

# THE LOST CITY



A **Gods & Monsters** Skin



# THE LOST CITY

A **Gods & Monsters** skin for Paul Jaquays's classic **Caverns of Thracia**.

**BEFORE MAN DISCOVERED THE BENEFITS AND CURSES OF CIVILIZATION,  
THERE EXISTED THE REPTILE RACE. THEY HAVE BEEN WAITING . . .**



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# The Lost City

The Angwat call it Luputac. The humans outside the jungle call it Thracia. Both call it the lost city. It is covered by a warm mist coming off of the swamps for most of the morning.

The saurians know that there are lizard-men living in the lost city, but they won't mention it. They are an embarrassment, a degenerate race. When asked who lives in the lost city, the answer will be "Degenerates". "Degenerate sons of men and the servants of Aatu."

The lost city is like the lost city of the Land of the Lost. The myths of the garden underneath the city resemble the myths of Eden and other pre-civilization utopias. And indeed, the Lost City is the land of inspiration and art, because of the tablet that resides there. Seriously, if you can pull it off, the whole thing should be a musical, with dancing lizard-kings. Personally, I didn't feel up to pulling it off.

## Special encounters

### THE TABLET OF ENKI

There is a tablet of Enki hidden in the Lost City, in the Lizard King's lair: Aate's tablet of music. A clue can be found in Apuiporo, if they make a simple Learning roll while spending a day researching in the library books.

Aate stole the tablets of life from Aatu, who hoarded the secrets that causa would not live.

The secrets of language and the secret of gardening were returned by Aate to the Temple. But the third secret, the final secret of Aatu, waits in the court of the lizard king, beyond the ebon demon, beyond the shrine of the moon, past the temples of the dead, in a city lost, ancient beyond imagining. Look you beyond, and beware, the hidden crossroads and the guardians of the lizard king's rest.

If this information is gleaned by way of Divine Guidance, rewrite it according to the prophet's religion. For example, a prophet of Ishtar will be told:



## THE GODS

Replace mentions of Athena with Ishtar or Astarte. Zeus becomes Dupater. The god of death (Thanatos) is Tawhiri or Enki, the lord of the abyss. His incarnation will appear draped in seaweed. Those whose souls it snatches will have inexplicably drowned. Apollo becomes Sin, the healer, whose symbol is the moon.

## THE CREATURES

The lizard-men become saurians, the gnolls and dog-brothers become mananubi, the servants of Tifá, in other cultures known as the children of Set. The minotaurs remain minotaurs. You'll probably want to assume that these are degenerate forms of those species, and use the hit dice, powers, and hit points in the adventure. The mananubi, for example, won't have their weapon immunity or paralysis wail (except for those listed as having magical ability, who will have the wail and weapon immunity instead of the listed spells).

# RUINS OF THE CITY

## ENCOUNTERS

In and nearby the ruins of the city, encounters will be a mix of Forest and Lost City. Within the ruins, the encounter chance is 50% each hour.

01-40 Guardian of the city	40%
41-65 Forest encounter	25%
66-90 Lost City encounter (Level 1 chart)	25%
91-00 Hive encounter	10%

If the guardian is killed or chased away, encounters remain at 50% every hour: denizens of the forest and the lost city will be free to roam the ruins again. Use the table for within a mile of the lost city.

Within a mile of the Lost City, encounter chance is 20% every hour.

01-50 Forest encounter	50%
51-90 Lost City encounter (Level 1 chart)	40%
91-00 Hive encounter	10%

Within ten miles, the encounter chance is as normal for the forest, but some encounters may be with Lost City denizens:

01-75 Forest encounter	75%
76-95 Lost City encounter (Level 1 chart)	20%
96-00 Hive encounter	5%



## GUARDIAN OF THE CITY

A very territorial tyrannosaur has taken up residence within the marble roads and squares of the lost city, and considers the entire area its domain.

*Tyrannosaur: Animal; Level 15+3; Survival: 94; Defense: 6; Intelligence: animal; Charisma: animal; Movement: 24; Attacks: jaws/claws; Damage: 3d10/d12; Size: huge (49 feet).*

The tyrannosaur's sense of smell gives it a bonus of 4 on perception rolls, and opponents a penalty of 4 on sneaking. On a called shot with its claws, the tyrannosaur will grab a victim into its mouth, doing 2d12 damage each round thereafter. (Victims are allowed an Evasion roll to avoid capture.)

# LEVEL 1

The arrows, such as the **shaded arrow** at room 6 is a spear trap: there's a 4 in 6 chance of it going off. The other arrows are similar.

The **incarnation of death** that appears in 9A through 13 (or to anyone marked with the twisted crossroads) is a shade of Tawhiri or Enki. His incarnation will appear as a tall, gaunt man draped in seaweed. Those whose souls it snatches will have inexplicably drowned. It does not attack unless attacked, but simply becomes visible to **anyone who has any injuries**. It causes d6 injuries on a successful attack (no called shot needed) if the victim fails a willpower roll. It can only be hit by iron weapons – not steel – and has a magic resistance of 4. Death from magic or iron will dispel it – until the next time a character is injured.

## WANDERING MONSTERS

Wandering monsters are rolled for every ten minutes, on a 15% chance. There are no wandering monsters in rooms 9-13, except the incarnation of Enki/Tawhiri, who arrives only when someone has injuries.

- |   |
|---|
| <ol style="list-style-type: none"><li>1 Mananubi patrol A (p. 13)</li><li>2 Saurian patrol A (p. 14)</li><li>3 4 giant rats (p. 9)</li><li>4 Band of bold tribesmen (p. 9)</li><li>5 Gelatinous cube (p. 10)</li><li>6 Tribesmen funerary party (rooms 5-27B only, p. 11)</li><li>7 1-4 stirges (p. 11)</li><li>8 Tribesmen religious procession (rooms 5-27B, means religious ceremonies going on, duration 18 turns; see room 23, p. 29)</li><li>9 Mananubi patrol B (p. 13)</li><li>10 Encounter from second level</li></ol> |
|---|

The sliding stairs are some sort of glazed stone. They are a hundred feet long. The danger zone is in the range 20 to 60 feet from the top. There is a 5% chance of setting them off every five feet. So, from the bottom:

45 feet	5%	55 feet from top
50 feet	10%	50 feet from top
55 feet	15%	45 feet from top
60 feet	20%	40 feet from top
65 feet	25%	35 feet from top
70 feet	30%	30 feet from top
75 feet	35%	25 feet from top
80 feet	40%	20 feet from top

If the stairs slip, it's a very difficult agility roll to not fall. If they try to climb up via the broken plaster on the walls, it's an agility roll at +2. And another +4 if they have a rope to climb.

If they slide, they must make an evasion roll or hit the wall hard enough to take d3 points damage.

## THE SERVANTS OF ENKI

The priests and warriors of the “Dark One” are worshippers of Enki/Tawhiri. See room 16, 20, 23 (possibly), and 25. The prophets have the spirits of Death, Order, Prophet, Water, and Weather.

Room	Name	Archetype	Level	Survival	Notes
16	Barirpal	Warrior	2	14	Outer
16	Shalm	Warrior	2	10	Outer
16	Kordok	Warrior	2	16	Inner
16	Tirar	Warrior	2	19	Inner
20	Beilgar	Warrior	2	15	Room guard
20	Beilshar	Warrior	2	13	Bodyguard
20	Nahreen	Warrior	2	14	Bodyguard
20	Daneil	Prophet	2 (adept)	7	
20	Marmin	Prophet	2 (adept)	8	
23	Narborem	Prophet	4 (vicar)	15	
23	Darseen	Prophet	4 (vicar)	20	
23	Knaneer	Prophet	8 (patriarch)	36	
23	Rashmed	Warrior	1	3	
23	Sorak	Warrior	1	3	
23	Hawil	Warrior	1	8	
23	Harlesh	Warrior	1	8	
23	Nawden	Warrior	1	8	
23	Ekleb	Warrior	1	6	
23	Niwar	Warrior	1	6	
23	Biwa	Warrior	1	7	

### KNANEER THE PATRIARCH

The Patriarch has 39 calling points. Normally, this means: (2) 8<sup>th</sup> level Weather, (1) 7<sup>th</sup> level Order, (2) 5<sup>th</sup> level Death, (1) 3<sup>rd</sup> level Death, and (1) 3<sup>rd</sup> level Water.

If the Patriarch is available for an ambush, the obvious choice is **Windy Rebuke** when they are on the stairs. **Icy Prison**, **Spiritual Torpor**, or **Spiritual Hold** could also immobilize an annoying opponent, such as another prophet or a sorcerer. **Obscuring Mist**, **Darkness**, **Deathmask**, and **Fog** are useful for remaining hidden.

## THE VICARS

The two Vicars have 12 calling points each. Normally, this means:

1. Narborem: (2) 4<sup>th</sup> level Death, (2) 2<sup>nd</sup> level Death
2. Darseen: (1) 4<sup>th</sup> level Death, (2) 3<sup>rd</sup> level Weather, (1) 2<sup>nd</sup> level Death

They will find **Spiritual Hold**, **Infestation**, **Foul Air**, and **Sheet Lightning** useful in a fight. Or **Darkness**, **Stillness**, and **Obscuring Mist** useful to escape.

## THE ADEPTS

The adepts have 4 calling points each.

1. Daneil: (1) 2<sup>nd</sup> level Death, (1) 2<sup>nd</sup> level Weather
2. Marmin: (1) 2<sup>nd</sup> level Death, (1) 2<sup>nd</sup> level Order

They will find **Foul Air**, **Infestation**, **Nauseate**, **Protection from Morality**, and **Command** useful in a fight.

# ROOM NOTES

## ROOM 4

Winged Victory is a statue of Tifá's servant Ebeorie, Lord of Discord. He wears a long, flowing white robe lined with gold, a high orange turban with a long feather, and a curved sword at his side tied on with a wide belt.

## ROOM 5

The shattered statue is Tifá as a peasant maiden, a beautiful woman with long brown hair in a hempen gown.

## ROOM 9A

You can check out any time you like, but you can never leave.

*Beyond this portal is the abyss, and the lord of the abyss, the servant of discord, and the gates of the deep and the dead. We who cherish life have sealed these chambers forever. Be warned: there is no return from this threshold. Once crossed, it may not be uncrossed.*

## ROOM 9

The wight causes 1d2 injuries on a called shot.

The frescoes are inscribed over and over with “Nothing escapes the deep.”

The magic mouth says:

*Enter, fools! Join me in the bliss of the deep! Become one with the blessed abyss! It is in the final end that fulfillment lies.*

## ROOM 10

Skeletons, remember, take 1 point from thrusting weapons and half damage from slashing weapons.

The 20-foot statue is of a humanoid creature with tentacles for a head.

*Your questions have been answered and ye are now a sower of discord.*

Anyone who asks a question will be marked with the twisted crossroads on the back of their right hand. The only effect of this brand is the ability to hear the siren of Ebeorie (see room 20).

## ROOM 13

The wand is a Wand of Ebeorie, and the head is a twisted crossroads.

## ROOM 16

The curse is 2 hours of intelligence dropped to 3. A willpower roll is applicable.

The statue is Enki/Tawhiri in seaweed robes with tentacles for a face.

## ROOM 18

These stairs go to the city level, B.

## ROOM 20

There appears to be a trap door through which they will fall to the river. It could also be a typo, since the text doesn't mention it. Perhaps it's not a trap, but a way for the cultists to get into level 2.

## ROOM 25

Are these eyes of the circus? Do they let the balloon witches see what the character using them sees?

## ROOM 27B

*Dark God, Deep One, Sealed Forever in Ceaseless Mourning. Captive and Kept from Service to Man, Lost to Man is the Wisdom of Ancestors Faithful and Waiting.*

# LEVEL 2

## WANDERING MONSTERS

Wandering monsters are rolled for every ten minutes, on a 15% chance.

- |    |  |
|----|--|
| 1  | Saurian patrol B (p. 14)   |
| 2  | Mananubi patrol B (p. 13)  |
| 3  | Mananubi patrol C (p. 13)  |
| 4  | 2-5 stirges (p. 11)  |
| 5  | 2 spiders (p. 11)  |
| 6  | Ochre jelly (p. 11)  |
| 7  | Band of bold tribesmen (p. 9)                                    |
| 8  | Battle between tribesmen and saurians (p. 11)                    |
| 9  | Living stone statue (p. 11)                                      |
| 10 | Encounter from first level (1-2) or palace on third level (3-10) |

Areas 40 (A-I), 41 (A-B), and 45 (A-I) do not have wandering monsters. Area 53 (A-J) has a special encounter (1-2, see page 11), tiny harmless spiders/insects (3-9), or Gror-bak and Hiss-fur the dog-brothers (10, from room 31).

## ROOM NOTES

Various entrances to level 1 (14, 15, 19) are visible about fifty feet up in the southern caverns.

### ROOM 30A STIRGE STRIKE

The “now-indistinguishable god” is Shamash, the healer.



## **ROOM 30C LAIR OF THE FALLING STALACTITES**

On a perception roll at -2 they'll notice that there are no stalactites above the river.

## **ROOM 31 THE LIZARD ENCAMPMENT**

Saurians don't have shamen; G'ruk is, instead, a pair of dog-brothers, Gror-bak and Hiss-fur. See also 53H.

## **ROOM 32 STAIRS**

The stairs leading down, south from the river east of the webs at 32, go to room 40B, the special set of rooms above rooms 41.

## **ROOM 36 INTRIGUING TREASURES AND DEEP SHAFTS**

The pit is meant for climbing! Anyone with bare hands and feet stick to the sheer wall of the pit enough to climb down using an agility roll, with standard climbing modifiers for skill.

## **ROOM 37 FROST VAULT**

Touching the door portion of the wall means make a Willpower roll or gain one injury. When attacking, it attacks with a chill touch as a called shot, and a failed Evasion roll or Willpower roll means gaining 1d3 injuries.

## **ROOM 38 MANANUBI GUARDPOST**

The reason for the watch is that the mananubi don't want the other beast-men to hear their conversations.

## **ROOM 40B GUARDIAN OF SINGULAR COMBAT**

I think that typo means that if the adventurer is defeated, give the adventurer half the hit points he has lost and make the challenge again. I'm guessing the guardian should get all hit points back.

## **ROOM 40D THE CRYPT OF THE MUMMY**

"Thirster" does not need a called shot to drain life. It emanates a cold force that sucks away life. On any hit, the victim must make a Willpower roll or gain 1d2 injuries.

There is no "limited wish" spell and even if there were, the Thracians didn't use magic. The scroll is signed by Enlil (the same name as the god of the wind) and grants the bearer one wish.

## **ROOM 40E A BURIAL VAULT**

Wights do called shots, and an Evasion roll is required or the victim gains 1 injury point.

## **ROOM 40G ANOTHER BURIAL VAULT**

This vault is covered in mirrors. It is the lair of a single echo.

## **ROOM 42 RUBBLE-FILLED CAVERNS**

The temple of Enki, the god of waters, the abyss, and crafts, is utterly destroyed.

## **ROOM 44 STATUE OF A LONG FORGOTTEN GOD**

The long-forgotten god is Sin, god of the moon, visions, and kingship. The Thracian writing is "Oh Sin, anointer of kings, shine upon me and show me your way." Besides healing for 1d8 points (minimum 4), it will grant the person a vision answering any one question.

## **ROOM 45 THE TEMPLE OF ISHTAR**

The regal woman is Ishtar rather than Athena, but otherwise this place is as written. The teleportation pad, like all pads here, has a destroyed control pillar. It goes to 54 by default, and to 89 if a ruby coordinates sphere is carried.

## **ROOM 45C COURT OF FOUL FUNGUS**

Breathing spores means save vs. Health or gain d6 injuries every round that you breath it.

## **ROOM 45H AN EMPOWERING GLOBE**

The Green Seal has four spirit manifestations, from the authority of a prophet of Shamash. They are, at the seventh level, Unravel Spell, Restore Health, Sunsword (Elemental Weapon), and Ethical Invisibility (to Evil).

## **ROOM 47 A DETERIORATED OUTER SANCTUARY**

The “inter-deity combat” is the war between Ishtar and Enki. The other gods switch sides regularly.

## **ROOM 48 A DRAPED INNER SANCTUARY**

Rather than bears, there are two trained war jaguars here. They are 50% larger than normal jaguars, and attack with the stats in the entry.

## AREA 53 THE LAIR OF THE LIZARD KING

Rather than rolling every ten minutes to see if the dog-brothers Gror-bak and Hiss-fur arrive (or one of the activated things), the chance for an encounter specifically with them can be rolled on percentiles:

	<b>Dog brothers only</b>	<b>one thing activated</b>	<b>both things activated</b>
1 hour	10%	19%	27%
8 hours	56%	81%	92%

The other things that might be activated are door number 3 in 53A (which will mean a type I demon), and the Immortal King in room 53E. If there are two possibilities for an encounter, roll d2; if there are three, roll d3.

The dog-brothers can open the door to room 53 from the stairway side, but they will not smash through the plaster into room 53 (the ebon demon) until after several days of searching for an alternate entrance.

Door 3 to the astral plane in 53A is wizard-locked at the 12<sup>th</sup> level of experience.

In 53E, the tablet is on a lectern of bronze, set up in front of the immobile lizard-king. He studies it and learns his spells.

**THE LIZARD-KING**

*Undead: 12, Defense: 3, Move: 8, Damage: 2 claws for 1d8 each, bite for 1d12; survival: 57*

Spells available, as mnemonic caster. All count as magical.

D&D	G&M	lv	range	ingredients	casting	area	reaction	duration
		1						
Anti-Magic Shell	MU 82	12	0	wg	1	12 foot diameter		12 turns
Charm Person	Fast Friend	2	10 yards	wgi sugar	5	person	willpower	
Cloud Kill	MU 79	10	10 feet	wg 12 rounds	5	40x20x20foot cloud	health or d6 injuries	12 rnds
Confusion (x2)	D-Indecision	3	120 yards	wgf holy symbol	4	24 yard radius	willpower	
Conjure Elemental	MU 79	10	20 yards	wgi soft clay	10 rnds	5% chance turning	20 yards distance	120 rnds
Death Spell	D-Deadly injury	10	touch	wgf holy symbol	1 rnd	creature	d8 injury points	
Delayed Blast Fireball	MU 87	14	220 feet	wgi sulfur/guano	7	20 ft radius, 10d6+10	fort/eva for half	1-5 rnds
Dispel Magic	Dispel magic	10	120 yards	wgi hex sign	3	36 yard radius	reason-level	
ESP	MU 70	4	20 yards	wgi copper piece	2	creature	none	12 min
Fear	D-Fear	1	120 yards	wg	2	6 creatures	willpower	
Fireball	Great ball of fire	5	120 yards	wgi sulfur/guano	5	7 yd radius, 10d6	fort/eva for half	
Haste Spell	MU 74	6	20 yards	wgi licorice root	3	12 creatures		15 rnds
Hold Portal	Delay passage	2	60 yards	wg	1	24 yard radius door		
Invisibility	Invisibility	4	touch	wgi glass dust	1 round	creature/object	fortitude	
Invisible Stalker	MU 84	12	10 feet	wgi incense/horn	1 rnd	missions	level 8 air elemental	as needed
Levitate	Levitate	3	24 yards	wgi baton	3	creature/object	fortitude	
Magic Missile (x2)	Mage bolt	1	140 yards	wgi carved arrows	1	6 targets in 3 yards		
Polymorph other	MU 78	8	20 yards	wgi cocoon	4	creature	fortitude	permanent
Protection from Good	D-Pro Morality	1	touch	wgf unholy water	1 round	creature touched		
Slow Spell	MU 75	6	70 yards	wgi treacle	3	12 creatures	40 by 40 foot area	15 rnds
Teleport (x2)	Teleport	10	touch	w	2	creature/object	Health	
Web	Web	4	36 yards	wgi web strand	3	12 yard diameter	evasion	
Wizard Lock	Bar passage	3	touch	wgi wood wedge	5	door		

If he knows they're coming, he will **Haste** himself and **Teleport** to the altar in 53A to **Conjure (Earth) Elemental**. Especially quick spells are **Fear**. He will not want to use **Fireball** or **Delayed Blast Fireball** in his lair, but potentially in the altar area. If he can catch someone by surprise, a **Slow** before teleporting out would be useful. An elemental is a 16<sup>th</sup> level creature that does 4d8 damage with a defense of 8 and requires +2 weapons to hit. Concentration is required to control it, or it will turn on the conjurer.

# LEVEL 3

The “city” of the beast-men lives off of the memory of their (pyrrhic) victory over King Agamemnos over a thousand years ago.

## WANDERING MONSTERS

Wandering monsters are rolled for every ten minutes, on a 15% chance.

The Gardens	The Palace and Dungeons
1 The Dryad Astraea (56)	Mananubi patrol E (p. 13)
2 The Dryad Eidothera (60)	Saurian patrol C (p. 14)
3 The Dryad Calliste (58)	Human slaves (p. 12)
4 The Dryad Jocasta (65)	The Minotaur King and his entourage
5 Herd of 20 cattle (p. 12)	2 Minotaur guards (p. 12)
6 Mananubi patrol D (p. 13)	A random dryad (p. 12)
7 Troupe of Human slaves (p. 12)	The leaders of the various Beast Men (room 83)
8 Hydra (room 70)	Saurian patrol C (p. 14)
9 Encounter from level 2 table	The Minotaur-king’s grandmother (111)
10 Encounter from palace/dungeon	Encounter from gardens

The herd of cattle might be encountered in the palace, but never in the dungeons. If a dryad is encountered in the palace, make it a random dryad.

## FACTIONS

The beast-men have no real enemies down here, other than their own degeneracy. The beast-men are ostensibly the minotaurs on top, and the saurians and mananubi working beneath them. In fact, the mananubi rule through insinuation and sheer sneakiness.

## **DOG-BROTHERS**

The dog-brothers are the most ancient of mananubi. They still remember the wail, and can lead their degenerate brothers in wailing. They can only be hit by iron or +1 weapons.

## **DRYADS**

The dryads and their trees are dying. The beast-men, having nearly exhausted the forests west of the castle, have begun chopping down the dryad-trees. The dryads are deathly afraid of the beast-men, and will not aid adventurers. They will be afraid of even talking to adventurers. Unless the party can convince a dryad that death is preferable to living in fear and shame, the dryads will do little more than discuss trivialities, if they talk at all.

## **MANANUBI**

The jackal-headed servants of the minotaurs are sneaky little shits. As in the City, they are taking over through service, by taking over all difficult functions of the palace.

## **MINOTAURS**

The minotaurs led the beast-men in revolt against King Agamemnos (with some prompting from the Mananubi) over a thousand years ago. They have forgotten the outside world, except for the minions of the King whom they still rail against.

## **SAURIANS**

The main body of the beast-men are the lizard-men. Many live as farmers to the west of the castle. Some have been subverted by the mananubi and participate in secret societies. The saurians make up the main body of the Minotaur-King's soldiers.

## **SLAVES**

There are various human slaves throughout the palace. Most of them have no idea what it would mean to escape, or even how to. They were captured above ground in the jungle.

Some, such as the accountant, have actively taken the part of the beast-men, and will betray any rebellion at the first opportunity.

## **PLACES**

### **61, 117, 55, AND 34: THE WATER TOWER**

The great tree (61) has a trap door that leads to 117, which in turn has an escape route via the water tower (55) to room 34 on level two.

### **67A THE BARRIER OF THORNS**

The trees were placed here by the dog-brothers. The thorns block any creature except mananubi, a fact that the mananubi have kept secret from the other beast-men.

### **73 THE SINGING CARYATIDS**

The Caryatids are beautiful nude women with jackal heads: mananubi, in other words.

### **75 LAIR OF THE MINOTAUR KING**

The magic user cow is a dog brother, Barktongue.



## 89 THE TEMPLE OF TELEPORTATION

If the coordinates sphere (marble) is carried, they will be teleported to room 45 instead of 54. Regardless of the state of 45. There are two baskets. One (east basket, amber) has a coordinates sphere for going to room 45 (from any pad). The other (west basket, ruby) has a coordinates sphere for going to room 89 (from any pad). A coordinates sphere is ignored if it points to the pad they're currently standing on.

## 104 THE TORTURE CHAMBER

The torture devices are remnants from another age; they really do reduce characteristics, in some characteristic-appropriate way.

# SCENARIOS

## CAPTURED

They will notice the water tower, the great tree, the thick, thorny wall, and the chapel of the wondrous well (67).

They might notice the five motionless harpies on the high southeastern roof of the palace.

## WHO'S IN CHARGE HERE?

When they get to the chapel (67), there are hints that the bulls are under the authority of the jackals.

"Hey, the platform isn't guarded right now. I wanted everyone to keep these wise asses in line. I'm guessing that the platform isn't guarded on the other end any more. One person might sneak through, but not six."

"Right. You go back to the platform and send three jackals to the other side to check it out. Send one of them back here to report. We'll figure out what to do then."

"Yes, sir."

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“What about the captives?”

“Hm...”

“I should go and tell the king.”

“Yes. You, go and tell the king we have intruders. I will escort them to the court.”

“Yes, sir.”

## THE GREAT TREE

The tree is a great tree, an offshoot of the world tree. This is obvious to any prophet that can call plant spirits.

## THE WATER TOWER

The water tower’s clear glass is like the material used in the elevators in *Fabrica Solis*.

## THE BARBS OF THE MINOTAUR-KING

“The sire of my sire gored King Agamemnos. Humans are a degenerate race, their time past. This is our time.”

The characters will be taken to “the torture chamber”, 104A. Their stuff will be put in 104B. They will be required to strip down to robes or loincloths in the outer area of 104.

## SORCERY

They know nothing of sorcery or prophets, and will likely consider many spell components to be junk.

## THE MINOTAUR-KING’S REVENGE

In room 77, the Minotaur-King can summon a water elemental and teleport it to wherever the characters are if they have angered him enough.



# LEVEL 3A

## NOTES

### ACCESSIBILITY

Level 3A is accessible from only two places: room 36 on level two has a 120 foot deep pit that leads down to room 118 in 3A. The pit is easy to climb up or down.

Room 126 contains a crank and cradle that can be lowered to level 3 proper. Someone with flight capability could also come back up through that hole from level 3 to level 3A.

### WANDERING MONSTERS

There is only one wandering monster on 3A: an eight foot tall bronze statue of Enki. Anyone from Kish will recognize it as an archaic version of Enki. If they have also seen the Incarnation of Death as Enki (rather than Tawhiri), they will also recognize it as the same as that apparition.

On a 15% chance every ten minutes, the statue of Enki is encountered:

*Statue: Level 8; Survival: 36; Movement: 8; Damage: 2d8; Defense +2; Special attack: Depth Ray*

The statue can, while attacking, shoot off a paralysis ray from its eye once every round. The ray is 60 feet long and 10 feet wide. Anyone hit by the ray must make a Willpower roll or be paralyzed by the cold of the watery depths for twenty minus endurance minutes.



# LEVEL 4

## NOTES

### THE PRISONERS' ESCORT

The dog-brother that escorts them to the dungeon will leave them with the mananubi and saurian guards at the top of the stairs at 76; he will go down alone to speak the password to the manticores, and then howl to signal for them to come down.

He will then escort them around the boiler room (95, 96, 97, 103) to room 104, where they will be required to strip to a single piece of clothing or no clothing at all.

The full path of the escort from meeting the Minotaur-King to imprisonment is 73 (3 caryatids), 74 (storeroom clerk – have him write their names down, perhaps have them sign in ala Blues Brothers), 76 (stairs), 94 (2 manticores), 95 (bas reliefs of men fighting beasts), 96 (4 lizard men, heavy oak doors), 97 (boiler room), down stairs, 103 (tribesmen slave quarters), 104 (torture chambers).

### 112 THE TREASURE TROVE OF THE MINOTAUR KING

Besides the minotaur and the dog brother, there are two mananubi here also. Thus, they can perform a wail.



# THE LOST CITY



THEY HAVE BEEN WAITING...