

THE BROKEN ROAD



A **Gods & Monsters** Adventure

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ABOUT THE TUNNEL

In its heyday, the road was powered by divinity and technology merged. This is especially true within the underground station deep in the mountain. After the fall, some turned to magic; others turned to hatred and directed their hatred towards the new magic users.

PRECURSORS

THE POEM

The poem might come from someone doing an augury of some kind, such as a prophet using Divine Guidance.

1. The restless step... the burdened soul... blunt evil tempts the weak to rule.
2. On broken roads... base magic's stayed... and bloody days my price they'll pay.
3. From sleepless tongues... stir rotting dreams... and gilded dung paradise seems.
4. That speaks of truth... is branded liar... faith's tested not in air, but fire.

Here's what they refer to:

1. Plog (Teran-kasae is the "blunt evil", Plog is the "burdened soul").
2. Wizard's Bane, the anti-sorcerer sword lost in the tunnel.
3. The Flea Circus (Coriandrome).
4. Mahukia at the Tower of Apuiporo is the "liar", and the fire is the entrance to the lost Ark of the Covenant. What this should not do is convince them to jump into molten nickel; never describe that as anything like fire. Remember that "fire" can mean something burning, or it can also mean under attack.

(The poem is altered from a poem for a different Fell Pass by AD&D Dungeon Master Thor Brickman.)

MAGIC ITEMS

CORIANDROME SCARAB



Covered in strange runes, these small, handheld green-stone ovals are inert larva of the insect mesh. When held by a human, they will after a day or so occasionally take on the form of an iridescent green beetle. When the bearer wants something badly, or is in need of a performance boost, the beetle will offer them the chance to bloom. All they need do is take it into their mouth, where it will replace their tongue and grant them the power or beauty they wish. They will become pupae of the insect mesh.

The beetle depicted on the scarab is the dung beetle. In a culture old even by the standard of the Ancients, the dung beetle symbolized the nightly rolling of the sun through the underworld, from west back to east where it can rise again. The dung beetle represented transformation.

CUP OF THE WATER ELEMENTALS

Turquoise beryl and green jade surround this fragile ceramic goblet. It is eight inches tall, and four inches in diameter at the top of the cup.

When pure water is poured into the goblet, and a simple spoken ritual performed in a place of power, it will command a twelfth level water elemental to appear under the command of the summoner. The ritual takes one minute to perform.

FAEBEL

This divine dagger is a +1 dagger normally, but is +3 against any evil faerie, especially goblins and xolome, and including the bean-si. It is a simple mithril and steel blade with a jade handle.

GENIE'S SCIMITAR

This curved Arabic blade is a powerful divine weapon. It is a +3 weapon, and is Chaotic Good. Only those who are Chaotic Good can use its bonuses. Characters with no moral code can use it as a normal weapon. Characters who are Chaotic, Good or Chaotic Good can use it as normal. Characters who are Ordered Good can use it but will gain one injury each time they wield it in a new battle. Characters who are Ordered, Evil, or Chaotic Evil gain one injury per round that they try to wield it, but cannot use it.

MAGIC ARROWS

The magic arrows from the strangling pool and the pool of souls are strong yew and flint, and protected with **indestructible object +5**. They are of barbarian make, similar to that of the Jutes north of Crosspoint. They are +1 arrows.

POTION OF CLOUD GIANT STRENGTH

This potion from the viper's pit is an ancient remnant of Edurlag's day. It is marked with the symbol of a castle tower (like the chess piece) rising out of a cloud. It grants warriors extreme strength. The character can lift up to a thousand pounds, hurl rocks up to 200 yards for 1d12+12 damage, and gives them a damager modifier of 12 for all attacks (this replaces any current strength-based damage modifier the character has). For all strength contests, the character rolls as if they had a 32 strength (this also affects the bulk each carry slot can hold). The effects of the potion last for 40 minutes, plus 1d4 times ten minutes. **The potion is only effective on warriors.** It may be used in two halves, for a duration of 20 + 1d4 times 5 minutes.

POTION OF FIREWALK

The potion of firewalk in the goblin's bag is at the sixth level. It provides full protection from normal fire, and +6 against magical fire. Any damage taken is halved. The potion is marked with a symbol of flame and a stylized foot. It was made by a Roman prophet.

It tastes like bad whiskey. A prophet, as normal, can command the fire spirit to perform any sixth-level or lower fire spirit manifestation.

SHIELD OF APOLLO

This round bronze shield is embossed with the symbol of Apollo, a snake coiled around the trunk of a laurel tree, its forked tongue protruding down from the branches. Its protection is divine; it provides an additional +1 defense beyond the normal shield bonus.

TERAN-KASAE, THE FAITH-SPLITTER

Teran-kasae is a creature from the abyss in the shape of a huge warhammer. It is Chaotic Evil with an Intelligence of 12, a Wisdom of 13, and a Charisma of 18. It acts as fifth level where that matters. It is +3 to attack and damage, and does 2d8 damage in the hands of a large creature, or 2d6 in the hands of a medium creature (+3 for the bonus in each case). It disrupts magic, spirit manifestations, and technology. It has magic resistance and tech resistance of 5 in one yard, down to a resistance 1 in five yards. Tech resistance works the same as magic resistance does, and applies to complicated technology such as firearms, manufactured explosives, and anything that operates on electricity. The wielder has a bonus of 5 to any reactions against spirit manifestations.

Teran-kasae will shatter any normal door in a single blow. It will burst open any magically sealed or held door on a roll of five or less, and this roll may be repeated over multiple rounds.

Teran-kasae can locate any divine presence within twenty yards. Teran-kasae despises religion, and will attack prophets in preference to any other opponent in range. Oh, would it love to get its mallet into Flamen Felicita Gratia!

Teran-kasae can control its wielder if the wielder fails a Willpower contest against Teran-kasae. It can whisper telepathically to its wielder at any time and will attempt to trick its wielder into doing its bidding even before it engages a Willpower contest or after it fails one. Teran-kasae will attempt to possess its wielder as soon as it thinks the attempt will be successful, as it doesn't want to get thrown away. If it realizes that the wielder has a low Charisma and Wisdom, or if its wielder becomes wounded or otherwise weakened, for example, it will try to take control. Teran-kasae's Willpower is 10.

Teran-kasae is a large weapon. It is bulk 16 for large creatures (such as ogres and saurians) and bulk 32 for medium creatures (such as humans).

WIZARD'S BANE

Inscribed along the grooved blade of this sword, in the Ancient tongue, are the words “On broken roads, base magic’s stayed, and bloody days my price they’ll pay.” The sword will respond to that couplet, spoken by anyone, by calling out to any of Ordered, Ordered Good, or Good moral code. It can only be used by a person of one of those moral codes; to anyone else it is just a well-made sword.

Wizard’s Bane was created after the city was cut off from the road and used to hold off the horde of sorcery encroaching from the abyss, until it was eventually lost deep in the broken road. The people of Ishtar call it Kishpar-eli.

It is a +2 sword, and +3 against enchanted or sorcery-using opponents (which includes sorcerors). It grants magic resistance 4 in a one yard radius, whether the wielder wants it or not, down to magic resistance 1 in four yards radius.

WANDERING MONSTERS CREATURES

01-16	Earthquake	16%
17-24	Spiders, giant (d12)	8%
25-32	Bats, giant (d12)	8%
33-39	Toads, killer (d6)	7%
40-45	Leech, giant (1d20)	6%
46-51	Crazy crabs (d40)	6%
52-56	Snakes, large (d4)	5%
57-61	Creeping Slime	5%
62-65	Orcs	4%
66-69	Ogres (d3)	4%
70-72	Trolls (d6)	3%
73-75	Manticore (d4)	3%
76-78	Wyvern (d4)	3%
79-81	Goblins (d12)	3%
82-83	Beaked sweepers (d3)	2%
84-85	Grey-hooked bat (d20)	2%
86-87	Gryphon (d4)	2%
88-89	Kamekkipialo (d12)	2%
90-91	Carrion worms (d8)	2%
92-93	Fire spider (d10)	2%
94	Mushroom walker (d10)	1%
95	Wraiths (d3)	1%
96	Spinnerett (d8)	1%
97	Tentamort (d3)	1%
98	Snake, giant (1)	1%
99	Ketelekrae (d4)	1%
00	Headless men (d20)	1%

CREEPING SLIME

01-48	Green Slime	48%
49-75	Red Slime:	27%
76-93	Steaming Slime:	18%
94-00	Orange Slime:	7%

EARTHQUAKES

01-40	The ground shakes and rolls	40%
41-65	Rocks fall (d12 damage)	25%
66-80	The ground opens (d20 feet)	15%
81-90	Lava seeps upwards	10%
91-00	Steam explosion (d20 damage)	10%

Earthquake victims can make Evasion rolls to avoid damage.

ENCOUNTER CHANCES

Goblins are never abyssal. If characters hang out next to the openings between levels, the encounter period is halved to six hours, and the encounter chance is increased by 10%.

Area	Encounter chance	Abyssal?
Glendale side	15% every day	40%
Outside	30% every six hours	80%
Mountainside	30% every twelve hours	60% to 30%
Long tunnel	30% every eight hours	60% to 30%
West end	20% every twelve hours	10%
Lower level	15% every twelve hours	0%
East end	10% every twelve hours	0%

THE OTHER SIDE OF THE ABYSS

You stand upon a plateau against a mountain. A cold, reeking wind blows intermittently past. Forward, the mountain rises steeply to the stars. Behind you the matte dark abyss looms as high. The rails are rusted, and on this side there are four of them, two to your left and one to your right. They continue into a multiply-arched tunnel straight into the mountainside.

Beside the rails, two dust-covered dark roads enter the mountain tunnel beneath their own arches. There's a sign next to one of the roads, and you can recognize the bright reflections of a crossroads sign in your (flickering/steady) light. It marks 49. Above that road another, larger sign hangs from the top of the tunnel, but it's faded and you can't read it.

The mountain here isn't as tall as the snow-covered passage, but it's a lot steeper. That mountain was a trap. This one is a barrier. Crossing the mountain by climbing it will be nearly impossible and very dangerous, and will take a long time. This is a craggy, steep mountain, not a slow, grassy rise like the mountain they started on. Its peaks rise far beyond the clouds in the sky. Should they do so, however, and succeed, it will be a glorious journey.

The mountain rises another 8,000 or so feet into the clouds. They're already at about 10,000 feet. It is night, and it is always night on this side. For about two hours the skies lighten a little, most of the stars fade, and only four or five are visible, but that's it for daytime. It is always dark. There are stunted bushes on the side of the mountain.

The other option is to follow the tunnel. There is no train here, and the tracks are flaked with rust. There are yellow-white bubbles scattered throughout the tunnel that might once have been lights, but the tunnel is now pitch-dark as often as it is lit. Creatures scuttle around in the rocks and crevasses. The tracks cross several more limitless chasms throughout its route, and the trestles creak and sway when weight is upon them.

The High Road also continues into the mountain, beside the tracks. The road is filled with strange carriages driven by dead men. In some cases, the dead are outside of their carriages. None appear wounded. In some places, especially toward the other side, the bridges have crumbled.

The sign above the tunnel, from closer, reads (in the Latin variant of the Road):

Milliaria Augustus Maianus
Mansio Solis: 51 mp
Prata Phoenix: 133 mp
ad octocentum quinti nonum lapidem

This milestone was erected in the reign of Augustus Maianus. The initials "mp" stand for "millem passuum", literally a thousand paces. It's just a little less than a Highland (English) mile. Mansio Solis is the Station of the Sun. A mansio is a

8— The other side of the abyss

waystation, usually in the wilderness or outlying lands. Phoenix Prata is Phoenix Meadows, or Red Meadows. The bottom line is literally “859th milestone from”. It’s a measure of how far they are from the city.

The world has changed, however; those numbers are now too small.

The creatures of the abyss crawl flopping and clawing and buzzing and flapping into the world, to climb the mountain or enter the tunnel. Their claw marks can be seen over the edge of the cliff from when they clawed their way out of the chasm, birthing themselves into nightmare beyond the magic lights of the abandoned rusty rails.

Wherever the road still exists, the Pax Urbana still applies. Willpower rolls are required to initiate any attack when on or near the road. The lava is tainted by the abyss and is weakening the pax urbana, ending it wherever the road is covered or lost



THE LONG TUNNEL

The tunnel is utterly dark. A warm, slightly moist air wafts almost imperceptibly out of it. It is silent.

A slight breeze goes east to west throughout these caverns, but it's only able to be felt at small holes such as the shifts between levels. The tunnel is warm and humid. Throughout the long tunnel, it is an even seventy two degrees once they get half a mile in. Once they get ten miles in, the air becomes fairly moist, and brightly-colored fungi and moss grow on the walls, sometimes glowing in the eternal night.

From the opening by the abyss to the Station of the Sun is fifty-seven miles. There are four tracks, and two three-lane paved roads each beneath their own arched ceiling. The ceilings were tiled, and some of the tiles remain. Where the cavern has returned, the floor, walls, and ceilings are a smooth, grayish-brown stone.

After about two miles, where the man-made tunnels remain, there are magic lights within the tunnels, curving in the arc of the ceiling and shedding a calm blue glow about every 100 yards. They'll first see the light about a mile into the tunnel.

Many of the wonders in the tunnel, such as the lights, will detect for **divine presence**.

THE FELL PASS

The rails are cracked where the ground has shifted in earthquakes. Sometimes, black rock has flowed over the tracks and hardened. Eventually, the tunnel has collapsed; only a slight warm breeze lets them know that there's a way out. What happens in the deep night of the steam-train tunnel? That's up to you. Something personal. Something old. Something dangerous. We use the Fell Pass by Karl Merris, from *The Dragon*, December, 1979. One of our members went through the original Fell Pass, and we went through a modified one long ago.

CAMPS

There are alcoves and small side caverns throughout the long tunnel. Most of the alcoves are currently unused but most also show signs of past use. If there are any random encounters, these are fine places to put them.

FIREARMS

Firearms will work within the area around the old Station of the Sun.

10—The long tunnel

THE CREATURES OF THE CAVES

Most things in the caves have no idea there is any other life.

“Why do you live in the caves?”

“Why do we live? What else would we do? Do you expect to kill us with philosophy?”

“But why here in the caves? Why not beyond the caves in the outside?”

“How can we live beyond the world?”

There is no pax urbana within the caves.

THE END OF THE ROAD

About fifty miles in, the flickering lights are off more than they’re on, and they eventually die.

The road is cracked and the rails twisted; they disappear beneath a grey rock in many places, and slowly disappear completely. The lights flicker on and off. Eventually, they die. The tunnel remains wide and tall, but it begins to curve more often, and sometimes you see cracks and walls where it looks like half of the tunnel has shifted ten or more yards right or left.

Seven miles later they reach the bridge to the station of the sun.

Finally, you arrive at an area where the tunnel breaks and thins, and then opens into a wide cavern. Twisted rails and cracked road cross a deep chasm. The rails and the road extend over the chasm, but break and twist apart at places midway across. Only one rail looks like it’s still going all the way across. What looks like rope ties the broken pieces of the railway’s meshwork metal walls together. It looks about as safe as a twine bridge. The road was once held up by great stone pillars, but the pillars are cracked, and some of them have fallen away. The other road does not cross the chasm at all.

The chasm’s sheer sides go down hundreds of yards at least. The air at the edge of the chasm is stuffy and hot, and there is a dull orange glow at the bottom.

There are two tunnels on the other side of the chasm, and a pile of pale debris blocking the left tunnel.

The left tunnel is the road; the right tunnel is the rail.

The chasm is fifty yards across and 500 yards deep, and there are three lava rivers at the bottom ten to twenty feet across. Lava will cause 2d6 damage per round if someone is pushed or falls into it.

The remaining rail is probably the safest way to cross, though it doesn't look it. As they approach the places that are tied together with rope (a very nice, strong, bright yellow rope), the whole thing swings widely back and forth. Crossing will require an agility roll at +10.

The roadway won't swing, but it is completely fallen through in places. There are three places that will need to be jumped or somehow crossed at seven yards, twelve yards feet, and seventeen yards; the open part of the road is two yards, five yards, and three yards across respectively.

From here on in it's the Fell Pass.

THE WEST END

Use map 1 for the western end of the underground Station of the Sun. It starts after 57 miles from the entrance. The description at the Pit of Bones starts at 56 miles from the entrance.

This was an underground station where the trains stopped and people took time for refreshments and entertainment. Earthquakes and seeping lava have destroyed or hidden most of the relics of that period, except for some of the self-sealing doors, a television set (now tuned to the circus), and some electrical outlets.

Items two through fifteen are the most intact remains of the old station.

Ceiling height varies from three to fifteen yards. The squares on the map are four yards to a side. Within the remaining Station, the ceiling is five yards high.

AMBUSH

If the ogres stage an ambush they will do so through either room 4 or 14 (caverns 1 or 17). Perception rolls to detect the ambush are at a penalty of 4, because the secret doors block any sound or movement.

There are 24 total ogres besides Plog from the various rooms around the ogre's domain. If they need to stage an ambush from room 4, however, he'll only be able to get 15 ready for an ambush. All of the ogres from Plog's court will be there, as will the two guards from room 5, and one wandering ogre they pick up.

If they stage the ambush from room 14, they'll have a few more minutes to stage the ambush. Plog will have the guard ogres and the court ogres, plus one to eight more wandering ogres.

Five ogres can come through the foam doors at a time (which will mean five per round). Plog will be in the second wave.

SHADES

If the ambush is in cavern 17, remember that if the characters win (and any blood is shed by them or by the ogres) shadows will rise to thank them. Dark misty forms come to their aid! Shades are cognizant undead, but focused on a single hatred. They are tied to a location, and can be talked to.

OGRES FROM GUARD ROOM 5

2 small Ogres: (Fantastic: 4+1; Moral Code: Evil; Survival: 14, 29; Movement: 9; Attack: club; Damage: d10; Defense: 5)

14—The west end

WANDERING OGRES FROM THE SPIDERSILK SNARE ROOM 8

10 small Ogres: (Fantastic: 4+1; Moral Code: Evil; Survival: 22, 26, 17, 15, 18, 15, 18, 12, 14, 28; Movement: 9; Attack: club; Damage: d10; Defense: 5)

OGRES FROM PLOG'S COURT 13

Plog: (Fantastic: 7; Moral Code: Evil; Survival: 33; Movement: 9; Attack: hammer +3; Damage: 2d8+3; Defense: 6, Magic Resistance: 4)

12 small Ogres: (Fantastic: 4+1; Moral Code: Evil; Survival: 24, 21, 15, 18, 13, 19, 16, 19, 14, 22, 17, 18; Movement: 9; Attack: club; Damage: d10; Defense: 5)

01: THE PIT OF BONES

The tunnel funnels into two paths ahead of you, forty yards apart, each a bit over ten yards wide. The one on the left is partially blocked by a wide pile of debris at least ten yards in diameter. As you move closer, you realize that the debris is a vast jumble of bones.

What was once a shallow cistern (six feet deep and forty feet in diameter) is now littered with ancient bones. It is filled with the skeletons of humans, horses, donkeys, mules, halflings, orcs, ogres, and goblins. Deeper scrutiny will also find that some of the horse and human bones are actually saurian bones. Only the bones are there; they have been stripped clean by time, scavengers, and looters.

02: FALLEN ROCK

It looks as if rock has bubbled up from the ground; the smooth stone is covered by rocks and pebbles held together by some sort of strange grey cement.

Lava, now hardened, has bubbled up from below, and rubble has fallen from above, blocking this entrance to the station. The rubble is held together with the special foam that once made the door here. Clearing it will take about five minutes of concerted effort. The sound and rising dust from clearing the rocks will agitate the large bats that are in the station.

Eight large bats: (Animal: ½; Survival: 1, 3, 3, 3, 1, 2, 4, 4; Damage: d3; Defense: 7; Move: 3/18)

These large bats have a wingspan of about two feet.

On the north wall, scrawled in Latin, is the imperative “Turn Back!”

03: SECRET PORTALS

An arched design embedded into the walls encloses a smooth, grey stone wall.

The doors to the Station are the same color as the rock, and are made of a rubber, foam-like substance that can be walked through if pushed firmly, at half movement. The substances seals itself after one round. It can reseal after weapon attacks, fire, and most known damaging occurrences. Unintelligent creatures (such as horses or donkeys) will refuse to walk through walls.

The secret portals look like walled arches, which they basically are.

04: GUARD ROOM

A low, white table of hard shell and three similar chairs with rounded concave seats are in the center of this room.

Glazed disks about one foot in diameter hang on the walls to either side.

The table and chairs are a hard plastic. The clay disks show railway scenes. Two show Glendale and Aquestern in their heyday, cities with bright, clean Spanish buildings. The others display Phoenix Meadows, the Circus, and four of the city itself. There are eight of them total. If kept intact they're worth about twenty shillings each.

05: GUARD ROOM

Two ogre lookouts are listening at the secret portal for any intruders. If they make a roll of 15 or less, they'll hear anyone going past this secret entrance. If someone stops to examine the arch, they'll hear on a 20 or less.

If they detect intruders, they'll run to chamber 13 to warn Plog. Plog will organize an ambush at cavern 17 (through room 14) or cavern 1 (through room 4) depending on the direction that intruders are moving.

The guards are very easily surprised from the other side of the guard room, because they're paying such close attention to the sounds beyond the foam. If someone comes in within ten minutes after the guards leave, any searching will reveal sweaty handprints that must have been left in the last ten minutes.

2 small Ogres: (Fantastic: 4+1; Moral Code: Evil; Survival: 14, 29; Movement: 9; Attack: hammer; Damage: d10; Defense: 5)

The Ogres are wearing a leather armor and attack with large hammers. They each have a bag with stale bread, dubious meat, and divided among them 14 denarii and 7 rough gems worth on average 10 shillings each.

06: DEMENTED GOBLINS

In a circle in the center of the room, amidst smashed crates, broken barrels, and other destroyed rubbish, squat eight goblins, armed with swords and javelins, and wearing leather armor. They're staring at each other, and don't react to your entrance. Their still, red eyes blink motionlessly. One of them whimpers, and then goes silent again.

The goblins are in a nervous trance, frightened beyond sanity by the demon Xoordanc after an ogre led them on a raid into the lower caverns. If interrogated, they will only repeat "eyes! awful, yellow, eyes!" The goblins are being kept here until Plog can find a use for them.

Any successful attempt to read their thoughts requires a Willpower roll to avoid falling into a similar insane state for 2d4 hours. When the person awakes, they'll have a vague memory of some horrible, multi-eyed creature floating in a mist amidst giant mushrooms and surrounded by dozens of large grey creatures with bat-wings and curved horns (gargoyles).

Each of the goblins wears a small bag of coins. Between them all, they have 32 dupondii, 8 denarii, and a brass ring worth about half a shilling.

07: STOREROOM

Empty, and well-cleaned.

08: SPIDER-SILK SNARE

Silky streamers billow against your movement as you enter, hanging from the ceiling and walls and covering the floor. In the corner there are several large, man-sized bundles covered in the same silky white string. Next to them are three bronze-colored disks draped slightly with silk.

The silk is spider-silk. The bundles are bundles of spider-silk, with a bulk of 20 each and worth 300 shillings each.

When more than two hundred and fifty pounds steps in front of the silk it triggers a net trap. Everyone who has stepped there must make an Evasion roll or be caught, and raised four yards high, flush against the ceiling.

You hear a snap! and you are swept off of your feet and into the air. You hear a sliding noise, and three balls fall out of the ceiling above the shining disks. Gong! Gong! Gong! as each ball falls onto the metal beneath it.

One minute later, four ogres will come charging into the room bearing clubs and wearing leather armor. Every round thereafter for the next minute, another ogre will arrive, until ten ogres have responded (nine if the ogre from the water holes, room 12, has been killed).

10 small Ogres: (Fantastic: 4+1; Moral Code: Evil; Survival: 22, 26, 17, 15, 18, 15, 18, 12, 14, 28; Movement: 9; Attack: hammer; Damage: d10; Defense: 5)

Those caught in the net are fully tangled. If they have a dagger handy, they can use that to free themselves, but nothing larger may be used, nor can they retrieve anything that wasn't already available. It requires three rounds of cutting to free one person (five rounds if the person doing the cutting is tangled).

Fire will free them after one round, but they'll take d8 points of damage and the room will erupt in flame causing d8 damage to everyone in the room for the next round and every round afterwards for five minutes. Anyone not trapped can make an Evasion roll to avoid damage during a round.

09: MEETING HALL

A semi-circular table of glossy white is streaked with mud. Around it are five high-backed white chairs of similar material. The walls are smeared with symbols the color of mud and the place reeks of ogre and outhouse.

The mud is mostly dung, and it covers a map of the original station, showing that the station was 51 millem passuum from the west end, and only a few hundred feet behind the Great Phoenix Waterfall on the east end. Other than that, the map bears no resemblance to what they've seen so far.

10: BARRACKS

Broken furniture litters this room, shattered, jagged things of a glossy white material, that may have once been tables, chairs, and couches. Small brown spiders half as big as your fist scurry amidst the decay. An aroma of ancient death hangs in the air.

Hidden under junk in one corner is a long-dead ogre. The right side of his head is caved in and a truncheon stained with dried blood and brains lies beside him. The body has been looted, but under the body is a concealed trap door made of stone, a mere one foot square. There is a locked iron chest in the compartment beneath the trap door. Within it are twelve bottles of Phoenix Ale (in the ancient tongue) brewed in Phoenix Meadows in carefully crafted batches. The beer is very sour and not palatable, but it's harmless.

11: CAVE BEAR'S LAIR

The bear is fourteen feet tall (the ceiling is fifteen feet) and always angry. It will awaken if any noise is made entering the room; if they try to remain quiet, they'll need to make an Evasion roll. Any loud talking will awaken it, and any action that might make a noise will require a new Evasion or Perception roll to keep quiet.

A rank smell assaults you just standing outside the door.

Inside, a huge roar greets you, pushing you back almost as much as the ripe smell of the dead and of unkept animal.

There is a giant white bear against the wall to your right. Its head almost touches the ceiling. The remains of three goblins, half-eaten, are scattered around it.

Cave bear (Animal: 6+6; Survival: 46; Attack: Claws and Teeth; Damage: d8, d8, and d12; Defense: 4; Movement: 12)

The bear can make two called shots to catch its opponent in a bear hug. If both are successful, the opponent is caught unless an Evasion roll is successful. The bear will from then on get +4 to attack and +2 to damage, and the opponent will be unable to attack except with short weapons such as knives and daggers.

THE GOBLIN BODIES

The goblins were tossed in for entertainment and have weapons (short swords) but no armor. The goblins have, in their bags:

1. nothing
2. 80 denarii
3. vial of dark brown liquid

The vial contains a divine **Potion of Firewalk** (see list of magic items).

12: WATER HOLES

If they were being loud, of course, the ogre will not be caught with his pants down. He will, however, have a steaming turd ready to throw.

A giant, misshapen man squats over a hole in the ground. He sees you and grabs up a giant club from the floor next to him. He screams at you and hurls a steaming brown mass at you with his free hand.

Small Ogre: (Fantastic: 4+1; Moral Code: Evil; Survival: 22; Movement: 9; Attack: hammer; Damage: d10; Defense: 5)

The western hole is a bottomless pit. Something dropped in will not even echo. It drops for two miles before thinning into jagged sides and eventually coming to a stop in an oily pool.

There are white glossy buckets next to the eastern hole. It is thirty-five feet deep, with a three-foot pool in the last three feet. Warm, humid air rises from the hole. The pool is very hot and will cause d4 points of damage every round if anyone goes into it. There is a finely wrought gold chain, worth sixty aurei, in the bottom of the pool.

13: PLOG

The noise that the ogres make is easily audible from outside the door; the door itself is ajar.

In the center of this room is a glowing red pillar. A dozen giants laugh and fight around the fire. Slabs of meat are being roasted above the pillar. Fat drips down and red sparks fly, snapping upwards towards the ceiling and a dark hole that seems to suck the red flakes into it.

“I sure hope this bastard tastes better than he fought!” says one of the creatures.

Slouched in a massive white chair against the wall to your (left, right), an enormous giant sits, clad in a white bearskin. His raiment is covered in gold and jewels, and he cradles a giant, obsidian warhammer in his arms. He sits and stars at the red pillar, fascinated by it and by nothing else.

Plog (pronounced halfway between Vlog and Plog) has long been possessed by Teran-kasae, the jet black warhammer he wields. Teran-kasae will favor fighting prophets; if he realizes he’s on the losing end, he will have Plog surrender, and part of the surrender will be to trick the group to take the warhammer.

Plog: (Fantastic: 7; Moral Code: Evil; Survival: 33; Movement: 9; Attack: hammer +3; Damage: 2d8+3; Defense: 6, Magic Resistance: 4)

12 small Ogres: (Fantastic: 4+1; Moral Code: Evil; Survival: 24, 21, 15, 18, 13, 19, 16, 19, 14, 22, 17, 18; Movement: 9; Attack: hammer; Damage: d10; Defense: 5)

The ogres will fight to the death as long as Plog lives; if Plog dies they will scatter. Each of the ogres other than Plog carries a small sack containing 4d10 denarii. Plog wears a jeweled collar worth 1,500 denarii, a belt worth 1,400 denarii, gem-studded bracers worth 950 denarii each, and a gold earring worth 500 denarii.

14: GUARD ROOM

This room is empty, save for two glazed disks about a foot in diameter on the walls to each side of you.

The clay disks depict railway scenes. One has a train going over a wide river, a great arch visible behind it. The other is of twenty or so trains each on crisscrossing tracks while men around them load and unload packages. If kept intact they’re worth about twenty shillings each.

15: THE CRACK

An open crack, five feet wide at the center and ten feet long drops down a good forty feet before it continues horizontally afterwards.

If they climb (or fall) down the shaft, they can see the layers of the station as they descend.

As you drop down the shaft, you see layers of stone, metal, and that odd grey rock. Ancient wiry roots permeate the layers, tangling and scratching as you move downwards.

The wiry roots are in fact wires and tiny pipes. Some are marked with the sign of the crossroads, like a crosshairs. The debris continues in the sloping passage beyond, which leads to room 1 of the lower caverns after one hundred and seventy yards.

The passage slopes lightly downwards. You see occasional layers of rock and metal, twisted and cracked, on the sides of the passage. Bits of the colorful roots also poke through.

It's a wide passage, about seven to eight feet in diameter, and moves pretty smoothly with only slight twists and turns.

16: SIGN OF BATTLE

The cavern widens beyond the constricted entrance to a thirty yards diameter area. Mottled grey stone surrounds you, except for a flatter gray stone to your left, and two small passages leading further ahead.

A couple of broken swords lie in the dirt.

A closer examination will find arrowheads, rivets from armor and shields, and other signs of intense battle.

Remember that there is an "arched design embedded into the walls enclosing a smooth, grey stone wall" to the north, where the foam door goes in to room 5.

17: THE KILLING GROUND

The cavern twists around to your right and then left, and then widens off to your left. There's a wide passage ahead and to your right.

The temperature drops suddenly and you can see your breath coalesce into mist as you exhale.

A couple of broken swords lie in the dirt amidst other small pieces of metal and stone.

The cavern slowly returns to normal temperature.

Remember that there is an “arched design embedded into the walls enclosing a smooth, grey stone wall” to the north, where the foam door goes in to room 14.

There are shadows here that are not theirs. A Perception roll at a penalty of four will let them realize this. These shadows are the shades of previous travelers who were massacred by the ogres.

7 shades (Undead: 1/2; Moral Code: many; Survival: 3, 2, 1, 3, 2, 4, 1; Movement: 12; Attack: cold touch; Damage: 1; Defense: 3; Special defense: magic required to hit; Special attack: called shot for 1 injury that doesn't heal; cold touch ignores non-magical protection)

The shades long for the defeat of the ogres. Their action will be triggered by any fight with ogres: if the characters drive off the ogres and any blood is shed on this killing ground, the shades will rise as faint misty forms and offer thanks, which can include a warning about Teran-kasae and perhaps advice to seek Edurlag if they have not already lay in the hand and if they need healing. Any advice will, of course, be riddle-like. Any rudeness or attack will cause the forms to dissipate and not return. The shades are slightly telepathic, just enough to provide useful advice. They have no special knowledge beyond what they saw as travelers before their death; what they've observed here; and what they've picked up with their limited telepathy. They know rumors and riddles, and much of what they know is outdated.

The air grows chill as it did when you first entered this cavern. A faint misty shape, human, forms amid the corpses and debris of battle, hanging hesitantly in the air. Lighter mists form behind it, some human, some large and lizard-like, some small and child-like.

“You have avenged our deaths. For this we thank you.”

“You are wise, son of hate and child of love. You have heard this warning already; heed it well: the restless step... the burdened soul... caution, child.”

“Seek ye the giant in the mountain, beyond the empty cave.” A misty arm points behind you and off slightly to the right.

The forms fade, and their words disappear as if into a great distance. The temperature returns to normal.

If the shades end up fighting, it will be easiest to treat them as a group effort: +2 attack and defense; 2 extra attacks; and 6 (2*3) survival. They won't rise up against the ogres if Plog is there: Teran-kasae will destroy them effortlessly.

18: THE HOLE

The passage slopes sharply downwards. You see occasional layers of rock and metal, twisted and cracked, some of it the odd grey stone, on the sides of the passage. Bits of colorful wiry roots also poke through in tangles.

22— The west end

The wiry roots are in fact wires and tiny pipes. Some are marked with the sign of the crossroads, like a crosshairs. This hole leads to room 4 on the lower levels. It slopes down about two hundred and forty yards. It's a wide hole, about seven to eight feet in diameter, and moves pretty smoothly with only slight twists and turns.

19: ROCK OF PHAGES

There is a boulder in the center of a giant alcove, surrounded by a nimbus of white-blue light. A sour-sweet smell wafts from that direction.

It is in fact a boulder. It is covered by phosphorescent gray ooze, which will attack if anyone touches it with their bare hands or other flesh.

Gray ooze (Fantastic: 3+3; Survival: 22; Movement: 1; Attack: corrosive touch; Damage: 2d8; Defense: 2; Special defense: immune to magic, fire, and cold; Special attack: corrosive parry)

It strikes like a snake when attacking. When successfully attacked, it can attack the weapon that hit and ooze over it. This only affects metal weapons. The wielders agility modifies the weapon's defense as do any attack bonuses that the weapon has. The attack must be a called attack, and the wielder gets an Evasion roll. If failed, the metal is corroded beyond use.

20: MANTICORE DEN

Fine black sand covers the floor of this cavern, and a musky animal odor hangs over it.

Under the sand in the north side is a deep depression. Sifting through the sand, they will immediately find twelve strings of cheap jewelry, worth about 5 pennies each. After ten minutes of searching, they will find 8 cats-eye gems worth 35 shillings each. After twenty more minutes of searching, they will find a pile of 1,070 ancient **trites**, electrum coins worth about a third of an aureus or eight times a denarius.

However, each ten minutes they search there is a one in six chance that two manticores will return. This is their den.

An horrific creature with the face of man saunters cat-like into the opening. It has the body of a lion; its eyes burn blood red, and it flicks a scorpion-like tail behind it.

Its four rows of teeth chitter as the creatures launch snap their tails towards you.

2 manticores (Fantastic: 7; Moral Code: Ordered Evil; Survival: 22, 19; Movement: 12/18; Attack: claw, claw, bite; Damage: d4, d4, d8; Defense: 5; Special attack: poison spines)

They can shoot two spines each, every other round, when not otherwise attacking. The spines do d4 damage, and the victim must make an Evasion roll or be inflicted with Poison strength 3, action time 1 round, that causes d3 injuries. It also paralyzes, causing a penalty of 1 to attack, defense, and concentration for one minute.

21: GRIFFON PERCH

Any pack animals will be extremely nervous as they approach this area. Thirty feet above, concealed above a projecting ledge, are three Griffons. They will attack any pack animals (or other such prey) and attempt to carry the creatures back up to the ledge.

It looks like an eagle is leaping down upon you, and then you see the powerful lion's body behind it.

3 gryphons (Fantastic: 7; Moral Code: Evil; Survival: 36,32,28; Movement: 12/30; Attack: claw,claw,bite; Damage: d6,d6,2d8; Defense: 7)

They will fight until two are dead or until two get away with food. They will not pursue a party into the pass. They will use their claws to grab pack animals, and their beaks to defend themselves against any other attack.

22: ILLUSORY ROCK

The same grey rock has flowed over the walls of this long cavern, leaving only a bit of flat wall at the far end.

The flat dead end is a divine illusion. It cannot be dispelled, but it is a purely visual illusion. Anyone can walk through the illusion to the area beyond. Anyone examining the wall will notice that the lava that connects with the illusory wall is oddly different. It has a much sharper edge (because the lava ignores the illusion, too, and flows through it).

23: THE HAND OF EDURLAG

An enormous brown hand, five yards across the palm, thrusts upwards through the floor.

If anyone comes within ten feet of it:

The fingers on the hand begin to move, and then the hand itself twists and turns; it motions you to come forward, and flattens itself as if making room for you to stand upon it.

If anyone climbs into the palm of the hand:

A soft starlight glow fills this area. A child's voice, a girl, speaks in the ancient tongue.

24 – The west end

“Known then that this was the fate of Edurlag, heroic Storm Giant of the Great North, who dared the terrors of the Demondance, battled the Legions of the Abyss, and rescued Ningillan the White, Queen of Elves and Empress of the Silver City. Magnified to this wondrous size and imprisoned in the living rock of the Station of the Sun, shackled by the awful power of the Swarm, Edurlag yet lived and was counted blessed by the Elvish people.”

“Traveler, all that happened long ago; none now remember it. Go forth and tell this tale, and know that Edurlag shall walk again when the City rises. Followers of Evil, beware!”

Characters of good moral code in the palm will have all injuries removed and all survival restored. Evil creatures will receive 6d6 points damage as they are mercilessly crushed by the hand. This will only happen once per day.

24: PIT VIPERS

Several holes, a foot or so in diameter, are scattered about on the left wall.

Unless the characters are very careful, there is an 80% chance that twelve pit vipers will attack they pass.

The holes seem to move; something slithers out of them, and keep slithering for four feet of mottled brown snake. There are around a dozen of the snakes slithering out of the holes.

They can see in the dark by looking for heat sources.

12 vipers (Animal: 1+1; Survival: 7,8,9,6, 8, 3, 3, 4, 6, 8, 7, 9; Movement: 12; Attack: bite; Damage: d2; Defense: 5; Special attack: poison)

The creatures always use called shots. Victims must make an Evasion roll or be affected by Strength 2 poison that does d2 injuries in one round.

Inside the snakeholes is an ancient leather bag that contains 800 denarii and a Potion of Cloud Giant Strength (see magic items). It also contains three baby pit vipers.

3 baby vipers (Animal: ½; Survival: 1, 1, 2; Movement: 6; Attack: bite; Damage: none; Defense: 4; Special attack: poison)

Baby vipers have strength 0 poison.

25: MURDERERS MOST FOUL

A terrible stench warns you that something foul is ahead.

Three ugly, hairy giants loll about on a great litter of skins and bones, covered by a pale moldy blanket.

The trolls are not alert; they can be snuck past if the group tries (an Evasion roll at +4 should do it).

Mutant trolls (Fantastic: 6+6; Moral Code: Evil; Survival: 26, 34, 31, Movement: 12; Attacks: claw, claw, bite, Damage: d4+1, d4+1, 2d4; Defense: 6; Special Defense: regeneration)

They regenerate three points per round, and their parts can fight on as long as the whole is alive.

26: THE BREEZEWAY

Warm, wet air blows upwards through this opening.

There is a flat stone compartment here, about a foot and a half wide and three feet long. It is visible to anyone who specifically looks for it, and will be seen on a Perception roll if they aren't looking for it. The rock is difficult to move without tools; the noise of doing so will alert the trolls. It takes a combined strength of 54 to open it.

Under the stone are various colored rocks worth pretty much nothing, but if they clear some of the rocks away:

An eerie golden brown glow peeks from beneath the pebbles. As you move more of the pebbles, the glow grows brighter, and you see a mesh metal grating. Beneath the mesh is a gleaming, golden sword, a dagger in a sheath, and a small oaken chest.

The mesh is easily removed. The sword is **Wizard's Bane** (see magical items). The dagger is a useful, ceremonial dagger of no special ability but marked as a legionnaire's weapon.

The chest's lock is divinely enhanced to feel trapped; anyone picking it will feel movements as they grasp the lock or touch its hole. They'll feel stings that they quickly avoid, and so on. The chest contains a gem-encrusted goblet, turquoise and green (see magical items for **The Cup of the Water Elementals**). It also contains 5,600 denarii.

The passage slopes sharply downwards. You see occasional layers of rock and metal, twisted and cracked, some of it the odd grey stone, on the sides of the passage. Bits of colorful wiry roots also poke through in tangles.

The wiry roots are in fact wires and tiny pipes. Some are marked with the sign of the crossroads, like a crosshairs. The breezeway slopes down about 240 yards to room 5 of the lower caverns. It's a wide passage, about seven to eight feet in diameter, and moves pretty smoothly with only slight twists and turns.

THE LOWER CAVERNS

Use map 2. Within the lower caverns, the temperature is a muggy 96 degrees. Steamy mist gives everyone a penalty of two to Perception rolls. There is an incessant cracking-popping sound, every ten or fifteen seconds.

THE GARGOYLES

The gargoyles of caverns 8, 13, 14, 15, 17, and 21 are minions of the demon Xoordanc. Torturing the weak and helpless is their favorite pastime. They carry ornate pikes, which they use to prod captives. They don't fight with them, however, preferring their claws and horns. They each bear an irregular yellow crystal on a leather thong about their necks. This marks them as servants of Xoordanc. The gargoyles have strict orders to capture any intruders if possible, and kill if necessary. Captured intruders will be stripped. Their things will be stored in cavern 8 for a day or two. The prisoners will be stored in cavern 14. Prisoners will be brought before Xoordanc for questioning after their things have been sorted.

These gargoyles are lesser gargoyles; they are only level 4 instead of level 5. This lets Xoordanc summon more of them. Besides their lower level, these lesser gargoyles have a defense of 5 instead of 8 and a magic resistance of 2 instead of 3.

Because Xoordanc summoned them, Xoordanc can at any time choose to sense where all of its gargoyles are. Any dead ones will be noticed, though he won't know where they died. As is normal for demons, they will boil back to hell when killed.

There are 34 total gargoyles: three on watch at cavern 8, eight in the chamber of Xoordanc at cavern 13, two guarding the prisoners at cavern 14, nine goofing off in cavern 15, nine watching the golden eggs at cavern 17, and three on watch at cavern 21. If any gargoyles are encountered as wandering monsters, remove them from one of these areas (most likely cavern 15 or 17). **Roll encounter chances as normal, but on a roll of 01-10 for the chance of an encounter, the encounter is with 1d6 lesser gargoyles.**

01: THE CRACK

The air grows warmer and warmer as you follow the downward-sloping passage. The air grows mistier and the mist catches in your light. Water drips from the ceiling, and you hear strange hollow popping noises in the distance.

As the passage opens to a wider, eight-yard-wide passage, you can smell something rich and musty.

02: GRAY FUNGUS GLADE

Giant umbrella-shaped mushrooms of every size up to five yards make an eerie forest with a musty odor.

Anyone walking through the glade will get covered in spores if they so much as touch one of the giant mushrooms. The spores are harmless to humans and living things, but will infest any bread, meat or cheese that the group is carrying unless it is very well sealed, such as in plastic bags.

The mushrooms are also edible, and taste somewhat like morels.

03: CHAMBER OF CHAINS

Shiny steel manacles hold bones against the walls 20 foot diameter area.

The bones are of men, elves, saurians, and halflings. They were severely beaten and tortured before being killed, by the gargoyles and Xoordanc.

04: THE HOLE

The air grows warmer and warmer as you follow the steeply-sloping passage. The air grows mistier and the mist catches in your light. Water drips from the ceiling, and you hear strange hollow popping noises in the distance.

As the passage opens to a wider, six-yard-wide passage, you can smell something rich and musty in the mist.

05: THE BREEZEWAY

The air grows warmer and warmer as you follow the steeply-sloping passage. The air grows mistier and the mist catches in your light. Water drips from the ceiling, and you hear strange hollow popping noises in the distance.

As the passage opens to a wider, ten-yard-wide area, you can smell something oddly sweet in the mist.

06: RED FUNGUS GLADE

Globular, red-and-white stippled fungi from one to eight feet in diameter, turn this into a strange glade. The fungi give off a faint sweet smell. In the center of this 50-foot-wide area is a pile of boxes, crates, and chests.

The fungi are harmless, and the crates and chests contain mostly decayed and mildewed cloth, silks, herbs, and spices long since abandoned by a merchant trying to travel west. If they search for half an hour, they'll find a child's coffin, rotted, and unoccupied, a case of vinegary wine in bottles, a jewelry case, and a locked and sealed white glossy strongbox.

The jewelry case was trapped with poison, but the poison is no longer deadly. It will hurt like hell for the rest of the day. Inside are six fine gold chains each worth about 75 aurei. They detect faintly as magical. They are Faerie Gold, and will disappear when exposed to direct sunlight. Otherwise, they are indistinguishable from gold, even to experts.

The sealed strongbox contains 8 waxy black tubes, each a foot long and two inches in diameter. One end of each tube is marked with a red stripe. These are Roman candles. When the marked end is lit, it will create a fifteen-foot stream of multicolored fire. It's harmless (though it could start a fire), but is very impressive. Unintelligent creatures will likely flee, and creatures of low intelligence will need to make a Charisma check. Each tube burns for two minutes.

07: TREMBLING ROCK

You hear a staccato hissing through a passage (to your right, to your left, just ahead across this passage).

Jets of steam spurt through the cracks in the ground, and the ground pulsates in the center of this cavern.

The area of the steam is a circle about 20 feet wide, and the stone in the circle is darker and streaked with white mold. Anyone stepping into the dark circle will feel a thrumming vibration from the ground.

08: GARGOYLE GUARDS

The gargoyles are ready and alert, so they'll likely hear anyone walking by. They will attack any intruders immediately.

Three large, vaguely man-like creatures with short black wings and a single horn sticking out of their grey, stony bodies (rush towards you, are standing alert within this 30-foot cavern).

3 lesser gargoyles (Demon: 4; Survival: 24, 23, 21; Moral Code: Evil; Movement: 10/12; Attacks: claws, horn; Damage: d6, d8; Defense: 5; Special Defense: +1 weapon required to hit; Magic Resistance: 2)

At some point they will notice the yellow crystal around each gargoyle's neck.

This room is also used to store captured goods until the gargoyles sort through them. Anything important goes to Xoordanc. Currently, the leather armor and axes of the saurians are in a pile.

09: MIST OF MISDETECTION

A purple vapor emanating from the sand permeates the cavern and passage here.

This vapor will foil any magic used for detection and warning. The effect lasts twenty hours. Sorcerors are allowed a Perception roll to avoid the effects; magic items are always affected.

10: STRANGE SNARES

Blue lights beam between the walls of this ten-foot-wide passage, flashing on and off seemingly at random, at all heights and for about twenty feet.

Anyone who wants to get through without being hit by a beam will need to make an evasion roll. Any living thing who gets hit by a beam will become insubstantial for ten minutes. All of their belongings will drop to the ground, including their clothing. The character will look blue and out of sync, like a holograph of an old television show. In fact, the character is out of sync with reality; they cannot affect anything. They can, however, move through anything they wish.

The creatures from room 11, if they hear yelling, will confront a weakened group immediately after they pass through the beams.

11: THE WAIL OF THE JACKAL

Four men with dog-like heads lie on the sand. One gnaws absent-mindedly on a long green piece of something like a lizard. There is a lightly brown tone to their skin, and they are thin and lean. Bronze swords lay by their sides.

Travelers from a road long lost, these mananubi look like the traditional Egyptian paintings of Anubis. They are divine creatures, and iron or a +1 weapon (or magic) is required to attack them. They act as much like dogs and jackals as like humans. They are cunning scavengers and quick to take advantage of weakness.

4 mananubi (Fantastic: 4; Survival: 18, 14, 14, 25; Moral Code: Ordered Evil; Movement: 15; Attacks: Claws or bronze swords; Damage: 2d4 or d8+1; Defense: 5; Special Defense: iron or +1 weapon required to hit; Special Attack: wail)

The wail of the mananubis is a plaintive, echoing cry that calls forth the memories of the dead. Victims who are not yet hostile or aware of the mananubi can be numbed by this cry as they remember lost loved ones and fear the future. On a failed Willpower roll, a victim will be unresponsive for 2d10 minutes. Any damage will bring them out of the trance before the time is up, and extremely loud screaming will give them a Perception roll to come out of the trance early; because of this, the mananubi will rarely kill entranced victims who are part of a group.

Mananubi have an acute sense of smell and hearing. Their smell is as good as their hearing, and they gain a Perception bonus of 4 for hearing (and smelling) things.

12: JACKAL'S MEAL

You smell the ripe odor of aging meat. As you move closer you see three bodies, of large creatures who must have stood seven to nine feet tall. Dull green scales cover their bodies, or at least those parts of the bodies uneaten. Giant empty holes stare at you where eyes almost certainly once were. Their stomachs lie open, and appear to have been chewed. Their arms and legs have had the greenish meat torn off of them.

They also had long tails, but, having been partially eaten, these won't be obvious unless they look a little closer. This is the dinner of the mananubi of cavern 11. They were killed four days ago when the saurians of cavern 14 were captured.

The far wall is a stone door; it blends with the stone of the cavern. A normal Perception roll is required to find it if looking. The door was once a pneumatic door but now requires a combined strength of 36 to slide open.

Forcing the door open makes a lot of noise. It is likely to draw the attention of the mananubi in cavern 11 if they still live. They will hear the door on a roll of 18 or less (10, plus 8 for the noise of opening the door). This is their treasure. They will fight to protect it. They are very possessive, but won't fight an obviously losing battle.

TREASURE OF THE MANANUBI

There are several sacks, purses, and bags containing a total of 44,500 dupondii, 1,600 denarii, 350 trites, and 110 aurei. There is also a sapphire worth 50 shillings, a jeweled dagger with the eye of anubis on it worth 950 shillings, a vial of colorless liquid, and a locked, brass-bound book.

The liquid is a potion of **change shape**, to a lesser gargoyle. It lasts for 6 plus d6, times ten, minutes. The vial is marked with the saurian words for *demon form*.

The book is an accounts ledger of a traveling merchant. It details the sales of various items, such as clothing, cloth, jewelry, dried fruits, cheese, sugar, flour, and similar sundries, as well as the employee records of the merchant. A careful examination will note that he lost several employees to the circus when their paths crossed. Concealed in the inner lining of the binding is a divine scroll of **protection from sorcery** at the eighth level of effect.

13: THE CHAMBER OF XOORDANC

Xoordanc is pronounced in the Mayan way: Eeshuredank.

This cavern is hot, the hottest you've ever been; it feels like an oven. A bright pink pool in a stone cistern in the center of the room throws off a ruddy light that etches intense shadows on the rough walls and ceiling. The pool shines like quicksilver and may be the source of the intense heat as well as the light.

Opposite you, across the room, eight bat-winged and horned creatures squat like monstrous gargoyles on a stone shelf five feet above the floor. The floor is covered in thin indentations, lines that cross, arc, and angle around each other and center on the cistern, running up the three-foot walls of the cistern and disappearing into the pool.

The creatures glance up at the ceiling for a moment and then look back at you.

Descending from a hole in the ceiling above the bright pool is a spherical creature with one large eye in the center of its face and a huge, fanged mouth below it. Atop the creature, like writhing hair, almost a dozen eyes undulate on stalks, looking this way and that, at you, at each other, at the creatures and things below.

It looks down at you, and in a booming voice, it speaks: "Who dares to invade the kingdom of Xoordanc?"

The creatures around you, I swear to god, chitter at this.

"Quiet!" it cries. The sphere rotates so that the large central eye gazes upon you.

"Come forward, lizard-man/human/creature."

"Who are you?"

"What is your purpose in my domain?"

THE GARGOYLES

The gargoyles will usually wait until Xoordanc uses one or more of his rays and then commands them into action.

8 lesser gargoyles (Demon: 4; Survival: 31, 27, 30, 26, 32, 29, 31, 32; Moral Code: Evil; Movement: 10/12; Attacks: claws, horn: Damage: d6, d8; Defense: 5; Special Defense: +1 weapon required to hit, Magic Resistance: 2)

THE PINK NICKEL POOL

The temperature is 130°. The pool is a molten pool of nickel. Anyone falling into will take 3d6 points damage per round. Three of those points will be injuries. Just touching it will cause d8 damage, and on a failed Evasion roll one point will be an injury.

Every once in a while, a metal bubble rises and pops, sending shards of hot metal for two yards around the pool. Anyone in range must make an Evasion roll or take d4 points damage. If someone can safely throw a baseball-sized glob of the metal, it will do 2d6 damage and have +2 to attack. This will happen every d20 minutes, or, **during a conflict, on a one in ten every round.**

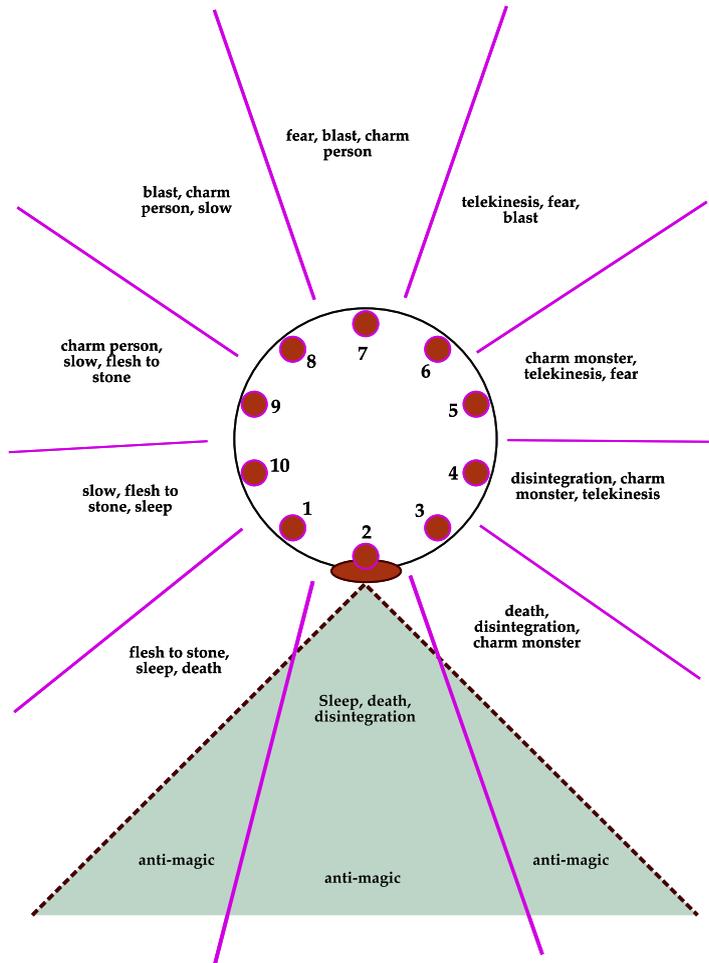
Any impurity added to the pool – water, a body – will cause the nickel to bubble over and into the crisscrossing indentations on the floor, triggering the divine circuitry of the Temple of the Silver City.

The hot liquid bubbles and roils and rises, running over the edge of the cistern and turning silver as it hits the floor and spreads quickly through the indentations. When the silver reaches the walls of the cavern, the floor disappears. You are instantly disoriented as you are standing in the air above a great shining city of glass, crystal spires rising from silver towers, lined with emerald, and golden filigree upon the walls, and you standing among the bright heavens looking down upon this ancient and wondrous sight.

The lines of silver nickel will pulsate, showing light upon various parts of the city, as the narrator intones:

This is the city at the crossroads, where dreams are born. Gaze upon her crystal spires, traveler, her twelve gates and twelve foundations. Her light is a stone most precious. There is no night there, and they need no candle. Neither sun nor moon brighten this place, for the glory of God is the light thereof. Nations shall walk in the light of it. Kings bring their honor within. From it the river where life begins, and pure water flows, and on either side of the river the tree of life, who yields every manner of fruit and whose leaves are for the healing of nations.

The gargoyles know about the city display, but won't invoke it, as it is divine and they don't like it. It doesn't otherwise affect them, however. Everyone used to solid ground will need to make an Evasion roll or be at -2 to all actions while they're "suspended above the city".



XOORDANC

Xoordanc the Beholder is an avaricious lord of the fourth ring of shadows: a demon lord of Hell. It has summoned several gargoyles to its side. It is Ordered Evil, very crafty, very smart, and very hungry. It will negotiate with anyone, but it is a stern bargainer and will only agree to a deal that benefits it. Most agreements with Xoordanc will involve the group turning one of their members over to Xoordanc.

Xoordanc (Demon Lord: 13; Survival: special; Moral Code: Ordered Evil; Movement: 3; Attack: Teeth; Damage: 2d4; Defense: special; Special Attacks: Eyes, Magic Resistance: 12)

In battle, Xoordanc will move directly above the molten pool. It will use its death ray, disintegration ray, and sleep ray. It will also use its central eye's anti-magic ray. It will let the gargoyles handle the physical fighting.

Combat with Xoordanc is handled specially; these rules contradict the rest of the rules of the game. (Facing? Are you kidding me?) Deal with it. Xoordanc will avoid any close combat and use its many eyes to fight. Any normal hit to Xoordanc requires a percentage roll to see where it might hit (things like ball of fire and mage bolt only hit the body first, then the main central eye). The attack is against its body 75% of the time, one of its eye stalks 15% of the time, and its main eye 10% of the time. (01-75, 76-90, 91-00). The body is armored and has a defense of +8. The eyes are not and have a defense of +3. An attacker can make a called shot to the eyes at the normal penalty to only worry about the lower defense.

If an attack hits one of the eye stalks, it hits one of the three at random that could affect the attacker. On a called shot, the attacker can choose which eye is hit.

It has ten special eyes on stalks on its head and one main eye. It can potentially use all eleven eyes per round, but usually only two to four are available against any specific attacker. If it casts a ray in a direction, it cannot use another eye in that direction. See the diagram. Xoordanc's main eye casts an anti-magic ray in a 90° arc for 50 yards in front of the demon and can be used even if one of the other eyes targets that direction. Any magic within the ray will fail on a 13 or less (per magic resistance).

The stalk eyes have their own semi-autonomous brains. Anyone watching the eyes will get the unsettling feeling that they are interacting with each other: winking, talking, boasting, and commiserating on the low quality of dungeon fodder these days. Xoordanc is 13th level and has 63 survival points total; that means 42 survival in its body and 21 survival in its great central eye. Each eye stalk has some survival as well, separate from the main survival.

1. Sleep ray (12 survival): A willpower roll is required to avoid immediately sleeping; this roll is at a penalty of four. Magical sleep continues for 13 minutes, but normal sleep may continue afterwards.
2. Death ray (11 survival): 1d8 injury points to anyone in the 40 yard cone of effect. An evasion roll negates.
3. Disintegration ray (12 survival): 20 yards. Only affects a single object, not creatures, and the object must be 10 feet or less per side. It can affect objects – including magic items – the character is carrying, but then the character gets an evasion roll. The item gets a fortitude roll of 0 (that is, by default, it can't make the roll) but Indestructible Object or other magical toughness bonuses will aid this roll. Artifacts are unaffected.
4. Charm Monster (8 survival): Only affects fantastic creatures, such as demons, dragons, and other creatures in the Fantastic section; will not affect Faerie, Animals, or Undead. The creature must make a Willpower roll or become a dedicated friend to Xoordanc. The charm lasts for thirteen weeks.
5. Telekinesis (9 survival): Can lift and move 250 pounds for up to twenty feet. Characters are allowed an evasion roll.
6. Fear ray (12 survival): 60 yard cone. Make a willpower roll or run in fear for thirteen minutes.
7. Blast ray (9 survival): 3d6 damage in the 50 yard cone of effect. An evasion roll reduces it to half, and this blast damages objects within the ray as well.
8. Charm Person (11 survival): Only affects intelligent, human-like creatures such as humans, elves, dwarves, and giants. The target must make a Willpower roll or become a dedicated friend to Xoordanc. They will immediately cease attacking, and assume the best of intentions on Xoordanc's part. The victim may attempt to mediate between their friends and Xoordanc, and will probably give away secrets when doing so. The charm lasts thirteen weeks.
9. Slow ray (8 survival): 90 yard cone. Make a willpower roll or move at half speed. For attacks, this means a penalty of 5 to attack. For magic, this means that casting times are doubled; casting times of less than one round are instead increased by one round. For spirit manifestations, calling times are doubled.
10. Flesh to Stone (11 survival): 30 yards. One creature of Huge or smaller size. Evasion or fortitude roll.

XOORDANC'S TREASURE

The hole that Xoordanc appeared through leads up four yards and over five yards (east) to his spherical living quarters. The passage is smooth, and part of the original Station of the Sun. It is five feet wide. The passage that leads east to Xoordanc's treasure also leads six yards west to Xoordanc's special torture room.

Within Xoordanc's treasure room are four locked strongboxes.

1. Bound in iron, this box will release a 10 yard diameter cloud of poison gas, strength 3, action time 1 round, that causes d6 injuries. There are fifty gold ingots in this box, each weighing 15 pounds. They're worth about 1,500 aurei each.
2. Bound in brass, this box will launch six **mage bolts** at the character who opens it, doing 6d4+6 points damage. Inside are three vials of red, white, and blue liquid. These are **potions of dragon control**, and control Fire dragons, Storm dragons, and Water dragons, respectively. Each vial is marked with a flame, a lightning bolt, and a wave, respectively. The dragon is allowed a Willpower roll but at a penalty of 4 and must be within 60 yards. The control lasts for 5d6 minutes. The dragon will not be happy at the end.
3. Bound in copper, this box is electrically charged; whoever touches it first will take 3d6 points damage. If they have protection, they can make an Evasion roll to avoid the electrical bolt that springs forth when the box is opened. There are two scroll tubes in this box, one containing a ninth level spell called **Bigby's Interposing Hand** at tenth level of effect, and another containing a fifteenth level spell called **Bigby's Clenched Fist** at the sixteenth level of effect.
4. Bound in steel, this box is coated with an invisible contact poison. Everyone who touches it barehanded are affected by a strength 1 poison with an action time of one minute, that causes 1d6 injuries. Inside is a **ring of regeneration**. It restores one injury point every hour or one survival point every ten minutes.

14: THE LOCKUP

The pneumatic metal door on the iron wall still works. The walls inside are dripping with hardened lava. The door can be opened from the outside by pressing a button on the iron wall.

Six bipedal lizard-like creatures, with long forking tongues, bulbous eyes, and ears behind eye-lid-like membranes, cower in the back of this prison. Their shiny, iridescent scales appear green and blue in your light.

Also imprisoned in this room are six Saurians. They're being held here for the later amusement of the gargoyles and eventual eating by either the gargoyles or Xoordanc. They're extremely anxious. They will offer to join any group that will agree to take them outside again. They were captured by gargoyles outside of the pass, but were unconscious and don't know much about how to leave. They're not armed, but their claws are formidable weapons.

6 Saurians (*Fantastic: 4; Survival: 22, 15, 25, 14, 19, 16; Movement: 12/15; Attacks: claws; Damage: d6+2; Defense: 5*)

Saurians will eat plants and animals, but find insects a delicacy. They can move quickly on all fours, using their long arms as legs. These Saurians range in height from seven to nine feet tall. They can regrow arms, legs, and tails when lost. It takes about a week to regrow lost limbs.

The saurians came to the caverns to negotiate with the gargoyles; the gargoyles occasionally leave the caverns to raid the jungle. The saurians expected the Pax Urbana to apply, but the power of the road that keeps travelers safe from aggression has clearly failed inside the mountain. These saurians all speak the language of the road (Latin): that was one of the requirements for being chosen for this mission.

2 lesser gargoyles (*Demon: 4; Survival: 22, 15; Moral Code: Evil; Movement: 10/12; Attacks: claws, horn; Damage: d6, d8; Defense: 5; Special Defense: +1 weapon required to hit; Magic Resistance: 2*)

15: GARGOYLES AT PLAY

You hear loud voices, it sounds like horrible creatures arguing. Loud thuds, almost like stone against stone, ring out.

There are seven bat-winged creatures forming a semicircle with their backs to you, watching another two of the creatures fight. One of them holds a large blue gem and the other is trying to grab it while also gouging its opponent and trying to avoid getting gouged and bit.

If the party can stay quiet, it won't be hard to sneak past the gargoyles, as they're both occupied and making a lot of noise themselves. The gargoyles most likely to see the party are the two combatants.

9 lesser gargoyles (*Demon: 4; Survival: 22, 26, 15, 10, 24, 15, 19, 12, 9; Moral Code: Evil; Movement: 10/12; Attacks: claws, horn; Damage: d6, d8; Defense: 5; Special Defense: +1 weapon required to hit, Magic Resistance: 2*)

The gem is a diamond worth 1,400 shillings.

16: TANGLED WEBS

This passage is clotted with tangled webs going on for a good fifty feet. Several large oblong bundles of silk are scattered throughout the mass.

The webs were abandoned only seven months ago when the spiders were driven out by the gargoyles. The man-sized bundles are goblins, lizards, and ogres in an advanced state of decay, ready to burst from the gasses and filled with deadly bacteria. Any prodding will cause them to burst on a 12 or less. Any poking will cause them to burst. The bacteria are a strength 2 chronic ailment with an action time of one day that cause one injury point per day.

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Fire will destroy the bundles as well as the webs. Anyone inside will take d8 points of damage every round for five minutes. A successful Evasion roll will avoid damage during a round.

17: THE BREEDING GROUND

You hear a strange squawking and chittering as you move down this passage.

There are nine bat-winged horned creatures here, and behind them a golden brown sandpit filled with eggs a foot high.

9 lesser gargoyles (Demon: 4; Survival: 12, 20, 26, 19, 17, 16, 26, 19, 22; Moral Code: Evil; Movement: 10/12; Attacks: claws, horn: Damage: d6, d8; Defense: 5; Special Defense: +1 weapon required to hit; Magic Resistance: 2)

The sand is in fact gold. There is 4,000 aurei worth of sand here, which weighs about 40 pounds.

The eggs are damned souls brought from hell, prepared after aeons of torture to become gargoyles. Anyone within a yard of an egg when it is cracked must make a Willpower roll or go catatonic for five minutes, overwhelmed by the emotional outburst from thousands of years of torture freed.

A newly-hatched gargoyle is fed on a prisoner from 14: The Lockup. But any captive will do in a pinch.

18: THE RACK

A stone outcropping in the center of this area is fitted with iron chains and manacles. There are dark stains spotting the stone.

This area is used by the gargoyles to torture prisoners.

19: WHITE FUNGUS GLADE

Towering, pale toadstools crowd together, like a pale forest of fungi. Between the giant toadstools dense webs hang and stretch. Giant spiders the size of puppies scuttle about in the shadows. About fifty feet ahead, beyond the webs and fungi, there's a small passage that appears to angle upwards.

The spiders will not immediately attack intruders unless they're especially destructive. One minute after people start moving webbing aside, spiders will begin attacking, d4 per round.

20 large spiders (*Animal: 1+1; Survival: 3, 3, 6, 2, 6, 2, 3, 2, 7, 7, 9, 3, 5, 6, 6, 4, 8, 7, 5, 9; Movement: 15; Attacks: bite; Damage: 1; Defense: 2; Special attacks: poison*)

The spider's poison is strength 1, action time 1 round, and causes d2 injuries.

Hidden in the nook around the corner are the bones of adventurers who looted the caves and failed. One of the skeletons clutches a large canvas bag. The bag contains 2,600 dupondii and a beautifully wrought silver mesh belt worth 1,960 shillings.

The passage leads to the East End, cavern 1, and is a large (two yard diameter) tube of metallic stone lined with rubbery, self-healing conduit. Occasionally the tube sharply rises or falls, where the earth moved and the conduit resealed over the new path.

20: GEYSER DJINN

A plume of steam shoots into the air from a low rise in the middle of this cavernous passage. The steam is shot through with scintillating white flecks or lights.

If the steam is disturbed in any way, a Djinn will step out of the plume and challenge them with a simple riddle.

A huge bald man emerges from the plume to face you, his arms folded in front of him and a huge scimitar by his side, and only steam or smoke below his torso. "Mortal fool!" he yells in a terrible voice, "Know you what comes at the end of life?"

If they respond that death comes at the end of life, the Djinn will reply,

"Even so! Now take this bone, yapping dogs, and disturb me no more!"

The man hurls a small bag at you, and dissolves back into the plume.

If they respond something flippant, such as "the letter 'e' comes at the end of life," the Djinn will instead attack them.

His face turns red and he screams, "Miserable jester! Look to your head!" He draws his scimitar from his belt and flies at you.

Djinn (Demon: 7+3; Survival: 34; Moral Code: Chaotic Good; Movement: 24; Attack: Scimitar at +3; Damage: 2d8+3)

If the Djinn wins, it will hack off the jester's head. If the character wins, the Djinn will disappear but his sword will remain. See the magic items section for the **genie's sword**.

21: GARGOYLE GUARDS

Three huge grey men with horns on their foreheads and bat-like wings behind them lunge forward like bulls.

3 lesser gargoyles (Demon: 4; Survival: 16, 21, 17; Moral Code: Evil; Movement: 10/12; Attacks: claws, horn; Damage: d6, d8; Defense: 5; Special Defense: +1 weapon required to hit; Magic Resistance: 2)

These gargoyles are ready to attack any intruders who pass by.

22: THE STRANGLING POOL

A mass pool sixty feet wide is covered in scum and mottled green and brown weeds. The pool undulates unevenly in the hot, humid air

The weeds atop the stagnant pool are intelligent kelp from a far land. They're not evil, they just don't recognize humans as intelligent creatures. They're only food. If anyone comes within five feet of the pool, the kelp will attack. Chances of surprise here are pretty good.

The undulation of the weeds atop the pool grows stronger. Suddenly the brown ropy weeds burst upward towards you, wrapping themselves around your arms, your legs, your face, and pulling you towards the water.

The kelp will always attack as a called shot, all five fronds grabbing at one individual, either as a group effort (+2) or individually. If they succeed at grabbing the individual, a strength contest will be required to keep from being pulled in. The fronds have a fortitude of 8 and a strength of 10 each.

5 strangleweeds (Fantastic: 4; Survival: 16, 16, 14, 22, 20; Movement: 0 (10); Attack: strangling; Damage: d4; Special Attack: entangling)

If they've successfully immobilized their opponent, they can make knockout blows, which means that one point goes to injuries and the rest to survival.

It will take at least an hour to carefully dredge through the huge pool, but if they do so they can make a perception roll to find the remains of previous victims, including 12 dupondii, 29 denarii, 5 aurei, a **+1 bronze shield of Apollo**, and twelve **+1 magic arrows** wrapped in rotten silk.

23: FOG OF FORGETFULNESS

A shimmering chartreuse glass hangs like a curtain over this passage. Red sparkles slide upwards, twinkling on and off. Holes appear and disappear like drops of rain in a puddle.

If a sorcerer comes within three feet of the far northeast wall, they'll see bright letters suddenly appear.

There's a flash on the wall, and letters of the Ancient tongue suddenly appear embedded in the rock.

"Woe to you, brother magicker! For know you now that the emerald mist which closes this place was made by those who blame our sorcerous arts for the road's degeneration. Shouldst thou again penetrate yon sinister barrier, you shalt surely become bereft of thine eldritch arts and skills, diminish and become as mortal man. Know you this and weep, for it is true. So writes Tygard tijulian, the once-wizard."

The letters last for four minutes, then disappear, and won't reappear; once triggered, the spell is gone.

Tygard was wrong, a senile old man who blamed conspirators for his deteriorating magic. The mist is non-magical, non-divine, and in fact is the remnant of the old station and is nothing more than a "no passage" warning around power sources like the current box in cavern 13 of the east end. It's similar to the liquid cylinder around the east end's sword in the stone.

24: THY NAME IS MUD

The floor of this passage, unlike the frozen flow of the rest of the passages, is as flat as ice. In the center of the floor, about fifteen feet ahead, are several cloaks, coats, and small sacks tossed together in a heap.

If they go up to the discarded clothes, just a few feet in front of it, the floor collapses.

The ground suddenly bends and liquifies, and you find yourself hip-deep in a hungry brown ooze. The solid ground melts for ten feet around you, and you feel yourself being sucked further into the earth.

This is a special substance once used for electrical storage in the station. The surface solidifies again after about ten minutes not being disturbed.

25: THE LOW ROAD

A passage in the wall winds sharply upwards. Layers of rock and metal show occasionally through the smooth rock, and bits of colorful wiry roots arc across the passage.

This leads to the East End, cavern 2. It slopes sharply upwards for three hundred and twenty yards. The passage is about seven to eight feet in diameter, with occasional sharp twists where the ground has moved. The wiry roots are in fact wires and tiny pipes. Some are marked with the sign of the crossroads, like a crosshairs.

26-27: THE LOOP

A passage at the end of this cavern leads upwards.

It winds up a lot and down a little, and up and up and down. Finally you walk over a rise and the passage drops down into a wider cavern.

These both appear to wind up more than they wind down, so that people following the passage will feel as if they've gone up several hundred yards.

THE EAST END

Use map 3. The temperature drops a bit here, to 85 degrees, but is still uncomfortably humid. All of the walls and ceilings are slick with both condensation and a fuzzy grayish-green moss.

THE TREADMILL

There is a one in six chance every ten minutes of meeting Flamen Felicita Gratia while on the path marked as the treadmill. The green path on the map marks the unending journey of Flamen Felicita Gratia, disgraced **flamen Quirinalis**, prophet of **Quirinus**, the ancient god of the *populus militia*, the citizens of the city peacefully armed. She is Quirinus's last worshipper and one of the three **flamines maiores** of the city. The other two were Jupiter and Mars. Mars – representing organized war – usurped Quirinus's role as war god over time before being replaced himself in lesser cities by Minerva, goddess of the professional warrior.

A lone woman appears in the distance. An amethyst light precedes her; she approaches cautiously through the winding cavern. The light emanates from a crystalline wand or sceptre which she holds in front of her. She appears to be in her forties. She wears a leather cap with a chin strap and a point of wood on its top, and a fluff of wool at the base. Around her neck she wears a heavy woolen cloak with a fringed edge, affixed to her throat with a five-petaled wooden clasp. Beneath the cloak she wears chain mail, and a mace is at her side.

“Greetings, traveler,” she says. “I am Felicita Gratia, flamen Quirinalis of the city. These are dangerous caverns; shall we travel together for a time?”

Remember that she has **Sense Arcana** and can detect divine and demonic auras.

The treadmill is 220 yards long without the curse; with the curse, it is 2,200 yards, so it takes one hour to make a traversal when with Felicita, and six minutes without her.

FLAMEN FELICITA

Flamen Felicita Gratia is one of the ur-race, and (if the characters have seen Elves) looks vaguely Elvish.

Flamen is an ancient word long disused. It means “the blood giver”, “the sacrificial one”, or “the chanter”. Its more modern translation is “high priest”.

Flamen Felicita Gratia (Warrior: 3; Prophet: 7; Moral Code: Ordered Good; Survival: 44; Defense: 9; Attack: mace at +6; Damage: d6+1) Gratia's abilities: Agility: 12; Charisma: 18; Endurance: 12; Intelligence: 13; Strength: 14; Wisdom: 15.

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Gratia's spirits (29 calling points): Healing (level 7), War (levels 7, 3), Prophet (level 4, 5), Protection (level 3).

Gratia's specialties: Exemplar of Ordered Good; Charismatic Healing; Priestly Circle; Sense Arcana; Spirit Drain.

Gratia's equipment: +3 divine chainmail; (12) 500 shilling diamonds; apex (official cap, leather and olive wood); læna (official cloak, woolen); mace; myrtle flower-clasp of olive wood (holy symbol); twelve-inch amethyst spear (light source).

POSSIBLE SPIRIT MANIFESTATIONS

	Prophet (4, 5)	Protection (3)	Healing (7)	War (7, 3)
1	Bless; Divine Guidance; Faithful Action	Breathe Easy; Courage; Divine Favor; Endure Extreme Temperatures; Freshen Food; Protection from Evil/Chaos; Vermin Bane; Wildlife Sanctuary	Cure Nausea; Detect Ailment	Courage; Divine Favor; Holy Weapon
2	Divine Presence; Rebuke Spirit	Buoyancy; Divine Custody; Divine Sanctuary; Fresh Air; Safe Passage	Fresh Air; Restore Vitality	
3	Divine Greatness	Divine Esteem; Durability; Fair Weather Faith; Ladder of Faith; Protection from Undead; Steady Will	Divine Nourishment; Just Sleep; Water of Life	Divine Esteem; Divine Prowess; Holy Shot
4		Anchor; Council; Invisible to Evil/Chaos; Fire Walk; Sunder Weapons	Detect Influence; Locate Disease	Detect Enemies; Elemental Weapon
5		Bridge of Faith; Protection from Sorcery	Aurasight; Heal Injury; Restore Health	Branch of Truce; Bravery
6		Calm Storm; Unravel Spell	Death's Door	Summit
7			Spark of Life	

HER STORY

The exile of the flamen Quirinalis came at the beginning of the city's ruin. She was exiled from the temple, not from the city, but Gratia decided to go on a quest to learn the reason for the city's decline. She is not aware that she is under a curse – indeed, from her point of view she receives divine assistance daily. She has full faith that whatever her god is doing, it is right.

Gratia left the city on a pilgrimage to restore the city's center. The gods have locked her in the Mansio Solis until the city rises again from its corruption. Her patron's rivals see it as a curse; her patron sees it as a blessing. While under the curse she does not age. Quirinus has turned his priest's curse into a blessing; Flamen Felicita alone has remained true to the ideals of the city. She will live to see the city rise again, its people peacefully free.

Anyone who joins her on her journey is also stuck on the treadmill. She does not realize this (she can't—it's part of the curse), and will ask any travelers to join her, hoping that they can lead her out of the labyrinth. She will regale them with tales of the city at its height, deplore its corruption, and try to extract promises to restore it to its former glory. She is a charismatic exemplar of Order as well as a representative of the city's faith, and will act as such.

"This is the station of the sun. From here you can travel across the chasm to Atcheoli, Sylvestre, and the great untrammelled cities of the West."

"It's seen better days."

"Be wary of riddles; they owe you nothing. Your faith is yet to be tested."

"Young man/woman/sir/lady you seek moral equivalence in a world of morals. You will not find it. You should choose, and soon."

"Edurlag! A tale told to children in the night. He saved the faerie queen of Cartoril from the demons of the dance. Trapped in the earth for eternity, he waits for something only he knows. Yes, I remember the story."

"True? Undoubtedly it is."

"There is but one City; from it radiate all civilizations like golden spokes on a silver wheel."

"I believe that the Gods have done something to these roads. There is a purpose; I know not what it is, but if we follow the roads they've set before us we will find it."

"It isn't right to imprison a friend for assisting you."

"There is no slavery in the City. That road leads to anarchy."

(on Teran-Kasae) "That thing is grotesquely evil; you are not. Why do you have it?"

(on the broken sword) "That is a good weapon, but it has been tainted." (on how to restore it) "Prove worthy. Then when you are in the city, take it to the Aureum and request entrance to the Hall of Mirrors.

ANointing A PROPHET

If you want to add a little inter-party weirdness, as Flamen Quirinalis Felicita can anoint prophets of other gods as Flames of the City. If one of the player characters is a prophet of Good or Ordered Moral Code and another of the player characters is willing to profess that prophet's faith, Felicita will anoint them as Flame and Flesh.

"What is your faith?"

"Whom do you serve?"

“Kneel, and kiss the hem of the prophet.” (Who are you looking at, sir? Your prophet is there.)

“Do as he/she commands, for he/she is the City’s flame among you, and you are his/her voice.”

“When you arrive in the city, go to the temple, and consecrate a spring in the alcove of the unknown gods; your god is no longer unknown.”

She will hold out her hand in a clenched fist, open her hand, and give the prophet’s new servant a crossroads-like holy symbol appropriate to that prophet’s religion: a cross, or an ankh, or a wheel of life. The character who promises to serve the prophet will gain a bonus of 1 on rolls for any action commanded by the prophet.

LEAVING THE TREADMILL

Those caught by the treadmill do not notice that they are going in circles; there is no reaction roll against the effect.

Characters can leave the treadmill only by leaving Flamen Felicita. For as long as they are with Felicita Gratia, they will only follow the starred route on the map, and they will not automatically realize that they are traveling in circles. The curse causes them to see differences in the route, as if they are lost in an infinite labyrinth. If they leave things lying around, however, those things will be visible when they come to that path again unless they are stolen by one of the other denizens (there’s a good chance of this if the object is desirable, about 50% to 80% that an item will be taken). However, anything written or scrawled will not remain the next time around. It will fade into the stone when no one is looking. People who are left have a 50% to 80% chance of being attacked by the Orcs of cavern 3 or wandering monsters if the party chooses to break up and leave one or a few people standing in place.

The curse extends to anyone who is within Gratia’s sight. The other denizens of the caverns are aware of the City’s Ghost, and flee from her. When Gratia is in sight, no creature will enter the treadmill.

The treadmill is a holy place for any Prophet, for the purposes of Divine Guidance. The guidance will be something on the order of “leave the priestess to her fate”.

The city’s priestess wanders round, until the city again is found.

FOOD FOR GRATIA

Birds arrive with fresh grapes, small fresh figs, and sun-dried dates every day, enough for a few pieces of fruit for everyone in the band. The fruit is divinely nourishing. The birds drop their fruit into her hand (and the party’s, if they’re there) and then fly forward at high speed. Once out of sight, they leave the caverns as normal. If someone has the ability to follow them, they’ll be able to leave, too—as long as Felicita isn’t with them.

There is water and breadmoss at the top of the loop, flowing over the rocks (05).

01: THE TUBE

The tubular cavern inclines upwards a good two hundred yards, curving at sharp angles three times before arriving at a more natural-looking cavern about twenty-five feet wide. There's another opening ahead of you on the other side of the cavern.

02: THE LOW ROAD

The thin passage winds upwards a few hundred yards, twisting and turning, occasionally revealing fragments of man-made wall, or floor, or ceiling. It finally opens into a long cavern about 40 feet long, with a wide opening to your left.

As you enter the cavern, you hear a ringing in your ears, growing louder into a maniacal laughter like some crazed clown, coming from all around you.

Anyone who comes through this cavern is known to the circus. The ringmaster or his minion sees all that happens here.

03: THE INVADERS

As you move down the passage, you hear the snuffling of animals, the clink of armor, and the guttural language of [unknown creatures/night trolls].

There's a good chance that the Orcs have heard the characters as well. They are armed and ready for battle, and have guards posted flanking the entrance. Their leader, Thursast the Slayer, has four large dire wolves under his control using a ring of animal control worn under his right gauntlet. He has plate armor +1 and a +2 scimitar, both magical. He also has 190 denarii.

His followers wear normal chainmail and bear normal scimitars. They each carry 2d6 denarii.

Thursast the Slayer (Fantastic: 2; Survival: 16; Moral Code: Ordered Evil; Movement: 12; Attack: scimitar+2; Damage: d8+2; Defense: 9)

4 dire wolves (Animal: 4+4; Survival: 26, 27, 28, 25; Movement: 18; Attack: bite; Damage: 2d4; Defense: 4)

16 other Orcs (Fantastic: 1; Survival: 3, 5, 1, 2, 5, 7, 5, 2, 7, 8, 5, 6, 2, 6, 6, 3; Moral Code: Ordered Evil; Movement: 12; Attack: scimitar; Damage: d8; Defense: 5)

The Orcs are exceptionally loyal for Orcs. They are preparing for a foray into the lower caverns.

04: THE SWORD IN THE STONE

A shimmering crystalline glass tube sparkles in the darkness. Within it an agate stone three feet tall glistens. Protruding from the stone is the silver hilt of a sword.

There are runes and markings all over the hilt, but they're nonsense and don't mean anything. The sword, tube, and stone are divine and technological.

The crystalline glass is actually a crystalline liquid. Anyone can move through it and it will flow around them. If they try to grab it it will flow right out of their hand. It has an electrical charge running through it bearing information.

If any warrior of fourth level or higher with skill in sword use – or someone of similar mentality who knows how to use a sword – grabs the sword and pulls on it, the liquid tube will suddenly contract and surround the character and everything the character is carrying.

The crystal tube suddenly breaks, like a waterfall, and flows onto [character name], encasing them and the stone in a sheath of glass. They're frozen like a statue, bent over the hilt, like some futuristic Arthurian painting. You see shadows reflected in the glass, and distorted human shapes moving amidst twisted skulls.

The liquid will handle breathing for the character while the character is in the simulation in cavern 05. It extends inside the gamer's mouth and nostrils. While hardened, the crystal is practically impossible to destroy; it has a defense of 18. If any attack does get through, it's a killing blow to the warrior inside (half damage goes to injuries and half to survival) but the glass will liquify and reform into a tube. The character will return from the simulation as normal.

04A: THE CIRCLE OF SKULLS

Anyone "transported" from the sword in the stone to the simulation will first find themselves here.

A woman's voice says "Welcome to the circle". You are unarmored, naked, and blind, your only possession a sword in your hand. As your eyes adjust to the dim, diffuse light around you, you see skulls lining the walls – or perhaps they are the walls. You see human skulls, troll skulls, giant skulls, and skulls you can't identify. From right and left and behind you hear the whispering, "no escape but death... no escape but death... no escape but death...".

Through a low archway ahead of you, you can see a short passageway leading into a brightly lit room.

The character is connected to a warrior simulation, their mind in a simulacrum that feels like their own body. But it is not their body, and no magic or other special magical, divine, or psychic abilities will work here. Only the sword.

This takes place within the room marked on the map. The walls are thick enough that no one is going to hear anything unless they have some very special hearing ability.

04B: THE CIRCLE OF CONFLICT

There is a raised dais over ten feet in diameter in the center of this room. The dais is fine, white marble, and it shines with a brilliant glow. The walls are ringed with lights, and the lights pulse and circle in horizontal strips around the walls. The dais is five feet high in the center, circled with four tall steps.

If the character steps onto the dais, a dome will clamp over it and the dais will appear to grow eight times its size. What's actually happening is that they're shrinking to an eighth of their size (a six foot tall character will become 9 inches tall). The dome has small holes a few inches wide (relative to the character) throughout. The dais is 15 feet wide normally, and the equivalent of 120 feet wide during the fight. And an identical opponent will appear "60 feet" away.

The dais and the room suddenly expands; a great glass dome clamps over it filled with tiny perfectly circular holes. Over fifty feet away, a man appears, naked as you, and carrying a sword. [He/she] tosses the sword from hand to hand and walks silently towards you.

Their opponent will taunt them throughout the fight with their past violence.

"You think you're special, don't you? Every poor soul you've ever killed thought *they* were immortal. How does it feel to be on the receiving end?"

This is an anti-violence teaching game. The player can't win. While they can roll damage when they "hit" their opponent, they'll never appear to get past survival. It will get small cuts and bruises, but never anything serious. The character, on the other hand, will lose verve (unless they choose not to use verve during this encounter), survival, and some injury.

You fall to the marble ground, your life flashing before your eyes, and the faces of every poor creature you've ever killed rising through the mist of death.

The glass sheath liquifies again, pools into a circle around the agate stone, and rises into a cylinder from floor to ceiling. [Character name] gasps and spasms.

You awaken inside the glass cylinder, collapsed to the ground, no longer grasping the sword whose hilt still beckons above.

A woman's voice says, "Thank you for playing. Enjoy your journey through the station of the sun. And remember, regardless of the problem, violence is never the solution."

Simulacrum (Warrior: 10; Defense: 3; Movement: 14; Damage: d8x2+1; Survival: infinite)

The simulacrum uses a sword, but double the result of the d8 and then add one to it.

The character will not gain any verve back at the end of the encounter, but they will be able to make a Willpower roll to gain all of their lost survival back, and remove all of their injuries, from this encounter. If they fail the roll, they regain only half of the survival lost during the encounter and are left with one injury from the encounter.

They must also make a Fortitude roll, or they'll succumb to post-traumatic stress. They'll be at a penalty of five to combat actions and defense for the rest of the day, and for every successive day until they make their Fortitude roll. The penalty even applies to escape or retreat, if a roll is required. At the start of each combative encounter, the woman's voice will echo in their mind: "Remember, violence is never the solution."

The cylinder remembers its past players, and any one person can only play once.

05: WATER FOR GRATIA

The water will be randomly on the right or left when they arrive. It flows over the north wall or the south wall, sometimes neither, but never both, and will change randomly. When water isn't needed, it is only a thin trickle of water; when water is needed, it is strong enough to fill waterskins in a few minutes.

A thin sheet of water slides down the [right/left] wall of this cavern, cooling the air to a much more comfortable level.

The water is delicious and pure. The gods ensure that this water is available to keep Gratia alive on the treadmill. Every d4 days there is breadmoss here; it can be peeled from the wall and eaten. It is slightly sweet, has a light, warm, yeasty taste, and is very comforting and nourishing. (Remember that birds also bring her dates, figs, and grapes once per day.)

06: THE POOL OF SOULS

The slow, steady tink-tink-tink of water dripping on water echoes through the cavern. A pool of ebon liquid covers the right side of the cave. Wisps of steam dance across the surface of the pool.

If the pool is disturbed in any way, four wraiths will rise and attack anyone in the cavern. The wraiths will not leave the cavern (though they will leave the pool) but they move very quickly once roused.

The inky black water seems to soak into the mist, rolling upwards into the wispy remnants.

Wraith (Undead: 5; Moral Code: Evil; Survival: 22, 24, 30, 27; Movement: 24; Attack: Cold touch; Damage: 1d6; Defense: 6; Special Attack: Chill touch; Special Defenses: silver or +1 required to hit)

The wraith is an insubstantial spirit, similar to a barrowman but without a body. On a called attack, the wraith's chill touch causes d3 injuries if the victim fails an Evasion roll. They will almost always use called attacks. Wraith attacks ignore armor

(magical bonuses from armor remain effective). Remember that **whenever a person gains injuries, they run the risk of unconsciousness**.

Anyone killed by a wraith becomes a wraith under the control of the wraith that killed them. These wraiths are naturally drawn to this pool, and are immune to destruction when formlessly a part of the pool.

The inky water, stained from the abyss, is opaque, but if the characters search the pool for twenty minutes they'll discover thirteen +1 **magic arrows**; the **faebel dagger**; 750 denarii and 460 dupondii; and two **coriandrome scarabs**.

There are bits of old rail embedded beneath the smooth stone here.

07: BLACK FOG

An oily black mist permeates the air. It has an acrid smell. You can't keep from coughing, and the hacking noise echoes dully in the dark fog. You have few bearings; up and down are unclear; dizziness almost overcomes you and you bump against each other and the sides of the cavern. Your bile rises as you pass through this nauseating cloud.

Anyone passing through the black fog must make a Fortitude roll or vomit. Other than that, this is a harmless, if unpleasant, encounter. The machines of the station have detected people and are trying unsuccessfully to start up. All they're doing is burning their foam sheathing. If the characters have been to a modern era, such as San Francisco 1969, the smell is vaguely similar to some of the machine smells they might have encountered there.

08: PUDDLE OF SLIPPERINESS

The passage slopes downward into a brownish-orange pool of some thick liquid. You hear a faint, steady, deep wind far ahead.

The pool is an oily protective liquid leaking from the failed machines of the station. Unless they have special footwear that maintains their footing (crampons or spiked boots, for example) they're going to slip and fall if they move any faster than 1 across this passage (they can make an Evasion roll to successfully cross). This means it will take them three minutes to cross at normal exploration speed, or one minute walking.

On emerging from the pool, their feet will still be covered by the slime; if they fell, their entire body and all of their belongings are covered with it. They'll need to stop and clean it off with alcohol or other strong cleaner or their movement will be reduced to half for the rest of the cavern and rocky part of the mountainside. In combat they'll have a penalty of two to all physical actions (including attack and defense) as well.

There are pieces of road embedded into the ground, almost forming stairs.

The noise they hear is the rushing water at the end of the tunnels.

09: THE STAIRWAY TO ELSEWHERE

There's a grey stone archway to your right enclosing a grey wall. A dim light comes from ahead of you.

This wall is of the same foam as the special walls in the west end. Anyone pressing against it can walk through, and it will self-seal after they pass.

Inside, ancient lights still flicker on and off. Orange hard-shell chairs, two of them cracked or smashed, stand before a long, thin, hemispherical table at the far end of the room. Dark red hard-shell tables scattered about the room grow from the stone ground. At the far right side of the room, there's a huge shiny black pyramid, inverted from the ceiling.

OLD GRANNY

The shiny black pyramid is a set of three plexiglass television screens, hanging from the ceiling back to back to form an inverted pyramidal triangle. If they walk up to it, old granny will appear on the screens. (The screens turn on automatically when someone comes near.)

The inverted pyramid appears to be constructed out of three black boxes angled downwards. They are wide, and must span six feet. A flicker rolls up the front of the box from bottom to top. Another flicker, and another, and the box flashes. You hear crackling noises. A grainy blue light appears, and within the light an old woman's face. She is peering through a long tube, turning her head from side to side.

When she turns her face towards you, she lowers the tube from her left eye, and opens her right eye; she looks down upon you from each of the boxes.

"Ah, my pretties. Have ye come to give old Gran' a present? What is it now, darlings? What will you give me?"

A sly, hungry look crosses her time-ravaged face.

"For the gift of a life, old Gran' will tell ye a *secret*."

Behind her, an endless sea of water bobs up and down.

This is the same Old Granny who is part of the circus; she has a transmitter there that she keeps in her tent. She's using bluescreen to put an ocean behind her (if they ask, the blue light did change from blue to ocean blue while she was talking). If they've crossed paths with the insect mesh in the past, then she's waiting for them, and isn't afraid to say it.

If they sacrifice any living creature, including animals, to Granny, she'll answer one question. She'll keep her end of the bargain: the answer will be accurate and comprehensive. If they sacrifice valuables, magic items, or anything non-living, her response will be a convincing and dangerous lie.

The screen is virtually indestructible. Magical fire probably has the best chance of defeating it. It has a Fortitude roll of 25 against fire; against everything else, it has a Fortitude roll of 30.

10: EYES OF DARKNESS

Concealed in the crevasses and bumps of this cavern are a swarm of thirty bats. They're mostly harmless, but any light source will cause them to swarm the person holding it. They'll flap about and obscure their vision, but won't attack.

30 bats (Animal: 1/4; Survival: 1; Movement: 2/16)

11: THE LIZARD KINGS

Twelve skinny teenagers with bad acne poke a small fire in the center of this cavern. They wear rusty swords, but wear no armor, only cloth draped around their waist. A few wear crude cloaks around their shoulders.

They hoot and laugh as you approach.

(Make up something about their appearance.)

These creatures normally take the form of the group they're meeting. They're rude, crude, and totally lewd, arrogant and nasty. They will not answer any questions with much more than a "shove off, mate, or else!" If attacked or threatened, they will take on their true form of lizards with slithering tongues.

They jump up from their rocks and blankets and shimmer momentarily, and their form changes into long-armed, lizard-like creatures with great teeth and claws. They bound towards you on all fours, springing forward and hissing; their tongues dart in and out of their yellow fangs.

12 lizard kings (Fantastic: 4+3; Moral Code: Chaotic; Survival: 17, 18, 22, 30, 12, 20, 25, 26, 20, 21, 22, 20; Movement: 15; Attack: tooth and claw; Damage: 2d4; Defense: 5; Special defense: silver or +1 weapon to hit)

The lizard kings are stupid and arrogant, and will attempt to take on any party regardless of size and strength. They will never surrender, but will attempt to retreat if more than three of them fall.

12: THE TERRACE

You look out over a wide string of peaks and valleys extending several miles, and beyond that a great expanse of green. There is no wind here, only a stodgy cool air that feels oddly warm despite its temperature.

Below you the mountain drops in a sheer cliff for hundreds of feet. You hear a great rushing of water from somewhere to your right.

The cliff drops 200 yards. It's a dangerous climb. An agility roll at a penalty of 5 (for between 320 and 640 feet) is required. They'll end up falling d100 times six feet if they fail. The valley below is rocky and pine-covered.

13: CURRENT EVENT

A dull black monolith fifteen feet tall and six feet wide dominates the end of this cavern. It is featureless, and unmarked by age or animal.

The monolith is electrically charged, part of the power system for the Station of the Sun. Any character who touches it will take d4 points of damage, and must make a Fortitude roll at a penalty of 2 or become paralyzed and stuck to the monolith, taking d4 damage every round. Anyone touching the character will also automatically take d4 damage and must make a Fortitude roll or be paralyzed and stuck, etc.

The safest way to remove someone from the monolith is probably by using a non-conducting pole or rope.

14: WYVERN LAIR

Two great hideous winged beasts, bat-winged and leathery, loll about in a circle of bones, and shattered chests and scattered silver. Their barbed tails flick aimlessly in the debris.

2 wyverns (Dragon: 7+7; Movement: 6/24; Survival: 28, 26; Defense: 7; Attack: tooth and claw or tail; Damage: 2d8 or d6 plus poison)

A Wyvern's damage does not heal unless the victim makes an Evasion roll—even survival points. Its tail contains a deadly poison that may be used three times per day. It has an action time of one round, a strength of 4, and does d3 injuries.

There are three small bags of gold dust worth 500 denarii each and a chest of 5,000 "rare silver coins" but any expert or collector will recognize as silver-plated copper replicas worth, in total, only 25 denarii (one denarii per 200 coins).

Everything else is rotten, old, and worthless: clothes, weapons, armor, and other belongings.

The wyverns' lair is a good forty feet tall; the cavern itself around the wyvern lair is thirty feet tall; they can and will chase delectable, defenseless morsels as far as the treadmill. They'll avoid the monolith, because they know what it can do.

15: THE LONG STEP

The tunnel up from the wyvern's lair is 5 yards off of the ground; it is 70 yards long and ends at a sudden cliff. It drops 200 yards. It's a dangerous climb. An agility roll at a penalty of 7 (for between 320 and 640 feet and for being very difficult) is required. They'll fall d100 times six feet if they fail.

The valley below is rocky and pine-covered.

The tunnel itself is ten yards wide, enough for wyverns to easily fly into and out of.

16: RAT HOLES

Several dark holes a foot in diameter line the wall to your [right/left]. The dim light from [your left/ahead] shines on dozens of tiny, red eyes. You hear a loud roar, deep and steady, ahead.

The eyes belong to normal rats. They're not a threat and will retreat into the holes if approached.

There are large pieces of road visible jutting up from the sides of the caves.

17: ROCKY HORROR

You hear a great rushing of water close by. There are rocks scattered about this area.

There are piles of rocks in the alcoves to the right and the left. Behind them are two hill giants (12 feet tall) waiting to terrorize anyone coming either direction. They'll bowl stones at anyone passing and attempt to extract a toll. They'll retreat in the face of any serious attack, however, and won't chase any who flee. They will laugh and insult any who flee, however.

2 hill giants (Fantastic: 8+1; Survival: 20, 24; Movement: 12; Defense: 6; Attack: club; Damage: 2d8; Special attack: hurl rocks for 2d8)

Large pieces of road are visible, twisted and broken.

"Uh... what are friends for if you can't throw rocks at them?"

"That's rude. We didn't use a sword."

18: EXIT

It is cold and damp here; a great wall of water covers the far side of this cavern. The road reappears here only to falter again in the onrushing falling river. Rusted rails embedded in the stone bend and twist over the cliff face.

19: LAST WORDS

Crudely carved in the ancient tongue are the words “I’d turn back here if I were you”. A trail of dried blood leads from the inscription to the edge of the cliff. Another crude scrawl reads “Flee this fell passage while you can”.

THE WATERFALL

The tunnel opens behind a waterfall from a river whose course has changed in the last thousand or so years. The water has rusted and torn away both the tracks and the road. It is a sheer five hundred foot drop to the swamps below. Climbing down is a difficult task even here, but the remaining structure of the bridge makes it easier to climb.

Within the mountains are hill giants and mountain giants. Hill giants are 12 to 16 feet tall. Mountain giants are 16 to 24 feet tall.



MILLIARIA AUGUSTUS MAIANUS

MANSIO SOLIS 51 MP

PRATA PHOENIX 133 MP

AD OCTOCENTUM QUINTI NONUM LAPIDEM