

On the Way to Tanara

These notes and the three maps are to supplement the GRAND CAMPAIGN for Shadow World written by Terry Amthor. This is to be inserted after the players acquire the Phoenix Sword and the demon has just come on their trail. These are three detailed areas in the ten hours of underground walking the players are supposed to do en route to Tanara.

***Note:** The maps for this adventure are all of the 10' X 10' squares variety. The distances between the „adventures“ are up to the individual GM. I used a 2 * hour walk but the demon chasing them (see the notes on the Grand Campaign) did pursue them the whole time. Mostly, it was just a constant feeling of something bad was coming. It was strongest in those who rolled less than half their temporary EM stat on d100 and vague if you just rolled less than your EM stat. These characters had to role play a desire to not make a stand, to keep advancing down the tunnel if they rolled less than * their empathy. If the players make good speed through the adventure a kinder GM may allow a 3 hour nap sometime in the later part. Perhaps if they befriend the gnolls or in the hallway between maps 1002 and 1003.*

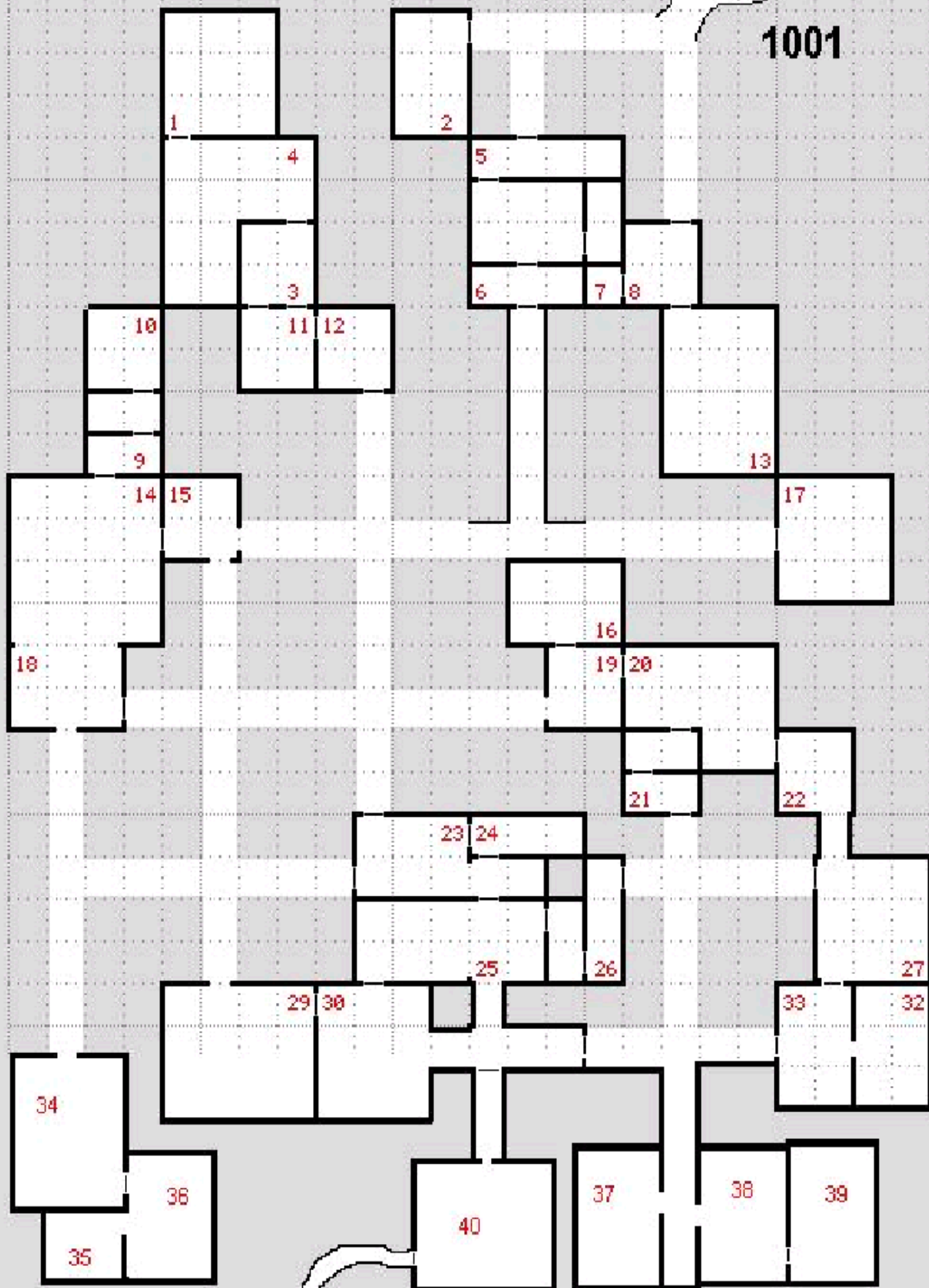
If they take no rest, the demon shouldn't catch them. If the players do rest or go too slowly in the third part, bring on the demon. Sure, he may have to hack through a few bad guys on his way. In fact, this will show his powers by how well he slaughters any opposition in his path towards the PCs. Terrify the PCs. This is what the demon is supposed to do best anyways. Let them bar doors (delay about 2-3 rounds) and do whatever else they can to stop this monster. Just chase, chase, chase. If anyone is stupid enough to stop and fight the demon (and makes all the saves to face it), kill them. This should really spur on the rest. If the demon drops a PC, he won't stop to finish them if they are just unconscious. Just restart the chase on the rest.

Map 1001

1. Door Locked (+10) Lair of 4 Class II Standard Created Undead. They are armed with rusted broadswords (brokeage #9, Str 40). **Air Current:** None. **Odor:** Ozone **Air State :** Clear. **Items in room:** Iron bar, Cobwebs, Broken Bottle, Wall is damp, pole, 27cp, 17bp, 3 sp.
2. Door is closed. **Air Current:** Still Air. **Odor:** Earthy **Air State:** Foggy near Floor. **Items in room:** Cobwebs, Ceiling Cracks Mold, Common Scratchings on Wall Cobwebs Floor Cracks Bat Guano, Cracked Hammer Head Water Dripping 1 Scratchings on Wall.
3. Doors closed. 8 Standard Created Class I Undead, no weapons. **Air Current:** Still Air. **Odor:** Metallic **Air State:** Clear. **Items in room:** Water, Dripping, Rags, Straw, Ceiling Damp, Cobwebs, Pick Handle, Small Stones, silver comb (9 sp).
4. **Air Current:** Slight Downdraft. **Odor:** Metallic **Air State:** Clear. **Items in room:** Leaves and twigs, SW corner has 2 unused torches.
5. North door is locked (+10) and made of stone. **Air Current:** Still Air, Very Chill. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Bat Guano, Cobwebs, Dried Blood, Wax Drippings, Dust, Broken Sword, Dung, and eastern 10' area is covered in similar bones (Med Surgery - human kneecaps)
6. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Foggy near Floor. **Items in room:** Pottery Shards, Rubble, Rags, Sticks, Ceiling Damp, Cobwebs. Trap in room (west side): Locking Pit, Flooding in six rounds - (Very Hard Str to stop [1 rnd], Extremely Hard to open) Victim is OK for 1/20th of Con, round up plus 1/5th ranks of swim, round up. Then 3d10 hits/round and panic penalty = -30 +3X SD bonus.
7. **Air Current:** Still Air. **Odor:** Urine. **Air State:** Hazy. **Items in room:** Leaves and twigs, Fangs, Rusted Spike, Torn Sack, Dung, Ashes, Mold and a steel chest. Chest weighs 300 lbs and is locked (0). The trap on it is magical - attune (0) -which gives a „B“ electrical to the unfortunate and slams the lid shut. Within is 298 bp, 33 sp, a bag of 12 gp, a +5m silver dagger that is „Holy“ vs. shapechangers, and a scroll of 6th Sorcerer: Vacuum II.

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To Map 1002

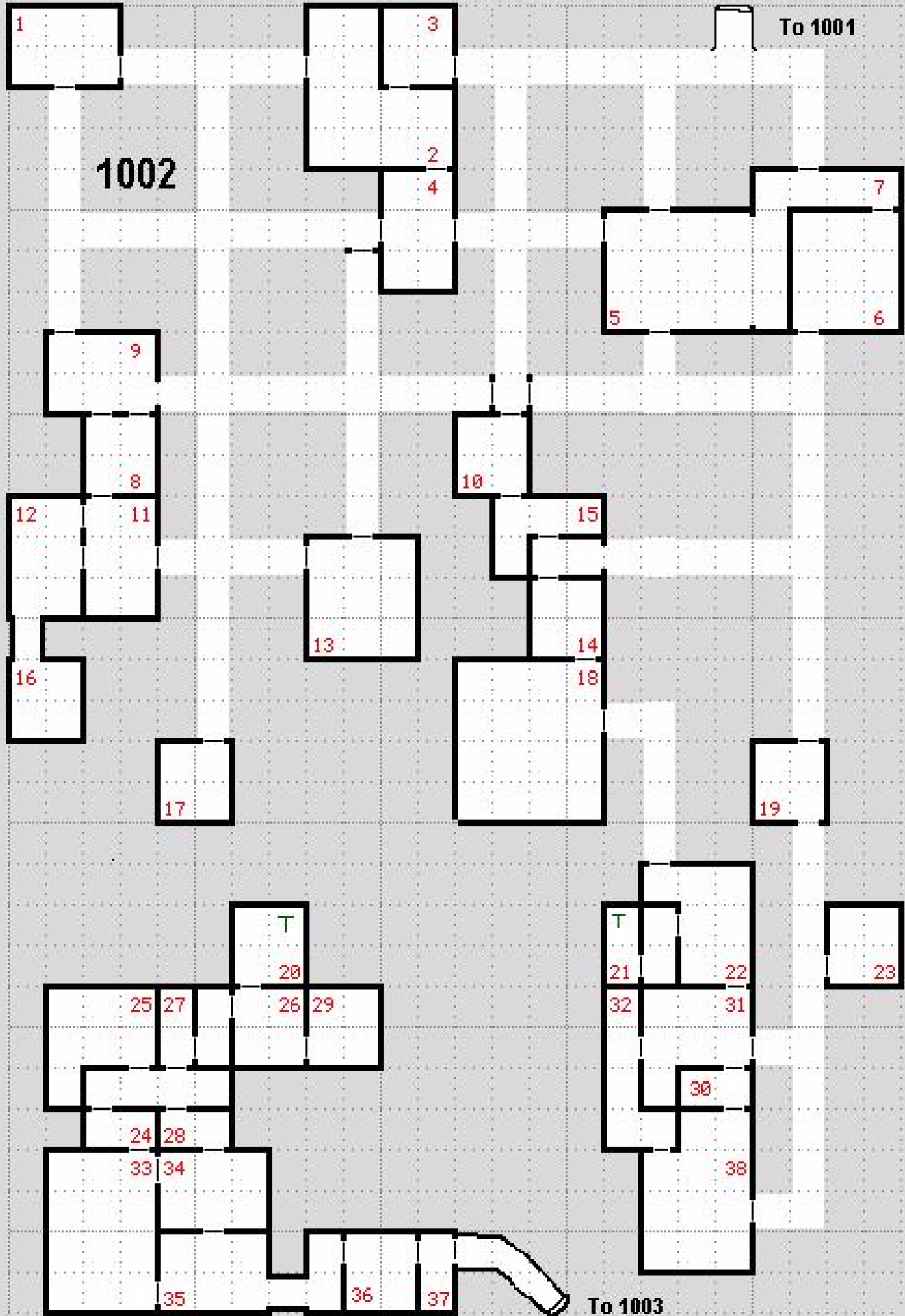
8. A 6th lvl Disembodied Head (pg 180) waits for living victims. It will fly from the ceiling with surprise unless a SAA (0) is made or „check the ceiling is stated“. **Air Current:** Still Air. **Odor:** Ozone **Air State:** Clear. **Items in room:** Mold.
9. 3 normal rats will run for cover when PCs arrive. **Air Current:** Still Air, Very Chill. **Odor:** Manure. **Air State:** Clear. **Items in room:** Dung, Dust, Wall Damp with rat holes.
10. **Air Current:** Breeze. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** floor cracks, wall damp, ceiling damp, large water puddle, corroded 3' chain, rags, pick handle, cobwebs, broken arrow.
11. **Air Current:** Still Air, Very Chill. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Dust, Water Dripping, Dagger Hilt.
12. **Air Current:** Still Air. **Odor:** Rotting Vegetation. **Air State:** Clear. **Items in room:** water dripping, bat guano, leaves and twigs, cobwebs, rotting wood pieces, torch stub, mold, wall damp, pot helm, 1 rusted spike.
13. Hidden in this room are 12 young spiders [0 lvl, 8 hits, 1(20), 30' move, +10 OB/spider on the tiny table, poison is 1 hit/rnd, 1 rnd/5% failure, lvl = # of crits taken from spiders.] **Air Current:** Still Air. **Odor:** Earthy **Air State:** Clear. **Items in room:** dead 2' spider, cobwebs galore, water drip-ping, rags, broken pole, broken arrow, large water puddle, bat guano, ashes, dagger hilt, 1 pick handle
14. **Air Current:** Still, Hot. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Cracked Flask.
15. **Air Current:** Still Air. **Odor:** Chlorine **Air State:** Clear. **Items in room:** Slimy Wall, Water dripping with yellowish rings in mini-puddles. (Mild poison, 3rd, save or -20 for 2 hours).
16. Door stuck (v.hard Str, 2 beings together) 2 Zombies wait. **Air Current:** Still Air. **Odor:** Sul-furous. **Air State:** Clear. **Items in room:** Dust, Cobwebs, ruined book on Tanaran flora.
17. **Air Current:** Still Air, Very Chill. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Ceiling Damp, Broken Arrow, Scratchings on Wall, Cobwebs, Leaves and twigs, Broken Bottle, Small Stones.
18. Zombie Wolf (reg zombie with 100 hits, +40 MBite) **Air Current:** Slight Damp Breeze. **Odor:** Rotting Vegetation **Air State:** Clear. **Items in room:** Rotting Wood Pieces, Dust, Mold, Ashes.
19. **Air Current:** Still Air. **Odor:** Ozone **Air State:** Clear. **Items in room:** Cobwebs,
20. 2 Class III Standard Undead with +50 MASwR2 (Ex-Changramai Monks) Each is armed with 2 +5wm Shuirken (+55 total). **Air Current:** Still Air. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Bat Guano, both undead have 2 golden armbands worth 28 gp each. They are an older style Changramai „dress“ armband usually only seen in the Emer headquarters.
21. 6 small bats live in the rough ceiling and will fly out when anyone enters. **Air Current:** Slight Downdraft. **Odor:** Earthy **Air State:** Clear. **Items in room:** Bat Guano, Ashes, Leather Helm, Leaves and twigs, cracks in the ceiling.
22. **Air Current:** Still Air. **Odor:** Earthy **Air State:** Hazy, Smoke. **Items in room:** Sticks, Cobwebs, Rags, Wall Cracks, Wax Blob, Ceiling Cracks.
23. **Air Current:** Still Air. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Iron bar, Large Water Puddle, Straw, Bat Guano, Rags, Cracked Hammer Head, Wax Drippings, Broken Sword.
24. Both doors to this room are stone and locked (-10). (1 person, Sheer Folly to knock down) Within is a 7th lvl Apparition with 56 PPs and 90 Hits. The remnants of a lab including desk, chair, bits of glass beakers, 2 intact but empty potion bottles, a scroll of Create Undead II and a velvet bag of gems worth exactly 100gp weighing 1.5 lbs. **Air Current:** Still Air, Hot. **Odor:** Dank, Moldy **Air State:** Clear.
25. **Air Current:** Cold Air. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Slimy Floor with 5 human skeletons without skulls.
26. **Air Current:** Cold Air. **Odor:** Earthy **Air State:** Clear. **Items in room:** Dung, Ashes, goblin skeleton without skull.
27. **Air Current:** Slight Damp Breeze. **Odor:** Metallic **Air State:** Foggy near Floor. **Items in room:** Wall Damp, Cobwebs, Water Dripping, Wax Drippings, Fungi, dwarven skeleton without skull but with AT13, warhammer, +5wm shield, backpack, Hvy Crossbow (no strings) and 6 +10wm quarrels.
28. **Air Current:** Still Air. **Odor:** Dank, Moldy **Air State:** Hazy, Smoke. **Items in room:** Ashes, Cobwebs.
29. **Air Current:** Still Air. **Odor:** Dank, Moldy **Air State:** Hazy, Dust. **Items in room:** Cobwebs, Rotten Rope, Water Dripping, Wall Cracks, Wax Drippings.
30. **Air Current:** Strong Wind. **Odor:** Metallic **Air State:** Clear. **Items in room:** Rotten Rope, Water Dripping, Cobwebs, Ashes, Mold, Pick Handle. Sound in room: Clanking

- 31. Air Current:** Still Air. **Odor:** Sulfurous **Air State :** Clear. **Items in room:** Pick Handle, Leaves and twigs, Rubble, Cobwebs, Rotten Rope.
- 32. Air Current:** Still Air, Very Chill. **Odor:** Stale, Fetid **Air State:** Clear. **Items in room:** Broken Pole, Rags, Rubble, Dust, left arm greave, Ashes, loose on floor: 12 cp, 44 bp, 152 sp, 9 gp, ruby worth 225 sp, quartz worth 31 sp, yellowish red Fire Opal worth 167 sp.
- 33. Lair of 8 Spiderskulls.** They will mob anyone entering their room. Decrease number if any met earlier wandering. **Air Current:** Still Air. **Odor:** Chlorine. **Air State:** Clear. **Items in room:** Sticks, Leaves and twigs, Bat Guano, Rubble, Slimy Ceiling, Broken Pole, Wax Drippings.
- 34. Air Current:** Slight Breeze. **Odor:** Putrid. **Air State:** Hazy, Smoke. **Items in room:** Cracked Hammer Head, Cobwebs, Water Dripping. Trap in room: 4th lvl Gas Vent, boils 1/rnd/10% failure.
- 35. Air Current:** None. **Odor:** Dank, Moldy **Air State:** Hazy, Smoke. There is a coffin in this room. It is warded with a 7th lvl Ward, save or +50 shockbolt and coffin stays closed. Within it is a long dead evil magician still wearing his x2 Em Ring, an evil wand of Con Drain with 9 charges, a scroll of Wall of Fire (4th), and a purse with 23 gp and 11 sp.
- 36. A Clay Golem** awaits to kill all who bother his master (page 122). It will not pursue those that flee, instead shutting the door once it has vanquished all within the room. Should the creature knock a character out it is not smart enough to finish the character off. **Air Current:** Cold. **Odor:** Dank, Moldy **Air State:** Hazy, Smoke. **Items in room:** Broken Pole, Splintered Club, Large Water Puddle, Full Helm, Cobwebs.
- 37. Air Current:** Still Air. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Water Trickles, Large Water Puddle, Rubble.
- 38. Air Current:** Cold Air. **Odor:** Dank, Moldy **Air State:** Foggy. **Items in room:** dagger, Dust, Leaves and twigs, Dust, Fangs, Rotten Rope, Food Scraps equal two days.
- 39. 3 larger bats** fly about this room and will eventually leave if anyone enters. **Air Current:** Slight Damp Breeze. **Odor:** Metallic **Air State:** Foggy. **Items in room:** Leaves and twigs, Mold, Ceiling Damp, Cobwebs, Arm Greaves for AT18, Bat Guano.
- 40. Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Bat Guano, Water

Dripping, Wall Damp, Cobwebs, Small Water Puddle, Sticks.

Map 1002

- Garks: 2nd lvl, 3(20) Hits:60 +40 Club +50 SmGrapple(Tail) +20 Missile, Move:60' Cash d10-2 bp.
- 3 Garks are playing here with Troll dung. They are distracted and noisy. (Light to Stalk at door). **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Ceiling Damp, Dung, Mold, Fungi, 3 Pick Handles, Splintered Club, Water Dripping.
 - 4 Female Garks cooking rat stew. (They are -10 OB & Hits) **Air Current:** Still Air. **Odor:** Acrid. **Air State:** Hazy, Smoke. **Items in room:** Wall Damp, Fungi, Ceiling Cracks, Cobwebs.
 - 2 Garks „going at it“. Female as room 2. Male has 3 bp in pouch. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Water Dripping, Cracked Hammer Head, Wall Damp, Floor Cracks, Ashes, Water Trickles, Slimy Ceiling, Pick, Pile of old blankets and bedrolls.
 - Air Current:** Still Air, Hot. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Mold, Rusted Spike.
 - „Nests“ of cloth for 8 Garks but only 2 are here, both asleep. A small locked iron chest is here, badly dented and scratched. Within the chest is the remnants of two potion bottles, dried bluish liquid, and a silver necklace studded with 7 blue sapphires (Med culture lore - dwarven design, value 520 sp) **Air Current:** Still Air. **Odor:** Metallic. **Air State:** Clear.
 - Gark trainer with 6 large (2') rats. [Rat: Lvl:1 move:30 Hits:15 1(20) +10SBite] **Air Current:** Still Air, Hot. **Odor:** Stale, Fetid. **Air State:** Foggy near Floor. **Items in room:** Wooden box with 3 days of food - mostly cheese, Bones, Cobwebs, Rotting Wood Pieces, Torn Sack.
 - Air Current:** Still Air. **Odor:** Smoky. **Air State:** Smoky. **Items in room:** Wall Damp, Rusted Spike. Trap in corner: 20' pit that closes (hard to climb).
 - Air Current:** Still Air. **Odor:** Smoky. **Air State:** Clear. **Items in room:** Water Dripping, Cobwebs, Rags, Wall Cracks. Sound in room: Clicking.



9. Old, dead gark , no cash or weapon. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Rotten Rope, Rotting Wood Pieces, Cobwebs, Mold, Fungi, Ashes.
10. **Air Current:** Still Air, Very Chill. **Odor:** Stale, Fetid. **Air State:** Clear. **Items in room:** Pick Handle, Cobwebs. Trap in room by north door: 20' Pit with Spikes [1-5 +20 spears].
11. 1 Gark. **Air Current:** Still Air. **Odor:** Stale, Fetid **Air State:** Clear. **Items in room:** Water Trickles, Cobwebs, Dried Blood, Torn Sack, Slimy Ceiling.
12. 2 Garks playing dice with a stake of 13 bp. All have double cash. Will aid room 11. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Clear.
13. Bathroom. Southern wall has several small holes that reek with dung near rims. **Air Current:** Still Air. **Odor:** Putrid. **Air State:** Clear. **Items in room:** Small Water Puddle, Wall Damp, Copper Piece from Halkitaine, Shuirken, Rotting Wood Pieces, Cobwebs.
14. 2 Garks with Spears, one at each door. **Air Current:** Still Air. **Odor:** Salty, Wet. **Air State:** Clear. **Items in room:** Rags, Iron bar, Wall Cracks.
15. **Air Current:** Still Air. **Odor:** Metallic. **Air State :** Hazy, Smoke. **Items in room:** Bones, Rubble, Ceiling Damp, Floor Cracks, Cobwebs.
16. **Air Current:** Cold Air. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Dung, Wall Cracks, Trap in room: +60 Lt. Xbow Trap.
17. Door is steel, dented, locked (0). **Air Current:** Still Air, Hot. **Odor:** Manure. **Air State:** Clear Sound in room: Moaning
18. 6 Garks with lt xbows, 1 has broken ribs (-20), 1 down 15 hits. They are getting ready to raid room 22 in about an hour. There is 12 days of food for garks (3 for PCs) and all have an addition d10 cp. **Air Current:** Cold Air. **Odor:** Dank, Moldy. **Air State:** normal. **Items in room:** Broken quiver, Wall Damp, Small Water Puddle, Food Scraps for 1 day, Club, Rags.
19. North door locked (0), barricaded (Sheer Folly to knock down) and trapped (+60 lt xbow). 2 4th lvl Gnoll Illusionists wait here with a waiting Illusion of rubble to hide with, short swords, lt. Xbow. **Air Current:** Still Air. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** - 5wm dagger.
20. Minotaur Construct awaits those that would enter this room. Several bodies of various ages are on the floor. Teleportation Circle (Hard Circle Lore and 10 PPs to activate) [12th lvl, 20(30) Crit:II Hits:150 +105 Hand Ax, +95 MBash, +85 MHorn, +55 Shockbolt. Move:100] **Air Current:** Still Air. **Odor:** Ozone. **Air State:** Clear. **Items in room:** Leaves and twigs, Cracked jug, Water Dripping, Cobwebs, 17 Bodies including 5 Gnomes. On the bodies is 20 cp, 9 bp, 9 sp and a Hammock, +5wm Leather Crinet (horse neck armor), empty quiver, Trident.
21. Teleportation Circle (Hard Circle Lore and 10 PPs to activate) **Air Current:** Strong Wind. **Odor:** Urine. **Air State:** Clear. **Items in room:** 3 chairs, small table with lt. xbow & 5 quarrels.
22. North door is barred (lock broken). 4 3rd lvl Gnoll Magicians are here with short swords and waiting Illusion. All have stored Shockbolts at +35 and Shield Mastery. 1 is at * hits. 1 has wand of 7 shockbolts. **Air Current:** None. **Odor:** Smoky **Air State :** Clear. **Items in room:** Large Water Puddle, Ashes, Broken Pole, Food Scraps for 2 days, Cobwebs, Bat Guano, Small Stones.
23. 2 confused Zombies waiting to be released by retreating Gnolls. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Hazy, Smoke. **Items in room:** Splintered Club, Flint & Steel, Bat Guano, Ashes.
24. **Air Current:** Still Air. **Odor:** Metallic. **Air State:** Clear. **Items in room:** Food Scraps, Mold, Rotting Wood Pieces, Slimy Floor, Fungi.
25. SW Nook has dead dwarven fighter. His Shield is broken, AT14 useless, but his warhammer is OK. In his backpack is a potion of Blur 3 min and 4 steel nails. **Air Current:** none **Odor:** None. **Air State:** Clear. **Items in room:** Water Trickles, Cobwebs, Broken Pole, Dung, Dried Blood in two spots.
26. **Air Current:** Still Air. **Odor:** Smoky. **Air State:** Hazy, Smoke. **Items in room:** Torn Sack, Torn blankets, fur bits, Rotting Wood Pieces, Leather Boot, Rags, target shield, 12 silver pieces scattered on the ground.
27. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Hazy, Smoke. **Items in room:** Slimy Ceiling, Rotting Wood Pieces, Rotten Rope, Dung, Wrapped package which is loaf of waybread for 20 days weighing 2.5 lbs (2 oz/ day), Cobwebs, Water Dripping.
28. **Air Current:** Cold Air. **Odor:** Rotting Vegetation. **Air State:** Foggy. **Items in room:** Leather strap, Mold, Water Dripping, Leather Boot.
29. **Air Current:** Slight Breeze. **Odor:** Rotting Vegetation. **Air State:** Clear. **Items in room:** Skeleton with severed thigh bone, Slimy Ceiling, Water Trickles, Bones, 2 wooden pegs.

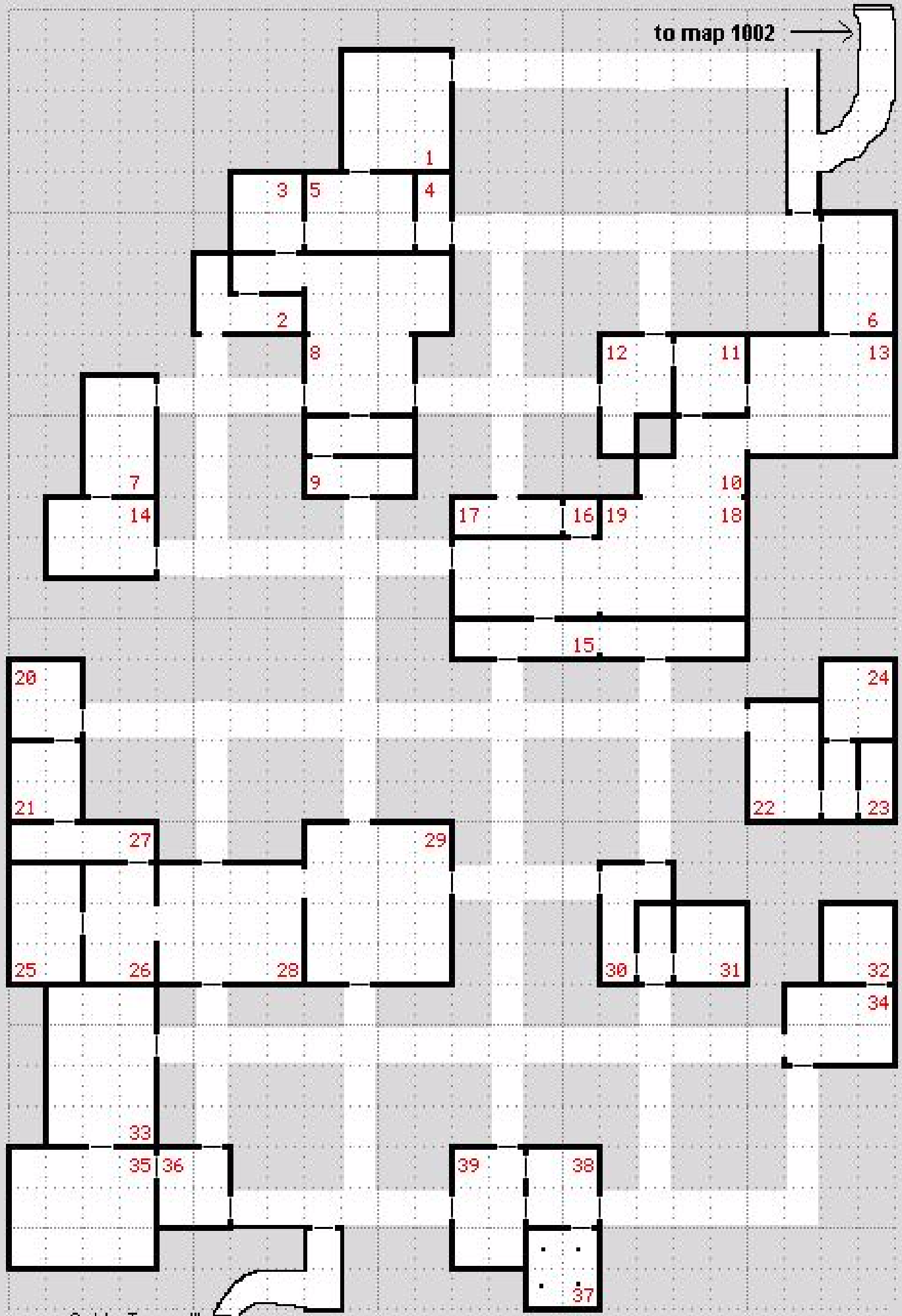
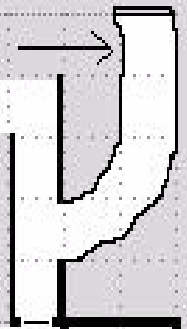
30. Door Locked (0). **Air Current:** Still Air. **Odor:** Fresh. **Air State:** Clear. **Items in room:** Shelving, 83 days of food, large water barrel catching trickle from ceiling.
31. Lonnif, 6th lvl Alchemist leader with potion of shield 2 min, wand of Shockbolts, scroll of Wall of Cold, 3 Males and 5 Females. **Air Current:** Still Air. **Odor:** Dusty. **Air State:** Clear. **Items in room:** Makeshift beds which holds 1 unconscious gnoll with shattered hip, 12 +5wm bandages, lantern, 3 oil.
32. North part of hallway looks like a doorway. Magical trap of 3 +35 shockbolts if try to step through. **Air Current:** light Wind. **Odor:** Dank, Moldy. **Air State:** Hazy. **Items in room:** clean.
33. **Air Current:** Strong Wind. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Sticks, Ashes, Small Water Puddle.
34. **Air Current:** Still Air. **Odor:** Rotting Vegetation. **Air State:** Clear. **Items in room:** Large Water Puddle.
35. **Air Current:** Still Air. **Odor:** Putrid. **Air State:** Foggy. **Items in room:** Rotting Wood Pieces, Water Dripping, Bat Guano, Leaves and twigs, Ashes. Sound in room: Hissing
36. **Air Current:** Still Air. **Odor:** Manure. **Air State:** Clear. **Items in room:** Cobwebs, Wall Damp, Dagger Hilt, Ashes, Cobwebs, Broken Pole, Large Water Puddle.
37. **Air Current:** Still Air. **Odor:** Earthy. **Air State:** Foggy near Floor. **Items in room:** Splintered Club, Fungi, Cobwebs, Sword blank, Slimy Wall.
38. 2 Gnoll 4th lvl magicians (with 6 shot shockbolt wands) and 2 2nd lvl Illusionists guarding 1 infirm, 3 younger women, 1 young, and the entire tribe's treasury in coin and unused magical items. Several beds, table with 4 chairs, lantern, 15 oil, 3 torches, 28 days good. **Air Current:** Slight Updraft. **Odor:** fresh. **Air State:** Clear.
39. **Air Current:** Gusting Wind. **Odor:** Sulfurous **Air State:** Clear. **Items in room:** Water Trickles, Mold.
40. **Air Current:** Downdraft. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Cobwebs, Rotten Rope, 3 nails, Broken Longsword, Mold. Trap in room: Poisonous Gas (2d10 /round/failure)

The area is run by the followers of Scalu, a huge demonic Evil God that defies description. Demons, humans, and bizarre creatures are possible and the sane will always be uncomfortable here.

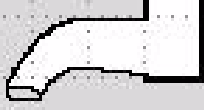
1. 2 Dictic [5" Insects, weighs 45 lbs, 5th lvl, Move:1 Hits:60 20(40) +60 SmPin +50 Rock.] **Air Current:** Breeze. **Odor:** Earthy. **Air State:** Clear. **Items in room:** Scratchings on Wall, Water Dripping, Large Water Puddle, 2 head sized rocks. They attack all who do not scream.
2. **Air Current:** Slight Downdraft. **Odor:** Urine. **Air State:** Foggy near Floor. **Items in room:** Bones, Rags, Rotting Wood Pieces, Floor Cracks, Desk and chair - on the desk is several scraps of paper with random writing and languages (can be studied for 1 rank of xenodemon lore), but on one sheet is the quote from page 9 of the Atlas Addendum in Linaeri. It is an original and worth 100 gp to Nomikos, less to other libraries.
3. A crazed 5th lvl Evil Magician lives here amid the filth and grime. Items: AT2(10) X2 Em evil mult that casts shield 2X/day (4 min) +5m dagger +5wm Shang, purse with 6 cp and 6 gp. Hits:50 AT2(28/63) Lists: Evil Essence, Charm, Movement. **Air Current:** Still Air. **Odor:** Burnt flesh. **Air State:** Hazy. **Items in room:** Small Water Puddle, Rotting Wood Pieces, leather belt, bed, chair, chest with clothes.
4. **Air Current:** Still Air, Very Chill. **Odor:** Putrid **Air State:** Clear. **Items in room:** Pottery Shards.
5. **Air Current:** Still Air. **Odor:** Sulfurous. **Air State:** Clear. **Items in room:** Torn Sack, Large Water Puddle, Ashes, Rags, fur bits, Bullwhip, female dwarf zombie pinned to floor with 4 iron spikes through limbs pinning her to the floor, bucket of grease by zombie's hip. [Girlfriend of Room #3]
6. **Air Current:** Still Air. **Odor:** Sulfurous. **Air State:** Clear. **Items in room:** Broken Pole, Wall Damp, Large Water Puddle, Circle of stones with ash.
7. East door locked (0) and Sheer Folly to knock down. Within are four Lugroki zealots. They are 2nd lvl, Hits:60 5(0/20) +45 Scimitar, +40 shortbow They wear loose black and red striped robes over their armour and a belt purse with d10 bp & 2d10 sp each. **Air Current:** none. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Scratchings on Wall, 6 beddings, Broken Shortsword, Dried bloody rags.

8. Training room. Presently occupied by the Jorrel the local champion and 2 Lugroki zealots (see room #7). Jorrel is a 5th lvl Zori fighter (Items: +5wm AT17, +5wm Two handed sword, 23 gp, 8 sp, 13 bp, Ring of Souls - +5OB for every soul released within 20' radius - Dur: 12 rnds) **Air Current:** Still Air. **Odor:** Unwashed bodies. **Air State:** Hazy, Smoke. **Items in room:** Mold, Hair, Dagger Hilt, Rags.
9. 2 Dictic [5" Insects, weighs 45 lbs, 5th lvl, Move:1 Hits:60 20(40) +60 SmPin +50 Rock.] They attack all who do not scream when entering room. **Air Current:** Still Air, Very Chill. **Odor:** Dank, Moldy **Air State:** Clear. **Items in room:** Torch Stub, Fungi, Slimy Wall.
10. Office with inkstained desk, two chairs, various writing equipment. Locked drawer (0) has lewd drawings of Elven women and men in various combinations (worth 25 sp in the right market). **Air Current:** Strong Wind. **Odor:** Metallic. **Air State:** Clear.
11. Minor armory. 2 racks on northern wall. First has 4 scimitars, 1 shortsword and 2 practice scimitars. Second holds 2 shortbows, 1 compbow, and 4 quivers of 10 +2d5 arrows. **Air Current:** Still Air.
12. Southern area is a cooking area with a flue up for smoke. North wall has a large locked wooden closet with 46 days of various persevered food. A 1st lvl female human cook is here with a cleaver (dagger). She is mildly insane and a follower of Scalu. She will attack anyone who improperly answers „Who is your lord?“. [Lvl:1 AT1(3) Hits:35 +20 dagger +15 thr dagger 10 Obser] **Air Current:** Still Air. **Odor:** Cooking. **Air State:** Clear
13. Human barracks. Holds 12, presently 9, 6 are here. [Lvl:2 AT7(6/31) Hits:48, +18 Obser, 3% Amb +55 Broadsword +50 Sling +32 Stalk] **Air Current:** Still Air, Hot. **Odor:** Rotting Vegetation **Air State:** Clear. **Items in room:** Personal chests with 3d10 sp, 30% extra dagger, 65% 2d10 gp, 90% decent clothes in Rhakan style, 70% merchants clothing in Norek style, 25% forged royal travelling papers for Rhakan; #2 - 15" length of red hair; #5 - Selig (SW herb).
14. East door locked (0) and Extremely Hard to knock down. Within are two Lugroki zealots. They are 2nd lvl, Hits:60 5(0/20) +45 Scimitar, +40 shortbow They wear loose black and red striped robes over their armour and a belt purse with d10 bp & 2d10 sp each. **Air Current:** Cold Air. **Odor:** Putrid. **Air State:** Clear. **Items in room:** 6 beddings, various clothing, Obsidian Altar to Scalu [hidden compartment (0) has 25 gp, a set of Shaalk lockpicks +20, a * lb winding pocketwatch that works - encribed on back is „Honey of the Gods“.]
15. The far eastern wall has two Lugroki with ready shortbows (as room 14 above) **Air Current:** None. **Odor:** Stale, Fetid. **Air State:** Clear.
16. Doors locked, mini prison. (+10 to pick from outside, -30 to pick from within.) Empty. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** nothing.
17. **Air Current:** Slight Damp Breeze. **Odor:** Earthy. **Air State:** Clear. **Items in room:** Rotting Wood Pieces, Bat Guano, Dust. Trap in room: Scything blades +50 scimitar (2D).
18. Thorned Demon. 7' tall. [Lvl:7 At4(20)* magic to hit. Crit:I Hits:110 +63 Lt Xbow (1-4X) or +83 LBash (1-4 „A“ Punctures) Move:90'] **Air Current:** Still Air, Very Chill. **Odor:** Chlorine. **Air State:** Clear. Items in room: Broken Arrow, Dagger Hilt, Mold, Water Dripping, Flint, Floor Cracks.
19. Thorned Demon. 7' tall. [Lvl:6 At4(20)* magic to hit. Crit:I Hits:100 +60 Lt Xbow (1-4X) or +80 LBash (1-4 „A“ Punctures) Move:90'] It is torturing a laughing human male with 6" long needles that it is sticking through various spots. The male is unable to offer resistance but will taunt the party. Obviously insane and a loyal worshipper. He has a key for room #21 and 21gp. **Air Current:** Still Air. **Items in room:** Wall Cracks.
20. Sleeping quarters. No one here. **Air Current:** Still Air. **Odor:** Earthy. **Air State:** Clear. **Items in room:** Bed, chest with several sets of nice clothes, broadsword in weapon belt hanging on only chair.
21. Doors to this room are locked (0). **Air Current:** Still Air, Hot. **Odor:** Stale, Fetid. **Air State:** Clear. **Items in room:** 8' table along west wall covered in beakers, chemicals, powders, plants and tubes. A search of this table will allow 2 rolls: Med Flora lore will identify several hard to find plants from Emer. A Hard Demon/Devil Lore will allow attempts at a Hard Alchemy roll to create a „poison“ that only works against demons [If crit, get additional separate Holy crit]. This place has cockroaches.

to map 1002



Out to Tanara!!!



22. 2 Daedhel Demons, „shadow elves“. [2nd lvl Move:55 AT1(30) Crit:I Hits:45 +50 Longsword Sorcerer base to 5th] Items in room: Stone table with pentacle inscribed, 4 wooden chairs, 4 golden candlesticks (22 gp each), Floor Cracks.
23. Steel Door with two locks (0 and -10). **Odor:** Dank. **Air State:** Clear. **Items in room:** large display table with a book, a small box, 2 bags. The book will summon a type III demon if opened (this is 1X/month), the small box has a whetstone that casts +10 bladerune if rubbed on a bladed weapon for a minute (1X/day), the first bag has 25 gp from Tanaka, the second bag has a single silver coin with a ball of fire on one side and a ball of fire over a hand on the other - If flipped: ball of fire is a +0 fireball on flipper; ball of fire over hand is an elemental servant for the flipper; coin then disappears.
24. **Air Current:** Still Air. **Odor:** None. **Air State:** Clear. **Items in room:** Huge floor pentagram with manacles in north wall for summoning and binding demons. A Med Demon/Devil Lore roll will show the best way to destroy this. (Tiny breaks which may cause a backfire).
25. Two Zealot Leaders. 2d10 sp and gp each. [Lvl:3 AT7(6/31) Hits:55 +21 Obser 4% Amb +60 Broadsword, +55 Sling, +37 Stalk] **Air Current:** none. **Odor:** Earthy. **Air State:** Hazy, Smoke. **Items in room:** Bed, chair, chest, desk each. Chests have clothing and spare daggers.
26. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** nothing.
27. 2 Dictic [5" Insects, weighs 45 lbs, 5th lvl, Move:1 Hits:60 20(40) +60 SmPin +50 Rock.] They attack all who don't clap. **Air Current:** Still Air. **Odor:** Smoky. **Air State:** Hazy.
28. 4 Tables with benches. Thorned Demon eating raw flesh. 7 *' tall. [Lvl:6 At4(20)* magic to hit. Crit:I Hits:100 +60 Lt Xbow (1-4X) or +80 LBash (1-4 „A“ Punctures) Move:90] **Air Current:** Still Air. **Odor:** blood. **Air State:** normal.
29. 2 female humans here chatting about men, both armed and armoured but not suspecting trouble. [Lvl:2 AT7(6/31) Hits:48 +18 Obser 3% Amb +55 Broadsword +50 Sling +32 Stalk] **Air Current:** Still Air, Hot. **Odor:** Stale, Fetid. **Air State:** Foggy. **Items in room:** Wpn rack in SE corner with 2 broadswords and a scimitar.
30. **Air Current:** Cold Air. **Odor:** Stale, Fetid. **Air State:** Foggy near Floor. **Items in room:** Shelving with 300+ days of food, mostly preserved. 10% chance of a Lugroki picking up food here at any time.
31. 1 Lugroki cook - 2nd lvl, 3(20) Hits:60 +40 Club +50 SmGrapple(Tail) +20 Missile, Move:60' Cash: d10-2 bp & sp. **Odor:** Cooking. **Air State:** hazy. **Items in room:** small cooking area with prep table against the north wall. Large pot of chicken stew and 3 -5% daggers.
32. This is the Prison, but is not obviously one. The walls are designed to look „suspicious“ to anyone making a light EM roll - but if you make a Sheer Folly roll they look VERY suspicious as if that was the intended effect. **Air Current:** Still Air. **Odor:** Rotting Vegetation. **Air State:** Clear. **Items in room:** Mold, Rags, Mushrooms. Trap in room: One Way Door
33. **Air Current:** Strong Updraft. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Wall Damp, Rubble, Torch Stub, steel helm with Halkitain crest.
34. **Air Current:** Still Air. **Odor:** Putrid. **Air State:** Hazy, Smoke. **Items in room:** Rotting Wood Pieces, Rubble, Mold, torch Stub, Cobwebs, 12 Copper Pieces from Zor.
35. **Air Current:** Still Air. **Odor:** Metallic. **Air State:** Clear. **Items in room:** Leather Helm, Ashes, Cobwebs, Fungi, Wall Cracks, Water Dripping, Rotting Wooden table under drip.
36. **Air Current:** Still Air. **Odor:** Acrid. **Air State:** Clear. **Items in room:** Broken Pole, pile of rags with a Saren underneath.
37. **Air Current:** Still Air. **Odor:** Dank, Moldy. **Air State:** Clear. **Items in room:** Pottery Shards, Rubble, Pottery Shards, Water Dripping, Broken Bottle, Food Scraps for * day, Hair or fur bits.
38. 2 men checking things out. [Lvl:2 AT7(6/31) Hits:48 +18 Obser 3% Amb +55 Broadsword +50 Sling +32 Stalk] **Air Current:** Still Air, Hot. **Odor:** Dank, Moldy. **Air State:** Clear.
39. **Air Current:** Slight Updraft. **Odor:** Stale, Fetid. **Air State:** Clear. **Items in room:** Rusted Spike.
40. **Air Current:** Still Air. **Odor:** Urine. **Air State:** Clear. **Items in room:** Broken Long Kynac, Cobwebs.