varuda guardian (5-107), curious about the armory (5-118), and suspicious of the debased varuda (5-119A).

Bolted to the ceiling above the cistern is a 15'x15' rudishva aquafactor (see new technological items). It converts moisture in the air into water that drips from it into the cistern below. Although the aquafactor is working, and hence valuable, it is bulky and extremely difficult to move. Two successful rolls of 4d6 under DEX and INT are necessary to unbolt and safely move the aquafactor.

Inhabitants:

1. **The Silent Tempest, 9th-level female Thorcin thief:** SZ M; AL NE; AC 2; MV 120'; HD 9; HP 37 (max 50); #AT 1; Dmg 3-8 (**short sword +2 of sharpness**), or 3-6 (**throwing dagger +2**). Abilities: STR 11, INT 11, WIS 13, DEX 18, CON 15, CHA 15. Thief skills: PP 80%, OL 77%, F/RT 65%, MS 80%, HS 66%, HN 30%, CW 98%, RL 45%. Possessions: black **leather armor +2**; hooded **cloak of elvenkind**; two **throwing daggers +2**; **short sword +2 of sharpness**; **potion of invisibility**; a purse with 99 sp, 47 gp, and two peridots (500 gp each). The Tempest dresses all in black, including a black eye-mask. She is antisocial and unusual, avoiding eye contact and preferring to communicate either in hand signals or brief grunts; the lone exception is that she translates Kunda's whisperings, albeit in her own cryptic fashion. She is venal and selfish.
2. **Kunda the Outlander, 8th-level male Khumus cleric of Thanatos:** SZ M; AL LE; AC 4; MV 120'; HD 8; HP 41 (max 66); #AT 1; Dmg 4-9 (**club +3**). Abilities: STR 11, INT 11, WIS 18, DEX 16, CON 16, CHA 8. Possessions: black **leather armor +2**; polished maple club incised with ebony (**club +3**); two **potions of invisibility**; a **potion of extra healing**; a **potion of poison**; a set of small copper scales with a bag of polished black stones; a purse with sixteen pieces of hematite (10 gp each), five jasper gems (50 gp), and two ivory statuettes, one of a mounted Khumus archer and the other of Thanatos (200 gp each). Spells: **bless**, **create water**, **detect magic**, **protection from evil**, **remove fear**, **augury**, **find traps**, **hold person**, **resist fire**, **silence 15' radius**, **create food and water**, **dispel magic**, **remove curse**, **speak with dead**, **cure serious wounds**, **knif bones** (see new spells), **neutralize poison**. Kunda paints his face white with black accents in order to make himself look skeletal. He whispers constantly to himself in the tongues of the Khumus and of his god, Thanatos. Before taking any action, he breaks out his copper scales and pebbles, weighing them and sighing inscrutably.

GM Note: Kunda, the Tempest, and the deceased members of their party descended through the chasm to the Nether Reaches (8-1). There, fending off the shadows, they discovered the concealed door at 8-19, and used it to access areas 8-24 and 7-34. From there

they ascended to 5-125, but were treacherously ambushed by the kaliyani in area 5-126.

Treasure:

See personal items above.

5-122: Broken Kaliyani Hall, north

This portion of the former Grand Hall of the kaliyani is the largest to survive, as collapses to both the north and south have obscured the original dimensions of the chamber. The largest remaining part of the chamber is some 50'x25', with a 30' ceiling. It appears as if the floor has been recently cleaned and swept. Visible in this area is a portion of a circular sunken area that occupied the center of the room; the sunken area is covered in light blue tiles. To the south of the sunken area was an enormous floor mosaic, stretching originally some 70' across the entrance to the hall. While much of the mosaic has suffered from the room's collapse, some scenes are still visible; in addition, the kaliyani explorers lurking in 5-125 have recovered two sections of mosaic from 5-123 and propped those slabs against the south wall. The remaining mosaic scenes depict all four of the rudishva races - rudishva, kaliyani, varuda, and varumani - but concentrate on episodes of kaliyani epic history and legend. The kaliyani appear as slender, four-armed, sinuous beings in flowing robes, and may be seen:

1. Exiting down a ramp from an enormous egg (**GM Note:** the egg is the Beacon)
2. Summoning a spirit in a group of eight
3. Displaying half-circular 'rods' which blast energy (**GM Note:** these are kaliyani blasting rods - see new technological items)
4. Offering counsel to the rudishva
5. Directing large, lumpish beings (varumani)
6. Directing cringing bird-men (varuda)
7. Conducting research in scrolls and experimenting with chunks of orange rock (i.e., **arcanum**, see new magic items).

Six candle stubs of red-wax are arranged in a hexagon to one side of the mosaic. Among the candles is an icon of sorts, a piece of lizardman hide nailed to a board and attached to a metal spike; the spike has been driven into the stone floor. The hide has been painted white; on it is a red ouroboros (serpent eating its own tail).

GM Note: the ouroboros is one of the primary symbols for the kaliyani (see new monsters).

5-123: Broken Kaliyani Hall, south

Three rudishva iris doors lead from the Midnight Road to isolated fragments of this formerly grand hall of the kaliyani. They dilate open whenever an orange, silver or yellow rudishva identity plaque (see new technological items) is presented. The fragments accessed from the western and eastern doors are larger, and once contained floor mosaics. These mosaics have been pried up by crowbars, and fairly recently judging by the amount of dust in them. The central door leads to nothing but debris and collapsed rock; on it, however, is painted a red ouroboros symbol (**GM Note:** this is a common kaliyani symbol).

5-124: Statues and Stumps

The doors to this ceremonial chamber are rudishva iris doors. They dilate open whenever an orange, silver or yellow rudishva identity

plaque (see new technological items) is waived in front of a blue circle inset into each.

The chamber is 20' tall, and clad on all sides in beautiful light-blue tiles (6" square) each with a yellow ouroboros painted in its center. Although statues once stood in each of the niches, time has not been kind. Three of the four niches are empty save for some fist-sized chunks of marble. Even the nameplates on the pedestals have been vigorously effaced. The fourth still bears a name, "Lisstak", and the stump of a statue. The statue appears as a headless, armless torso clad in a tunic. A brass plaque on a brass chain hangs around the neck of the headless statue. The plaque reads, in spidery Semi-glyphik, "Lisstak the Great, father of his people, prince of the people." Behind the statue is stashed a crudely fashioned replacement head and crude wooden shingle. The head is a primitive, ugly, thing made of peeling, painted plaster; the face is grotesque, with huge fangs, a floppy tongue, and exaggerated almond eyes. The shingle, which originally hung around the replacement head on a piece of string, reads, in varumani, "Lisstak betrayed us all! Never trust the kaliyani!" [GM Note: angry varumani created the replacement head and wooden shingle after the kaliyani betrayal and just before the varumani flight from Level 5 (see 5-141 for information). When the kaliyani returned to this region several weeks ago, they removed the mocking desecration and added the current brass plaque.]

5-125: Ruined Corridor, with tunnel to Level 7 (7-34)

This ruined section of corridor used to connect several of the kaliyani halls on the north side of the Midnight Road. Sections of it have suffered collapse. An exploring party of kaliyani from Sub-Level 13 (see new monsters) lurks here amid a circle of stones enchanted with continual light. The kaliyani are ruthless and act to dispatch any intruders with maximum force.

A rough natural tunnel to the east leads down to 7-34. The kaliyani left SL9-37 for area 9-119, then followed a chain of tunnels (9-57 to 8-23, 8-24 to 7-34 to 5-125) upwards through the halls until they reached the present location.

GM Notes: There is a chance that Priddy of Archontos (5-128) may attempt to push his way past the kaliyani encampment. See text at 5-128 for the circumstances in which this might occur, as well as for the chances that Priddy is slain (thus adding his possessions to the loot present in 5-125) or that 3 of the kaliyani are slain. Note, too, that the troll thegn (7-30) pays handsomely both for kaliyani fangs and for hard information regarding their lair's location.

Inhabitants:

1. **Jisstriv**, 7th-level kaliyani sorcerer (see new monsters), SZ M; AL LE; AC 5; MV 150' on six legs, 60' upright; HD 7; HP 39; #AT 2; Dmg 2-5/3-8/6-24 (dagger/scimitar/blasting rod). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 240. Attack modes psionic blast, mind thrust, psychic crush. Defense modes: mind blank, thought shield, intellect fortress. Disciplines: cellular adjustment, domination, detect magic; mind barring. Spells: **comprehend languages, charm person, hypnotism; darkness 15' radius, invisibility, mirror image; dispel magic**. Possessions: **bracers of defense** (AC 5); kaliyani blasting rod with 6 charges (see new technological items); two serrated daggers; a serrated scimitar; 1.5 lb **arcnum** (see new magic items); 14 small chrysoprase gems (60 gp each).

2. **Hestril**, 5th-level kaliyani sorcerer (see new monsters): SZ M; AL LE; AC 6; MV 150' on six legs, 60' upright; HD 5; HP 31; #AT 2; Dmg 3-6/2-5 (**dagger +1**/dagger) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision. Psionic ability: 210. Attack modes: psionic blast, mind thrust. Defense modes mind blank, mental barrier. Disciplines: clairsaudience, clairvoyance, invisibility, telepathic projection. Spells: **charm person, dancing lights, hypnotic pattern**. Possessions: **potion of free action; potion of fire breath**; one **dagger +1** and a second normal dagger; 6 javelins; a jade amulet of an ouroboros (275 gp); seven silver rings (20 gp each); 4 vials of kaliyani refreshing liquid (see Arden Vul items).
3. **4 kaliyani scouts** (see new monsters), as 5th-level thieves: SZ M; AL LE; AC 4; MV 150' on six legs, 60' upright; HD 6; HP 43, 41, 38, 36; #AT 2; Dmg 3-8/3-8 (scimitars) or 2-7/2-7 (javelins). Special defenses: immune to poison and mind-affecting spells. Special: infravision; DEX 16. Thief skills: PP 50%, OL 47%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%. Possessions: twin serrated scimitars; six javelins; a set of silver rings, worked glass and minor gemstones, and repurposed coins worth 200 gp. One has a vial of poison; another has a minor heqeti slime (see new monsters) in a breakable flask; another has a **potion of invisibility**; and one has a solid gold ouroboros bracelet (175 gp).
4. **1 burnt-orange, oily and thick heqeti slime** (see new monsters), in a flask held by a kaliyani scout: SZ S; AL N; AC 6; MV 5' on carbon-based substances; HD 2; HP 13; #AT 1; Dmg 1-6; MR 15%. Special attacks: flesh-eating for 4-7 rounds; corrosive to metal, leather, and wood. Special defenses: healed by electricity or lasers; slowed by cold.

Treasure:

See personal items above.

5-126: Camp Site and Wall of Fire

A permanent **wall of fire** separates this former administrative chamber from the Midnight Road. A charred corpse of an elven adventurer lies in the Midnight Road in front of it. Those approaching within 20' of the **wall** from the south side take 1-3 HP/round; this rises to 1-6 HP/round for those within 10'. Passing through it inflicts 2-12 + 12 HP damage.

The chamber is clad in light-blue marble but is devoid of pictorial decoration. Five corpses of human adventurers are scattered about a firepit; the bodies bear signs of having been scorched with fire and then hacked apart. A sixth corpse – of a tunic-clad, serpent-headed being [GM Note: a kaliyani] – lies among the adventurers; the elongated fingers of its right hand are blackened. The chamber also contains seven bedrolls, 4 backpacks, a wooden chest, and a smashed water barrel. The backpacks have been opened and the contents strewn about; a number of once-valuable items (potions, pieces of jewelry, gems, etc.) have been deliberately destroyed. The chest's lid is open, revealing a sizable stash of silver coins inside; the coins are trapped (see below).

GM Note: the human bodies are those of an adventuring party that made its way up from the depths through 5-125. Despite believing they had an agreement with the kaliyani, whom they first encountered at 8-23, the kaliyani followed them and slaughtered them as they slept. Only two members of the party escaped, their thief (the Silent Tempest) and their cleric (Kunda the Outlander).

For the locations of these two survivors, see 5-121; they can also be encountered as random encounters.

Trap: A pale yellow film coats the silver coins in the chest (+5% to detect traps). The film is a powerful contact poison that requires anyone touching a coin to save versus poison (with a -2 penalty) or die.

Treasure:

4,382 ancient silver pennies (see Arden Vul items) in the trapped chest.

A scorched but still-usable set of **chain mail +2**, as well as two normal suits of scale mail and some mundane weapons. The magic chain mail has its owner's name written across the gambeson: the name is Hermonion (see 5-120).

A **scroll of clairvoyance** stuck down the pants of one of the corpses.

Tossed among the debris, and only discoverable after a turn of searching, is a flask of black liquid. It is a solvent for the poison that coats the silver coins. Dumping the liquid on the coins produces a puff of acrid smoke as a chemical reaction burns off the poison; although foul, the smoke is harmless.

5-127: Varumani Barracks

The original rudishva iris door leading to this chamber is gone. It has been replaced by a wooden door (also oval) with sturdy iron hinges. The door is kept locked and well oiled (the key is held by Priddy of Archontos in 5-128).

The darkened chamber is 30' tall and plainly decorated in roughly worked granite. The walls are lined with sleeping niches, each about 10' long and 3' high. Freestanding bunkbeds made out of plasteel occupy every other square inch of the chamber, leaving only very narrow passageways (3') between them. Neither the sleeping niches nor the chamber in general contain anything of interest, although the corridor to the south is trapped.

Trap: 20' down the south corridor is a **magic mouth**, enchanted by Priddy. If the enchantment detects motion within 10' it immediately shouts, in a stentorian Archontean voice, "*Alarm! Alarm! Intruders!*" The mouth alerts four ogre zombies standing at the entrance to 5-128; the monster zombies move swiftly to repel intruders. Within 4 rounds, Priddy arrives from 5-128 with reinforcements to investigate. See 5-128 for Priddy's reaction.

Inhabitants:

1. **4 monster zombies** (ogres): SZ L; AL N; AC 6, MV 90'; HD 6; HP 42, 40, 39, 35; #AT 1; Dmg 4-16. Special defenses: half damage from blunt weapons; immune to charm, cold, death magic, hold, and sleep; turned as ghosts. Special: always strike last in combat.

5-128: Priddy of Archontos

Priddy of Archontos, a slightly crazed magic user and member of the Order of the Fifth Circle [see 'collegia' in the World of Archontos appendix], has taken up residence in this former storage hall. The chamber has been stripped of most of its original furnishings, although an enormous and complex mural occupies the west wall. At the center of the mural are three varumani wearing crossed belts with lots of loops, carrying unusual (and large) hammers, and pointing towards the north. The wall around them is dense with

swirled geometric shapes mixed with small quasi-simian beings. Close perusal might reveal a strange oval vessel in the background behind the three varumani (the Beacon).

Plasteel shelving still lines the south and north walls; Priddy has filled the shelves with food supplies (dried meats, dried fruits, coarse cornmeal, a dozen bottles of young red wine, and two large carboys of cider). Hammocks are slung in both the northwest and southwest corners, and four bedrolls are arranged around a campfire set in the middle of the table. Two worktables, a small portable scroll rack, and four stones enchanted with **continual light** complete the scene.

Priddy's apprentice, Mirko, and his four wary bodyguards accompany the mage. All are normally found in this chamber.

When the alarm rings in 5-127, Priddy rushes with his apprentice and guardsmen to reinforce the zombies. He negotiates first, but if met by force will respond, sending the zombies in first while he and Mirko cast spells and the warriors fire arrows.

Priddy of Archontos: Priddy came to Arden Vul seeking **arcana** (see new magic items). While exploring the chasm six weeks ago, Priddy discovered area 7-34, and used it to access the lower Midnight Road via 5-125. Putting up camp here, he has become obsessed with the Troll Pits (5-131), believing wrongly that **arcana** is connected to their operation. Although Priddy is slightly eccentric, he is not easily tricked. He is happy to trade information for **arcana**, and can supply a good deal of knowledge about all areas and threats accessible from the Midnight Road (but not those accessible by teleportation). He might even trade some of his large selection of miscellaneous keys to those who procure at least 5 lb of **arcana** for him. He avoids the varuda guardian (5-107), as well as the defenders of the armory (5-118). Although Priddy is content to remain here indefinitely, his bodyguards are growing anxious about the fact that they appear to be lingering in a highly dangerous area.

Priddy is unaware of the fact that the kaliyani have also recently discovered area 7-34 and have set up camp in 5-125; if alerted to this fact, Priddy becomes quite anxious. He does not wish open conflict with the kaliyani, whose capabilities are unknown to him, but he is also anxious to secure his route of retreat. He departs from 5-128 for the outside within a week of learning of the kaliyani presence; there is a 33% chance that the kaliyani detect him as he attempts to sneak past. If they do, then there is a 25% that Priddy and all his men will be killed by the kaliyani in area 5-125, a 25% chance that Priddy will kill 3 of the kaliyani (who should be removed from roster at 5-125), and a 50% chance that he escapes with only minor injuries on each side. Should he be slain, his equipment will be found at 5-125.

Inhabitants:

1. **Priddy of Archontos, 9th-level male Archontean magic user:** SZ M; AL LN; AC 1; MV 120'; HD 9; HP 29; #AT 1; Dmg 3-8 (**staff of power**). Abilities: STR 10, INT 18, WIS 14, DEX 16, CON 9; CHA 10. Possessions: a suit of well-fitted blue silk; leather **bracers of defense** (AC 5); **staff of power** (31 charges); **wand of summoning** (45 charges); **Melchior's beads of escape** (3 beads; see new magic items). Spells memorized: **comprehend languages**, **identify**, **protection from evil**, **read magic**; **ESP**, **knock**, **strength**; **dispel magic**, **protection from evil 10' radius**, **suggestion**; **polymorph other**, **wall of fire**; **interposing hand**.

2. **Mirko, 5th-level male Archontean magic user and apprentice to Priddy:** SZ M; AL NE; AC 6; MV 120'; HD 5; HP 19; #AT 1; Dmg 1-4 (dagger). Abilities: STR 12, INT 16, WIS 11, DEX 16, CON 15, CHA 13. Possessions: dagger; **bracers of defense** (AC 8); **wand of detecting minerals and metals** (23 charges); and a **wand of fire** (31 charges). His memorized spells are: **charm person**, **read magic**, **shield**, **sleep**; **mirror image**, **ray of enfeeblement**; **fly**.
3. **Juno, 3rd-level female Archontean fighter:** SZ M; AL LE; AC 4; MV 90'; HD 3; HP 24; #AT 1; Dmg 2-11 (halberd), 2-7 (hand axe), or 1-6 (short bow). Abilities: STR 17, INT 8, WIS 9, DEX 10, CON 15, CHA 10. Possessions: banded mail; halberd; hand axe; short bow and 20 arrows; 77 sp and a cameo of a Thorcin woman (75 gp).
4. **Kyrus, 3rd-level male Archontean fighter:** SZ M; AL NE; AC 4; MV 60'; HD 3; HP 27; #AT 1; Dmg 3-8 (footman's mace), 1-4 (light crossbow). Abilities: STR 16, INT 10, WIS 13, DEX 8, CON 16, CHA 12. Possessions: scale mail and **shield +1**; footman's mace; light crossbow with 20 bolts; 119 sp.
5. **Liriaco, 3rd-level male Archontean fighter:** SZ M; AL N; AC 5; MV 120'; HD 3; HP 26; #AT 1; Dmg 2-9 (long sword) or 1-4 (light crossbow). Abilities: STR 16, INT 14, WIS 8, DEX 9, CON 15, CHA 8. Possessions: scale mail and shield; long sword; a light crossbow with 20 bolts; 22 sp, 13 gp, and a tiny silver figure of a jester (25 gp).
6. **Mestropo, 4th-level male Thorcin fighter:** SZ M; AL LN; AC 2; MV 90'; HD 4; HP 43; #AT 1; Dmg 4-11 (battle axe) or 3-6 (light crossbow +1 and bolts +1). Abilities: STR 18/57, INT 13, WIS 11, DEX 8, CON 17, CHA 15. Possessions: **splint mail +1** and shield; battle axe; **light crossbow +1** (with 15 bolts +1); 93 sp, 47 gp, and a treasure map.

Treasure:

Four fist-sized lumps of **arcanum** (see new magic items); two spell books; a scroll of **protection from magic**; a scroll with **remove curse** and **suggestion**; and a **scroll of protection from elementals**; a sack of 757 sp; another with 819 gp; a pouch with five tourmalines (100 gp each); Priddy's **staff of power** (16 charges) and his **wand of summoning** (17 charges); Mirko's **wand of detecting minerals and metals** (28 charges) and **wand of fire** (15 charges); Priddy's **bracers of defense** (AC 7) and

Mirko's **bracers of defense** (AC 9); Kyrus's **shield +1**; Liriaco's **splint mail +1**, **light crossbow +1**, and 15 **crossbow bolts +1**; brown and pink rudishva identity plaques (see new technological items); several books, including *Beyond the Veil: Interviews with the Elementals*; *A Complete Decoding of the Old Ones' Glyphs*; *The Eighth Collegium – Fact or Fiction?*; *Emperors of Archontos, Volume I*; *On Friends and Enemies*; *Great Villains of Archontos, part I: Secunda the Witch*; *Great Villains of Archontos, part III: Arthuinus the Less-than-Mighty*; *Vul Speaks*; *Deeds of the Azure Knights*; and the *Twelve Labors of Arden* (see Arden Vul books for all); and a large collection of old keys, including a key to 5-129.

Spell Book of Priddy of Archontos: **Affect normal fires**; **burning hands**; **charm person**; **comprehend languages**; **detect magic**; **erase**; **floating disk**; **friends**; **identify**; **jump**; **light**; **magic missile**; **message**; **protection from evil**; **read magic**; **shield**; **shocking grasp**; **sleep**; **spider climb**; **unseen servant**; **write: continual light**; **darkness 15' radius**; **detect evil**; **detect invisibility**; **ESP**; **invisibility**; **knock**; **levitate**; **locate object**; **magic mouth**; **mirror image**; **ray of enfeeblement**; **scare**; **stinking cloud**; **strength**; **web**; **clairaudience**; **clairvoyance**; **dispel magic**; **fireball**; **fly**; **hold person**; **invisibility 10' radius**; **monster summoning I**; **protection from evil 10' radius**; **slow**; **suggestion**; **tongues**; **charm monster**; **confusion**; **extension I**; **fear**; **ice storm**; **minor globe of invulnerability**; **monster summoning II**; **polymorph other**; **remove curse**; **wall of fire**; **animate dead**; **conjure elemental**; **extension II**; **interposing hand**; **monster summoning III**; **telekinesis**; **extension III**; **monster summoning IV**; **monster summoning V**.

Spell Book of Mirko: **Affect normal fires**; **burning hands**; **charm person**; **comprehend languages**; **detect magic**; **erase**; **floating disk**; **identify**; **light**; **magic missile**; **message**; **protection from evil**; **read magic**; **shield**; **sleep**; **spider climb**; **unseen servant**; **write: continual light**; **darkness 15' radius**; **detect evil**; **detect invisibility**; **ESP**; **invisibility**; **knock**; **levitate**; **magic mouth**; **mirror image**; **ray of enfeeblement**; **strength**; **web**; **clairaudience**; **clairvoyance**; **dispel magic**; **fireball**; **fly**; **monster summoning I**; **protection from evil 10' radius**; **extension I**; **monster summoning II**.



5-129: Varumani Practice Grounds

Polished granite walls rise to a dome some 30' above the floor of this brightly lit former 'challenge chamber' of the varumani. On the north wall is a huge (10'x10') stone carving of a grinning varumani face; close inspection reveals severe damage to the face, as if by magic and/or fire. Two plasteel rails, 10' and 12' long, are anchored to the floor at locations (A) and (B) by 3'-tall iron bars. A ledge projects over the west door (C), and a trench 10' long, 4' wide and 6' deep runs near the east door (D). The floor at the center of the chamber (20'x20' square) covers a 20'-deep pit. Dozens of metallic nozzles project from the walls; of these, the key ones (see below) are indicated on the map as E and F.

Two rounds after the chamber is entered, the carved varumani face begins to speak in deep-throated Varumani. Due to the damage inflicted on it (by an irritated Priddy), the words are mostly incomprehensible, appearing as the following set of seemingly random syllables and numbers: "P...e...re Yo...elves! T...t...in... 5 1 Now!" (see 5-133 for the non-damaged text of this speech, which reads 'Prepare yourselves! The test begins in 5...4...3...2...1... Now!'). If intruders retreat before the countdown is over, nothing happens. If any door remains open and/or a being is still present in the room at the end of the countdown, the doors slam shut and lock, the lighting starts to flash, and a training routine initiates. The only way to avoid initiating a training routine is to display a pink, silver or yellow rudishva identity plaque (see new technological items) and speak in Varumani something like "No training is required" (any combination with 'no/not' and 'train/training' will work).

The following tables determine the nature of the routine. There is a flat 20% chance that a given routine fails to initiate due to age. Note, furthermore, that anyone on the ledge or in the trench will be protected from some of the effects of the training chamber.

Table One: Number of Effects

D4	Result
1	Roll once on Table 4
2	Roll twice on Table 4
3	Roll thrice on Table 4
4	Roll four times on Table 4

Table Two: Severity of Each Effect

D8	Modification to Effect
1-4	As indicated on table 4
5	Bad: all effects increase damage by 1-6; effects without listed damage now inflict 1-6
6	Worse: all effects increase damage by 2-12; effects without listed damage now inflict 2-12
7	Worst: all effects increase damage by 3-18; effects without listed damage now inflict 3-18
8	Weaker: all effects reduce damage by 1-6

Table 3: Duration of Each Effect

D12	Duration
1-3	Three rounds
4-6	Six rounds

7-9	1 round
10	1 turn
11	2 turns
12	4 turns

Table Four: Training Routine Effects

D8	Effect
1	Fire Blasts: jets of flame spout from F and G in a 30'-long, 20'-wide cone; all take 3-18 HP damage per round unless a save vs. spells is made
2	Sleet: driving sleet pours from ceiling; roll 4d6 under DEX or lose footing, slide 10' in random direction; take 1-6 HP damage per round
3	Darts: high-impact steel darts fire from nozzles around the room; roll 4d6 under DEX or be hit by 1-4 darts for 1-6 HP damage each
4	Poison Darts: same as above, but the darts are poisoned
5	Trap Door: the cover of the central pit (E) flies open, dropping any in a 20'x20' radius for 2-12 HP damage; the cover alternates between open and closed for the remainder of the sequence
6	Gas: sickly purple gas is injected from nozzles all around the chamber. Save vs poison or be subject to confusion
7	Strobe Light: for the next 6 rounds the lights strobe on and off in a dizzying pattern. Save vs spells or be stunned; a new save is possible after 3 rounds
8	Gust of Wind: a powerful breeze is emitted from the varumani face, lasting 6 rounds. All must successfully roll 4d6 under STR or be blown 1-4x10' in a random direction

5-130: Supply Chamber

This former armory and supply chamber was stripped in antiquity. All that remains are four 5'x5'x5' empty stone containers.

5-131: The Troll Pits

The Troll Pits were the site in which the varumani legions were bred and raised. The huge, 40'-tall chamber is clad in white marble and lit by numerous **continual light** spells.

The doors from the Midnight Road are rudishva iris doors that only open when a pink, silver, or yellow rudishva identity plaque is touched to the accompanying panels. Each door leads past a small antechamber, in which a variety of unfamiliar objects hangs from pegs: gaffing sticks; lengths of hose in several gauges; a bulky florescent green suit with a hood and plastic face plate (i.e., a biohazard suit – see new technological items); two rudishva fire extinguishers with 3 and 4 charges respectively (see new technological items); and, in the east antechamber, a fully-charged stun baton (see new technological items).

Eight pits, each 20' long, 10' wide, 8' deep, and flush with the floor, radiate from a cross-shaped raised basin in the center of the room. Four of the pits are covered with bioplas lids; two more are filled with foul soups of thick, viscous purplish fluids; and two more are empty and dry. See below for details on each type of pit.

The cross-shaped central basin is 5' tall, made of stone, and filled with gently burbling, pale-yellow, viscous, neuroderm (see

new technological items). The surface of the neuroderm is currently inaccessible, as a softly-buzzing horizontal forcefield shields it from the open air (to access it, see 5-132). The neuroderm matrix is itself living, if non-sentient; it has been kept warm by rudishva technology for thousands of years, and could still be used to create new life forms. It could be carried from the basin and used to fill one of the pits. There is enough neuroderm present to fill two pits, with a bit left over. The neuroderm will slowly replenish if even a quart remains in the basin (it will take a month to regrow enough material to fill one pit); should it be cleaned out entirely, however, the supply will be lost. Neuroderm is highly flammable, a fact which those engaging in dangerous pyrotechnics in the area should beware!

Ceramic basins some 4' tall occupy the eastern and western ends of the chamber. These flush-basins have visible drains, as well as projecting spray nozzle and two plastic buttons. The buttons summoned cold and hot water through the nozzle, and were used to rinse off newly created varumani. Currently only the western basin is operational.

In the northeast and northwest corners are two purple plasteel pads on each of which is painted a large 'X'. A series of ruby-red nubs along the walls by each pad activate when any weight of more than 50 lb is placed on a purple pad. The lasers interlock to form a force cage. The lasers may only be disabled from the control center in 5-132; those standing on the pads are effectively trapped unless they attempt to push through the laser beams for 8-64 HP damage.

Covered Troll Pits (A, C, D, and F)

These four pits are covered with bioplas lids, which use obscure rudishva techno-sorcery to 'cook' the neuroderm into the form chosen at the control chamber (5-132). Three of the four covered pits contain fully 'grown' true varumani of the G, or Rudiga, model (see new monsters); if these lids are removed (open doors check), the varumani will slowly emerge, groggy and uncertain. Although fully mature, they will lack cultural and racial cues and, as a result, are 25% likely to go insane within 1-3 turns and attack all in sight. If the varumani do not go insane, they will be susceptible to imprinting on any who take them under their wing. The fourth covered pit (D) contains a failed experiment by Priddy of Archontos (c.f. 5-128); if the lid is uncovered, an insane and deformed varumani-ibis hybrid springs forth and proceeds to cause mayhem.

Empty Troll Pits (B and G)

These pits are, well, empty!

Goo-Filled Troll Pits (E and H)

These pits are also the product of Priddy of Archontos's inept experimentation (for Priddy, see 5-128). Each pit stinks of rancid biological matter, and each bubbles and burps alarmingly. Each turn spent in the area provokes a 1 in 6 chance that a purple pudding (see new monsters) crawls forth from the muck (a total of 6 such puddings can be spawned if the dice are unlucky).

Inhabitants:

1. **3 G-model, true varumani** (see new monsters): SZ L; AL LN; AC 4; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or by weapon. Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion,

and other mind-affecting magic; regenerate 3 HP/rd; infravision. As G-model true varumani, these creatures are not likely to prove loyal, exhibiting instead a penchant for selfishness, machination, and treachery.

2. **1 insane varumani-ibis hybrid**: SZ L; AL N; AC 6; MV 120'; HD 6; HP 41; #AT 3; Dmg 1-4/1-4/2-8. Special defenses: regenerate 2 hp/round; immune to mind-affecting spells.
3. **1-6 purple puddings** (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 4; HP 28, 27, 25, 24, 23, 18; #AT 1; Dmg 2-12. Special attacks: corrosive to metal and leather. Special defenses: immune to fire; grows with electricity; conductive.

Treasure:

The basin of neuroderm holds, at its bottom, a **ring of spell turning**. It would take 3 turns of careful (and disgusting) searching to find the ring.

Antechambers: a rudishva biohazard suit; two rudishva fire extinguishers (3 and 4 charges); and a fully-charged stun baton (see new technological items for all three).

5-132: Troll Pit Control

A rudishva iris door leads to this small chamber. It opens to a pink, silver or yellow rudishva identity plaque (see new technological items). Within are the control panels used to operate the troll pits (5-131). The east and west walls are both mostly covered with live video screens that show all action in 5-131 (recorders are mounted above the draining basins in that chamber). In front of each screen is a console with four smaller screens, three dials, and a slot (for inserting a bioplas matrix); the screens for pits A, B, C, and D are on the western wall of 5-132, while those for E, F, G, and H are on the east wall.

In the center of the control room are two more consoles, 6' tall and facing each other. One displays a small screen and 3 dials and 6 buttons; it is used to control conditions (heat, viscosity, force shield) of the neuroderm basin in 5-131. The other tall console contains 33 buttons, each with a slightly different octagonal shape (varying number, length and thickness of interior and radiating lines); this rudishva 'keyboard' was used to program the neuroderm matrices vital to the operation of the Troll Pits. A hidden compartment in the central console (detect as a secret door) contains three blank and three programmed matrices (one for each of the varumani models; see below).

Operating a Troll Pit: To operate one of the eight pits, one inserts a bioplas matrix card into the slot of the relevant station on the console, twists the first button to 'on' (the screen lights up), turns the second dial to the appropriate setting of 'heat' (per the matrix card), and then turns the third dial slowly from left to right. If this is done correctly, the screen will show a silhouette of the intended creation (normally a varumani) and a blue 'completion bar' which fills as the third dial is turned. Once the bar is filled, the process takes 1 day plus 1-12 hours before the desired creatures is 'fully grown'; progress towards this end is indicated by a 'countdown' clock on the screen (in Glyphik, of course). **Note:** the consoles for Pits B and E are completely broken and inoperable.

Manipulating the Neuroderm: One of the central consoles allows the neuroderm to be manipulated. One of the buttons turns on the console, while a second is a simple 'on/off' switch for the force shield that protects and contains the neuroderm. The three dials

control heat, viscosity, and potency of the mixture. For all but the most learned of technosorcerers, however, micro-adjustments to the neuroderm settings will be largely irrelevant and meaningless. What is useful, though, is the heat dial; if it is turned to 3/4 full (180-degrees F; this stop is marked with a line on the console), the neuroderm will begin to grow more quickly, allowing one to replace used neuroderm more swiftly. At this setting, enough neuroderm to fill a troll pit will be grown in 1 week instead of the usual month. If left unattended on this setting, however, the neuroderm will grow so rapidly that, absent the force shield, it will spill over the sides of the basin; in this event the entire chamber will soon be covered in a layer of neuroderm. Should this occur, the neuroderm would have attained sentience, possibly allowing it to create its own creatures from the pits.

Imprinting a Matrix: A bioplas matrix card contains the genetic instructions necessary to transform neuroderm into a living entity. The rudishva attained high levels of skill in biogenetic manipulation, although much was lost in the wreck of the Beacon. The varumani proved to be one of their most successful models, and the base genetic matrix for 'varumani' (G-model – see below) is still the default option that loads when the second tall console is activated. The other two models of varumani are also programmed into the console; these models can be accessed easily from the main control screen.

Truly original and unique genetic creation (i.e., not merely modifying the default varumani model) is, of course, possible from the console; the only limitations to such Frankensteinian activity would be 1) the operator's knowledge of Glyphik; 2) the supply of bioplas matrix cards; and 3) the supply of neuroderm. A GM willing to encourage radical bio-creation is responsible for the details of such activity.

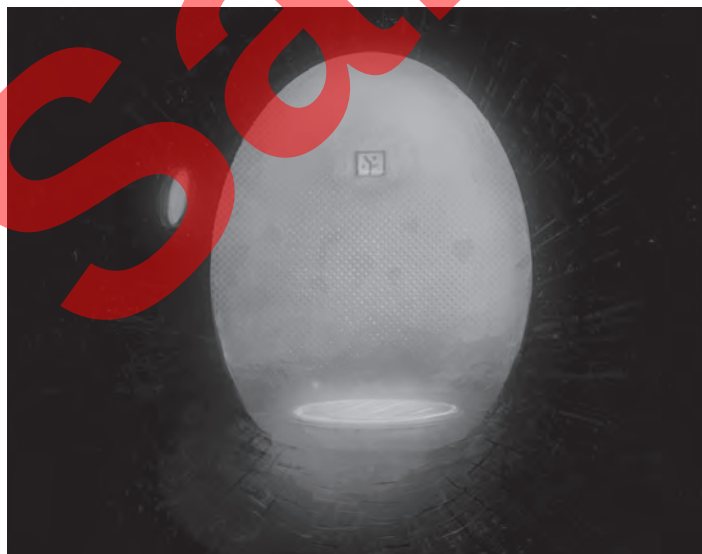
Varumani, Model A (Vanara model): Heat setting is 95-degrees F. Pre-fabricated matrix cards are yellow.

Varumani, Model D (Druva model): Heat setting is 110-degrees F. Pre-fabricated matrix cards are green.

Varumani, Model G (Rudiga model): Heat setting is 100-degrees F. Pre-fabricated matrix cards are red.

Teleport Nodes:

Two teleport nodes exist in small chambers off the south side of the control chamber:



T2: access to 5-92

T9: access to 5-137

5-133: Varumani Practice Grounds, redux

Aside from the following exceptions, this chamber is identical to 5-129:

1. The varumani face is undamaged, and its speech is ungarbled. It states, loudly, "*Prepare Yourselves! The Test begins in 5 ... 4 ... 3 ... 2 ... 1 Now!*" The language is Varumani, though.

2. Three holographic varumani warriors appear as the 'test' begins - one at each door; they engage any and all in combat, shouting cheerful but derogatory insults in Varumani all the while. They never appear to be injured by the training routine effects, but can be 'killed' by combat. Of course, if the room is entered a second or subsequent time, they will be back.

3. In the trench is the corpse of an ancient adventurer, still dressed in imperial field plate (see Arden Vul items) and gripping a **halberd +2**.

Inhabitants:

1. **3 semi-solid holographic varumani warriors** [effectively shades as created by the 6th-level illusionist spell of that name]: SZ L; AL LE; AC 4; MV 90; HD 6; HP 42, 41, 39; #AT 3; Dmg 3-6/3-6/4-10. Special defenses: surprised only on 1 in 6; save as 8th-level fighters or 8th-level magic users, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. If the shades are recognized as unreal, use these stats: AC 6; #AT 3; Dmg 1-4/1-4/1-6.

Treasure:

Imperial field plate (see Arden Vul items); **halberd +2**.

5-134: Supply Chamber

Like its counterpart at 5-130, this former armory and supply chamber has been mostly stripped. Four 5'x5'x5' stone containers remain, one of which has a few items still inside.

Treasure:

3 Arden Vul cakes (see Arden Vul items); a dinged-up but still usable plasteel breast-plate (see new technological items); and a plastic container holding 36 small plastic figurines (toy soldiers).

5-135: Varumani Barracks 2

The door from the Midnight Road is a rudishva iris door that only opens when a pink, silver, or yellow rudishva identity plaque (see new technological items) is presented. Inside, the darkened chamber is 30' tall and plainly decorated in roughly worked granite. The walls are lined with sleeping niches, each about 10' long and 3' high. Freestanding bunkbeds made out of plasteel occupy every other square inch of the chamber, leaving only very narrow passageways (3') between them.

A motion detector in the niche closest to the south exit triggers a holographic image of a varumani dressed in strangely colored rigid armor when anyone approaches within 10'. The image of the varumani speaks conspiratorially, but in Varumani: "*Brothers! The treachery of the kaliyani has destroyed the perfect hegemony of the star borne. Our masters are killed or lie dying. The varuda are no more. But the varumani survive! The thegns, thinking as always*

about the welfare of their children, have located a new home for the pack! Druva and Rudiga remain to guide you, who are our rear guard. Vanara leads the people to a new life below. Seek Druva and Rudiga at the Command Chamber, and they will direct you to the hidden shrine. We await your swift return! Hurry!"

GM Backstory: when the heqeti biological attack succeeded in wiping out most of the rudishva leadership and ensuring the death or quarantine of the varuda, the leaderless varumani decided to set out on their own. This holographic note was left in one of the varumani barracks to assist any stragglers who did not join the initial exodus. The note reveals that the varumani thegns (Vanara, Druva and Rudiga) were aware of the kaliyani complicity in the demise of the rudishva hegemony. The varumani plan, as revealed in this note, was for Druva and Rudiga to remain at 5-137 (Command) to gather any stragglers; these would then follow Vanara and the main body down a secret route (5-141). Unfortunately the creators of the holographic note did not realize that Rudiga was complicit in the betrayal; he led kaliyani and heqeti warriors in a successful ambush of Druva (5-137). No stragglers ever found Vanara and the main body of varumani refugees.

Secret Door (southeast): This door takes the form of a 3'-tall, 4'-wide panel in the lowest bunk in the northwest corner of the barracks. It is hard to detect (1 in 8) and lacks a conventional opening mechanism; it can be easily shattered by a swift blow from a hammer (open doors check).

5-136: Stripped Chamber

This enormous chamber has been stripped to the walls, with only a few brackets, some broken mountings, and dozens of holes in the wall to suggest its former status. A massive mural on the east wall shows three varumani dancing ecstatically, with hammers and daggers in their hands; around them flutter creatures identifiable as chasm cephalopods and quasi-simians.

The skeleton of a huge varumani lies in the exact center of the chamber, surrounded by dozens of skeletons of heqeti (hoppers). All the skeletons bear scorch marks. The skeletons are inert until the chamber is entered, at which point the varumani skeleton ponderously rises, points at any visitors, and demands in a booming voice, and in Varumani, "By the Thegn's name shall the Way be made clear!" If the proper name ("Vanara") is forthcoming, the skeletal varumani will walk over to the secret door in the east wall, insert its finger into one of the holes in the wall, and wait while the secret door swings open. Despite its threatening tone and appearance, the skeleton does not engage in combat, nor will it defend itself. If attacked, it merely shouts forth the following in a continuous loop: "The Thegns will know of this treachery! The varumani shall find a new home! Beware!" **GM Note:** for information on Vanara and the fate of the varumani, see 5-135, 5-137, and 5-139.

Secret Door (northeast): This door is hard to locate (1 in 8), and very difficult to open without a key (-30%). The skeletal finger of a varumani opens the lock.

Inhabitants:

1. **1 varumani skeleton:** SZ L; AL N; AC 6; MV 90'; HD 5; HP 25; #AT 0; Dmg nil. Special defenses: half damage from cutting weapons. This skeleton is a noncombatant, and will not defend itself.

Treasure:

The skeletal finger of the varumani serves as the key to the secret door in the east wall.

5-137: Varumani Command

The rudishva iris door leading to this chamber was destroyed in antiquity, allowing for easy access to the corridor within. The corridor is stuffed with a 3'-deep layer of rubbish and debris. The top layer is comprised mostly of broken bits of rudishva equipment, mangled and burned bits of plasteel, leather, and wood, unidentifiable fragments of metal, and so forth, all abandoned when the varumani returned to fetch supplies and look for their missing thegns. Beneath the rubbish is a layer of bones, 2/3 of which are heqeti (big femurs) and 1/3 of which are varumani. Traversing the corridor is only possible at 1/2 movement. Within the debris is a discolored, but still usable rudishva plasteel breastplate (see new technological items); 2 turns of searching reveal it.

The chamber within was the nerve center of varumani operations during the rudishva period. A single triple-decker bunkbed and three troll chests (see new technological items) occupy the northeast corner, while the western wall features a large, cracked black mirror (viewscreen), and a long console made of plasteel which features a number of dials and switches; all the equipment has been destroyed. The south wall features a long mural that wraps on both sides of the teleportation niche. On the east side are varuda and varumani figures, surrounded by geometric and floral patterns; on the western side is a rudishva and a piece of destroyed mural (it used to hold a kaliyani figure).

A titanic battle seems to have taken place here, as the entry to the chamber is littered with bones - mostly heqeti. In the center of the chamber, however, lie five varumani skeletons. One is particularly large, being that of Druva the thegn, who died here with his housecarls defending the teleportation chamber. Druva's fierce spirit does not rest in peace, for he was betrayed by his colleague Rudiga; instead, Druva and his warriors rise as skeletal wights (see new monsters) to confront any new intruders, barking gutturally in varumani "Death to all traitors!"

Teleport Node:

T9: Access to 5-132 (Troll Pits Control)

GM Backstory: Rudiga, the third of the varumani thegns, betrayed the varumani plan to escape the fall of the rudishva to the kaliyani, and hence to the heqeti. Rudiga secretly summoned a pod of heqeti to varumani command, where they swarmed Druva and his small rear-guard, killing them all. Vanara, who had led the main body of varumani to Level 7, returned with a small force to the Midnight Road seeking supplies and news of their lost brethren. He discovered the fate of Druva and Rudiga, but elected to keep this information secret from the rest of the varumani. Instead, he lauded both Druva and Rudiga as lost heroes, whose miraculous reappearance the varumani saw as imminent. If evidence of the betrayal of Rudiga were brought to the current troll thegn and/or his court, therefore, it would cause seismic ruptures in the political makeup of the court, and would lead inevitably to a collapse of the careful détente that holds among the clans.

Secret Door (southwest): This door was a closely held secret of the varumani leadership, known only to the three thegns and a few advisors. It is hard to detect (1 in 8) and opens by applying brute force to push a section of stone backwards.

Inhabitants:

1. **Druva the thegn, as an enhanced skeletal wight** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 8+1; HP 55; #AT 1; Dmg 5-12. Special attacks: energy drain. Special defenses: successful energy drain heals 5-12 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghosts.
2. **4 undead varumani housecarls as skeletal wights** (see new monsters): SZ M; AL CE; AC 3; MV 120'; HD 5+1; HP 37, 33, 32, 30; #AT 1; Dmg 3-9. Special attacks: energy drain. Special defenses: successful energy drain heals 3-9 HP; +1 or better weapons to hit; edged weapons do ½ damage; immune to sleep, charm, hold, poison, paralyzation and cold; turned as ghosts.

Treasure:

- Druva's claymore** (see new magic items); two laser rifles (no charges – see new technological items); four varumani-sized hammers (two-handed); two rust, one sky blue, and one pink rudishva identity plaques (see new technological items); and a message, written in varumani on a piece of clear plastic, inside a pouch on Druva's body. The message reads: *"Druva - await me at Varumani Command. I bring the remnant of our people so that we may guide them to safety. [Signed] Rudiga the Thegn."* [GM Note: this was Rudiga's set-up for the betrayal of Druva]
- 3 troll chests (see new technological items), keyed to Druva. His hand, even in its skeletal form, will open the chests.
- Chest #1: 10 25-lb bars of high-quality steel (25 sp each), 10 25-lb bars of pure silver (1,250 sp each), and 25 2-lb lumps of still-potent **arcaneum** (see new magic items). These items could be used in area 5-89.
- Chest #2: 5 rudishva lesser power supplies; 3 clips of 10 ordinary darts for dart throwers; 1 clip of narcotic gas darts; 1 clip of explosive darts; and a rudishva breather (see new technological items for all).
- Chest #3: a silk pouch on which a varumani face has been sewn with gold thread (20 gp), containing 5 blue sapphires (1,000 gp each), 5 rich purple corundum gems (1,000 gp each), and a set of silver and ivory tokens for casting lots (a favorite varumani past-time), worth 175 gp generally but 7,500 gp to the current Thegn (see 7-30). Also in the chest are 2 battle helmets, one sized for varumani and one for medium creatures (see new technological items).

5-138: The Great Pillar

The rudishva iris door leading from the Midnight Road to the Great Pillar is of an unusual sort; it is not opened in the usual manner, by presenting a colored rudishva identity plaque. Instead, it requires a special key to unlock. The lock is extremely complex (-40% to pick). The troll thegn (7-30) and the Arena Lord (6-85) each possess a key. The keys are 1'-long, 3"-diameter, grey plasteel rods with a notched, 1"-tall flange on each end. The door is also enchanted with the equivalent of a **wizard lock** cast at 12th level.

The door leads to a 5'-wide ledge that circles a massive octagonal shaft. The walls of the shaft are perfectly smooth black granite. A 30'-diameter pillar of black granite extends from the

ceiling of the chamber (25' up) down 1,100' through Level 6 (6-103) and Level 7 (7-37) before ending up on the floor of the chasm (9-30). Anyone jumping into the shaft will fall horribly to his/her death. The air in the shaft is fresh, however, and a strong breeze blows from below. The walls of the shaft were treated by ancient kaliyani techno-sorcerers with anti-magic resistance, largely to protect unwanted burrowing into this important site. Although magic will work inside the shaft, magical breaches of the shaft walls are almost impossible.

The Great Pillar itself is of black granite, rendered smooth by rudishva stone-cutting torches. A narrow stone bridge extends from the ledge on the east side of the shaft to the pillar itself. A set of hand- and footholds are cut into the Pillar beginning at the point in which this bridge intersects the pillar; this precarious 'ladder' is invisible from the door side of the ledge, and descends the Pillar in a counter-clockwise spiral. It is thus possible, although highly impractical, to descend the Pillar by hand and foot. Rolls of 5d6 under STR and/or DEX are necessary for anyone so foolhardy as to climb all the way to the Pillar's base. Some alternate mechanism - such as flight, levitation or feather fall - is obviously preferable to such a rigorous climb.

A pod of chasm cephalopods inhabits the upper reaches of the shaft; they are hungry and will be drawn to light and/or noise in 5-138 within 5 rounds.

GM Backstory: The rudishva built the Great Pillar in the heady early days of conquest before their technological resources began to grow scarce. It was via the pillar shaft that legions of hover-sled-mounted varumani and gliding varuda descended through the depths to combat the heqeti hordes. Although many of the varumani clans retain legends of these assaults and of the Pillar, only the thegn (7-30) and his court sorcerer (7-22) are aware of the true location and nature of the pillar, as well as the access it provides to the stronghold of their ancient foe. Indeed, the thegn possesses two of the remaining hover-sleds (7-36 – see new technological items), although their existence is a closely guarded secret.

Inhabitants:

1. **10 small chasm cephalopods** (see new monsters): SZ S; AL N; AC 5; MV 60' flying (Class A); HD 2; HP 15, 14, 14, 13, 13, 12, 12, 11, 11, 8; #AT 5 (4 tentacles and a beak); Dmg 1-3/1-3/1-3/1-3/1-4; MR 25%. Special attacks: surprise on 1-4.
2. **4 medium chasm cephalopods** (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 27, 26, 25, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4.
3. **1 large chasm cephalopod** (see new monsters): SZ L; AL N; AC 5; MV 60' flying (Class A); HD 6; HP 45; #AT 6 (five tentacles and a beak); Dmg 1-6/1-6/1-6/1-6/1-6/1-8; MR 25%. Special attacks: surprise on 1-4; one tentacle drains spells from casters, adding 2-8 HP to chasm cephalopod per spell.

5-139: Secret Varumani Shrine

This bi-level cave is the site of a forgotten varumani shrine, one that holds the slumbering remains of the legendary First Thegn, Vanara. The modern varumani still recount legends of the shrine, but are unaware of its location; those providing such information, let alone offering relics of great Vanara, would become instant players in the politics of the thegn's court.

The secret door from 5-136 (q.v. for method of opening this door) opens into a roughly-shaped tunnel that leads to a second

secret door; this door leads to a natural cave whose floor has been smoothed by sentient (i.e., varumani) hands. Two enormous stone chairs sit at the edge of this cave, overlooking a cliff that drops 30' to the floor of the shrine proper. Sitting in the chairs are the skeletons of two of Vanara's housecarls.

The lower cave features a 40' ceiling, is lit by seven **continual light** stones mounted on the walls. Three huge statues of varumani stand around a stone table, on which lies a remarkably well-preserved varumani corpse, that of Vanara himself. The statues are inert, but remarkably well carved; the names "Rudiga" and "Druva" are carved in the pediments of the side statues, while "Vanara" is carved on the southernmost statue. The Rudiga statue has been defaced, however, and a huge Semi-glyphik symbol for "traitor" has been painted across its chest in blood.

The stone table is simple granite, but important artifacts and much wealth surround it. Huge piles of smashed and broken rudishva technology lies to each side of the table. In front of the table is a locked troll chest (see new technological items), as well as four cylindrical plasteel containers.

Vanara and His Actions:

Vanara and his housecarls wait quietly as giant rudishva (varumani) skeletons (see new monsters). If intruders enter the shrine through the secret door from 5-136, the housecarls located on the ledge above the main shrine activate first, and shout in guttural Varumani speech: "*You approach the First Thegn. Bend the knee, and explain yourselves lest his wrath become apparent!*" Negotiation is possible (in Varumani only), although the housecarls are not very intelligent. Clever talking might allow the party to descend to talk to Vanara. If PCs access the shrine through the tunnel from 5-140, the housecarls leap down from the cliff and advance menacingly, shouting the same words while Vanara broods on his chair.

If proper respect is shown (i.e., if the PCs respectfully approach Vanara and kneel in homage to the thegn), Vanara speaks. He demands a full accounting of the history of the varumani since his exile; if a plausible one is forthcoming, Vanara treats the PCs with neutrality or even goodwill. If no account is forthcoming, or the PCs show disrespect, or if they have attacked his housecarls, or if they cannot communicate in Varumani, Vanara grows angry and prepares to attack. The PCs have one last chance to placate the thegn, as he then demands: "*As a sign of your fidelity, you shall produce the Eyes, Heart, and Tongue of Rudiga within three days. If you fail, you would be advised to flee, for you shall be seen as children of Rudiga and, therefore, enemies of the People.*" The PCs then have an opportunity to flee; if they do not do so within 5 rounds, Vanara and his men attack. It is, however, impossible to produce the organs of Rudiga, since the treacherous thegn fled Arden Vul with his kaliyani allies millennia ago.

Those PCs who return to the shrine (without the viscera of Rudiga) will have a difficult task to convince Vanara not to slay them; a reaction roll (with a -45% penalty) should be made to establish Vanara's reaction to the PCs. If, by some chance, returning PCs manage to placate Vanara, he will see treat them as lesser vassals, and will command them to bring the modern varumani back to their ancestral homelands. If, as is more likely, Vanara is unconvinced by their pleas, the thegn attacks.

Secret Door (west): The door is normal to find and opens only by brute force (i.e., a successful open doors check). It opens into a tunnel that leads to a second secret door blocking entrance to area 5-136.

GM Note: For a brief summary of Vanara's career and the complex circumstances by which he ended up in this location, see the *Testament of Vanara* in the Arden Vul books appendix.

Inhabitants:

1. **Vanara, the First Thegn, as an intelligent giant varumani skeleton** (see new monsters): SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 68; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.
2. **2 varumani housecarls, as semi-intelligent giant varumani skeletons** (see new monsters): SZ L; AL NE; AC 2; MV 90'; HD 8+8; HP 64, 61; #AT 1 or 2; Dmg 3-18 (weapon) or 2-8/2-8 (bone throwing); MR 50%. Special attacks: bone throwing; sonic blast. Special defenses: +1 or better weapons to hit; half damage from sharp or edged weapons; half damage from fire; immune to sleep, charm, cold, poison, and paralysis.

Treasure:

On Vanara's corpse: the **mattock of the troll thegn** (see new magic items); a **bag of holding** (of the largest capacity) in the shape of belt pouch and webbed belts; and, etched with acid in a small codex of plasteel folios, the *Testament of Vanara* (see Arden Vul books).

A troll chest (see new technological items), keyed to Vanara (his skeletal hand will still open the chest): it contains 10 15-lb bars of solid gold (750 gp each); 10 10-lb bars of solid platinum (2,500 gp each); and a set of earrings with loops attaching them to a torc, made of platinum and topaz (5,750 gp).

4 plasteel cylinders: these containers are 3' tall and 1' in diameter. Unscrewing a lid opens them. Each container contains the equivalent of 10 doses of a potion. Cylinder #1 contains **sweetwater**; cylinder #2 contains **extra healing**; cylinder #3 contains **invulnerability**; cylinder #4 contains **flying**.

5-140: Pool with Depths

This cave contains a 30'-deep pool of cold, clear water. A rocky tunnel leading north to 5-139 exits the pool at a point 10' below the surface.

5-141: Transit Cave, with Access to Levels 3 and 7

Vanara found the hole leading to this cave when he was exploring in the Great Cavern; the hole from 3-179 leads down 80' to an intermediary (unmapped) cave, and thence down another 170' to this natural cavern. The northeastern wall of 5-141 has a chiseled image of a leering, salamander-creature (a heqeti); this has been covered in varumani graffiti of an exceptionally vulgar sort. The western tunnel, originally a heqeti passage, leads to caves near the troll thegn's court (area 7-88). The northern tunnel (located behind the secret door) was carved secretly by a select unit of varumani under Vanara's leadership. As it connects this cave to areas 5-135 and 5-137, the tunnel served as the varumani escape route during the chaos of the rudishva collapse.

Secret Door (north): The door is difficult to spot (1 in 8) and opens only when an open doors check is successfully made.



LEVEL 6: THE TROLL LIFTS AND THE ARENA

Level 6 is known to the denizens of Arden Vul for three main attractions, the Troll Lifts (6-1 to 6-5), the Inn of the Lost (6-7 to 6-20) and the Arena (6-55 to 6-94). Each of these areas is potentially a place of peace, as each plays an important role in the political and social lives of the intelligent factions of Arden Vul. Those who visit any of these three locations with open arms instead of unsheathed weapons can be assured of a neutral reception and relative security, for the inhabitants of these three regions enforce peace and security with an iron hand. The regions that surround these three islands of relative peace are, however, quite deadly, and include several extremely dangerous locations: the Lock Cavern with its oozes and deranged Sun-Scarred Knight (6-39), the domain of the Frost Mother (6-137 to 6-142), the slime-choked Crew Quarters of the Beacon (6-113 to 6-124), and the lost tomb of the Archontean hero, Marius Tricotor (6-154). The Great Chasm (6-108) allows travel up to level 5 and down to level 7.

GENERAL CONSTRUCTION NOTES

Heqeti areas: 6-1, 6-50, 6-51, 6-54, 6-92 to 6-98, 6-104 to 6-107.

Areas 6-41 to 6-43 and 6-55 to 6-91 were also originally heqeti areas; they have been repurposed over the millennia, and have thus lost some of the pebbling and most of the oiliness of typical heqeti chambers.

Rudishva areas: 6-4, 6-5, 6-27 to 6-38, 6-95A, 6-99, 6-100, 6-102, 6-103, 6-109 to 6-111, 6-113 to 6-124, 6-162 to 6-164

Archontean areas: 6-7 to 6-16, 6-18 to 6-20, 6-40, 6-44 to 6-49, 6-52, 6-53, 6-130 to 6-160

ICONIC LOCATIONS

The Inn of the Lost (6-7 to 6-20, 6-28)

The Arena (6-68)

The Great Chasm (6-108)

IMPORTANT NPCs

Gorlen, overseer of the Troll Lifts (6-5)

Thegan White-Mane (6-19)

Isocorax (6-20)

RAJ-750, insane rudishva AI (6-27)

The Arena Lord (6-85)

Tredgeris the Dapifer (6-75)

The Bad Neighbors (6-113, 6-129)

SIGNIFICANT REGIONS OF LEVEL 6

1. The Troll Lifts (areas 6-1 to 6-5, 6-50)

The Troll Lifts provide a means of traveling up and across the Great Chasm (6-108). The Lifts themselves are essentially large baskets attached to ropes and pulleys, which giant bestial varumani hoist

up and down under the direction of a true varumani overseer. On Level 6, the Lifts provide access up to Level 5 (at 6-3), down to Level 7 (at 6-5), down to Level 8 (at 6-1), and across the chasm itself (at 6-1, 6-4, and 6-5). Each lift is operated by an overseer appointed by the troll thegn (7-30). Fares are fixed by the thegn at 10 sp per leg per voyage, although some overseers extort a bit more from weak travelers.

Factions: The varumani own and operate the Lifts. An attack on any of the Lifts constitutes an assault against the varumani people. None of the other factions would dream of challenging varumani authority here.

Construction: Areas 6-1 and 6-50 were originally of heqeti construction (see general introduction, architectural features), while areas 6-2 to 6-5 were built by the rudishva. No doors exist in this region. Ceilings are 10'-12' tall.

Environment: The region is moist, humid, and noisy thanks to the waterfalls at areas 6-6A and 6-6B

2. The Inn of the Lost (6-7 to 6-20, 6-28)

A functioning inn, with guest-rooms, kitchen, and a common room, occupies a suite of ancient Archontean administrative offices. Formerly known as the House of Isocorax, the area is now more commonly referred to as the Inn of the Lost. The current innkeeper, Thegan White-Mane (6-19), has proclaimed that the Inn defines a zone of peace, within which other grudges, disputes, and feuds must be put aside; this zone commences at the 'Peace Door' (6-7A) and includes all rooms in the Inn. Not surprisingly, the inn has become a place of refuge for those fleeing from more powerful enemies (i.e., 'the lost'). Beneath the veneer of peace and understanding, however, Thegan carefully maintains several deep, dark secrets. A small band of traders gathers in a chamber (6-28) near the inn; although not formally under the protection of the Inn's peace zone, long custom has ensured that this area, too, is one in which enmities are laid aside. Thegan makes good use of the traders' connections outside Arden Vul, especially so as to ensure his continued access to rastite lotus powder (see new flora), which he trades to Deino (3-158).

Factions: None of the main factions controls the Inn. Thegan receives the mostly tacit, but occasionally explicit, support of the other factions, including the varumani thegn (7-30), the goblin king (SL4-22), the Lord of the Arena (6-85), and even the beastmen (see 3-138 to 3-162).

Construction: Typical Archontean construction. With the exception of the Peace Door (6-7A), which is highly enchanted, other doors are new-ish models of wood with iron bands. Most have

functioning locks, the keys to which either are found at reception (6-7), or in the hands of Thegan (6-19) or Justin the Nose (6-7, 6-9A). Ceilings are 10' tall.

Environment: An ancient **anti-magic shell** covers the chambers of the Inn; spell-casting does not work within the shell, unless one possesses one of the **rings of higher purpose** (see new magic items).

3. The Domain of the Arena Lord (6-55 to 6-94)

This region is centered around an ancient heqeti gladiatorial arena, one that has seen consistent use by successive civilizations for almost 4,000 years. Today the Arena is operated by one of the apparently ageless rudishva survivors, a being known only as 'the Lord of the Arena' (6-85). The Arena Lord rules his domain with an iron fist and strict neutrality; those visiting the Arena are expected to abide by the general rules, which forbid physical altercations of any sort other than those taking place in the Arena itself. Access to the Arena is easy, whether from the Troll Lifts or through corridors leading to the other major centers of intelligent habitation in the Halls (e.g., 6-65 through 6-67). The Arena provides an important economic function within the halls: the Lord pays well for monsters and slaves, and offers a convenient means for the newly rich to spend their winnings.

Factions: This region constitutes its own lesser faction. The leaders of the other factions appreciate the entertainment and economic role the Arena plays and are hence uninterested in efforts to eliminate the arena or its Lord.

Construction: Most of the stonework of the main areas of the region is very old, dating to the heqeti period. Due to millennia of occupation and modification by successor civilizations, however, the usual pebbled, oily nature of heqeti stonework is less pronounced here. Area 6-95A is of rudishva construction. Doors are standard wooden doors. Ceilings, unless otherwise stated, are 10' tall.

Environment: The area is humid and hot due to the high density of inhabitation.

4. Former Archontean Administrative Offices and Shrines (6-136 to 6-160)

West of the chasm the Archontean built a series of administrative offices, shrines, and tombs, including those of Marius Tricotor, the great archon, and Lucius Cornelius, his biographer.

Factions: None of the intelligent factions controls this region, and none see much reason to explore here, both because of the dangers posed by the Frost Mother (6-136) and because of the (erroneous) perception that there is little of value to be found here.

Construction: Stonework is typical of the Archontean era. Doors are wood, with iron bands; due to their age, they are easier to burst open (+1 to chances to open doors). The north side of the door at 6-136 is rimmed with frost and cold to the touch. Ceilings are 10'.

Environment: Most of the region is cool and dry. The areas controlled by the Frost Mother (6-136 to 6-142), however, are bone cold (20 degrees F) and covered with drifts of frost and snow.

ACCESS AND EGRESS

To surface: spiral stair at 6-152, leading up to the Carrion Tower in AV-27

To Levels 2, 3, 5, 7, 8, 9: Great Chasm at 6-108, leading up to 2-63A, 3-38 and 5-34, and down to 7-3, 8-2, and 9-1

To Level 3: teleporter at 6-48, leading to area 3-188

To Level 3: stairs at 6-49A, leading up to 3-50B

To Level 4: teleporter at 6-48, leading to 4-167

To Level 4: tunnel at 6-67, leading up to 4-161

To Level 5: Troll Lift at 6-3, leading up to 5-55

To Level 5: rudishva teleport node (T10) at 6-37, leading to 5-106

To Level 5: stairs at 6-57, leading up to 5-75

To Level 5: rudishva teleport node (T4) at 6-95A, leading to 5-92

To Levels 5, 7, and 9: transit shaft at 6-164, leading up to 5-84 and down to 7-146 and 9-91

To Levels 5, 7, and 9: the Great Pillar at 6-103, leading up to 5-138, and down to 7-37 and 9-30

To Level 5: rudishva teleport node (T3) at 6-124, leading to 5-92

To Level 5: rudishva teleport node (T14) at 6-162, leading to 5-31

To Level 5: tunnel at 6-166, leading up to 5-100

To Level 7: Troll Lift at 6-5, leading down to 7-1

To Level 7: corridor at 6-65, leading down to 7-42

To Level 7: rudishva teleport node (T16) at 6-162, leading to 7-6

To Level 8: Troll Lift at 6-1, leading down to 8-1

To Level 8: hole in 6-20, leading down to 8-33

To Level 8: tunnel at 6-44B, leading down to 8-71

To Level 8: teleporter at 6-48, leading to 8-6

To Level 8: tunnel at 6-60, leading to 8-129

To Level 8: stairs at 6-106, leading down to 8-25

To Level 9: teleporter at 6-48, leading to area 9-59

To Level 9: teleport via pukel-manders at 6-107 and 6-165, leading to 9-40

To Level 9: tunnel at 6-112A, leading down to 9-39

To Level 10: heqeti teleport well at 6-106, leading to 10-24

To Sub-Level 2: elevator at 6-95A, leading up to SL2-3

To Sub-Level 3: teleporter at 6-48, leading to SL3-17

To Sub-Level 4: corridor at 6-66, leading up to SL4-53

To Sub-Level 4: vertical cavern at 6-112, extending upwards to SL4-28

To Sub-Level 6: teleporter at 6-48, leading to SL6-19

To Sub-Level 6: spillway at 6-143, leading up to SL6-25

To Sub-Level 6: tunnel at 6-166, leading up to SL6-56

To Sub-Level 7: corridor at 6-153, leading up to SL7-6

To Sub-Level 9: teleporter at 6-32, leading to SL9-53

To Sub-Level 12: tunnel at 6-161A, leading up to SL12-13

To Sub-Level 13: stairs at 6-144, leading down to SL13-27

To various locations: **Thothian teleportation ring** (see new magic items) at 6-141

To locations within Level 6: one rudishva teleport node, as follows:
T15: between 6-27 (lock chamber) and 6-39G (weapons module)

Teleportation destinations on Level 6:

6-48: from teleporter at 3-188

6-48: from teleporter at 4-167

6-48: from teleporter at SL3-17

6-104: from teleporter at 10-8

RANDOM ENCOUNTERS

Many areas on this level do not feature ordinary random encounters. This does not mean that they are without the possibility of unusual encounters; it just means that the encounters are area-specific. This is particular true of the Inn of the Lost (6-7 to 6-20), the Arena (6-56 to 6-94), the northern rudishva areas (6-29 to 6-39), the area of Marius's Tomb (6-146 to 6-154), Lucius Cornelius Scriptor's tomb (6-130 to 6-135), the domain of the Frost Mother (6-137 to 6-142), and the interior of the rudishva modules (6-27 and 6-113 to 6-124). Either these areas have distinct tables for encounters, as at the Troll lifts (see 6-1) and the Inn of the Lost (6-8), or they have a fixed set of foes to be used if/when PCs dither or make excessive noise (e.g. frost ghouls in areas 6-137 to 6-142).

1. Western Halls (6-136, 6-157 to 6-160, 6-161 and 6-162)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D10	Encounter
1-2	Vermin. Roll d10: 1-2: 5-8 giant centipedes: SZ S; AL N; AC 9; MV 150'; HD 1 or 2 HP; HP 2(x4), 1(x4); #AT 1; Dmg n.a. Special attacks: poison (+4 to save) 3-4: 4 giant fire beetles: SZ S; AL N; AC 4; MV 120'; HD 1+2; HP 9, 8, 6, 5; #AT 1; Dmg 2-8 5-8: 9-12 giant rats: SZ S; AL N(E); AC 7; MV 120'; HD 1-4 HP; HP 4(x3), 3(x3), 2(x3), 1(x3); #AT 1; Dmg 1-3. Special attacks: 5% chance of disease 9-10: 4-6 giant bats: SZ S; AL N; AC 8; MV 30', 180' flying (Class C); HD 1-4 HP; HP 4, 3, 3, 2, 2, 1; #AT 1; Dmg 1-2. Special attacks: 1% chance of rabies. Special defenses: foes using missiles are at -3 to hit unless they have DEX 13 or greater
3-7	2-4 bestial varumani (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 53, 50, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; invulnerability; immune to poison. If slain, these individuals should be removed from the rosters at 6-159 or 6-160
8-9	NPC adventuring party, hunting for the tomb of Marius (6-154): select from the NPC appendix.
10	1. 1 large purple pudding (see new monsters): SZ L; AL N; AC 8; MV 60'; HD 8; HP 52; #AT 1; Dmg 2-12. Special attacks: corrosive to metal and leather. Special defenses: immune to fire; grows with electricity; conductive

2. Southern Caves (6-109 to 6-112, 6-125 to 6-129)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D8	Encounter
1-4	1-2 subterranean lizards: SZ L; AL N; AC 5; MV 120'; HD 6; HP 45, 43; #AT 1; Dmg 2-12. Special attacks: double damage on a natural roll to hit of 20. Individuals slain here should be removed from the roster at 6-112

5-6	1 xorn: SZ M; AL N; AC -2; MV 90'; HD 7+7; HP 49; #AT 4; Dmg 1-3/1-3/1-3/6-24. Special attacks: surprise on 1-5. Special defenses: immune to fire and cold; half damage from electricity; travel through stone
7	The Bad Neighbors (NPC adventuring party): see 6-113, 6-129, and the NPC appendix
8	1 basic exploration automaton of Kerbog Khan (see new monsters): SZ S; AL N; AC 2; MV 150'; HD 4; HP 29; #AT 2; Dmg 1-4/1-4; MR 40%. Special defenses: immune to cold and fire

3. Northern Caves (6-21 to 6-26)

Checks should be made every 3 turns, with a 1 in 6 chance for an encounter.

D8	Encounter
1-3	4 huge spiders: SZ M; AL N; AC 6; MV 180'; HD 2+2; HP 15, 15, 13, 11; #AT 1; Dmg 1-6. Special attacks: surprise 1-5; poison (+1 to saves); can leap up to 30'
4-5	6 medium chasm cephalopods (see new monsters): SZ M; AL N; AC 5; MV 60' flying (Class A); HD 4; HP 28, 27, 26, 25, 24, 24; #AT 5 (4 tentacles and a beak); Dmg 1-4/1-4/1-4/1-4/1-6; MR 25%. Special attacks: surprise on 1-4
6	Thegan White-Mane: see stats at 6-19. Thegan is polite, but non-committal. He runs if combat looms.
7	NPC adventuring party, searching for a way into 6-27: select party from NPC appendix
8	A Priscian exploring party: 1. Justinian, a Priscian war mage (see new monsters) and member of Quintus, as a 6 th -level magic user: SZ M; AL LN; AC 3; MV 120'; HD 6; HP 21; #AT 1; Dmg 3-9 (Priscian gladius +2). Abilities: STR 12, INT 17, WIS 13, DEX 16, CON 11, CHA 14. Possessions: Priscian chain mail (see new magic items); a Priscian gladius +2 (see new magic items); 345 sp; a key to 9-58; a stone of alarm ; a vial of Keogh's restorative ointment ; a pearl of power (level 3); and his spell book. Spells memorized: charm person , detect magic , magic missile , shield , levitate , pummeling fists of Arak-Zhorr (see new spells); dispel magic , fireball . Spell book: charm person , comprehend languages , detect magic , floating disk , friends , hold portal , identify , magic missile , read magic , shield , spider climb , unseen servant , continual light , detect invisibility , knock , levitate , locate object , pummeling fists of Arak-Zhorr (see new spells), scare , wizard lock ; dispel magic , fireball , gust of wind , slow , suggestion , tiny hut , tongues 2. 2 Priscian conversi (see new monsters), as 3 rd -level fighters: SZ M; AL LN; AC 5; MV 120'; HD 3; HP 27, 25; #AT 1; Dmg 2-9 (long sword), or 1-4 (light crossbow). Possessions: Priscian chain mail (see new magic items), long swords, light crossbows. The conversi typically have STR 16

LEVEL KEY

6-1: Eastern Troll Lift

This impressive hall is home to one cog in the extensive Troll Lift system owned and operated by the varumani. The hall was carved by the heqeti millennia ago, and the pebbled walls are slightly oily to the touch and detect faintly of evil. The floor is paved with blue granite. Two weathered statues resembling crouching bipeds flank a platform that extends into the chasm. A team of three varumani under the leadership of Junior Overseer Reith operates both the lift to Level 8 and the cross-chasm ferry between 6-2 and 6-3.

Those wishing to use the Troll Lift to descend the 400' down to Level 8 must negotiate with Reith. The official tariff set by the troll thegn is 10 sp per leg for delivery from 6-1 to 8-1. Reith is too stupid to attempt graft or much else, which is why he has been assigned to this spot in the Lift network (here he is unlikely to have to make decisions on the fly).

The Troll Lift is composed of several parts: a rectangular opening (10'x10') in the pavement, a pair of 10'-tall iron poles on either side of the hole supporting a wooden frame over the hole, guy-lines extending from the side of the platform to the iron apparatus, a pair of iron cranks, over 450' of heavy silk rope coiled around the upper portion of the apparatus, and an iron and wood cage which descends through the rectangular opening some 400'

to area 8-1 below. Passage up or down takes 11-20 minutes; the journey is marked by swaying, creaking, and generally nauseating stops and starts of the cage. Operation of the Lift is simple: two bestial varumani crank the winch to raise or lower the cage.

Although the statues are shapeless, their aura is still menacing and vaguely evil. The southeastern statue has a hollow cavity, inside of which are two **tears of Kauket** (see new magic items). The only way to recover these objects is to destroy the statue, and Reith is unlikely to approve of such a course of action.

Unbeknownst to Reith, the heqeti lurk nearby (6-51) and spy on his operation through a spyhole cleverly set into the southeastern wall.

Reith is jocular, and enjoys teasing passengers about their goals and likely fates. Any who ask about the Inn of the Lost will be directed to 6-7A and will immediately be teased about the causes of their 'flight'. For all of that, Reith sees himself as a guardian of the Inn's famous 'peace', and has a good working relationship with Thegan White-Mane. If Thegan needs muscle, Reith and his boys will be summoned to help deal with any peace-breakers. If asked about the thegn's court or the Troll Market, Reith is 75% likely to remind PCs that they need a passport to visit either location; he is only 25% likely to have one for sale (for 300 gp).

There is a 1 in 6 chance that another other group is present in this chamber. Roll on the below table to determine its composition:

Troll Lift Encounters

D12	Travelers	Stats
1-2	A mixed party of varumani (see new monsters), goblins, and humans bearing a captive monster to area 6-91 in the Arena. Roll 1d8 for creature: 1-3: A giant 4-armed baboon 4-5: A giant spider 6-7: A carcass creeper 8: GM's choice. If combat ensues, they will release the monster and jump to Reith's defense. They carry 10-100 gp in coins and/or gems and have a 10% chance of 1-4 potions as well.	1. 1-4 lesser varumani (see new monsters): SZ L; AL LE; AC 4; MV 90'; HD 8; HP 61, 59, 58, 57; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mattock, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8 th -level fighters or 8 th -level magic users, whichever is better; regenerate 3 HP/rd; infravision. mattocks; nets and prods; and 3 portions of varumani knock-out juice (see Arden Vul items) 2. 2-12 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4(x3), 3(x3); #AT 1; Dmg 1-6 3. 1-6 human arena wranglers: SZ M; AL N; AC 8; MV 120'; HD 1-1; HP 7, 6, 5, 5, 4, 4; #AT 1; Dmg 1-6 (spear). Possessions: leather armor; spear
3	A group of goblins seeking fame in the arena (6-68). This group left the Goblin Warrens (SL4) against the explicit prohibition by King Weskenim (SL4-22), and its members are furtive and guilty-looking. They possess only 71 sp in total. If the PCs have previously visited the Goblin Warrens, this group will either beg the PCs to keep their secret (50%) or will follow the PCs and attempt to silence them (50%).	8 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 6, 5(x3), 4, 4, 3; #AT 1; Dmg 1-6
4	Lukas, a rare beastman deserter (see new monsters). Lukas is off to seek his fortune in the Arena (6-68). He carries only 25 sp and will be grateful for company and/or protection.	Lukas, the beastman trooper (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 6; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail, shield; spear; short sword; short bow
5	Adventurers returning from an expedition to the Nether Reaches (Level 8). They are badly wounded and have run out of supplies. They have 1-3 treasures that they might sell, and a substantial store of knowledge about areas 8-1 to 8-8. They plan to hole up in the Inn of the Lost (6-7 to 6-20).	Select an appropriate group from the NPC appendix
6	Thorda Thief-Eyes, a magic user with flunkies. Thorda is traveling to the Inn of the Lost (6-7). Should a fight break out, she will aid the PCs but blame them later for any varumani deaths.	See NPC appendix for stats

7	Durdeon Vislok and six companions in the Sodality of the Fist. The Sodality is travelling between AV-12 and the Arena (6-68). The members are taciturn and passive until talk turns to fighting. They refuse to divulge any information about their route into or out of the Halls.	For stats see AV-12
8	Pugh the lesser varumani, returning to the thegn's court (7-75) with three slaves he won in an epic gambling bout with Justin the Nose (6-7) at the Inn of the Lost (6-7 to 6-20).	1. Pugh the lesser varumani (see new monsters): SZ L; AL LE; AC 3; MV 90'; HD 8; HP 54; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (mace, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8 th -level fighter or 8 th -level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: mace; shield 2. 3 Thorcin slaves (2 female, 1 male): SZ M; AL LG, LN, N; AC 10; MV 120'; HD 1-6 HP; HP 4, 4, 2; #AT 1; Dmg by weapon
8	Justin the Nose, with four mercenaries. Justin is on a purchasing mission for his master, Thegan Whitemane at the Inn of the Lost (6-7 to 6-20). Roll 1d8 to determine where Justin is headed: 1-3: The thegn's court (7-75) 4-6: The Forum of Set (4-2) 7: The Goblin Market (SL4-40F) 8: Deino's Hall (3-158) Justin is polite but offers no assistance.	1. Justin the Nose: see stats at 6-7 2. 4 mercenaries, 2 nd -level Thorcin fighters (2 male, 2 female): SZ M; AL LN; AC 4; MV 90'; HD 2; HP 17, 16, 14, 14; #AT 1; Dmg 2-9 (long sword). Special attacks: +1 to damage from STR. Possessions: chain mail and shield; long swords; 79 sp and 22 gp each.
10	Raste, a handsome, pale-skinned human with ink-black hair and black fingernails. He wears a yellow soft cap to which is pinned a fresh aster flower, yellow leather armor, and yellow calf boots. Raste is a member of the fey House of Asters. Disguised as a human, the Lord of Asters has come to hear the lutist at the Inn of the Lost (6-8) and to seek recruits - willing or not - for an expedition to plunder one of the gold statuettes of Bastet (see new magic items) from the lost shrine to Bastet (8-38).	Raste, the Lord of Asters, and a fey lord (see new monsters): SZ M; AL N; AC 5; MV 120'; HD 8+3; HP 58; #AT 1; Dmg 5-10 (spear +4) or rapier 2-7 (rapier +1). Special: polymorph self (rabbit, boar, tiger); summon 2-5 pixies (50%); step into faerie (20%); detect fairies; resistant to illusion (+4 save); vulnerable to cold iron; soulless. Raste's distinguishing features are his coal-black finger and toe-nails, the emotion of joy, his narwhal-horn spear, and the inability to speak when music is being played. His glamours are these: charm person, hypnotic pattern, suggestion, emotion, and true seeing. Possessions: leather armor +3; narwhal-horn spear +4; rapier +1; yellow boots of elvenkind; and a purse of asters (see new magic items)
11	Livod the true varumani hunter (see new monsters). Livod bears monster parts from the Nether Reaches (Level 8) to sell at the Troll Market (7-76). A member of the Confraternity of Hunters (7-14), Livod a formidable warrior. He has no love for Reith, however, and is likely (33%) to intervene on behalf of any whom Reith attempts to bully.	For stats, see 7-14
12	Sir Calculor, the Sun-Scarred Knight (see new monsters). Sir Calculor is on his way to the Troll Market (7-76) to consult with Sir Prudence (7-76A). He is also hot on the trail of one of his personal interests. Sir Calculor will attempt to mediate in the case of impending hostilities, but refuses to join the fighting on either side.	Sir Calculor, the Sun-Scarred Knight (see new monsters), 10 th -level male human fighter: SZ M; AL LN; AC -2; MV 120'; HD 9+3; HP 88; #AT 3/2; Dmg 7-13 (broadsword +2). Abilities: STR 18/65, INT 15, WIS 13, DEX 12, CON 16, CHA 11. Possessions: key to SL10A-16, gothic armor and sun lance (see new technological items); solar ring, circlet of command, and backpack of capacity (see new magic items for all three); 8 ancient octagonal platinum coins (see Arden Vul items), 125 ancient silver pennies (see Arden Vul items); broad sword +2.

When no travelers are present, the varumani are often found lounging in their quarters (6-50). The official fare-chest is located at the foot of the southern statue.

Inhabitants:

1. **Reith, junior overseer, lesser varumani** (see new monsters): SZ

L; AL LE; AC 4; MV 90'; HD 8; HP 59; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 7-22 (two-handed axe, 3-18+4). Special defenses: 33% resistant to mind-affecting magic; immune to cold and poison; save as 8th-level fighter or 8th-level magic user, whichever is better; regenerate 3 HP/rd; infravision. Possessions: two-handed axe.

2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 61, 58; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:

Two **tears of Kauket** (see new magic items)

Official fare chest (locked): 1,188 sp, 574 gp; Reith's silver baton of authority (250 gp); a scroll with **detect magic**, and a **wand of magic missiles** with 3 charges.

6-2: Cross-Chasm Ferry

This segment of the Troll Lift ferries passengers across the chasm to the Floating Garden. Passage costs 5 sp per leg. Reith and his team (see 6-1) are in charge of this service as well.

The ferry appears as a frame of iron bars supported by guy-lines with a reed and bone basket suspended from silk rope. The basket is big enough for 4 man-sized persons or the equivalent, and passage time is 5 minutes each way.

6-3: Troll Lifts on the Floating Garden

Three segments of the Troll Lift converge on the floating garden: the base of the Lift from Level 5, and the receiving ends of the Ferries from 6-2 and 6-5. Vice-Overseer Hakrim the Hairy, a true varumani of exceptional intelligence, directs the operation on the floating garden (6-4). Hakrim and a team of three underlings are generally lazy, preferring to lounge about under the artificial light and exotic plants, enjoying the peace and quiet and any opportunity for some good-natured extortion. Hakrim likes to chat up his passengers, and is a surprisingly good source of information on factions, on the general vicinity of iconic locations, on rumors about monster and treasure location, etc. He will not, however, gossip about the thegn's court.

The 'landing point' for the lift from 5-55 is merely a circle of blue paint on the floor of the garden; the wood and iron basket sets down on this point after its 600' journey. To secure passage up to 5-55, one must pay Hakrim the tariff (officially 10sp/leg, but Hakrim attempts to collect 1 gp/leg) and wait while he shouts up to Riglon to send the Lift down.

For details of cross-channel ferry, see 6-2. Hakrim is equally assiduous in collecting the fee for this service (officially 5 sp/leg), while again attempting to extort a higher price (1 gp/leg).

There is a 1 in 6 chance that another individual or group is waiting to use some portion of the Lift; consult tables at 5-55 and 6-1 for their identity.

Hakrim keeps a normal wooden chest for the official fares, but hides the fruits of his extortion in a small metal lockbox tucked behind a mango tree in the garden. He knows of the effects of both the lover's aid and the green water (c.f. 6-4), but will only warn visitors who are respectful and deferential. He and his boys will be quick to relieve any who succumb to either effect of their valuables.

Inhabitants:

1. **Hakrim the Hairy, a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail.

2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:

Official chest: 1,538 sp, 343 gp, Hakrim's silver baton of authority (250 gp); **potions of animal control** and **climbing**; a 5-lb platinum ingot (1,250 gp), and three pearls (100 gp each).

Private lockbox: 2,342 sp, 1,204 gp, a token of Arden (see Arden Vul items), a copper rudishva identity plaque (see new technological items), and a key to the door in 6-136.

6-4: Floating Garden

The floating garden comprises a slab of shaped rock that the rudishva levitated into the middle of the chasm using technosorcery. On the surface of the slab they built up an impressive hilly terrain and planted flora native both to Irthuain (see World of Archontos appendix) and to the rudishva homeworld. The spray from the waterfalls nearby conveniently waters the garden.

The garden is well-lit, warm and humid. Light is provided by two dozen light globes (see new technological items). Dirt and humus cover the structure, such that the central 'hill' which rises 15' above the floor of the garden does not even resemble the stone rectangle that it truly is. Paths of crushed pink granite wend through the garden, although none climb the 'hill'.

The garden is lush and verdant, and includes a number of exotic, tropical species. Most of these are alien, resembling the following Irthuain species: mango trees, coconut palms, camellia-like shrubs, lianas, orchids, and ferns. A wide variety of insect life occupies the garden as well; as a result, it is filled with the sound of whirring and chirping.

One quasi-dangerous variety of orchid, the lover's aid (see new flora), grows at the northwestern edge of the garden; it gives forth a sweet odor of honeyed raspberries, and if anyone breathes in the scent (an occurrence that is likely within 10'), he/she will be highly susceptible to reasonable suggestions for 1-6 turns. Aged Lishna, one of the courtiers at the troll thegn's court (7-75), knows of this plant and sometimes collects specimens for use in the affairs of court.

The central 'hill' has two noteworthy features. At its summit is a pool of warm, emerald green water that, thanks to unusual minerals, acts as a narcotic healing potion. Any who drink a potion-sized quantity of the liquid will be cured of 4-16 HP, but will fall into a blissful state lasting 2-8 turns; during this trance movement is possible, but reaction times are slowed considerably and there is a 50% chance of experiencing pleasant hallucinations. The other feature is a secret door concealed under a tuffet of moss; this door is circular and heavy, and opens by unscrewing a circular knob (like a naval hatch). Inside is a metal ladder leading down to a cramped stone chamber 5' high, 5' wide, and 10' long. The chamber was originally a storeroom for gardening tools, but became a horrible tomb for a pair of adventurers who were inadvertently locked inside this 'tool shed' by colleagues under the effects of the narcotic water. Some virulent fertilizers left inside the chamber dissolved the adventurers' bodies, and the chemical reaction led to the creation of a new pudding. This 'red pudding' waits patiently and mindlessly on the ceiling for new sources of energy to enter the chamber.

The underside of the floating garden is also of note. At the northern end is a forgotten hangar built into the stone and now

concealed by hanging vines and mosses. Inside is one of the few remaining rudishva hover-sleds, fully charged. The sled only responds to those wielding the proper access card (a silver or yellow rudishva identity plaque – see new technological items). Only those inspecting the underside of the garden have a chance to spot this hangar.

Inhabitants:

1. **1 red pudding** (see new monsters): SZ L; AL N; AC 4; MV 30'; HD 10; HP 75; #AT 1; Dmg 2-16; MR 25%. Special attacks: bloody healing; corrodes leather, clothing, wood. Special defenses: immune to electricity and cold; slow regeneration. See notes in appendix for how, even if defeated, the red pudding might nevertheless spread into other areas of Arden Vul.

Treasure:

In toolshed: rudishva herbicide dispenser with 11-30 doses of herbicide (see new technological items); 23 ancient silver pennies (see Arden Vul items); 117 gp; 3 tourmalines (100 gp each); 6 **stones of striking** (7th-level) scattered about the floor (see new magic items); a badly tarnished **silver torc of authority** (see new magic items); a long sword; a mace; a black glass activation square (see **Thothian teleportation rings** in new magic items); and several bits of unidentifiable metal scraps.

In secret hangar: rudishva hover sled (see new technological items).

5 specimens of the lover's aid orchid (see new flora).

6-5: Western Troll Lifts

This former rudishva observation chamber is now a key link in the Troll Lift network. Two lifts operate here. A cross-chasm ferry transports passengers to 6-3/6-4, while a second lift carries visitors down 200' to the thegn's court (7-1). Given its importance, the area is supervised by Overseer Gorlen, the true varumani supervisor of the entire Troll Lift network. Two bestial varumani aid him.

The lifts are constructed in the usual way (see 5-55, 6-2 and 6-3). Fares are standard, and Gorlen attempts no extortion: 10 sp per leg for travel to Level 7-1 (taking 11-20 minutes), and 5 sp per leg for passage to the floating garden (taking 2 minutes).

The chamber is noticeably cool (a product of the frozen regions between 6-137 and 6-142) and damp (due to waterfall spray). A huge stone seat facing the floating garden dominates the chamber. Although it was once enchanted, the glyphs of power on it were gouged out in antiquity. Two staircases lead to the southwestern segment of the chamber, where the varumani keep a roaring fire stoked with whatever fuel they can find. The fare chest is found next to the seat, in which Gorlen likes to lounge imperiously.

Gorlen has mounted heads of a goblin and a human on stakes planted near the Lift, and takes ghoulish pleasure in informing all travelers that 'Such is the fate of those who cheat the thegn!' Gorlen has been charmed by Cinna Minux, the vampire lord (7-122); the latter visits him to learn about travelers on the Troll Lifts.

Gorlen has rigged a wicker, rope, and leather gate across the arch to area 6-136. He warns the curious about the terrible 'icy monsters' that live to the south but will, if asked, admit that 'some fancy tomb' lies somewhere to the west. He charges 1 gp/person for entrance to the west.

Inhabitants:

1. **Gorlen, a true varumani** (see new monsters): SZ L; AL LN; AC 2; MV 90'; HD 8; HP 60; #AT 3 or 1; Dmg 3-6/3-6/4-10 or 6-24 (two-handed sword, 2-20+4). Special defenses: surprised only on 1 in 6; save as 8th-level fighter or 8th-level magic user, whichever is better; immune to cold, poison, charm, hold, feeblemind, confusion, and other mind-affecting magic; regenerate 3 HP/rd; infravision. Possessions: huge two-handed sword; ring mail; key to door in 6-136.

2. **2 bestial varumani** (see new monsters): SZ L; AL NE; AC 4; MV 90'; HD 8; HP 55, 49; #AT 3; Dmg 3-6/3-6/3-10. Special defenses: regenerate 3 HP/rd; infravision; immune to poison.

Treasure:

Fare chest: 2,731 sp, 829 gp; Gorlen's gold baton of authority (510 gp); 2 vials of poison, a **scroll of find traps**, and a **scroll of invisibility**.

6-6A: First Waterfall

The spillway from the Drowned Canyon (6-143) empties into the chasm here, producing a torrent of rushing water. As the waterfall commences here, the spray is not as intense as it becomes further down the chasm.

6-6B: Second Waterfall

The waterfall from 5-2A pours down the chasm here, producing a zone of spray some 20' in diameter. It hardly needs to be said that any venturing into the waterfall will be swept to their doom below.

Areas 6-7 to 6-20: The House of Isocorax, or The Inn of the Lost

An Archontean administrative bureau in antiquity, this area was refurbished 750 years ago as an inn by the legendary figure known as Isocorax. Two principles motivated Isocorax: a) anyone was welcome at his inn; b) no violence would be tolerated within its walls. These policies gave the inn its more colloquial name, "The Inn of the Lost," since it was a place where anyone could become lost; that is, anyone could lose himself from his/her past and/or enemies. Although the Inn appears to possess no elaborate defenses, its role as a sanctuary has been, and continues to be, respected by all the major factions of Arden Vul. Indeed, all factions have been known to collaborate in tracking down and punishing any who break the peace of the Inn of the Lost. This zone of 'peace' is widely understood to begin with the so-called peace door (6-7A), although most would also count the trading area of 6-28 as lying within this protected space. It is not uncommon, then, to find exiles, criminals, and those on the wrong end of a vendetta making a dash for the safety of the "peace door". Of course, while any are welcomed to the Inn and given security therein, that peace lasts only as long as one's purse is full. Once the money runs out, guests are politely asked to leave, and will be bodily thrown out if necessary; in the case of obstreperous guests, the proprietor may seek the assistance of Reith and his bestial assistants (6-1) to help in the expulsion.

One firm exception to the Inn's open door policy is enforced by all of the Inn's staff: no Sun-Scarred Knight may stay the night, and only rarely will the proprietor allow one of the knights to drink in the common room.

The proprietor is Thegan White-Mane, a muscular and hearty male human in his early 60s, with pure white hair, a few scars, and piercing grey eyes. Only a few of the oldest and most intelligent inhabitants of the halls remember that it was Isocorax who originally established and operated the Inn, and that “Thegan” has only been the proprietor for just over 200 years. These denizens - among whom Deino (3-158), Varboka the troll thegn (7-30), Kerbog Khan (SL12-25), and the Lord of the Arena (6-85) - know that Isocorax was both a rudishva and an original member of the Sun-Scarred Knights. They assume that for obscure reasons of his own devising Isocorax decided to invent the “Thegan” identity some 200 years ago; the deeds and motives of Isocorax/Thegan are thus of intense interest to these faction-leaders, who might pay good money (or information) for news of Thegan. None who remember Isocorax and assume him to be Thegan would ever divulge this information to mere adventurers, although they might mysteriously observe to those who have done them service that Thegan has been the only proprietor the Inn has ever had for about 200 years.

The reality is a bit more complex. Isocorax is still alive, but has been a prisoner of “Thegan” these past centuries. “Thegan” is the pseudonym adopted by Maurikios Ligareon, taxiarch of the 3rd Cohort of the Imperial Tagmata, after his cohort was defeated 230 years ago during the disastrous imperial attempt to retake Arden Vul. Maurikios saved himself by drugging Isocorax and using the latter’s strange blood (see 6-20) to give him extraordinary longevity. For more on Thegan, see 6-19.

Thegan employs twelve staff from all manner of races, including two human barkeepers, two goblin cooks, one human and one beastman housekeeper, two human serving wenches, three guards/suppliers (1 lesser varumani, 1 goblin, 1 human), and Justin the Nose, the sacristan and Thegan’s chief assistant.

The Inn sends its team of ‘suppliers’ on regular missions to buy supplies at both the Forum of Set (4-2) and the Troll Market (7-76). These suppliers are shielded by the same peace as the Inn itself, at least among intelligent denizens.

A strange sort of **anti-magic shell** is in operation throughout most of the Inn (areas 6-7 to 6-19). Although inherently magical items still work (e.g., **continual light** cast elsewhere and brought here, magic swords, etc.), spell-casting does not. Only those (like Justin the Nose) who wear one of the **rings of higher purpose** (see new magic items) are exempt from this effect.

Rates for Rooms, Drinks, and Meals

Lodging type	Rate
Bed in the bunkroom (6-18)	15 sp/day, or 20 gp/month
Room, private (e.g. 6-9), sleeping up to 4 man-sized beings	30 sp/day or 40 gp/month
Suite with a view (6-10)	7 gp/day, or 200 gp/month
Room, varumani-sized (6-12)	3 gp/day, or 80 gp/month

Food and Drink	Rates
Ale, Hak’s mushroom	2 sp/pint
Ale, Hak’s special red (twice the alcohol)	5 sp/pint
Wine, imported Archontean	1-50 gp/glass

Brandy, Thegan’s home-made	3 gp/shot
Brandy, imported	5 gp/shot
Milk	5 sp/glass
Water	Free
Meal, simple	5 sp
Meal, rich	5 gp
Specific mundane items	Negotiable (three to ten times normal listed price)

Package Deals	Rates
Bed in bunkroom (6-18) plus 2 simple meals per day for a month	25 gp/month
Private room (e.g., 6-9), plus 2 simple meals per day for a month	45 gp/month
Suite (6-10), plus 1 simple and 1 rich meal per day for a month	350 gp/month
Varumani-sized room, plus 2 simple meals a day for a month	85 gp/month
All you can drink, as addition to monthly package rate*	Human: +50 gp/month Varumani: +100 gp/month Dwarf: +75 gp/month Goblin: +40 gp/month

*Thegan reserves the right to renegotiate rates for “all you can drink” plans after one month based on the capacity of the client. He sets rates for other races based on body size and the results of a required drink-off.

Dangers at the Inn: The Inn is a place where long-time explorers of Arden Vul can rest peacefully, recuperate after combat, and trade rumors. That said, it is not the Eden it appears to be. For one, PCs who annoy the leaders of one of the factions only to escape to the Inn can be sure that their stay will be monitored: such PCs should not be surprised to find a scout or two from the now-inimical faction lounging in the Common Room, watching, recording, and reporting. In such cases the Inn can be a prison, for the factions have been known to arrange for any such enemies to be met with overwhelming force in the corridors and halls outside the Peace Door when finally they leave. Another danger posed by the Inn is Thegan White-Mane himself. Although mostly content to play by the rules he created, by which guests’ safety is assured, Thegan’s ultimate goals and purposes are inscrutable to outsiders; should he feel the need to abduct guests via his network of secret tunnels, he will do so (see text at 6-19). These unfortunates will become nourishment for Isocorax (6-20).

6-7: Inn of the Lost, Reception

This plain chamber is lit brightly by a **continual light** spell cast on the ceiling. A 10’-long counter of aged and polished mahogany runs along the center of the room. On the northwest wall hangs a rack with 15 pigeonholes, some of which contain thick, iron keys. As with the rest of the area (6-7 to 6-19), this room is under the effect of the partial anti-magic effect described above.

Behind the desk sits Justin the Nose, the sacristan of the Inn, waiting to greet and register new guests. Justin is a heavy-set, muscular, 45 year-old human, with bushy eyebrows, long black hair, and a prominent nose. Those seeking a meal or drinks are

directed to the common room; those wishing a room should consult the chart below for chances of a vacancy. Prices are paid up front; early departures forfeit any remaining balance on a long-term stay. If new 'guests' are unruly or violent, Justin will warn them once. If they remain disruptive or violent, he uses his **wand of paralyzation** to good effect and summons aid from the common room (6-8). Any guests whom Justin (or others) is forced to subdue in this way are sold as slaves in the Forum of Set (4-7) or the Arena (6-68).

Lodging	Chance for Vancancy
Bed in bunkroom (x42)	90%
Private Rooms (x7)	40% for 1, 20% for each additional
Luxury Suite (x1)	66%
Varumani Room (x1)	33%

Thegan White-mane is likely (75%) to be hanging around reception or the common room, and may greet new guests personally after Justin has registered them.

There is a 20% chance that Justin is absent, either in his chamber (50% - see 6-9A) or away from the Inn on a purchasing mission (50%). In such circumstances, Thegan takes over at reception.

Inhabitants:

- 1. **Justin the Nose** (80%), 5th-level male Archontean magic user: SZ M; AL NE; AC 6; MV 120'; HD 5; HP 16; #AT 1; Dmg 3-6 (**dagger +2**). Abilities: STR 9, INT 16, WIS 15, DEX 16, CON 11, CHA 10. Possessions: **dagger +2**; a **wand of paralyzation** (43 charges); a **ring of higher purpose** (see new magic items); and an amulet of **natural armor +2** (see new magic items). Justin is dressed in a pale blue tunic and black hose. Spells prepared: **charm person**, **comprehend languages**, **friends**, **sleep**; **Frigg's caustic kisses** (see new spells), **strength**, **hold person**.
- 2. Thegan White-Mane (75%) (for stats, see 6-19)

6-7A: Peace Door

This heavy door is made of ironwood and is banded with steel. A square sign made of oak is affixed the door, on which reads, in Mithric, "House of Isocorax." Below this the following is neatly printed in white paint and in the Archontean language: "*Feeling Lost? Let our warm beds and delicious meals bring you back to the light. Welcome to the Inn of the Lost.*" Assorted graffiti has been scrawled around these signs, most of which are paeans of thanks to Thegan (e.g., "My refuge for the past 2 months," "Thanks, Thegan. I owe you everything!" and "Ha! Escaped those vengeful



in-laws, didn't I?"), but a few of which outline desperate pleas for admittance (e.g., "Four days of flight, and the Peace Door is closed? Bastards!" and "So much for mercy! Dumped outside for my enemies to find.")

The door is well oiled, opens easily, and, if time is spent to detect it, registers as magical. There is a 1 in 10 chance that Thegan has closed and locked the door. In such cases, the door may only be passed by a **knock** spell or other such magicks. If the door is locked, there is a 50% chance that some unfortunate is groveling outside it, begging for admittance, and a further 20% chance that pursuers are 1-3 turns away from reaching the door and that unfortunate.

6-8: Common Room

The common room is cool and dim, lit only by a pair of crystals mounted on the walls that emit low, blue-tinged light. The bar to the northwest and the low stage in the southern niche dominate the room. A dozen tables fill the main area, and several booths fill the northeastern corner.

The east wall has a large wooden frame (10'x10') over which is stretched a piece of canvas; every year Thegan replaces the canvas and invites any artistic-minded guests to add small pictorial images. Depending on the time of the year, there may be some interesting and potentially useful images on the canvas. As a rule of thumb, by December there are 3 imaginary monsters, 4 real monsters (15% chance that an architectural detail or caption can help locate the beast), 5 representations of locations (20% to identify, or 75% if the viewer has actually been there; 10% chance the image imparts some truly useful information, like a secret door), and 10-20 caricatures of guests of the Inn of the Lost. In front of the mural are a couple of large piss-pots (that are periodically emptied into the Great Chasm).

The barkeeps are two: 1) a handsome, but rather dim human named Boots after the extravagant red, leather high-boots that he sports; 2) a sour, toothless crone named Dirty Betsy; she warms to any who attempt to charm her. The wenches are named Lily and Theudelinda; they are kind but not stupid, and never cavort with guests. See above for food and drink prices.

Thegan likes to hire entertainers for a 'season' of 3-6 months. Currently a fine Thorcin lutist, named Aethgrim Fleet-hand, is in residence. Aethgrim was an adventurer (T4) whose party was decimated in the Nether Reaches and who managed to convince Thegan to let him stay on as an entertainer. Fleet-hand knows a lot of songs, and takes requests in return for a 1gp tip; when left to his own devices he specializes in flowery, classical laments and in murder ballads.

The following tables should be used to determine the population of the common room and guest chambers:

Table 1: Racial Composition (roll once per racial group)

Race	% chance to appear	Number Appearing
Humans	100	7-18, in 1-4 groups
Goblins	75	5
Beastmen	20	5
Varumani	33	2
Dwarves	10	6
Elves	10	4
Other	25	4-7

Table 2: Human Groups

D8	Description	Stats
1	A party of NPC adventurers armed with a 'can't miss' map detailing a way to skirt the Obsidian Gates (5-6D). There is a 15% the map accurately depicts the route from 4-117 to 5-117; otherwise, the map is a fake, and purports to show how a set of tunnels in the northeast side of the chasm (e.g., 5-33) leads to the other side of the Gates.	Choose any NPC group from the appendix.
2	A group of NPC adventurers, nervous, badly injured and on the run from a dangerous enemy. The enemy from whom they are fleeing should be rolled as follows: 1-2: The troll thegn (7-3). 1-6 lesser varumani arrive at the Peace Door in 11-20 turns. 3-4: Nolgi the Hunter (for stats, see 7-14) 5: Tredgeris the Dapifer (6-75), who arrives at 6-7A with 10 wranglers in 1-6 hours 6: Psalor-Ki and his slime zombies (5-66, 5-74) 7: An invisible stalker sent by an NPC magic user 8. GM's choice	Choose one of the NPC groups from the appendix; each adventurer has only 25% of normal HP
3	Prosper the Doughty, a handsome but naive paladin of Mitra, looking for wrongs to right. He is accompanied by two disgruntled hirelings	1. Prosper the Doughty, 7 th -level male Archontean paladin of Ardenia Tessaeron: SZ M; AL LG; AC 2; MV 120'; HD 7; HP 68; #AT 1; Dmg 5-11 (broadsword +3, frostbrand). Abilities: STR 17, INT 11, WIS 15, DEX 8, CON 15, CHA 17. Possessions: broadsword +3, frostbrand; banded mail +1 and shield 2. Trevel and Harold, male Archontean men-at-arms: SZ M; AL NG; AC 7; MV 120'; HD 1; HP 7, 6; #AT 1; Dmg 1-6 (spear, short sword). Possessions: leather armor; spear; short sword
4	An old and decrepit fighter named Edwin the Wrinkled. Edwin has a mysteriously endless supply of coin and no smaller quantity of stories. He is relatively well known as a spy for the thegn. Less well known is the fact that he has also been recruited by Justinian, the Priscian mage, to spy for the Priscians (for Justinian see 6-48 and random encounters for levels 3, 5, 6 and sub-levels 3 and 6)	Edwin the Wrinkled, 4 th -level Thorcin fighter: SZ M; AL N; AC 6; MV 90'; HD 4; HP 28; #AT 1; Dmg 2-9 (long sword +1). Abilities: STR 12, INT 16, WIS 15, DEX 9, CON 11, CHA 13. Possessions: studded leather armor +1; long sword +1 ; a purse with 321 sp and 153 gp
5	Kolgrima, a magic user from the Order of Thoth (see World of Archontos appendix), searching for information about the Priscians. She is accompanied by her friend and protector, Hallam. They drink quietly and avoid conversation until they hear others mention the Priscians. At that point they offer to trade information for information and might (25%) join a party interested in seeking out the Priscians.	1. Kolgrima, 8 th -level female Wiskin magic user: SZ M; AL LN; AC 4; MV 120'; HD 8; HP 25; #AT 1; Dmg 1-6 (staff). Abilities: STR 8, INT 17, WIS 11 DEX 16, CON 12, CHA 13. Possessions: staff; bracers of defense (AC 6); cloak of elvenkind ; wand of fire (28 charges); potions of ESP (x3) and polymorph ; bag with 1,250 newly minted imperial gold pieces and 20 citrine gems (50 gp each, for bribes). Spells memorized: charm person, detect magic, enlarge, magic missile; continual light, ESP, locate object; dispel magic, hold person, lightning bolt; charm monster, polymorph other . Spell book: charm person, comprehend languages, detect magic, enlarge, feather fall, hold portal, identify, light, magic missile, push, read magic, shield, sleep; the Bracteros effect (see new spells), continual light, ESP, knock, locate object, mirror image, ray of enfeeblement, stinking cloud, web; blink, dispel magic, fireball, fly, hold person, lightning bolt, protection from evil 10' radius; charm monster, fear, monster summoning II, polymorph other 2. Hallam, 6 th -level male Wiskin fighter: SZ M; AL NE; AC 2; MV 90'; HD 6; HP 61; #AT 1; Dmg 6-13 (long sword +2) or 1-4 (light crossbow). Abilities: STR 18/63, INT 8, WIS 11, DEX 10, CON 16, CHA 7. Possessions: splint mail +1 and shield; long sword +2 ; light crossbow with 20 bolts; 83 sp and 37 gp; immobilizing mesh (see new magic items)

6	Restep the Prestidigitator, with three henchmen, seeking Kerbog Khan (SL12-25). They have been sent by the Imperial Academy (see World of Archontos appendix) to try to recover the volumes the Khan stole from the Imperial Academy.	See NPC appendix for stats
7	Paula Sunburst, a seller of 'rare' manuscripts, with her four guards. Paula is actually a thief starting a long con with the ultimate goal of robbing the troll thegn (7-30).	1. Paula Sunburst, 9th-level female Archontean thief: SZ M; AL CN; AC 2; MV 120'; HD 9; HP 43; #AT 1; Dmg 5-8 (dagger +4). Abilities: STR 12, INT 16, WIS 13, DEX 18, CON 11, CHA 14. Thief skills: PP 80%, OL 77%, F/RT 65%, MS 80%, HS 66%, HN 30%, CW 98%, RL 45%. Possessions: bracers of defense (AC 6); ring of invisibility; stone of good luck; slippers of spider climbing; dagger +4; silken trousers and a tunic of imperial yellow, with a black sunburst on the front of the tunic 2. Hod, Grim, Helgi, and Gisli, 3rd-level male Wiskin fighters: SZ M; AL N; AC 5; MV 60'; HD 2; HP 25, 24, 23, 20; #AT 1; Dmg 2-9 (long sword) or 2-7 (spear) or 1-6 (short bow). Special attacks: +1 to damage from STR. Possessions: scale mail and shield; spear; long sword; short bow
8	Drusus Freyasson, a cleric of Mitra, with four companions, looking for evil to smite. He is actually a fallen priest, seeking the shrine of his new deity, dread Rimmaq-Isfet. He knows of the existence of the ziggurat of Kauket (10-32), but thinks (rightly) that another shrine is closer (e.g., 7-79). Drusus is adept at concealing his evil; his acolytes are a bit more unruly, though.	1. Drusus Freyasson, 6th-level male Wiskin cleric of Mitra (actually cleric of Rimmaq-Isfet): SZ M; AL CE (posing as LG); AC 4; MV 90'; HD 6; HP 39; #AT 1; Dmg 3-8 (staff of the serpent) or 2-5 (hammer). Abilities: STR 11, INT 14, WIS 17, DEX 15, CON 13, CHA 17. Possessions: scale mail +1; staff of the serpent (python); war hammer; amulet of proof against detection or location; potion of extra healing. Spells: command, cause light wounds, light wounds, detect magic, fear, augury, chant, hold person, know alignment, silence 15' radius; animate dead, continual light, dispel magic 2. 4 acolytes, 2nd-level male Thorcin clerics of Mitra (actually clerics of Rimmaq-Isfet): SZ M; AL CE (posing as LG); AC 5; MV 60'; HD 2; HP 14, 13, 12, 11; #AT 1; Dmg 2-7 (footman's mace). Special: each has WIS 15. Possessions: scale mail and shield; footman's mace. Spells: command, cause light wounds, cure light wounds, detect magic

Table 3: Non-Human Encounters

Instead of rolling dice, the GM should make up what is appropriate. The following are just samples:

Type	Stats
A group of goblins, on 'vacation.' They are interested only in drinking and gossiping	1. 6-11 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7, 7, 6, 5(x3), 4, 4, 3(x3); #AT 1; Dmg 1-6
A group of ten goblins on the run from King Weskenim for reasons only the GM knows	1. 10 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 7(x3), 6(x3), 5(x6), 4(x6), 3(x4), 2, 2; #AT 1; Dmg 1-6
Some rare beastmen deserters, drinking furtively in a corner	1-4 beastman troopers (see new monsters): SZ S; AL LN; AC 6; MV 90'; HD 1+1; HP: 7, 6, 6, 5; #AT 1; Dmg 1-6. Special attacks: tactics. Possessions: ring mail and shield; spears; short swords; short bows; 57 gp.

A group of goblins, led by one of the many sons of King Weskenim (SL4-22). They are searching, delicately, for information about Priscus Pulcher and the Priscians	1. Jaskorim, goblin sub-chief (as a hobgoblin): SZ M; AL LE; AC 5; MV 60'; HD 1+1; HP 6; #AT 1; Dmg 1-8 (long sword). Possessions: long sword 2. 4 goblins: SZ S; AL LE; AC 6; MV 60'; HD 1-1; HP 5, 5, 4, 3; #AT 1; Dmg 1-6
A dwarven war party in search of a lost artifact. They are surly and suspicious	Use the group "Survivors of the Stone" from the NPC appendix
A group of elven magic users with accomplices. They claim to be in search of arcanum (see new magic itmes) and a lost Elvish tome; they are also interested in vengeance against Kerbog Khan (SL12-25)	Use the group "Arcane Vengeance" from the NPC appendix
Emissaries from a neutral subterranean, sentient race	GM's choice