

THE DARK NECROPOLIS

THE HISTORY

The Dark necropolis is a strange jumble of rooms and corridors, almost as if it is random. The place seems like a prison on one hand and tombs on the other, which can be baffling without knowing the history of the place. And it is a very, very old history. In the early years the elves took control of the lands, thousands of years before the humans fought for freedom, a great sorcerer king whose name is lost in antiquity lived.

This king was a respected human, unusual for elves at the time, a man of great magical power and study. He took his study in directions that sane men do not, however, seeking power. Perhaps he was frustrated by his mortality and sought to be more like the elves and become unaging like they seemed to be. Perhaps he felt too limited by the magic the elves learned and was branching out, perhaps he was just evil at heart and sought out what reflected his desires.

But his magical study and the land he controlled grew and began to concern the elves. His bent toward new, darker magics and evil deeds caused them to repeatedly visit him with delegations, and he would lie and sooth their fears, but soon realized the time was coming that they would no longer tolerate his deeds and his lies. By this point, he had sacrificed his soul and become a lich, but was hiding it with complex spells and robes when the elves came by.

So he came up with a complex scheme to fake his death, thus avoiding all the approaching trouble. However, he had to leave clues so that followers and others who followed his dark path could awaken him in a few years time. These instructions he carefully inscribed in a book—the Grimoire Necris, together with much of his accumulated knowledge of the nature and magic of undeath. The Dread King, as he was by then known as, signed this book as Van Damneg, to divert attention from himself. The Grimoire was sent off with his followers as they scattered through the land, to seek out a safe place of hiding. Filled with contempt for the easily fooled, credulous elves, he assumed that he'd be raised in a year or two.

They would have to fight all his followers and be weakened, plus there'd be all those dead to raise and use for his army.

His followers took the book as far north as the Dawnspires, and through guile and gold managed to befriend the local dwarves. These evil men persuaded the dwarves that they were refugees of a great war to the south and that their homeland was destroyed forever. They even persuaded the dwarves to help them create a great stone circle in the Fayfens, supposedly to commemorate the great civilization and culture which they had lost. And so the dwarves were drawn into a web of deceit and lies. The name of the dwarf lord was Grimdrang Thundrumm. Inevitably, the followers of the Dread King betrayed the dwarves, leading orcs and other creatures of the mountains to the stronghold of Ekrund, and it was sacked and leveled.

The fall of Ekrund was partly due to the corrupt power of the Grimoire Necris, and the spirit of the Dread King reaching out from the tomb to guide the book into more suitable hands. After all it could have stayed buried there for centuries. Now at least it was on the move again, rather than sealed away in a fairly minor dwarf hold. The survivors of Ekrund moved north, to the dwarf holds of Karaz-a-Karak, where they then lived.

The book went with them, and some of the dwarves read its black pages, then realized the full horror of what they had become implicated in. When the dwarves realized that they had been betrayed by evil and worse, assisted it, they were distraught with shame. Many of the clan took oaths of doom (to fight endlessly until finally slain), and swore vengeance. Led by Grimdrang, they went south to war.

Grimdrang was the only dwarf to return to Karaz-a-Karak and he would not say what befell the others. Ill from dozens of curses and plagues, he sealed himself in a chamber to keep others from the blight, and fashioned a mighty weapon, an axe with one purpose: to slay the undead. He put the last of his energy, his very life force and soul into the project, and his last words were a prophecy. One day, he said, a brave soul would remember the name of Grimdrang and return to claim the axe, to exact vengeance for the fall of the

1 Thrundurumm clan.

Meanwhile, the Dread King had retreated to and sealed himself inside his prepared tomb. In it, in a terrible ceremony of dark magic, his soul was riven from his mortal body and placed within a black diamond. He feared that the elves would not be fooled by his death if his soul was not out of his body, and he wanted to keep it safe. The skeletal husk of the Dread King was entombed in his throne room, sitting on the throne from which he had ruled his domain. When the time was right, the Grimoire Necris instructed that his soul was to be brought back to his body. But the location of the tomb and the diamond was a closely guarded secret, and his most trusted followers were entombed with him.

When the Dwarves had raged south they encountered the elves at war with the Dread King's former followers, finally mopping up on them. When these two forces met, the elves studied their tale and came to a conclusion: the Dread King wasn't really all that out of commission.

The elves investigated, taking time to find the tomb, to find the throne room, and to explore what the Dread King had done. Searching from top to bottom, they could not find the Dread King's body, nor any hint of what had happened to him. They did find a room with immense treasure in it, and were disinterested until they found a gleaming black diamond.

This jewel emanated powerful dark magic, clearly a talisman of great evil. Unsure what it was or what it would do, they went to the top of the pyramid with this gem. There they found a room with a model of the Dread King's former lands, lit by cleverly carved shafts through the stone to light the map by sun. Placing the gem at the top of the tallest point on the map, then sealed the room forever against evil using their most powerful and subtle magics.

Now the Dread King Nagash's soul was perpetually bathed by sunlight during the day, and he writhed in helpless rage, unable to escape or make his presence known. Even if his followers managed to obey his instructions they could now never get his soul, or find it, and restore him to power.

Over a thousand years passed.

In modern times, a member of the White Hand named Gunther Laranschild (of the same family as Alberto Laranschild from the Karak Azgal adventure, but significantly more capable) has found the ancient Grimoire Necris. In his studies his magical and necromantic power has grown exponentially, but he also has managed to piece together some of what the Dread King wanted. After so long, no remnant of his followers remains, but their notes at the end of the book, plus histories he found of the ancient elf lands has convinced him that the soul of the Dread King was sealed away by the elves, so he requires some stooges to get it for him.

To this end, Gunther lets the book get found by a priest, then clumsily steals it, leaving clues to where he is going. The temple rapidly contacts someone they can trust to get the book and not use it, since they have no Paladins nearby that they can call on at the moment, and they don't think this will be all that difficult to pull off. And from this point, the adventurers are lead on a long series of steps toward their final confrontation with the Dread King.

THE ADVENTURE BEGINS

The Warriors start in Arindel, where they are approached by the Temple of Light and asked if they can help with a small problem. Preferably, the temple will talk to a priest or a paladin, but if they aren't available or nobody is playing one, they will choose the most reputable and honorable character.

A book of evil they had for safekeeping to examine to determine how much danger it was, has been stolen. It was stolen by a hooded figure accompanied by a hunchback, who were seen headed south. The man was some kind of mage, but the hunchback did not show any magical ability.

Also, rumors around the area are saying that something awful is happening in the Feyfens, Wolf Downs and the plains south of the Dawnspires. The dead are walking, the werewolves are worse than ever, graves are spontaneously ripping open from inside. The signs are ominous, all prophets, oracles, and such agree.

If players try to track down more information about this pair, they are led to the Drunken Dwarf inn in Cheapside and find out that the man claimed to be Gunther Laranschild.

The hunchback's name they did not find out. Laran-scheld is a former lord, from a disgraced family, they had land to the south near the Wolf Downs.

THE WOLF DOWNS

This area has always had an evil reputation, a place of darkness and evil magic over the ages. It is named the Wolf Downs because of the way wolves are common here, and worse, werewolves. It is in this dreary, blighted hills and hillocks that Gunther Laranscheld has his manor, Cripple Peak.

The manor is largely abandoned, there is no sign of life there, and with the doors and windows open it is littered with leaves, bats, and strewn furnishings and papers. Also here will be a few worgs and at least one werewolf, possibly more if the GM believes the party is tough enough to face them.

The scattered papers are uninteresting: ledgers, notes, letters, and such, and all that is useful here is an old map and a single black coin, an felstone coin from very long ago in a human kingdom from antiquity. In place of gold, this kingdom used felstone and had a very specific skull design on one side of the coin, some script in a language no one speaks any more on the opposite. If magic is used to translate the script, it reads

*One Soul for the glory of the Dread King
Khemri*

The map is of the Wolf Downs, showing Gunther Laranscheld's home and a dwarven keep (Barak Varr), with only very old features otherwise noted—long before the present human rule.

Here the original preist is encountered when the PCs go to any settlement, he's been following them and tell them his own theory on the topic. This fellow, Allain Collgad was the one who studied and read the Grimoire Necris the most and he has come to realize this book was more than the typical necromancer's diary or crank's notes on the world. He found clues in it that leads him to believe that an ancient, long forgotten evil is awakening and the man who stole the book knows how to do it.

If the PCs bring up Barak Varr, he mentions an old story of a great Axe long ago and a prophecy about it being used when a Dread King awakens, but Dwarves from long ago were the last to know about this.

BARAK VARR

Any dwarves in the party will know that every dwarf family keeps a Book of Deeds chronicling their deeds and lives, and that is their best chance of learning more about this Axe. Barak Varr will have at least word of where they can get some news on this.

In Barak Varr, the Thundrumm family's Book of Grudges is kept, as the family died out long, long ago. Gaining access to this book is a matter of being either a distant relative or a lot of coin and gifts, or being owed something by the dwarves, which is unlikely but possible depending on what the PCs have done before.

The book gives a lot of dusty old history, the language and script more and more aged and archaic as one goes closer to the front (back in history). The book, when translated, tells about a Dread King with a kingdom to the south that was ruled by a terrifying human who died just as his power was at its height. Here several pages have been torn out—a sacrilege no dwarf would commit—and torn out recently.

If the dwarves are asked about the pages, they will look horrified and deeply shamed, and leave the room without speaking. After a while, one will enter and admit that there was another who came earlier to look at the book, and he asked for something else from the library, so this young dwarf left to get it. He admits that he didn't trust the man, who called himself Gerard Laramere, nor his hunchbacked servant and entourage of glassy-eyed followers. It was probably at this time the pages were removed, but no one knows what they contained. In shame, he returns the money that the players gave as a gift.

The book of Works mentions an axe, forged in the Dawnspire Mountains, and now held by the dwarves of Karaz-a-Karak after the shame of Erkrund, whatever that means. The dwarves will not speak of Ekrund or it's shame. It says the creator of this axe was Grimdrang Thundrumm, who died in its making. It also mentions a great stone circle in the Feyfens that are a source of great shame.

The Book also mentions other places and names that are so old and forgotten that the local dwarves do not know or understand them:

Nagash, Quatar, Numas, Khemri, and Van Damneg.

The dwarves will not know where or what those references are, but will refer to the sages at Karaz-a-Karak who study the history of the dwarves and have a copy of most families' Books of Works in their library.

KARAZ-A-KARAK

Friendly, polite characters who know the name of the creator of the Axe will be well-received in Karaz-a-Karak, but those who bring up the Shame of Ekrund will be shunned and frowned upon immediately. Only a substantial gift (stacks of cash) will be enough to win their grudging attention again.

At the library, the sages lack the Book of Works for the Thrundrumm family, but are familiar with some of their history. The axe they know of and the prophecy related to it, plus some of the history of Grimdrang's tragic end. They believe this is the time that the axe must be used, and tell them about where it is and some of its history, that they know.

Grimdrang's Axe is still sealed with his bones in the workshop that Grimdrang crafted it and died in. No one has opened the door for over a thousand years, no one knows truly what lies inside. They are willing to unseal the door, a powerful rune was placed on it that the dwarves can remove, but few else. But they have a few demands:

- Take nothing out but the Axe
- Do not disturb Grimdrang's remains (they are concerned that there may still be plague in there)
- Show respect for the very sacred, historical place.
- Return the Axe should they survive

Within the ancient workshop is the skeleton of Grimdrang which turns to powder if touched or disturbed. His workshop is covered with wild scribbles and sketches, the walls and floor included. Amazing patterns and formulae decorate the surfaces and reams of papers, most of it the result of fevers and dementia as the plague worked its way out in the doomed dwarf.

But among the mess is a forge and an anvil, with an almost complete axe lying on the anvil. Next to the forge is a quantity of mithril and adarcen, worth a fortune, if the PCs were able to cart the ingots out.

Grimdrang's ghost manifests if the PCs are there a while and have not disturbed anything but the axe. It will float by his bones looking at them sadly, then tell the players to use the axe wisely against the gathering evil to the south. They must be ready to wield the axe and the dark heart against this evil, he says. He will not engage in a conversation, it is almost as if he's a recording. Beware the Dread King, he warns, beware the sleeping tomb. Then he vanishes.

The axe is a masterpiece, it looks like something designed for hanging on a wall more than killing, with a wrought mithril and adarcen celtic knot for a handle, wrapped in some manner of clearly high end hide such as dragonskin. The blade is shining and clean, free of sketching and runes that dwarf work usually has, but in the metal are wavy, amazing patterns like he knotted and wrapped the metal then formed it into a single hard blade, amazingly sharp and light. Details on this axe are at the end of the adventure with the NPCs, of which it truly is one.

There is only one flaw, clearly in the handle there is meant to be some kind of adornment that is lacking. There are sketches of the axe all over, clearly as it is developing, and many discarded, bent previous versions, but they all share the same characteristic, one missing part.

The dwarves all recognize there is meant to be something there, although it doesn't harm the balance for the lack. They conclude that it probably was meant to hold a gem of some sort, a big one, since a runestone wouldn't fit into the socket.

If asked, the dwarves will mention that yes, a hooded man came by a few days ago with a hunchback servant and some followers, but he was rude and unpleasant and quite honestly they didn't trust him. They sent him packing, literally. He threatened them with dark magics and said his evil lord would destroy them all and on and on. They tied him to a mule backward with an apple in his mouth and sent him down the road.

The words that were unknown in the Book of Works back in Barak Varr they take a day to research, and they come back with this, in essence:

Nagash—ancient lich lord
Quatar—ancient citadel to the far north*
Numas—another citadel, unknown location
Khemri—another citadel to the south*
Van Damneg—the Dread King, writer of the Gri-
moire Necris
Setra—Tomb King, a mummy king
Arkhan—Lich Lord Arkhan the Black

*indicates an area that the dwarves know and can mark on a map for the general area of the ruins.

The stone circle in the Feyfens also will pique their interest, should it be mentioned. They say that the man in the hood asked about it too, that seemed to be his primary interest. The dwarves will not speak of it other than to mention it was a source of great shame to the Thundrumm family. They know exactly where the stone is but would not tell the visitor, and can mark it on a map.

THE FEYFENS

Aside from being a dangerous place simply from the vast fens and bogs, this teems with strange creatures not found in this part of the world very often as well as pirates and bandits hiding in the tangled waterways. And most recently, undead have risen from the bogs, long-dead horrors walking the land once more.

The trip to the stone circle will take several days in which various adventures can occur, then the destination is reached. The stone circle is a vast slab of worked stone over 100 feet across. Around it in a circle stand stones with the same skull design as on the black coin that was found in Laranscheld's Cripple Peak manor.

Of the 26 stones, 5 have toppled, pointing at an altar in the middle that clearly has been used for sacrifices, and recently. The blood is almost dried, sticky and covered with flies. Mages can pick up the presence of great evil here, spirits clustered nearby.

Any spell cast here has an additional side effect if cast: summon 1 lost soul per 10 active points of the spell, to attack the caster. Any spell with an undead or demon summoning side effect is doubled.

The standing stones start at a taller stone due north. The rest follow a circle clockwise, each one representing a letter, with the tallest standing for A. Stones E, H, I, K, M, and R have fallen (5, 8, 9, 11, 13, 18), which can be unscrambled to Khemri.

This is a bit obscure but the 26 stones and the k should be a help. If it is still not cluing in to the PCs, an INT roll should tell them that there are as many stones as letters in the alphabet.

This is the end of the wandering, the final clue that sends the adventurers on their way to the dungeon. They have learned about the Dread Lord's rising, that someone is ahead of them looking at the same clues, they have a mighty axe to fight the undead with, and the next step in the path.

Khemri, to the south, an ancient city, the adventurers have a general area where it may lie, south of the Westermark. Khemri lies 100 miles south of Dornica.

KHEMRI

This place reeks of evil and aches of empty sorrow and loneliness. The Khemri area is in a waste, a desertous area with blasted rocks and sun baked land, withered plants, and tumbled ruins. Khemri was a powerful kingdom more than ten centuries ago, now it is a wasteland.

The cities and structures of Khemri are mostly gone, but some of the major buildings still stand, eroded and sun burnt. Of them all, the most obvious and stunning is the twisted Spire. Built on top of a natural mount, shaped to be a vast pyramid dozens of miles around, the Spire appears to be a squared peak thousands of feet tall, with a crink at the top like it has been bent and turned. It is visible for miles, sometimes clouds even will gather around it, with the peak pointing out the top. On one side is a gigantic carved depiction of the skull design on the black coin, hundreds of feet across.

This gigantic structure has but one entrance, and no matter how much searching the adventurers engage in, no other entry can be found. There are a lot of other ruins in the area, and if the GM truly wishes, they can throw a few other smaller dungeons and tombs around with their own stories and treasure. Khemri has been largely left alone by thieves and bandits because of its horrible past and concentration of restless dead.

Just the exploration to find the entry into the vast spire will take a day at least, in which the GM can at least have the adventurers suffer a few encounters and adventures.

Within the pyramid its self is a series of levels, each one smaller as it goes up and larger as it goes down. There are several complex devices in the complex, and a sequence that has to be followed to successfully reach and free (or destroy) the Dread King. This may take multiple trips, depending on the supply situation of the adventurers, but they are a long ways from any civilization (see travel times and distances, later).

The interior of the pyramid is made of the same stone as the mountain, primarily sandstone and conglomerate rock, with a coating of cement on the inside that is painted black and decorated with patterns in red and gold primarily.

THE FIRST LEVEL

1 Steps Down

The entrance of the pyramid was broken down and never repaired, so in the wan sunlight of Khemri broken stones and rubble litters the entry.

However, a trap at the top of these stairs will close a secondary stone slab that seals the entrance, one that Gunther Laranschild avoided by finding a map of the place. Because he knows where all the traps are, and because there is dust on the ground, the adventurers will note footprints leading down into the pyramid, swerving around various spots on the stairs.

Each trap is -3 Perception to spot and -2 to trap finding to discover and disarm each one. They are all pressure plates on the stairs, triggering at 30 kilos or more weight (around 60 pounds). If the first trap is stepped on, a half ton slab of stone slides down behind the adventurers and slams into place. It is held only by weight, but there is nothing to grab on to and it weighs quite a bit. Without leverage the stone effectively weighs twice as much, and while it only has 6 DEF and 8 Body, but weapons not designed to damage inanimate objects (picks, axes, hammers) do half damage to the wall.

The second trap is an alarm that rings in the distance alerting the dungeon to the presence of invaders. This has no immediate effect beyond a mournful gonging sound somewhere deep in the complex.

Each of the other traps is a pit trap, tumbling the victim into a small chamber 4" beneath the level of the stairs. These chambers are 2" deep at the bottom of a 2" deep shaft, which makes climbing out without assistance problematic, to say the least.

2 Hall of Death

This room will be empty unless the alarm trap in area 1 was set off. The room has piles of bones and stacks of skeletal remains around it like a catacomb, with several exits. All the exits are simply yawning, dark archways except for the one to area 5 which has a stone door, slightly ajar.

At the end of each minute that the adventurers stay in this room, there is an 11- chance that D6 skeletons will animate from the piles to attack. Once the characters leave the room, the animation chance ceases.

If the alarm was triggered, then this room will have D8+4 skeletons in it who will be among the jumbled piles of bones on the floor, leaping to attack from surprise once all the characters are in the room. They will be evenly spaced around the room, and attack at +1 OCV. Any character that does not make a perception roll will also have half normal Constitution value for the purposes of being stunned only, for that initial surprise attack only.

3 Corridor

As the adventurers enter this corridor, they are assaulted by what feels almost like a physical attack upon all their senses. Touch, sight, hearing, smell, and sound are all overpowered by dread, death, and horror. Evil apparitions swirls about them, harsh and hideous voices scream at them, their hands and feet plunge into horrid rotting flesh and the choking stench of death and disease causes them to retch and gag. A snarling, disembodied voice warns them to go no further, and they can see the dim outline of a skeletal figure upon a throne at the far end of the corridor.

To progress down this dark corridor will require an immense amount of willpower. The power of the Dread King is strong in this tunnel as it leads to his treasure chamber and ultimately his tomb. Each square moved forward, the PCs will have to make a EGO roll, and they can only move 1" at a time due to the constant horrific struggle. Each step is only possible through a great force of will, but each time they successfully make a roll, they are +1 to their roll. Sadly, each time they fail, they are -1 to the roll. Those who are nearby each other can help out, adding +1 to the roll as well.

Once the adventurers reach the last two squares of the hall by the doorway, they are freed of the ghastly influence of the Dread King's dark will.

4 Treasure Chamber

This room looks as if it at one time held a vast array of treasure, in boxes and shelves, chests and stacks. Stands where armor once was held are lying on their side, weapon racks are empty, urns and crates shattered. All that is visible is the detritus of previous the work of previous thieves. There is a hole knocked in the wall, presumably the work of previous grave robbers, and through it sunlight shines (regardless of what time of day it is), and outside the towering buildings and roads of a functioning and complete Khemri can be seen. In fact, it can be seen at street level.

This is obviously an illusion, and should anyone step through, they become part of the illusion, an 8D6 mental illusion on any who look in. They step in, and vanish, then find themselves wandering the empty and streets of Khemri. Where they actually have gone is the model of Khemri up at the top of the pyramid, which it will not take them long to work out. They have been shrunk to extremely tiny size, less than a millimeter in height. Of course the players will not know where this is nor will they have any clue how to get out, the city is effectively miles wide and surrounded by a wall over a thousand feet high from their perspective.

There is also a powerful illusion on this room, hiding its true contents. The illusion is a constantly maintained 8D6 mental illusion on everyone in the room, and once the illusion strikes them as they struggle down the corridor at the Dread Lord's 7 ECV, they must manage to break free. Breaking Free is only possible if any of the characters begin to wonder about the real contents of the room or whether there is an illusion here - even at the break in the wall.

When the illusion clears, walls wavering and shifting, the treasure is revealed. This room is plated in solid gold, stacks of cash and treasures, gems, bottles, weapons, armor, and so on are all over the room. There is more treasure than the characters can drag out of the place, even with a wagon. This is truly an over-the-top monty haul of epic proportions, merely casting a detect magic spell will overwhelm the poor mage for a few minutes with the astounding power around him.

There's a catch, however. The room is enchanted to retain its treasure and it will try to prevent anything from being taken out. The players may roll as many times as they wish on the treasure charts, adding 20 to the roll on the initial table. But when they leave with their new found booty, they must roll a D6 for each treasure they picked up and carried out. If any 1's come up, then *all* of the treasure vanishes and returns to the room, hidden and scattered so that the character has to roll again to get new treasures.

If the character takes any treasure out successfully and hides or stores it somewhere, then goes back in and takes out more, then all of the treasure vanishes and is returned. It's all at once or nothing.

Also in this room is a secret door, a section of gold plate that slides smoothly back to reveal a black door with the skull motif on it. This door will open only if the players have the key from the Priest King B'Nakkar elsewhere in this complex.

The room is trapped and anyone who tries to open it without the key will suffer a powerful surge of energy that drains all their stats 1D6 at the same time and stuns them one phase. This drain recovers in a turn, but will repeat every time the door is attempted, and it **cannot** be opened without the key.

5 Corridor

Opening this door takes 30 combined strength of characters to heft open, but is not locked. Beyond the door is a corridor with a guttering, flickering candle in the middle, a candle that clearly was lit but a few hours ago and just now almost burned out.

6 Corner

This hallway is actually a T-Junction with a secret door, but until the door is found, it looks like an L-shaped hall.

Unless the characters are being especially vigilant and if they are being somewhat bored or taking things too lightly, then an ambush here with Luthor and several minions would be useful. If so, Luthor will be armed with a *Thunderhammer* and have two zombies for each character in the party to attack them. This will not be enough to defeat the party, but Luthor will likely be able to run away with the hammer. If it is disarmed from him, the hammer crashes to the ground and dissolves into maggots that swarm away.



If the players search the area, they will find a door rather easily, which opens with a hidden latch in the stone. Behind the door is a small alcove, making the hall a T rather than an L. In this are dozens of shelves dug out of the walls with various objects and scraps of paper. Among these alcoves are some traps and creatures, and treasures. Each time an alcove is examined, roll on this table:

ALCOVE CONTENTS	
ROLL RESULTS	
1	Trap; the alcove closes and crushes the hand in it for 20 STR, doing 4D6 every 4 seconds.
2	A Scorpion; it attacks with 3 OCV with a poison sting, doing 1D6 KA NND (immunity to poison) full damage at the end of a turn
3	Empty; nothing is there
4	Treasure; roll once on the treasure table, obviously it has to be able to fit in a breadbox
5	A small bag, roll below: 1-2 D6 human finger bones 3-4 D6x50 copper 5-6 Roll on the table below 1-3 Aloe Bandage 4-6 Healing Salve Once one of each of these has been found, treat this result as scroll, below
6	A scroll! See the notes below.

If a scroll is found, the first two will be handouts 1 and 2. Any others will be scribbles and indecipherable ancient script.

Handout 1 is a diary of sorts, written by Pkharazar d'Var long ago. There are notes scrawled all over the margins and back. The language is very old and will require either some kind of amazing linguist or a spell to decipher. The notes in the margin are much newer and were written by Laranscheld.

One alcove has a bronze jug in it containing a noxious smelling liquid. This is the liquid that Gunther feeds Luthor to extend his lifespan. There are four draughts of Gunther's Grog .

The last alcove examined has some kind of lever in it, which opens a secret door that leads to area 8.

7 The Sacrifices

This room is locked from the outside, -2 to pick. Within are more than a dozen frightened citizens of the Dornica and Wolf Downs area that were captured by Gunther and Luthor and controlled. They are painted with sigils and naked except for jewelry and a loin-cloth.

The freed sacrifices are understandably grateful, delighted and terrified all at once because they know very little about how they got here, just that this place looks very ominous and they had to stand helplessly and watch as some of them were sacrificed in a big swamp at this ritual stone circle, then brought here.

One of the victims is a minor nobility, Lord Dornica, the youngest son of the baron. He will thank the players profusely, ask for money and supplies to make it out, which he guarantees repayment plus a gift back at his home for. In the meantime he gives away three rings, each magical and full of power.

Each ring is the same, it grants 2 Body and 10 Stun as long as it is worn. The rings are silver with a strange smoky stone that moves and shifts from within. However, the rings have a curse—one that the Lord had no knowledge of, and only has a chance of taking effect in this cursed place.

Each ring contains a vampire's soul, bound magically to the rings. This is not unknown, but the work was not well-done and the vampires are still self aware and struggling to break free. Here in this place of evil, they finally are finding the strength to wrench free of the magic that binds them. Each new room that is entered (each tile), there is an 8— chance that the vampire in one ring will break free, thus ending the ring's enchantment.

When a vampire appears, there is no relation to the ring, it will simply show up somewhere in the room and the ring will go dormant, losing its shifting center in the stone. Vampire-free rings are not magical any more, they lack the enchantment and are only worth 50 cp.

8 Stairs Down

This area leads down a long, steep set of stairs to the fighting pit. The area is very dark and even magical light is dim and wavering.

9 Corridor

This hallway has especially lurid and frightening drawings and writings on the wall that glow slightly in red.

10 The Tomb of B'Nakkar

This is the tomb of an ancient priest who fell into necromancy, and died in the service of the Dread King. This tomb was added to distract from the real tomb. He lies in a very impressive carved onyx sarcophagus that opens easy enough.

However, when the sarcophagus is opened, a mummy king steps out, and two Skull Warders appear flanking the tomb armed with adarcer Khopesh (essentially a heavy mace shaped like a reversed question mark).

B'Nakkar is a mummy, with significant magical power and a scepter and flail both of which are dread magical items. In the mummy's hand he has wrapped a chain with a key on it—the key to the secret door in area 4. Beneath the stone slab the mummy laid upon is an recess that can be opened if it is found with a search and a -1 PER roll. In this are the Coptic jars of the mummy, each worth 3D6x5 silver, and a bottle with a horrid smelling goo in it. This goo can be smeared on wounds, causing burning and cramping for a 1D6 DEX drain lasting an hour, but healing instantly 2D6 Body.

Also in the sarcophagus is a gold and adarcer orb the size of a grapefruit with sigils all around it, different from the local designs. This orb can once a day do a turn-long suppress of 10D6 on all dark magic at once in a 5" radius.

In the north of in this room is a secret door that is a straight Perception roll to find and is unlocked. This door leads to level 3 of the Pyramid.

It is possible that the adventurers will think they have successfully slain the Dread King, this guy looked pretty kingly and he was quite dangerous. If so, they haven't been paying very close attention to the clues or explored very carefully.

Should the PCs decide to leave now, they should find the secret door by accident or some sort of indication that there's more to this place than it looks like.

11 The fighting Pit

This chamber is huge, with a sunken portion edged with spikes. At the far end of the pit is a ledge with sinister-looking gargoyles glaring at the pit beneath them, and torches crackling and burning in sconces around the perimeter of the room. If any character makes a Perception roll at -2 or is specifically examining the ceiling, they see a trapdoor set in the roof above the pit.

When all the adventurers are in the room, the door slams shut suddenly. It is not held shut in any way or locked, but if it's opened, it tries to slam shut again as soon as it is let go. Once the door closes, zombies begin to pour out of the trapdoor at the bottom of the pit, 3D6 of them. In addition, the gargoyles, who if watched closely will be seen to move slightly, attack: six of them, with wings and flight (they look like hairless, bat-winged vultures of enormous size).

Once all the undead are dealt with, the characters can try to reach the trapdoor, 2" (4 meters) above the bottom of the pit. This door reaches area 1 of the second level of this Pyramid.

Among the carnage of the dead and shattered gargoyles is D6+6 in D6 copper, D6 in D6 silver, and a single weapon half buried in the sand of the pit: A magical Everstriking Sword (sometimes called cursed).

THE SECOND LEVEL

The corridors of this chamber slope steeply upward as they circle the interior of the pyramid, leading to the top. The corridors slope toward the top, and are only 6 1/2 feet tall, narrowing to just about 8 feet wide at the top. They are lit dimly by scattered torches as well, some of which look to have been put up recently.

1 Corridor One

The adventurers will arrive here either through the trap door from the fighting Pit (level 1, area 11) or the secret door in the tomb chamber (level 1, area 10). If the players have not come through the trapdoor, they will discover it with a straight Perception roll should they examine the hall.

2 flames of Khazafa

This small corridor does not generate an event roll like normal tiles that the characters enter. Any character that stops to rest by the flames gains +5 recovery and 1 Body/minute regeneration. This effect can only be taken advantage of once a day, as soon as they leave the tile, the benefit ends and will not return until 24 hours are up.

3 Corridor Two

This room ascends steeply, and among the stones on the interior side is a secret door that leads to the Ascension Chamber (area 7).

4 and 5 Corridors Continue

The walls of these corridors are painted with a complex series of depictions of a dragon flying over elven lands and scouring them with flame, eating elves, destroying their temples, and so on.

6 Temple of the Dragon

Millennia ago, the Dread King had a loyal mount, bodyguard, and friend named Gauron Blazefang (at least, that's what the people knew him as), a mighty dragon. He insisted on being buried with the Dread King, unaware that his death was false, the dragon laid in mourning and finally passed away, burning with rage at those who had caused the Dread King's death.

In time, he rose again, an unholy horror, a bone dragon. Due to his power, he is actually a Lich dragon, but knows no spells, it is simply able to breathe the horrible wind of pestilence.

When Blazefang is properly dead, the horde of the dragon can be looted: D6 in D6 silver per player. And 3D6 in D6 copper per player.

7 Ascension Chamber

This room is an elevator, but it's purpose and use is not initially obvious, and certainly no one in the group of adventurers is familiar with such a device.

On the floor are raised designs, one in each corner: a sun a skull, flames, and a stylized 8-point star (handout 0). When one of these is stood on (except the flame), it sinks into the floor and mechanisms grind, closing the door. The people inside feel movement and a strange, lurching feeling in their gut: they pushed a button to go to a floor, and the flame button - dragon - is for this level. The flames icon is sunken already.

In the center of the room is a socket, a hole with a raised area around it about an inch and a half across. There is also a secret door directly opposite the one that is used to enter the room at this level, but it is sealed shut at this point and cannot be opened unless the characters descend to the bottom level.

Anyone who tries to find traps will discover a mechanism, but unless they blow their roll by a large margin, they won't see it as a recognizable trap, just some device. The central socket is for a staff that Gunther Laransched has, and it is used to rotate the chamber on the bottom level to exit correctly.

This chamber can access all but the first level, once one knows how to use it, but at the bottom level it does not access anything but the two guard rooms full of monsters.

THE THIRD LEVEL

Into The Lair of the Necromancer

This level is where the White Hand Necromancer Gunther Laransched is holed up. He can't actually get to the Dread King or his soul, and he needs the characters to do it for him. So he's set up a sort of trap here to help them along to his goals.

1 The Ascension Chamber

This is where the elevator stops at this level, the Star icon will rise the room to here.

2 The Guard Room

The ascension chamber grinds to a halt, the door to the north closed and impossible to open (probably the one the characters are facing), and the door to the south slides open with a rumble to reveal a dark room with no torches.

In this room are 2D6 Ghouls and 1D6 Mummies, and when the door opens D6 ghouls literally tumble into the room they are so eager to get through the door. One or two might accidentally step on an icon, moving the elevator room to another level entirely and trapping at least some of the characters in the room with ghouls while others are outside.

If Luthor is still alive, he will be here as well, using his thunderhammer to control people's advance. Once all the ghouls and mummies are killed, the room can be searched. The mummies have 2D6 rolls on the gems and jewelry table on them, and the ghouls have nothing but rotted, tattered clothing.

Note: the teleporter from room 4 sends Laransched to this room, from which he can swiftly escape into the Ascension Chamber.

3&4 The Lair of the Necromancer

These two rooms are linked into a single long chamber with a wide arch in the middle. Compared to the rest of the tomb, this room is quite lavish and obviously well-furnished with tapestries, carpets, cushions, paintings, overstuffed chairs, bookshelves, tables, and such. Large chandeliers from the ceiling spread a dim reddish light from red candles that smell like flesh burning.

Laranscheld has cast a permanent enchantment in area 3 that feels like skeletal hands are clutching at the feet and legs of all who are in it, and looks like a black mist over the floor several inches deep. This spell causes all movement to be reduced by 3”.

At each doorway stands a wight in full adarcer plate armor (10 PD, 9 ED), each wielding a Tomb Blade that shatters if the wight is killed.

In room 4 stands Gunther Laranscheld and four human skeletons, each one armed with a heavy longbow and 20 arrows. There is nothing magical about these bows, although they look impressive, all black with red etching, and the mummy-wrap string acts as a Major bowstring, adding 1 damage class and some other stats (see the Jolrhos Cyclopedia volume 5). Gunther has a stand with the Grimoire Necris in front of him, and he will cast spells on the party as they try to reach him from the room, behind the safety of the wights.

As soon as one wight falls or a character manages to get past them into the room, he grabs the book and steps back into the teleporter, showing up in room 2 and moving into the Ascension Chamber the next phase.

Once the undead are all cleared out, the spell in room 3 ends, and the adventurers can find the following items with a search:

Handout 4 (spell scroll). This spell is written in a very specific way, which will be important later, it is a spell of revelation and restoration, is all any spellcaster can work out. It is of no use without some location or event, it's a binary piece of magic.

Handout 5 (torn pages). These are the pages ripped from the Book of Works back in Barak Varr.

Handout 6 (another scroll). This details the significance of the black diamond, which will mean little initially. The parchment and writing rather new for the setting, which might something that alerts the PCs, and they might recognize that this is the same handwriting as in the margins of Handout 1, and some of the papers in this room - that of Gunther Laranscheld.

A gold-colored staff. This is the key to controlling the Ascension Chamber, it rotates the room so that it opens to the hall rather than the guard rooms at the bottom of the pyramid. It looks like an oversized crook that pharaohs hold, blue and gold, 4 feet tall.

A stone icon. This icon is a foot tall and made of sandstone. It is very similar to the work done in the Flames of Khazala room, which anyone who makes an INT roll to remember will notice. It has the power to once per week heal a character 3D6 Body.

THE FOURTH LEVEL

This level can be reached only by the Ascension Chamber or by being transported and miniaturized from the Treasure Room on the first level (area 4).

1 Ascension Chamber

This is the same room as before.

2 Bridge of Doom

This is a narrow causeway, upon which stands another Adarcer Plate-wearing wight wielding a Tomb Blade. This time the wight and the sword go over the side into the chasm at death. The Wight will try to knock people off the edge or throw them off bodily, and is certainly capable of it with his strength. Beneath the bridge is a chasm that seems impossibly deep, dropping off into the darkness. It is actually 15” deep, painted black. At the bottom are shattered bones that make the damage penetrating, assuming anyone survives.

The ramp is a steep slope, almost a 45 degree angle, which makes it -1” movement to run up.

Anyone who rolls an 18 to hit must make a DEX roll or topple into the chasm - they will drop their weapon in any case (unless it cannot be dropped). A failed DEX roll requires an attack roll to hit 0 DCV to grab the bridge, then a luck/unluck roll not to drop anything. Each level of unluck results in something other than one's weapon dropping into the abyss.

The door at the far end is sealed and cannot be opened by anyone without the spell scroll from level 3, area 4. That person must be alive and not evil nor a necromancer. They also must not have the desire in their hearts to raise the Dread King.

Above the door to the Temple of the Sun is a plaque that is different than the rest of the tomb's construction. It reads what Handout 7 says, in modern Morianic. Not too much thought should suggest to the characters that this is unusual to say the least. Gunther put this up here to tempt the PCs into going in and grabbing the gem, on the principle that telling adventurers not to do something is likely to spur them on rather than dissuade.

3 The Temple of the Sun

The center four squares of this room are taken up by a platform with a model of Khemri in very close detail. If any characters were shrunk by plunging rashly through the illusion in area 4 of the first level, they are trapped in here, helpless and so tiny they might be unseen.

Sunlight (assuming it is still day) pours in through various cleverly designed slits in the stone, beams of light directed onto the model city. Based on the angle of the walls, this seems to be the very top of the pyramid. The walls of this room are painted white, unlike the rest of the entire complex.

Various magic items have been miniaturized and hidden in the model city, and even exploring the models so far has not resulted in discovering them. The spell scroll (Handout 4) is what makes these items (and hapless characters) appear full size, but it is simply a code word: the first letter of each line "Changeling."

When that word is spoken over the city, the items become full size, as do characters.

Atop the tallest building in Khemri is the black diamond, with an aura of shifting dark purple, green, and black around it. This diamond is the size of a walnut and feels cold in the hand.

Lying on models in the map are also the Crown of Night and a Helvorn medium self bow of Seeking. The gem fits in the axe perfectly, if it's tried. An INT roll at -2 will think about that idea.

THE FIFTH LEVEL

This level is buried far beneath the pyramid, deep under the construction in the heart of the shaped stone mount that it was built upon. It is only possible to reach through the Ascension Chamber or the secret door in level one's Treasure Room (area 4). The walls here are unadorned, everything lacquered black as night. There are no lights here except as noted.

1 Corridor

This is the entrance corridor from level 1, area 4. It is simply a corridor with no surprises, but will introduce the characters to what this level looks like. The walk down here was a long, long series of switchbacked stairs, going 300 feet down.

2 Corridor (T-Junction)

This looks like just another gloomy passageway, but there is a secret door to the right, and a walled-up doorway to the left. A search of the area finds the secret door with a simple Perception roll, but nothing finds a door beyond the walled-up section. It is simply a doorway against the solid rock of the mountain.

The walled up section can only be accessed through the use of a later scroll, and is part of a powerful illusion. When the corridor is first approached, the secret door is on the west side, and when the spell ends the illusion, it is on the east side and the walled up portion is on the west. This illusion is made difficult to dispel so that it is up to 240 active points, hardened.

3, 4, & 5 Passageways

These sections are swathed with cobwebs that become more substantial and thicker the deeper in one goes. There is no sign anyone has gone this way for literally ages.

6 Spider's Lair

And this is why the spiderwebs are here: Spiders. This room is packed with the creatures, ancient spiders that have been preserved by dark magics. They were used long ago for disposing of criminals by the Dread Lord, and he's kept them for when he returns. It's been a very, very long time, and brood after brood has been born and died, but the old mother still lives after all this time, and her malice is unending.

Ghastfang, she's called, and the blood of a thousand screaming innocents and priests have fed her, until this stretch in the tomb. Now she's fed by summoned creatures or her children if one gets too close.

Ghastfang is a Titan Spider, she barely fits in the room these days. With her are three Cave Crawlers and 12 Hunter Spiders, two generations of most recent offspring. They are fed every day by a summoned ox that dies horribly and is sucked into a husk in moments. The remains are magically removed the following day.

The chamber is actually 25 feet tall, and the Titan Spider actually is hunched up in the top, clutching the walls and ceiling with her ghastly clawed feet. Beneath her are all three Cave Crawlers (one is on a wall) and half of the Hunter Spiders. The remainder are on the ceiling and lower themselves onto invaders on web lines.

This room seems like a place best left alone, but it has something critical guarded in it: the spell scroll that reverses the illusion in corridor 2. So like it or not, the spiders have to be killed off, and the world is just better off without Ghastfang in it in any case.

Once the spiders are all dead, there can be recovered the silk from each spider as their type can be harvested for, plus D6 more yards of good silk from the walls, and the chitin from the Cave Crawlers. Ghastfang's hide is the equal to Dragonhide, and in fact is magical enough to match up to 1 real points of enchantment put into each piece of armor made from it. There is enough of her, if harvested properly (requires either a Survival skill at -2 or some kind of slaughtering or skinning skill roll straight up) to make 3 suits of full human armor. Her skin is not plate of chitin but can make soft armor of very high quality - if you can get over wearing a monstrosity huge spider's skin.

Also in the room can be found three bottles that are unmarked, they look like canopic jars. Atop each of the alabaster jars is a golden cap (the bottles are about the size of a coke can and sell empty for 3D6 silver each)

Hawk Head: Potion of Healing
Cat Head: Potion of Unfeeling
Jackal Head: Unction of Might

Also here is the scroll with the spell to reverse the illusion in the corridor. This magic will reverse the doors, making them lead to their proper places, but is unclear and obscure, even with a good Spell Research roll. It does something with illusions, that much is obvious, but it is more specific. Something about mirrors, reversion, reflection?

Without this scroll and its use, there is simply no way the characters will ever reach the Dread King.

7 Chamber

This is the room where the Ascension Chamber lowers to. Without the chamber here, which is likely if the characters came down the stairs, it is simply a slightly larger room that is sunk six inches from the level of the corridor, with a doorway on either side that cannot be opened without destroying them.

The Chamber lowers here when the skull sigil is depressed, and both doors open to reveal both guard rooms... unless the golden staff from the Necromancer's Lair (level 3, area 4) is used. When the staff is inserted in the central hole in the floor of the Ascension Chamber, it can be turned, causing the room to shake lurch as it turns 90 degrees, while powerful machinery to grind and clank elsewhere. When the room reaches the bottom floor, it now faces out to corridor 5, with both sides where the guard rooms are blocked off by the walls.

8 The Fountain of Immortality

A complex and powerful spell has been cast on these chambers, in order to disguise the whereabouts of the Dread King. Once the scroll from area 6 has been read, the magic is swapped, sealing up the fount, and reversing the position of the room to the other side of the corridor.

In this chamber, the adventurers hear the almost musical sound of running water, while their lights reflect off the fount as it pours continuously into a basin. An inscription around the base of the font can be deciphered, although it is in an ancient, dead language. The inscription reads:

*Drink and be immortalized, in song and dance and jest
The bravest only reach this place, their cares to lay to rest
Jealous be of this fine gift, its like you will see never
Many are the men who wish to live forever.*

Of course, this isn't exactly being honest. While yes, technically you will exist forever, the font does not precisely grant immortality as most would understand it.

Until the illusion is dispelled, the fount simply has a semblance of water but is not truly wet or thirst quenching. The water splashes and wets the rocks but does not get the character wet at all. The whole room is shifting and misty, as if it is not all the way there.

If the south wall is carefully searched with a -5 PER roll or magic, a secret door will be found, and can be opened. Beyond it is a swirling, shifting image that seems like a mix of solid stone and a dark corridor. It cannot be passed through.

Once the inversion spell is disenchanting, the characters can actually interact with the room rather than the dreamlike illusory version. When in its proper location, the solid rock door is now simply an opening that can be entered easily. The room now has no more dreamy quality, the water is real and the room is no longer shifting and misty.

If anyone drinks the water now, they must make a Con Roll, but the more CON the character has, the harder the roll is. Instead of $9 + \text{CON}/5$, the roll is $14 - \text{CON}/5$. For each two the roll succeeds by, the character gains 1 Body, permanently—the water tastes like ambrosia, incredibly delicious. But if the roll is failed, they lose 1 for every 2 the roll succeeds by—the water burns their throat horribly, causing agonizing wounds. This loss recovers one Body each week. Drinking from the font twice automatically does the damage, 5 plus whatever the roll is failed by.

If this somehow kills the character in question, they become a zombie of the pool, defending it forever. Hey, it's immortality of a sort.

As soon as the first person drinks, faces appear in the water, and in a few moments they materialize into bodies beneath the liquid, standing up and stepping out to attack anyone nearby. These are Font Guardians (detailed at the end of the adventure with the NPCs), one mage plus one warrior for each PC. They attack and if defeated, have no treasure.

9 The Temple of the Dead

Until the inversion spell of illusion is cast in corridor 2, this room is completely inaccessible. When the spell is cast, it takes finding the Secret Door to get in this room.

This ancient temple is haunted by the designers, diggers, and architects of the pyramid. They knew too much, and knew they would die, but considered it a great honor to be entombed forever with the Dread King (as they understood it) when he finally died. Most simply perished, but some stayed, panicked and furious having changed their minds and angry at dying in a tomb for nothing.

As the adventurers step in, a cold wind suddenly surges, blowing their torches and clothing out toward the hall, but too late to be a surge of air from a sealed room. Then shadows move on the floor as the torches swirl and burn low, whispering filling the air. The broken and scattered bones seem to shift at the corner of the PCs eyes.

The whispers build and build to a horrible wailing scream from dozens of voices, then a sudden burst of wind slams into the PCs doing 3D6 double knockback (roll only 1D6 for knockback as well) normal physical damage blast on all of the characters, no matter where they are in the room.

Then the room goes totally dark, a darkness effect that lasts a full turn against all sight for the entire room. Then the PCs are attacked by two Gravemists for each PC, from the bones of the dead. Their combined hate and the fearsome presence of the spirits causes a 1D6 DCV drain each phase at the same speed of the Gravemists, lasting as long as any of them are alive.

Once all the Gravemists die, the room can be searched. Among the debris lies A Spiked Small Shield and a ring of Protection . A secret door is easily found (-1 PER roll) if the south wall is searched, or with no roll if they found the door in the illusory version of the room.

10 Corridor

This corridor is only accessible through the secret door in the south of area 9.

11 Corridor / Bridge of Death

This is much the same as the Bridge of Death in level 4, area 2, except it is flat and instead of a Wight there is G'Harak, Prince of Souls, the Dread King's Lieutenant. He has waited over a thousand years to serve His lord and will not let anyone pass.

12 Dread King's Tomb

This room is dark and brooding, emanating an ancient and powerful evil. A ramp leads upwards between towering pillars, and in the distance a raised dais looms. Atop this dusty edifice a twisted figure sits, a skeletal apparition whose eyes burn like coals. This is the throne room of the Dread King, and he has waited long for this moment. Clutched in his clawlike hands is a scepter of ancient design.

In front of the Dread King is the Grimoire Necris on another dais, waiting for Laranschild to use. If Laranschild escaped earlier (likely), he will turn up now, delighted that the adventurers arrived with the jewel. His reaction will obviously depend on whether they have the jewel, the axe, and so on.

No Jewel, No Axe?

This is not good, there's not much they can do without the axe and the jewel. They can kill Laranschild and the other undead, but that's all. They can't harm or wake the Dread King. The Dread King's magic is weak but he can still manage to summon undead once every five minutes. Roll to see what shows up:

- 1-2: 2D6 Skeletons
- 2-3: D6 Skeletal Knights
- 5-6 D3 Wights

There's no indication that the Dread Lord is doing this, he seems extraordinarily dead and does not move. The undead simply show up, rising from the floor or stepping from the shadows.

Jewel, No Axe

This is about as bad as it can possibly be. If anyone carrying the jewel comes within 10 feet of the Dread Lord, the jewel flies from their grasp (or the bag it is in) and embeds in the corpse's chest. He comes to life with all of his awesome power and wrath. He has +2 DCV, uses no Body or END to cast any of his spells, and he automatically heals 1D6 Body per phase until destroyed.

The Axe and no Jewel

Without the jewel, the axe cannot harm the Dread King, but it will tear through the undead in the area like tissue paper.

The Jewel and the Axe

If the adventurers have both Grimdrang's axe and the jewel, then they have a significant advantage...if they have put the two together. If not, it is the same as if they have the Jewel and no axe: the jewel flies into the Dread King, he awakens, and he's at full power.

If the axe is complete, then the jewel crackles with power. If the axe with the jewel in it hits the Dread Lord, the jewel explodes with black and purple energy, throwing the axe wielder back D6" plus an additional 1" if they hit the ramp. The jewel's shards embed in the Dread King's inert form, and he comes to life... but without any of the benefits from having just the jewel.

When the Dread King reanimates, he comes to life with such a bone-chilling scream that it is equal to a 12D6 Presence attack, which will tend to paralyze most characters for the phase he recovers in. He will say something incomprehensible (in an ancient, dead language) then rifle through the PCs' minds in an alien, powerful, and evil presence to learn their tongue.

Then with hesitating, stumbling words, as if he's been dead for over a millennia and not spoken all that time, he will thank them all for bringing him to life as he planned and prophecy their doom.

The Dread King is immobile, he will remain seated in his throne without moving, except to cast spells. He requires no focus and with his strength is very hard to restrain from casting spells. He can hit for significant damage and chill his opponents, but prefers to use his magic to fight with. Gunther Laranschild is of the same mind, and he is nearly total in his incompetence in physical battle. He will use the Grimoire if he can.

When the fight begins, the Dread King will trigger a very old but still active spell that summons many undead to his aid. Along the two sides of the ramp he summons skeletons with bows (ordinary bows), D6 on each side. There used to be 12 total but the spell is old and failing. In addition, 2 wights are summoned to guard him at his throne, and 2 wraiths at the top of the ramp.

Assuming the PCs win, when the Dread King is destroyed, he cries something sinister like

I KNOW YOUR NAMES MORTALS!!! I WILL HAVE YOUR SOULS!!!!

Then crumbles to dust. In the ruins of the room can be found several treasures in addition to the 2D6 in D6 silver worth of gems in the throne that can be picked out.

First, the Dread King is wearing his old crown, which is actually the *Crown of Majesty* - very useful as a king, not so much in combat. He also has the *Brooch of Power* holding his cloak on, which is only slightly useful to him in this state. One of the Wights has the *Leaping Blade* (Star Iron Longsword), and the other has a *Shield of Deflection* (Wyvern hide and Helvorn). Both wear ordinary plate armor.

13 & 14 Guard Rooms

Each of these rooms contain undead guardians, waiting to attack anyone that shows up in the Ascension Chamber without having first rotated it with the Staff of Gold. In each of the Guard Rooms stands D6 Skull Warders and a wight. They are armed with heavy maces, except for the wight who has a flail and a medium shield, and is wearing black lacquered plate armor.

When the Ascension Room stops at this level without having been rotated, the doors open up on either side and the undead attack. One or more may step on a raised icon and move the elevator, depending on how combat goes. If one is in a square that contains one of the icons, they have an 11- chance per phase of triggering it.

THE END

So the characters, if they survived and killed the Dread King, have saved the world from a horror. Nobody knows about the danger and while the Grimoire Necris can be returned to the temple, and the story told—the temple will thank the PCs and give them praise, but without any real proof they aren't willing to part with any treasures. As a gesture of gratitude, they will do any healing for free once a month, and for half usual price otherwise. If Gunther escaped, he will be a deadly and implacable foe, but it's unlikely he made it out alive.

RANDOM EVENTS

While in the Pyramid of the Dark Necropolis, there will be random events and traps faced. Each new tile that the characters enter, or stay on longer than an hour, roll a D6. If a 1 results, then roll for a random event or encounter as described below. Some tiles such as the Flames of Khazala have no encounters, and they are noted in the text.

Each trap have one of these triggers unless otherwise noted, roll a D6 to see which:

- 1-2: A tripwire (-1 PER to spot if the floor is being watched)
- 3: A raised stone (-2 PER to spot if the floor is examined, but may not be stepped on. As each character moves into the room, the tile does a 0 OCV attack on them, if it hits no one, nobody stepped on it. The first person hit triggered the trap)
- 4: Dust falling from the ceiling to the floor in a small stream, if it is crossed, the trap triggers (same as the stone, but more obvious, straight PER roll to see)
- 5: A beam of sunlight (or moonlight) from a hidden niche in the wall, +1 PER to spot, but otherwise the same as 4
- 6: A glyph on the wall that triggers when passed, straight PER roll to spot in featureless halls (the last level), and -2 PER to spot in decorated ones (most of the pyramid). Anyone who passes beyond a certain point triggers this unless it is specifically stepped over.

If a monster encounter is indicated, roll on the following Monster Encounter table. Roll 3D6 for the event that occurs:

3: Ambush!

The characters are attacked by monsters, roll on the encounter table below, but they take the PCs by surprise, attacking first regardless of DEX.

4: Trap - Lightning Bolt!

A bolt of lightning sizzles from the far wall, once. This bolt does a line attack at OCV 0 and does 5D6 penetrating energy damage.

5: Trap / Dark Mist!

This is equal to the Dark Secrets spell Dark Embrace, in an area. The whole room is filled with horrid vapors that choke and blind. The vapors last a full turn at speed 4, or until blown away with some sort of strong wind. Anyone who staggers out of the room ends the effect on them.

6: Treasury

The adventurers find a chest filled with treasure! Roll for another event, when it is resolved the chest may be plundered. Within it is 2D6 in D6 silver, 4D6 in D6 copper, and two rolls on the treasure tables.

7: Ghost

A ghostly figure is following the party, barely visible in the darkness. It is not menacing anyone, but staying at a distance and following the party, this may take a while to notice. Only if someone checks behind them and makes a Perception roll will they even see the figure. Until he is noticed, the party just feels colder, more creepy, can barely hear whispers and see something moving out of the corner of their eye.

The Ghost when noticed will wait until spoken to, he looks like a warrior that has been in hundreds of battles, scarred, bedraggled, and in rusted, beat up armor. All he lacks is a weapon. He points at one of the weapons that was found in the adventure so far, then himself. Was that his weapon, long ago?

If the characters give him the weapon, he will take it and bow, smiling. Then he points to a tile in the wall that seems slightly loose, behind it are four amulets.

"These may keep you from harm, if only I'd known they were here sooner."

Each talisman grants D6 charges of 1 overall level, they look like a piece of magnetite on a thong.

If the characters refuse to give up the weapon, the ghost walks through the one with it and vanishes, paralyzing that character with a 3D6 CON based entangle. He then vanishes into the nether, unable to take his vengeance.

8: Sarcophagus

The warriors find an ornate sarcophagus in an alcove. The box can be opened by whomever desires, roll to see the result:

- 1-2: The character gasps in sheer horror and slams the lid shut. For a full minute he is unable to speak, and his hair has turned totally white. He has aged 10 years in an instant, with all the effects that has, if any.
- 3-4: The box is empty, but as the lid is opened, a screeching alarm is heard elsewhere. Immediately roll for another event.
- 5: The box has coin and precious gems on a lifeless mummy worth 2D6 in D6 silver!
- 6: The sarcophagus has treasure on a mummy's body, roll on the treasure tables with +20 on the die roll.

9: Tomb Chamber

This is triggered by a raised stone as if it were a trap. When the stone is depressed, a portion of the wall slides back to reveal a large room beyond. Add a door and a new tile to the map wherever it fits.

This tomb has Three rolls on this event table within, if explored, and when all is dealt with, roll to see if another event occurs. There is a roll on the magical treasures table in this room, plus 1D6 in D6 copper on each monster defeated.

10: Sand Trap!

This trap causes sand to begin showering the party from above, in cracks that open wide. As they watch in horror, slabs of stone begin to descend on both sides of the corridor to seal them in for eternity!

The players must immediately move to the nearest doorway, they have D3 phases to get out, and the sand slows movement by 1". If the time is up, the sand fills this chamber and the doors, requiring 40 STR to lift, are not going anywhere. They can be broken down with 8 Body done to their 5 Defense (as usual, weapons not designed to damage inanimate objects do half damage). But if the sand is filling the room, characters lose 5 STR every phase from the weight and hindrance of the stuff, until they simply can't wield their weapons any more.

11/12: Monsters!

Roll on the Monster encounter table for this dungeon.

13: Salt Acid Trap!

This trap sprays a hex with salt acid, a dry acid that reacts with skin to cause horrible, burning injuries. The trap does not affect the person who triggered it, it attacks a random character nearest the wall. The acid trap only harms the hex adjacent to the wall, so it might hit no one, and must hit the hex with an OCV of 2. If it misses, it hits the adjacent hexes by the wall (odd to one side, even to the other). The acid does a speed 3 continuous attack for a turn, each phase doing less effect. It starts with a 3D6 drain of PD and 1D6 KA, both NND. Each phase it loses 1D6 of drain and 1D6 of KA, and only does damage to exposed skin. If the character is wearing full armor, it has a 14— chance of blocking the salt entirely (doesn't matter what kind). Any force field or other magical effect or hardened armor ignores the salt acid entirely. It cannot be washed off unless the party has an alkaloid base, water does not help.

14: Cursed!

This takes effect on every character on the tile at once, triggered by merely being in the pyramid. The mummy's curse lies on all the adventurers for invading the tombs! The curse takes a different effect on each character, roll below:

- 1: Curse of Ages, the character is aged one age level.
- 2: Curse of Luck, the character has 1D6 Unluck
- 3: Curse of Sorrow, the character has -5 Presence, defensive only
- 4: Curse of Failure, the character is -1 to all skill rolls
- 5: Curse of Poverty, money carried by the character turns to ashes within 1 minute.
- 6: Curse of Doom, all monsters will attack this character if there is any randomness or choice, this character is their first choice, always.

Each of these curses are in the form of a 12D6 transform, requiring 70 active points dispelled or reversed by any blessing from the temples or the Lord. There is nothing that can prevent this curse from taking place, it's just a danger of poking around ancient tombs.

15: Laughter of the Damned

Laughter echoes through the tunnels and off the hard stone walls, chilling the very souls of all the characters. Each one is attacked with an 8D6 Mind Control that tells them all to flee, flee for their lives, they are surely doomed! They will move immediately to the nearest door and through it at full move as long as the mind control can force them. It requires at least an effect of Ego+20 to get the characters to run deeper into unexplored areas, +30 to run into areas they see clear danger such as a monster. Equal to Ego is enough to get a character to just run back the way they came. Eventually the fear will wear off, each step up the time chart the character gets a new Ego roll at +1 more.

16: Death Rot fungus

The floor in this area is covered with mold and fungus centuries old. It kicks up in clouds when stepped on, and will spoil all food carried. In addition, each character must make a CON roll or get some of the spores in their lungs. This causes a 2D6 CON and STR drain that recovers every week, with a delayed effect of one minute. In 30 seconds, the first 1D6 of each goes off, then at the minute mark, the next. If the floor is wetted first, the spores will cause no harm other than smell awful and look repulsive.

17: Pit Trap!

This is simply a pivoting slab of stone that drops anyone who goes over the fulcrum point far enough down 3+D3" to a stone floor. The fall is bad, but getting out will be challenging, the smooth walls are -2 to climb.

18: Ambush!

The characters are attacked by monsters, roll on the encounter table below, but they take the PCs by surprise, attacking first regardless of DEX.

RANDOM ENCOUNTERS		
ROLL	RESULT	No.
3	Spectre*	1
4	Wraith*	1-2
5	Mummy*	D3
6	Skull Warder	D3
7	Ghoul	D6+1
8	Skeletal Human	3D6
9	Skeletal Human	2D6
10	Death Scarab (Carrion Beetle)	2D6
11	Hunter Bats	2D6
12	Hunting Spider	D6+3
13	Zombie	2D6
14	Ghoul	D6+1
15	Skeletal Knight	D6
16	Skull Warder	D3
17	Wight*	1-2
18	Ghost*	1

Any randomly encountered monster may have treasure on them, especially the ones marked with * to indicate more powerful and unique monsters.

Every creature has a 14- chance of having coin on them, 2D6 in D6 in copper, plus 2D6 in silver for those marked with an asterisk.

They also have an 11- chance of a roll on the treasure chart. Creatures with an Asterisk have +15 on the treasure chart roll, should one come up.

Creatures with an asterisk also may be armed with an evil treasure on an 8- chance. If it comes up, they have one item, roll a D6:

- 1-2: Evil Weapon
- 3-4: Evil Armor
- 5-6: Evil Magic Item

Any such item will be destroyed by combat or something that cannot be used by anyone (or would want to be) but the monsters.

TRAVEL ENCOUNTERS

The trip between various locations before reaching the Twisted Spire will be one that is eventful despite the distances traveled. Each time the characters move between one of the locations (such as the Wolf Downs to Barak Varr), roll for an encounter along the way. On the trip to the final location in the ruins of Khemri, roll twice as it is a long distance to go, even if the characters take a ship from Dornica, for instance. Their landing on the shore nearby can be one encounter, then another in Khemri.

For each day the players remain in Khemri, there is another encounter, the place is just alive with evil and the undead. Roll 3D6 for the results below:

3 The Restless Dead

As the adventurers travel, they see the sun sinking in the distance, a campsite will have to be found soon. But the camp is uneasy, the sounds odd and different than what they are used to, and the fire burns low no matter how much fuel it has. The cold sinks into their bedding, and finally the dread raises to a tangible level as spirits begin to pass through the campsite. As they pass, the screams of the dying centuries ago wail through the night, armies over thousands of years awoken by the dark powers shifting through the land .

Every character has to make a Presence roll or suffer a 4D6 Presence attack. Failing adds 1D6 to the attack for each 1 the roll was failed by. Success reduces the presence attack by 1D6 for each point it succeeds by. If the Presence Attack is equal to presence, the character is frightened but able to control himself. If it is 10+ Presence, then he is so afraid he starts to pack up his gear to move elsewhere, and will do so unless restrained by others. If it is +20, then he simply gets dressed and leaves, without packing, and takes convincing to stop. If it is +30 or more, then he simply runs, running for D6 minutes for each +10 that the attack exceeds his presence.

Other than being very unnerving and frightening, the undead are harmless, they aren't even able to interact with the real world beyond spooky effects. This might be a good area to mine for Blood Iron, though.

4: The March of the Dead

One night the adventurers are awakened by a clank of metal, a creak of leather, and a clattering of bone through the skeletal, bare arms of the nearby trees. The fire has burned almost out, guttering and flickering to throw ominous shadows all around.

When the sound is explored, an army of skeletons, zombies, and other undead are seen walking in a nearby valley, marching to parts unknown. There seems to be an almost unearthly quality about them, like a dream, something compelling and mesmerizing.

Mesmerizing indeed, any character that sees the army is afflicted by a 7 ECV Mind Control to follow the horde, join it. This Mind Control is 6D6, enough to compel the weak willed but not enough to force anyone particularly capable to follow (it takes at least +20 to get someone to join an army of the dead, normally).

Others nearby can break them out of this spell by restraining them, etc. Any who join the undead are lost for D6 days at least, wandering the land with a spectral army til they simply vanish. Where are they now? That's up to the GM.

5: Tomb Chamber

A huge cairn is spotted nearby, a pair of black pillars and a pile of rocks. The side with the pillars has a black doorway laid in the pile of rocks, with a few steps down to it. One of the pillars is broken halfway and the top half is lying in weeds, almost covered by grass and moss. The door is unlocked, and opens with some effort, breaking a wax seal. Roll a D6 for each person that enters:

- 1: As the characters enter the tomb, the rocks shift and tremble, sending dust down, and their light source is snuffed by a sudden gust of wind (unless it is magical or cannot be so turned out). A rising scream begins and grows to incredible volume, an almost physical force pushing at the characters. They are driven back and the door slams shut. Each character must make a Presence roll or suffer a D6 Drain of presence that recovers per week. The tomb cannot be reopened.
- 2: Inside the tomb chamber are a few very old bodies crumbling on slabs. It is cold inside, unnaturally cold. There is nothing but bones here, but ghostly whispers sound just at the edge of hearing, chanting the characters' name over and over.

The characters find nothing useful in the tomb but come out with a curse: they are -1 OCV for a month unless the curse is removed (a 40 point dispel or a cure for 20 points of drain).

- 3-4: The tomb is empty except for skeletons so old they are turning to powder. The place feels very ancient, but at least there's nothing haunting it.
- 5: Tomb has treasure within it, but as soon as anything is touched, the stones above shift and begin to crack and crumble, falling in. Unless they PCs leave immediately, the Cairn will collapse on them for 10D6 damage and 40 STR pinning them down with tons of stone. In any case the tomb collapses completely, roll once on the martial treasures table for what was found.
- 6: Inside the tomb is lush with plated copper walls and silver details. The stone floor is polished marble, and there are six sarcophagi within of finest carving and quality. Within each is a roll on the treasure table.

6: Tomb

Near the road a small, collapsing structure can be seen, the moss, lichen, and other plants tearing the building apart over the ages. Within this tomb has 1 Skull Warder and a Wraith inside, plus one roll on the treasure tables at +15 if it is explored.

7: Campsite

The PCs find a fine campsite with water, food, and shelter, a good place to stop and rest for a while to heal and prepare for the trip ahead. As long as they stay at this campsite, the characters will have no encounters or events. Survival and Herbalism skill rolls are both +1 here.

8: Landslide

Moving along a narrow path next to a steep dropoff on one side and a cliff on the other, the adventurers hear a rumbling high above them. Rocks begin to rattle and drop around them from above!

Each warrior must make a DEX roll to avoid the landslide, a failure suffers 4D6+ a number of dice equal to the amount failed by. If a character is stunned or knocked unconscious, they are swept away by the landslide, taking an additional number of dice equal to the original roll and end up D100" away buried under 10+4D6 STR of rocks holding them down.

Anyone who is struck by the landslide may lose an item, roll luck/unluck. For each level of unluck, they lose one item from their pack or held in hands. Any semi loose armor like a helm or shield may also count.

If a character is swept away, they lose D3 items plus one per level of unluck, one less lost per level of luck.

9: Dust Storm

The last month or more has been dry, not hot but dry and lifeless, the plants droop and hang sadly, suffering from the evil that is coming. The drought has caused dust storms to spin up on occasion, and this one is huge. It starts with a dead calm, a hot, oppressive dead air that lasts into the evening.

The winds buffet and batter the adventurers as they move, and without a Survival roll by someone the characters will become lost. They also may lose a mount or pack animal if any unluck is rolled. The storm lasts D3 days, but if the characters do not get lost they have made decent time and have no more encounters.

If the characters become lost, consult 10: Lost!

10: Lost!

It was that way, wasn't it? Or am I holding the map upside down? Maybe we should have gotten someone other than that ratman to draw a map...

The characters have become lost for one reason or another. They don't know where they are other than in a very general sense. It takes 3+D3 days to find the way back to somewhere recognizable, -1 day per point a survival skill or navigation skill roll is successful by (but it must be at least 1 day). This will add an additional D3 days to the travel time as well due to wandering the wrong direction.

This will consume extra resources such as food, as well as cause another roll on the events table.

11: The Ancient Shrine

Near the pathway the characters spot something in the distance that looks hand crafted, almost like a table or an altar. If examined more closely, it is revealed to be a shrine of great antiquity, some standing stones nearby fallen or broken down. Out of the center of the alter bubbles a clear stream of water, and in ancient script that will require magic or an unusual skill to translate. It reads

"Leave a gift and drink deep"

Any warrior who leaves a piece of treasure, something of value, on the altar and drinks rolls on the table below. If the water is drank without a gift, nothing happens. This is an old old shrine the Lord left on earth to teach sacrifice, humility, and the virtue of not being too closely attached to goods. This only can grant one blessing to any character, ever. Further drinks from the water are merely thirst quenching.

ALTAR TABLE	
ROLL	RESULT
1	You feel uplifted. One time you can ignore any one fear special effect.
2	You feel power roll through your limbs, +2 Strength, permanently
3	You feel healthier than ever, +1 Body, +1 Constitution, permanently
4	You feel tougher, +2 PD, ED, permanently
5	Enlightenment flows through you, +1 INT and Ego, permanently
6	You are blessed and protected by the Lord, 1D6 luck, permanently.

12/14: Encounter!

Roll a random monster encounter from the chart appropriate for this area, based on the terrain.

15: Lost City

The characters wander into a valley that is filled with fog. Within this valley are buildings, ancient ruins that ache with the burden of time and the presence of spirits. For a full D3 days the characters wander this city, unable to find the way out, but haunted each night with disturbing dreams and barely-visible spirits and whispered voices. When the characters finally make their way out, the city has vanished into the mist, back to whatever history it came from.

While in the city, any spell with a side effect summons D3 Lost Souls to attack the caster as well as its normal side effects. Spells without side effects gain the summon of D3 Lost Souls while in this city.

16: Vale of Gloom

The path of the characters leads into a deep valley, the roadway plunging into the land so deep that shadows dominate most of the day. Within this valley, sounds are hushed and the air feels cold, fingers of icy touching under armor and clothing. The ravine can be avoided with a 4-day trip around it (rolling another event).

If the characters descend into this Vale of Gloom, they must roll a D6 for what they find. Each day they must roll again until they roll an escape result, there is no other way out (unless the party has some magical teleportation).

- 1: Guardians of the Vale: The adventurers are set upon by monsters from the area, roll up a random monster encounter based on the terrain and area.
- 2: Curse of the Dead: A wailing scream echoes through the canyon, cursing the characters for disturbing the Vale. Randomly select a character, that character suffers -1 to all rolls while they are in the Vale.
- 3: Lord of the Vale: A shadow moves down the vale, darker than the normal landscape. Eerie witching lights playing a deadly nimbus around a black, hooded form. This is the Lord of the Vale, floating along the ground 3 feet above it. It demands tribute before allowing safe passage through the land. Pay and you can leave. Do not pay and you will suffer. For copper equal to his total point value each, the Lord will allow the characters to leave.

A party that pays can leave the following day, finding their way out without trouble. If not, roll an encounter, the Lord condemns them to eternal wandering.

- 4: Lost: The characters wander aimlessly in the valley, unable to find the sun in the fog and heavy gray layer of clouds and unable to sense direction or elevation. They find ruins and graves, dead farms and forests, water and grass, but are unable to determine where they are.
- 5: Treasure Trove!: Although this looks like an area that they've seen before, when the characters round some boulders, they find smashed, dead skeletons scattered like something horrible destroyed them all. Among the bones are two rolls on the treasure table.
- 6: Escape!: The wanderings have finally ended, the other side of the valley is discovered and they can move on to their destination.

17: Bat Swarm

The night is cool and quiet, with a clear sky filled with stars. Then a dark cloud covers the stars, filling the sky with inky cover, cover that descends on to the camp and is revealed to be a horde of bats! They are huge, black bats of unknown type, ravenous and fanged.

There are a total of 60 bats. Each character should roll a D6 and add their strength total to the roll. That's how many bats they kill. For each bat that is not killed, one body is lost total by the party, evenly divided between them (any odd numbers going to the most healthy as they were the most in the thick of things). The surviving bats move on, leaving the party to fix their camp which has been knocked around by fluttering wings and fighting. Any Body lost by this assault will not heal normally or by herbs, only magical healing can cure the damage sustained.

18: Hunted!

Gunther Laranschild has managed to send a powerful group of undead to attack the party. He does not want them dead, he actually expects them to live, but he wants them hurt enough to be less able to fight him. There are a total of 2 Skeletal Knights on Wightsteeds and 6 Skeletons in the party, and they attack the party in the dead of night, during the second watch. They are armed with ordinary longswords and wear chainmail. When they defeat these monsters, they are blessed by the Lord for their efforts; healed to full life

23 and given a charge to destroy the Dread King.

GUNTHER LARANSCHELD Humanoid

Val	Char	Cost	Roll	Notes	
5	STR	-5	10-	Lift 50kg: 1/2D6	
11	DEX	3	11-	OCV: 4 DCV: 7*	
14/23	CON	8	12-		
12	BOD	4	11-		
18/23	INT	8	14-	PER Roll: 14-	
18	EGO	16	13-	EGO Roll: 13-	ECV: 6
15	PRE	5	13-	PRE Attack: 3D6	
10	COM	0	11-		
2	PD	1		Total: 18 (16 rPD, 50%, +10h)*	
3	ED	0		Total: 14 (12 rED)*	
3	SPD	9		Phases: 4, 8, 12	
5	REC	2			
28	END	0			
22/32	STN	0			
					Total Characteristics Cost: 51

Movement: Running: 6"/12"
 Leaping: 1"/2"

Cost	Powers	END
90	Magic Pool (75 pts)	-
7	Hand of Glory (see Major Sacrifice spell; 20 Body, regenerates 1 Body/Hour)	-

Cost	Skills and Talents
17	Magic Skill Roll 21-
7	Magic Research 16-
2	Language: Ancient Khemrian (basic conversation)
1	Literate
2	Language: Arcanium
3	KS: Undead 13- (INT based)
3	KS: History of Khemri 13- (INT based)
2	Weapon Familiarity: staff and dagger
3	KS: Necromancy 14- (INT based)

Total Powers & Skills Cost: 137

Total Cost: 188

PTS	Disadvantages
-15	Psych Lim: Lusts after Power (C/S)
-15	Psych Lim: Evil and heartless (C/S)
-15	Hunted by the church (necromancer) 11-, severe penalties, NCI

Total Disadvantage Points: -70

Ecology: Gunther Laranscheld is the patriarch of an infamous family of necromancers. A member in high standing of the White Hand necromantic association, once he was an honored member of the nobility, a powerful man in Morianic society. His necromantic ties and activities were exposed, however, and his family disgraced. The title of house Laranscheld was stripped, the lands taken away, and the riches confiscated. Only his noble status prevented them from being killed.

Now Gunther's family is scattered, and he seeks power in any way he can find it to make the ones who destroyed him pay.

Personality/Motivation: Gunther Laranscheld is the worst sort of calculating, deliberate insanity, he is evil and heartless in a psychopathic manner that is cool and rational, not random and lunatic. He seeks power and is willing to do anything for it, no matter how horrid and evil. He once was simply interested in personal power, now he seeks revenge for what was done to his family.

Powers/Tactics: A very powerful necromancer, Gunther is one of the more skilled and feared members of the White Hand. His magical power extends beyond mere Necromancy, and he has collected useful items to assist his evil deeds over the years. In physical combat, Laranscheld is no match for even the least trained warrior, but his magic is a fearsome thing. He will try to stay back and use spells, with others protecting him, and attempt to escape the instant he is faced with personal combat.

Treasures: Tombstone Talisman, Cloak of Scorpions, and an Alert staff of the Citadel of ordinary oak. Also he wears a Booster Ring of +5 INT and a crown that gives +20 points to a necromancer's spell pool (which shatters like the talisman when he dies).

He also has jewelry and money worth 47 silver and 8 copper total.

LUTHOR Humanoid

Val	Char	Cost	Roll	Notes	
18	STR	8	13-	Lift 320kg: 3 1/2D6	
16	DEX	18	12-	OCV: 6 DCV: 5	
18	CON	16	13-		
13	BOD	6	12-		
7	INT	-3	10-	PER Roll: 10-	
6	EGO	-8	10-	EGO Roll: 10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3 1/2D6	
6	COM	-2	10-		
8	PD	4		Total: 13 (5 rPD)	
6	ED	2		Total: 13 (5 rED)	
4	SPD	14		Phases: 3, 6, 9, 12	
8	REC	0			
36	END	0			
31	STN	0		Total Characteristics Cost: 63	

Movement: Running: 7"/14"
Leaping: 3"/7"

Cost	Powers	END
6	Tough: Combat Luck (3 PD, 3 ED)	-
19	Aware: Combat Sense 14-	-
2	Lurch: Running +1" (7" total)	1
5	Tough: Power Defense 5	-

Cost	Skills and Talents
10	Defense Maneuver IV
4	Weapon Familiarity: all common weapons
5	Combat Skill Level: OCV +1
3	Stealth 12-
5	Shadowing 13-
3	Climbing 13-
3	Paramedic 11-

Total Powers & Skills Cost: 65

Total Cost: 128

PTS Disadvantages

- 20 Psych Lim: totally loyal to Gunther C/T
- 20 Psych Lim: devious and evil VC/S

Total Disadvantage Points: -20

Ecology: Luthor is a twisted hunchback that Gunther Laranschild had on his staff at the Laranschild manors. He worked the stables, but was a very loyal follower, a wicked man who would never cheat his beloved master, but was evil to all else he met. When the family was disgraced, Luthor stayed on and was all the more proud (and afraid) of his master.

Luthor is a thug, a brute that is kept alive by a horrid elixir that Gunther feeds him regularly. He is far older than his lifespan normally should have given him, and through it has gotten tougher than ever.

Personality/Motivation: Luthor is entirely motivated by his servitude to the Laranschild family, especially the patriarch Gunther. He will do anything and everything he is told by Gunther, and in the most wicked, hateful way possible. He cares nothing for his life or anyone else, only to do as he is told. Luthor is not very intelligent so he has a tough time with complex orders.

Powers/Tactics: Luthor takes the simplest path in combat. He will have been given instructions, and will do his best to follow them, but has no tactical sense. He simply wades in and hits his enemies till they are dead.

Campaign Use: Luthor is just a henchman, and not a terribly effective one. Gunther doesn't care if he lives or dies, but while he's alive he can be pretty annoying.

Appearance: Luthor looks like a clown, he's hunched over and dressed almost like a jester, wearing no armor, but his skin is tough as leather. He is huge, almost 7 feet tall, but so hunched over he seems normal height.

Treasures: Luthor wields a Thunderhammer for its extra knockback power and wears a ring of +2 PD, ED armor.



FONT GUARDIAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200kg; 3D6
15	DEX	15	12-	OCV: 5 DCV: 5
-	CON	-	-	
10	BOD	0	11-	
8	INT	-2	11-	PER Roll: 12-
-	EGO	-	-	EGO Roll: -
18	PRE	8	13-	PRE Attack: 3 1/2D6
10	COM	0	11-	
6	PD	3		Total: 12 (6 rPD)
6	ED	6		Total: 12 (6 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	6		
0	END	0		
-	STN	-		
Total Characteristics Cost: 56				

Movement: Running: 7"/14"
Leaping: 3"/6"

Cost	Powers	END
8	Undead: Elemental Control (8 points)	
37a	Life Support (all)	-
53b	Cannot be knocked out (loses no powers)	-
7c	Does not Bleed	-
7d	No Hit Locations	-
2	Swift: Running +1" (7" total)	1
5	Sense Life: IR Vision	-
5	Ghostly: Power Defense 5	-
(83)	Warriors	
15	Sword: 1D6 HKA	1
30	Bow: D6+1 HKA; Armor Piercing	3
18	Chainmail: Armor 6 PD, 6 ED	-
10	Shield: DCV +2	
4	Shield: OCV Block maneuvers +2	
6	Accurate: OCV with sword +2	
(83)	Mage	
38	Spells: Multipower (45 pts); 0 END Cost, Gestures, Incantation, Concentrate 1/2 DCV	
7u	Fireball: Energy Blast 6D6 (fire); Explosion	0
4u	Lightning Bolt: RKA D6+1 (lightning); Area Effect Line, Penetrating, No Range	0
6u	Mystic Bolt: Energy Blast 3D6 (magic); NND (any magical defense), Always Hits	0
7u	Cancel Magic: Dispel 18D6; any one spell	0
3u	Storm Wind: Telekinesis 18 STR; Area Effect Cone, No Range, All parts at once, only to push or knock down	0
18	Enchanted Robes: Armor 6 PD, 6 ED	

Total Powers & Skills Cost: 207

Total Cost: 263

PTS Disadvantages

Total Disadvantage Points: 0

Undead

Ecology: These are the sad souls who found the Font and drank deeply of it, earning eternal life, of a sort. They exist only when summoned by the font to attack those who drink from it and survive. When all are dead, they return to the waters.

Personality/Motivation: All but mindless, these creatures are a form of undead that have only one purpose: attack those who drink from the font, kill them, and return to the water. They have neither mind nor purpose beyond this task.

Powers/Tactics: There are two kinds of Font Guardians: warriors and magi. The Warriors appear to have a sword, shield, and bow, although they are part of the Font Guardian and not items at all. The Warriors appear to be wearing chainmail armor. They are very capable with these weapons. Mages can cast various spells, primarily elemental effects, and have robes that protect them from damage.

All Font Guardians are undead and as such are not harmed by many attacks that trouble mortals such as poison and strangulation. They do not bleed, cannot be knocked out, and so forth. The Font Guardians are also able to see in the dark and can move faster than ordinary people.

Campaign Use: Although Font Guardians are specific to this adventure, they could be used in any number of settings and situations, such as statues that come to life, spirits that materialize to protect a tomb, and so on. They are tangible and physical when active, then fade away to be summoned again later.

Appearance: A Tomb Guardian either looks like a pale, woeful and slimy character in chainmail with a shield, sword, and bow; or a robe and staff. They can be of any humanoid race, but typically are human.

G'HARAK, PRINCE OF SOULS Undead

Val	Char	Cost	Roll	Notes	
25	STR	15	15-	Lift 800kg; 5D6	
17	DEX	21	12-	OCV: 5/6 DCV: 5	
0	CON	0	—		
16	BOD	12	12-		
10	INT	0	11-	PER Roll: 11-	
17	EGO	14	12-	EGO Roll: 12-	ECV: 6
20	PRE	10	13-	PRE Attack: 4D6	
0	COM	-5	9-		
5	PD	0		Total: 16 (11 rPD)*	
5	ED	15		Total: 20 (15 rED)*	
5	SPD	23		Phases: 3, 5, 8, 10, 12	
5	REC	0			
0	END	0			
0	STN	0			
					Total Characteristics Cost: 105

* includes Basalt Armor

Movement: Running: 6"/12"
Leaping: 5"/10"

Cost	Powers	END
8	Undead Powers: Elemental Control (8 pts)	
52a	Undead: Cannot be Knocked Out (loses no abilities)	-
7b	Undead: Does not bleed	-
37c	Undead: Life Support (full)	-
7d	Undead: No Hit Locations	-
12	Tireless: Strength 0 END Cost	0
6	Tireless: Running 0 END Cost	0
10	Undead: Power Defense 10	-
22	Sense Life: Spatial Awareness	-
36	Durable: Armor 3 PD, 5 ED	-
16	Death Aura: Penetrating on up to 3D6 HKA; 0 END Cost, OAF Held weapon	0
9	Undead: Armor +4 PD; vs non-magical attacks only	-
20	Undead Touch: HKA ½D6 (D6+1 with STR); Penetrating, 0 END Cost	-

Skills

2	Familiarity: Common Hand-to-Hand Weapons
2	Familiarity: Common Ranged Weapons
3	Tactics 11-
5	Combat Skill Level: Hand-to-Hand Combat +1
3	Combat Skill Level: Swords +1

Total Powers & Skills Cost: 260

Total Cost: 365

PTS Disadvantages

-5	Vulnerable: x1 1/2 from Presence Attacks by Holy Men
-5	Vulnerable: x1 1/2 Body from Holy Attacks
-5	Vulnerable: x1 1/2 Effect from Holy Attacks
-20	Physical Limitation: Blind
-10	Susceptible: Holy Locations 1D6/Phase
-15	Susceptible: Sunlight 1D6/Turn

Total Disadvantage Points: -65

Ecology: Wights dwell in ruins and tombs, guarding eternally places they once protected or people they once fought for. Although intelligent, they exist only to protect something or fight for a powerful master. More powerful by far than mere mindless Skeletons, and more noble and powerful yet than Skeletal Knights, these are elite undead warriors.

Personality/Motivation: Wights are motivated by a cold, unswerving loyalty and duty to continue what they died doing. This may mean guarding a tomb, it may mean patrolling an area, it may mean fighting a war. Although intelligent, Wights are limited greatly by their undead existence. G'Harak exists and lives on only to serve the Dread King's wishes. He will gladly die again in this service.

Powers/Tactics: Any melee attack by a Wight has chilling and painful aura that causes increased damage. Wights typically wear armor, which may add to their unnatural durability. Non-magical attacks cause decreased damage to Wights, although they are not immune like some other undead.

G'Harak is armed with a *Dread Blade* and wears a *Bloodthirst Coif*, which makes him extremely capable against groups of PCs and very durable. Note that the Dread Blade has penetrating damage because of the black Death Aura Wights give to their weapons

Campaign Use: G'Harak guards the final approach to the Dread King's throne room.

Appearance: G'Harak wears tattered, once-fine remnants of a tabard and cloak. His armor was once decorated with silver filigree but is now corroding and smudged with the passage of the centuries. G'Harak's armor covers him entirely, but underneath it is the mummified remains of a once-powerful warrior with white hair.

Equipment: Dread Blade
Bloodthirst Coif

THE DREAD KING

Val	Char	Cost	Roll	Notes	Undead
25	STR	15	14-	Lift 800kg; 5D6	
18	DEX	24	13-	OCV: 6 DCV: 6	
0	CON	-	-		
18	BOD	16	11-		
30	INT	20	15-	PER Roll: 15-	
25	EGO	30	14-	EGO Roll: 14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7D6	
0	COM	-5	9-		

10 PD 15 Total: 20 (10 rPD 75%)

10 ED 30 Total: 18 (8 rED 50%)

4 SPD 13 Phases: 3, 6, 9, 12

10 REC 10

60 END 30

0 STN - **Total Characteristics Cost: 223**

Movement: Running: 6"/12"
Leaping: 5"/10"

Cost	Powers	END
8	Undead: Elemental Control (8 points)	
37a	Life Support (all)	-
53b	Cannot be knocked out (loses no powers)	-
7c	Does not Bleed	-
7d	No Hit Locations	-
81	Tough: Armor 10 PD, 8 ED	-
120	Resistant: Damage Reduction 75% rPD; Only vs nonmagical attacks	-
60	Resistant: Damage Reduction 50% rED; Only vs nonmagical attacks	-
10	Healing: Regeneration 1 Body/Turn	-
18	Strong Will: Mental Defense 10	-
30	Unholy Strength: Power Defense 10	-
30	Dead Eyes: Flash Defense 10	-
5	Unholy Strength: Lack of Weakness 5	-
10	True Sight: N-Ray Vision (blocked by solid objects)	-
58	Chill Touch: Hand-to-Hand Attack 5D6 (6D6 w/STR; NND (requires skin contact), Full Damage, 0 END Cost, Only to add to Strength Damage	0
150	Magic: Spell Pool 125 pts	-
12	Levitate: Flight 7"; 0 END Cost, Concentrate 1/2 DCV full time, No Noncombat Movement	-
8	Life Sense: Detect (life), Sense	-
5	Life Sense: Ranged Sense (detect)	-
5	Life Sense: Discriminatory Sense (detect)	-
5	Life Sense: 360 Degree Perception (detect)	-

Cost	Skills and Talents
33	Magic Skill 30-
3	Spell Research 14-
2	Language: Arcanum fluent conversation
1	Literate
3	Knowledge Skill: runes and glyphs 14- (INT based)
3	Knowledge Skill: ancient history 14- (INT based)
3	Knowledge Skill: ancient secrets 14- (INT based)
3	Knowledge Skill: magic theory 14- (INT based)

Cost	Skills and Talents
10	Perk: Great political influence and power
3	Linguist
6	Languages: Dwarven, Perelen, Morianic each fluent with accent
15	Filthy Rich
58	Followers (50 @190 points) Skeletons
20	Base (100 pts) Lair in remote location

Total Powers & Skills Cost: 827

Total Cost: 1050

PTS	Disadvantages
-5	Vulnerability: x1 1/2 from Presence Attacks by Holy Men
-10	Vulnerability: x1 1/2 Body from Holy attacks
-10	Vulnerability: x1 1/2 effect from Holy attacks
-10	Susceptibility: 1D6/phase from direct sunlight
-10	Susceptibility: 1D6/phase from Holy places
-15	Psychological Limitation: fear of holy places and objects
-5	Physical Limitation: very light and thin

Total Disadvantage Points: -65

Ecology: The Dread King is an undead monster, he needs no food or even air. His history is in the beginning of the adventure.

Personality/Motivation: Like all Liches, the Dread King lusts for power and control. He has no scruples or concerns for morality or pity, he is utterly ruthless and evil without any wavering.

Powers/Tactics: In addition to being undead, and thus having their benefits of feeling no pain and being tireless, all Liches are extremely powerful spellcasters. This kind of Lich is vast in it's magical power, and the listed Spell Pool is perhaps even low for some campaigns. In addition to their magical power, Liches are very resistant to damage, especially non-magical damage, and their touch is so chilling it causes painful damage to bare skin.

The Dread King will use magic almost exclusively, he does not care for melee or hand to hand combat. A master of dark magic, expert in spirit, and expert in air, the Dread King's power in magic is immense, at a level rarely encountered by anyone.

Campaign Use: This is the big bad guy for the adventure.

Appearance: Although dressed as a king, the Dread King looks like a wizened corpse, he is not even alive when first encountered.

Equipment: Crown of Majesty
Brooch of Power
King's Scepter

SPELLS				
SPELL	EFFECT	ROLL	MANA	NOTES
Bleeding Touch	KA 1 1/2D6 continuous Body drain at range	-7	<7>	Use on mages
Corruption	3D6 Drain all stats	-9	<9>	Used on foes if he's losing
Drain Power	Succor 1 1/2D6 END, Suppress 2D6 any one spell	-5	5	Sucks power out of spells and gives to Mage
Hex	2D6 continuous suppress magic skill	-2	2	Use on mages
Magestaff	END Reserve (80 Mana)	-1	(2)	In place already on his scepter
Malediction	KA 1/2D6, Drain D6 DEX, continuous, uncontrolled	-7	<7>	Use on warriors
Mana Crystal	4D6 Heal Body	-5	10	Already in place in his clothes
Mystic Strike	4D6 NND always hits	-6	6	Used on melee types, never on casters
Overawe	+30 Presence for attack only	-3	3	To start with
Pestilence Breath	4D6 NND cone disease	-6	<6>	Use on groups
Plague	3D6 drain main stats, week delay	-12	<12>	Use on anyone that annoys him
Shield of Confusion	D6 Flash sight, Drain D6 OCV damage shield	-4	4	If pressed badly (full phase)
Silence	1" radius darkness vs sound, personal immunity, Usable as an attack	-4	4	On casters
Soul Leech	2D6 Transfer Body ranged	-6	<3>	Use on tough targets
Spellward	8D6 suppress all magic pers. immune	-8	(16)	Use on self immediately
Unmagic	Dispel 15D6 any one spell	-6	6	Use on mages or characters with power defense
Un sight	Darkness as attack	-2	<2>	Use on mages
Vampiric Storm	2D6 Transfer Body (+12 max) AE Radius	-8	<8>	Use when taking damage

TREASURES IN THIS ADVENTURE

ALERT STAFF OF THE CITADEL: This is an ordinary oaken quarterstaff that grants Defense Maneuver IV, +8 CON (only vs being stunned) and +10 Stun while held.

ALOE BANDAGE: These greenish swaths of linen are wrapped individually in wax. Each one acts as a +2 bonus to paramedic skill and stop bleeding immediately when used on a wound. Aloe Bandages take a full phase to apply.

BLOODTHIRST COIF: This bloodiron chain helm gains 1 PD, 1 ED armor each time the attacker does any body damage to an opponent. This effect fades 1 PD and 1 ED per turn, and has a maximum bonus of +5 to each.

BROOCH OF POWER: This is an Ithilnar and emerald brooch in the design of a serpent and a pair of scimitars end to end making a ring. While worn, the brooch grants 50 extra Endurance which recovers at 1 per hour. The Brooch can also once a day give +10 STR for 10 END. However, if all the stored END is used, the brooch will no longer recharge.

CLOAK OF SCORPTIONS: This cloak is literally made up of living, squirming scorpions. It grants 2 resistant ED and life support versus non magical poisons. It also gives 360 degree vision. The cloak can release all the scorpions (losing all those benefits) which acts as a crawling summoned Insect Swarm. This will last one turn then crawl back to the owner and become a cloak again. It can only be used every other turn in this manner.

CROWN OF MAJESTY: This is a clearly valuable item made of gold, silver, and opals with ermine lining. The crown is clearly meant for royalty, and while worn has various magical powers fit for a king: Detect lie, +5 PRE, +2 PRE based skills, gives Oratory, Conversation, and Persuasion at the base level if none are had.

CROWN OF NIGHT: This Felstone crown has tiny diamonds set in the edges giving it a glint without obvious gems. When worn, the Crown grants 25% damage reduction and +5 Power, Flash, and Ego Defense; all versus magic only.

DREAD BLADE: Felstone greatsword, enchanted to be +2 OCV for all sweep attacks while granting rapid attack and reducing the DCV subtraction for a sweep maneuver to -2 rather than half. With each hit, the sword has an 11- chance to proc a 1D6 Megahex Body Transfer (the wielder immune to the drain) with a +4 maximum effect. The body thus drained and granted fades each hour.

EVERSTRIKING SWORD: This is an ordinary looking Star Iron bastard sword of fairly good construction. However, it has been enchanted with what some call a curse: it cannot miss. If the roll to hit misses, then the sword does a 1/2D6 NND full damage normal damage blast per 1 OCV required to *make* the attack hit. For instance, if the attack roll hit a DCV of 5 and it needed to hit a DCV of 8, then the sword will add that OCV, and do a 1 1/2D6 NND full damage blast to the wielder. This blast goes off after the attack; it may stun or perhaps even kill the person using the sword, but it will never, ever miss.

GRIMOIRE NECRIS: This is a huge book, two feet by three feet, five inches thick. It weighs one hundred pounds and is bound in metal plates. The book has pages of human and elf skin with various symbols, sigils, phrases, and designs in blood of the innocent and it is usually kept on a special stand of warped and magically shaped bone. The Grimoire Necris eliminates the Body cost of casting necromantic spells and gives a +2 to the magic skill roll for all dark magic spells.

GUNTHER'S GROG: This foul smelling green slime is a powerful potion but it has strong side effects and tastes so repugnant that anyone who drinks it must make either an Ego or Constitution roll successfully to keep it down the first drink. The grog heals D6 Body and grants D6+3 Strength for 1 hour. However, until the Strength fades, drinking the Grog is unhealthy. The character immediately suffers cramps that act as a 2D6 DEX drain, fading in one minute. The grog does not heal, and has an 8-chance of draining 2 character points of Body that recovers once a century.

HEALING SALVE: This paste takes a phase to apply to any wound, and after a full turn of delay heals 1D6 like a normal attack.

HELVORN MEDIUM SELF BOW OF SEEKING: This is a very well-crafted bow with fine Helvorn wood. The bow is +1 OCV against a specific target chosen each fight. It cannot be swapped in that fight even if the target is defeated.

LEAPING BLADE: This golden long sword is enchanted with incredibly swift attack, literally leaping to block attacks even while the character is not able to take action. The Leaping Blade grants Rapid Attack, Lightning Reflexes of +3 DEX, and on segments the character does not act, +2 DCV.

POTION OF HEALING: A peach colored concoction with a citrus flavor, this potion has a single draught of magical liquid that heals 4D6 damage as if a normal attack.

POTION OF UNFEELING: This silvery liquid numbs the skin it touches, and when drank for one full hour causes the character to become numb all over. They have a 1" movement penalty for five minutes and suffer -1 OCV for the duration of the potion, and their touch perception is negated. However, they also cannot be knocked out or stunned for the duration of the potion either.

RING OF INTELLECT: This plain silver ring grants +5 Intelligence while worn. All secondary characteristics are affected, but normal characteristic maxima apply.

GRIMDRANG'S AXE

This mighty weapon requires a special writeup. It is a very potent weapon against undead, especially once the gem is inserted into the haft. This is a masterpiece of a weapon, an epic device of artifact quality that the dwarves hold in great awe. While you hold this weapon, all dwarves will treat you with respect and dignity.

The mighty axe of Grimdrang took into account all the learning he gained from his battles in Khemri and from the evil magics that coursed through his veins. He studied their horror, the nature of the dead, and evil its self and crafted a weapon to turn their dark will against them. Only the incredible Death's Avenger blade is mightier against the undead—and even it is not as potent against the Dread King.

OCV: +1 Damage 2D6-1K STR MIN: 13 DEF: 9
BOD: 6 KG WT: 2.0

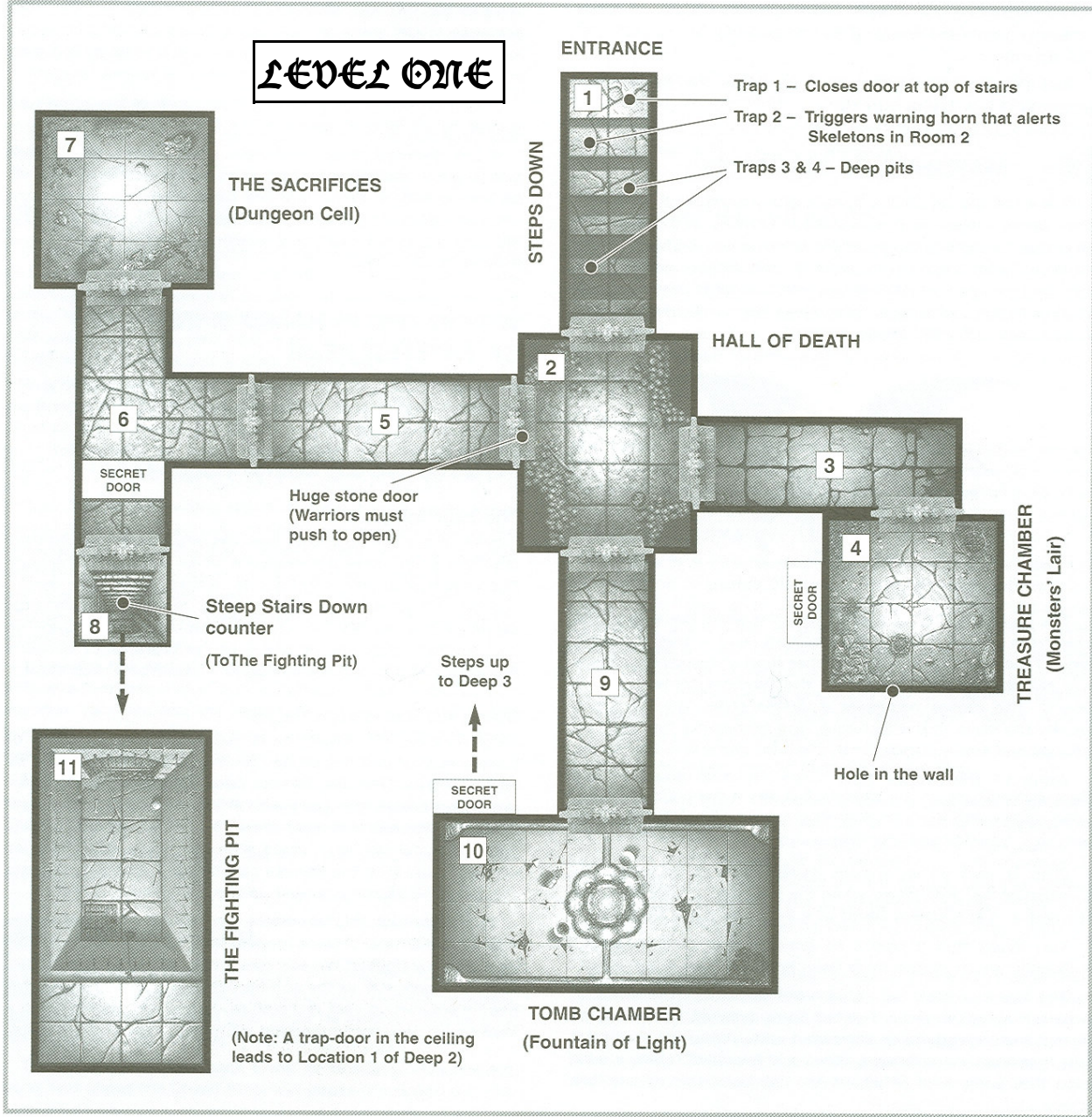
This weapon is enchanted to be more accurate, and in against undead targets the axe is +2 (total) OCV. While fighting undead, the blade glows red hot and inflicts a like amount of damage in normal energy damage with each hit (so if the wielder does 2D6+1 KA with his strength, the axe does 7D6 normal energy damage to undead). The axe also has an 8— chance against undead to do armor piercing damage.

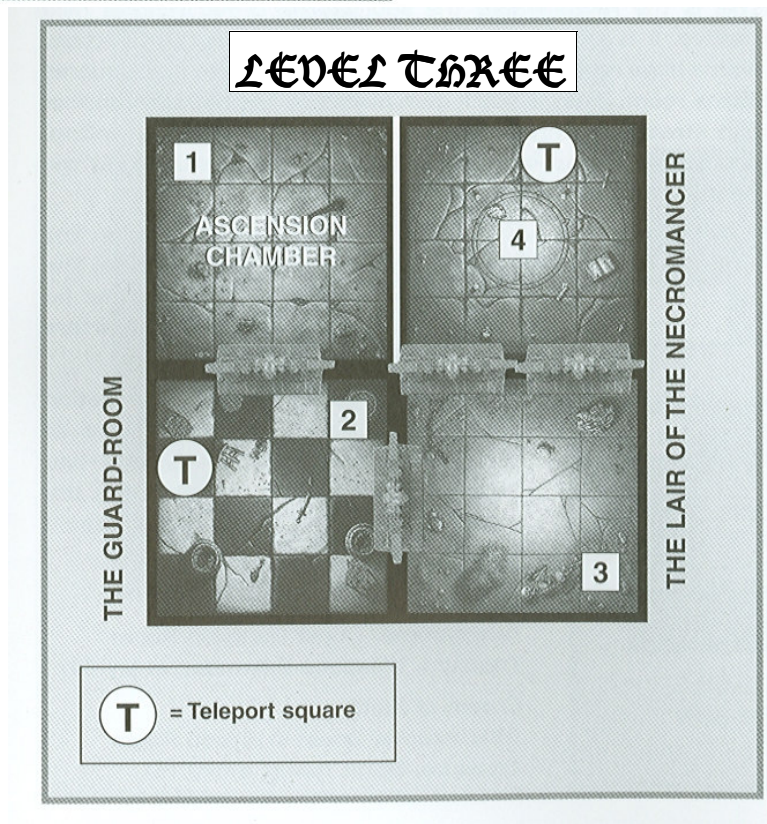
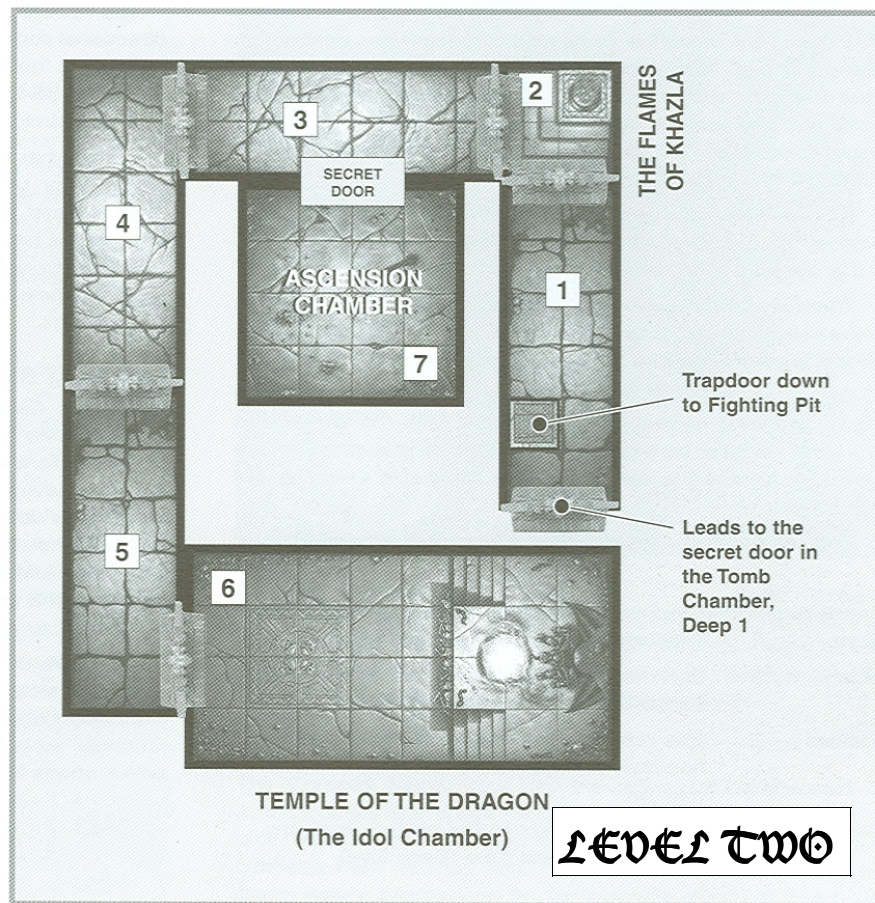
When in the presence of undead, Grimdrang's Axe grants the wielder and all within 2" of it 5 Power defense and life support versus diseases. It also grants +10 presence to the wielder, defensive only, to resist the terrifying monsters.

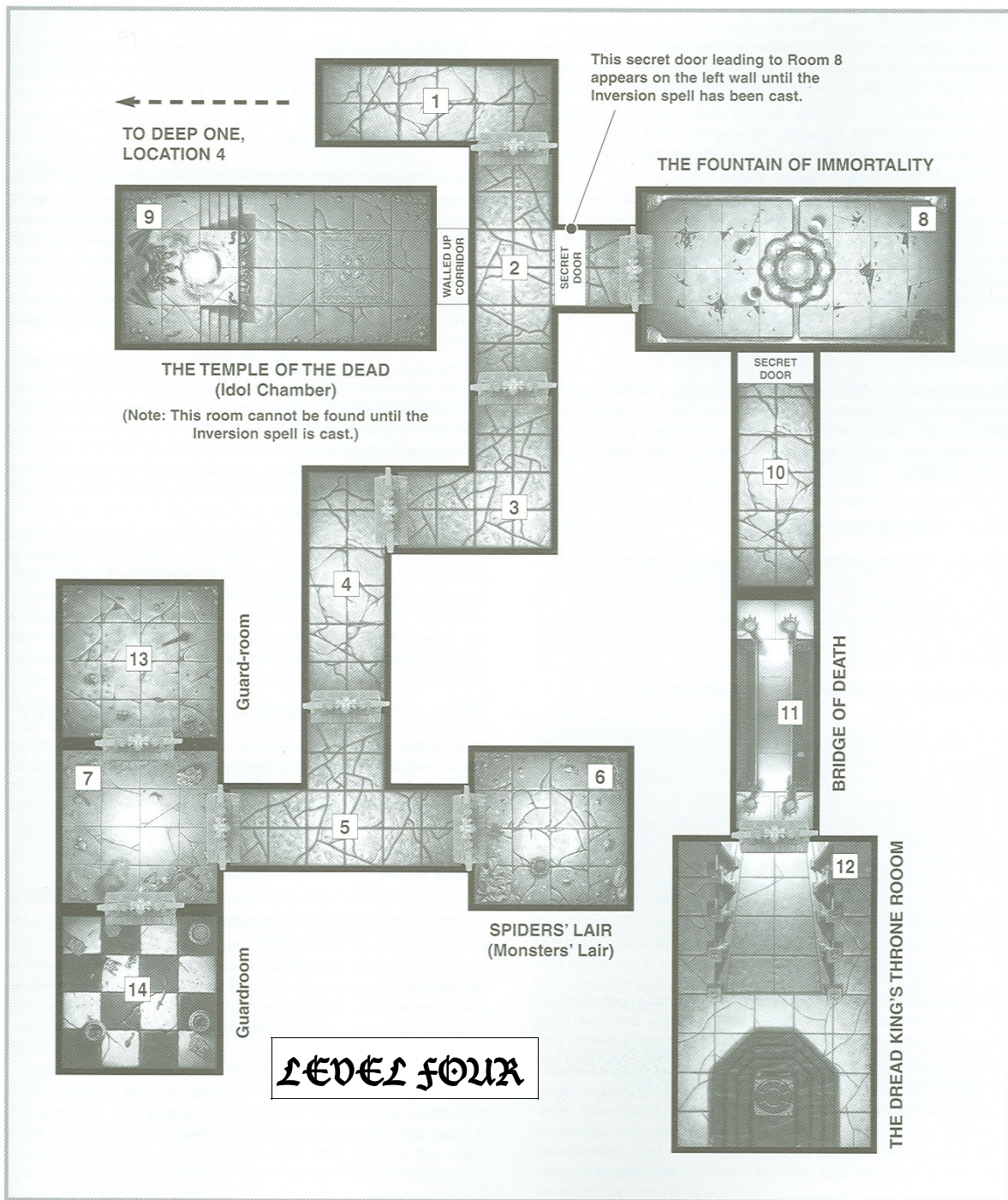
With the jewel in it's socket, the axe is constantly armor piercing versus undead, and grants 10 power defense to all nearby. Sadly when confronting the Dread King it loses this power.



THE MAPS







THE HANDOUTS

HANDOUT 1

so far, my efforts are to no avail. the pyramid defies me. the cursed priests of alcadizzar have done their work well. i cannot enter the temple of the sun. it is too well defended against my kind. the location of the king eludes me. though i know him to be sealed in this accursed place somewhere. i will find him! he will walk again!

HANDOUT 2

Grimoire (✓)
 Refers to Dead Lands -
 Sylvania? ✗
 Below Middenheim? ✗
 Mousillon? ✗
 Praag? ✗
 The Lands of the Dead? ✓
 But where? what of "the coin"? What of "the shamed Dwarfs"? "Stonebeard clan"? What of "the Dread King's axe"?
 Dwarfs -
 Karaz a Karak? ✗
 Karak Kadrin? ✗
 Barak Varr? ✓
 Book of Grudges - Stonebeard clan - Excellent!
 The axe has been moved to Karaz-a-Karak - Curses! It still eludes me!
 What of the Marshes of Madness?
 The stone circle! The Dread King! Khemri! The coin! His glorious likeness!
 What of Pkharazar D'Var? He failed! The temple is still sealed! The Dread Lord stirs, but he needs his heart! The dragon awakens - he may be a threat...
 I suspect meddlers and fools follow me. They will fail. The sacrifices are all but complete. I have bodies to spare. My children already stir. And I have found B'Nakkar the Tomb King, who will surely serve us well!

HANDOUT 5

Pages from the ancient Book of Works

The torn pages tell all about the fall of Ekrund, and the betrayal of the pale travellers. It tells of the origins of the stone circle, and the shame of the Thundrumm Dwarfs. It tells of the axe of Grimdrang, and the search for the lost hold of Karak Zorn. Ask the Gamesmaster all about these things, he has the notes!

Scholar's scrawl

The (eternity/time/hour) will
 (journey/arrive/terminus)... (lots I do not understand)... Upon the (holy chair/carriage/throne) the Dread (master/king/overlord) will
 (arrive/awaken/thaw)... something about death, carnage or blood (perhaps all of them). Many living (gifts/given away/offered??) to (lift/raise/invigorate) the Dread (master/king/overlord). Blood and souls (definite about this, very close the language of the nomadic tribes around the Gulf of Medes). The dead will (live again/walk/return). The rest of it was largely indecipherable, except for just a few odd words really - pyramid, circle of stones, power, Nagash, lots of references to death, and something that could be "the black jewel", or "heart of blackness", "precious night" - hard to tell. The only other consistent reference seems to be about the dread steed, or flaming steed.

More than this I cannot read.

Rudolph Seville

HANDOUT 3

HANDOUT 4

Consumed by Fire
 Heat of the Sun
 Ashes burning
 Now the Magic is done
 Gone in the End
 Enter a new Beginning
 Look to the Ashes
 In the Opening of the Door
 Now Say the Word
 Grant yourself Redemption & Treasure

HANDOUT 6

Take the Black Jewel, It contains great Power
 It will destroy the Dread King, He will be no More
 Stone Dead Forever
 Thrust the Jewel in his Rib Cage, He will die
 Do it, Do it now.

HANDOUT 7

YOU WILL NEVER TAKE THE BLACK GEM.
 IT WILL STAY HERE FOR ETERNITY.
 TO TRY TO REMOVE IT IS TO INVITE YOUR
 CERTAIN DOOM.