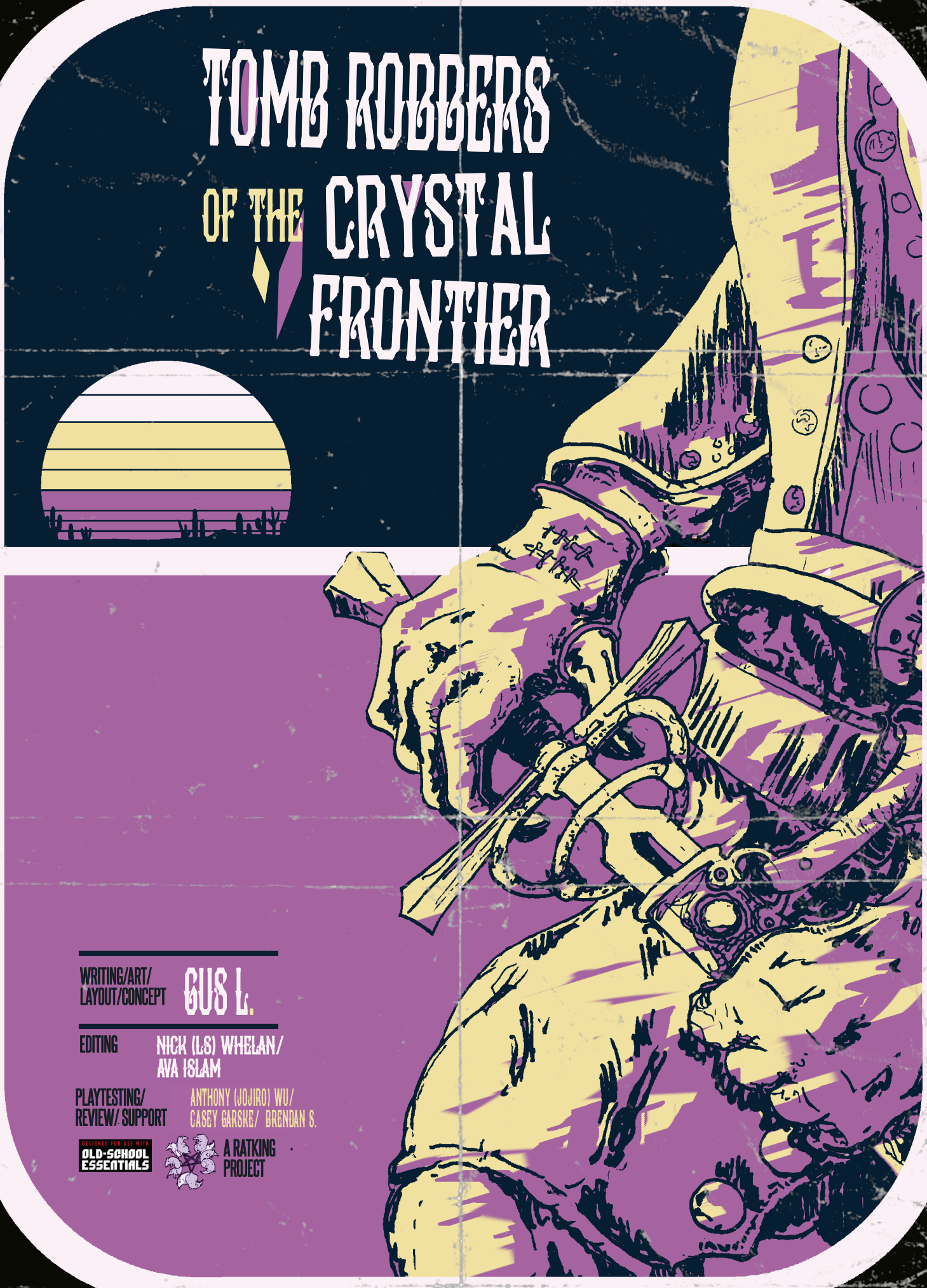
TOMB ROBBERS OF THE CRYSTAL FRONTIER



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DESIGNED FOR USE WITH OLD-SCHOOL ESSENTIALS

A RATKING PROJECT

HOW TO USE THIS BOOK

Tomb Robbers of the Crystal Frontier is an introductory adventure to both the dungeon crawl play style of classic fantasy roleplaying games and the setting of the Crystal Frontier. While the setting may be slightly different from the standard vernacular fantasy setting of the majority of early games and adventures, it should be easy enough to quickly grasp and run. There are no orcs or goblins on the Crystal Frontier, but the role of cruel marauders and cowardly bushwhackers is filled by regular men and women. These and other differences may require a bit more explanation and expectations may need adjustment, but Tomb Robbers remians an exploration adventure in the classic style, whatever its aesthetics.

To run this adventure as intended you will need 4 - 8, 1st level characters created using the **Old School Essentials** rules or another broadly compatible game, non-human characters, or at least their ability to see in the dark, can be omitted to help emphasize the need for exploration and supplies. Similarly, the referee should be familiar with the rules supporting dungeon exploration and implement encumbrance, movement, and illumination rules (see pages 102 and 103 of the **Old School Essentials Classic Rules Tome**) as well as other rules and procedures related to dungeon adventuring (id. at 108, 109). Combat in Tomb Robbers of the Crystal Frontier is a near inevitable risk that characters will face, but it is never the only solution to obstacles within the dungeon and very often extremely dangerous, so emphasizing the risks and challenges of exploration (the danger of discovery by wandering monsters or the exhaustion of supplies) can help encourage a less combat centered play style.

Tomb Robbers of the Crystal Frontier is designed as a introductory adventure, new adventurers thrown into the dangers of exploring the mythic underworld with little choice, but it need not be used so. The dungeon within, Murkvey's Rock, stands on its own and doesn't need the added complications of Adipose Mab's expedition or the characters' deal to turn over the bulk of their recovered treasure to her. Used as a stand alone location, Murkvey's Rock, a visitor from the stars, will fit in almost any fantasy region, but the treasure within is very generous for the risks faced and if explored unconnected with the hook provided referees can consider lowering the gold value of most treasures, perhaps by as much as half.

- Gus L, June 2021



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THE SCHOLAR

You were lured from the stews and gutters of the world by promises of easy wealth. You've signed on as a treasure hunter, a Gem Robber, with the band of the scholar **Adipose Mab**. Your travel and equipment costs paid in exchange for your labor. The profits of your first delve belong to Mab, though the unctuous scholar promises a bonus and a map to other sites if you do well.

Mab's mule train has followed the spring freshets down from the peaks of the Maiden Tombs; along pilgrim trails where earthquake and landslide have left the high roads through the mountains tumbled at the bottom of jagged cliffs.

Journey done, the Crystal Frontier stretches before you — a land lashed by sorcery, poisoned by magic. Where rock and soil are dyed bold hues by arcane mordants leaking from the translucent shards that fall nightly from the sky, blazing above the cursed land.

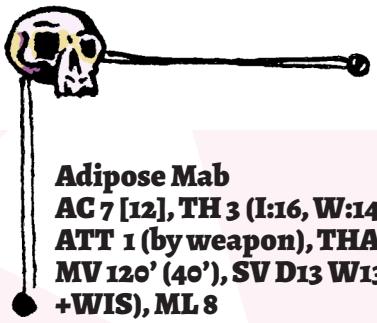
When humanity's nations and magic were strong, the Frontier was a shunned badland. In these fallen times, desperation has driven outcasts and refugees from both sides of the mountains to struggle here. They scratch out their existence in the poisonous, painted soil, and raise huge, half-feral hogs.The lure of wealth also draws depraved treasure seekers, who hunt for the voids within the sky-crystals. Sometimes these are full of gold, eldritch artifacts, and the glittering gemstone reservoirs of arcane power called "Occuliths."



ADIPOSE MAB'S MULE TRAIN

A wiry, weatherworn woman in her late 30's with greasy brown hair and black grit in the lines of her face, **Mab** looks little like a scholar. She prefers to think of herself as an explorer and tomb robber—though she's never worn the guild's stone skull mask. A canny researcher and decent leader, **Mab** uses her knowledge of the Crystal Tombs to take a slice of others' labor. Her terms are harsh, but she doesn't cheat her employees, and is willing to work amicably with others because of her conviction that she'll always be able to find another site to plunder, or angle to exploit. **Mab** wants to be rich, and she is by Crystal Frontier standards, but still far too poor for a retirement in sybaritic Dawn Rill.

Mab is regularly accompanied by her personal gemcutter **Flash** and their bodyguards **Kotto** and **Carrow** (Dopplesoldats of Blue Meadows). In the wilds she'll have a full expedition of several Greenhorns. In Scarlet Town she can call up a dozen loyal thugs.



Adipose Mab
AC 7 [12], TH 3 (I:16, W:14, CHR 13) (HP 7)*, ATT 1 (by weapon), THACO 19 (0) , MV 120' (40'), SV D13 W13 P12 B16 S14 (TH3 +WIS), ML 8

***Skills:** Mab is not a thief in the traditional sense. Mab is an explorer, scholar and chirurgeon. She has the following Thief skills: (CS: 89, TR: 20, HN:1-3, HS: 20); as well as the following spell-like abilities once per day (6 Turns): comprehend languages, read magic, identify, cure light wounds. She can also intervene to stabilize the dying with a successful roll of 3D6 under Int if she can work on them within 2 rounds of the lethal injury.

Traveling leathers (AC 7[12]), small sword (1D8), light crossbow, 30 bolts(1D6), scholar's Kit (maps, drafting tools, reference texts and surveying equipment), chirurgeon's Kit (bandages, tinctures, scalpels and soporifics), flask of watered brandy

Flash
AC 7 [12], F0 (I:15, CON: 14) (HP 3)*, ATT 1 (by weapon), THACO 20 (-1), MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), ML 4

***Skills:** Cutting or Faceting Tomb Crystal safely is a complex arcane skill and requires being able to detect the magical flux in the material. Flash can do it well, with a 3D6 roll under Int though it takes him a minimum of 5 Turns for each attempt.

Traveling leathers (AC 7[12]), sledgehammer (2HD 1D8), Gemcutting kit (brass dowsers, tuning forks, diamond tipped pitons and ocular)

A balding older man with nondescript features. His right eye is hazed and shot through with red crystal—a sign of Occulith poisoning. Flash is a fine Gemcutter, but uncommunicative about other topics. He's fascinated by the Crystal Tombs, and loyal to Mab in some way beyond his pay.

Kotto & Carrow Blüed
AC 2 [17], F2 (STR:15, DEX 15) (HP 12/12), ATT 1 (by weapon+1), THACO 18 (+1), MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 11*

***Berserker:** If either Kotto or Carrow is killed in combat the other will go into a berserker rage (+4 hit/damage -2 to AC, immune to fear or charm) fighting until all enemies are dead.

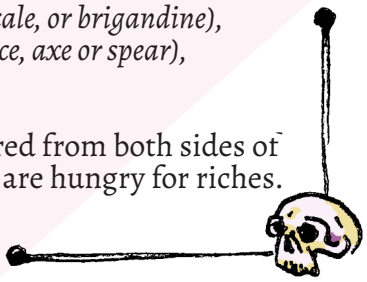
Enameled plate armor (AC 3 [16]), flamberge (Two-handed 1D10)

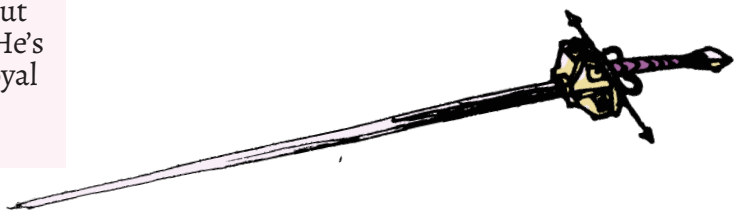
Kotto & Carrow are androgynous twins from the Blue Meadows with more then a bit of Ice Hell's ancestry. White blonde, pasty skinned, red eyed, with sharp-hewn faces and lanky wood-hard limbs. They're veteran merchant's guards, "Doppelsoldats" in the cant of their homeland, who have worked for Mab for two years. Both are talkative, boisterous and proud of their martial abilities, but seem to carry no affection for anything except each other. They are well paid and content with their position.

Greenhorn
AC 5 [14], F1 (HP 6), ATT 1 (by weapon), THACO 19 (+0), MV 90'(30'), SV D12 W13 P14 B15 S16 (F1), ML 8

Medium Armor (chain, scale, or brigandine), hand weapon (sword, mace, axe or spear), hangdog expression

Desperate chancers lured from both sides of the Maiden Tombs. All are hungry for riches.
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MULE TRAIN GOSSIP

In their trip over the Maiden Tombs with Mab the characters will have met Flash, the other Greenhorns, Kotto and Carrow, and learned the following rumors:

FACTS AS THEY ARE SPOKEN

- **X** Crystal Tombs fall from the sky, streaking across the night every few months. Only a few have "voids"—the hollows where Occuliths and other treasures are found.
- **X** Tomb Crystal, the main material of the tombs is magically poisonous, but only when it's shattered. The dust will root in flesh, propagating more crystals and slowly killing those it infects, finally turning them into Lith Wights.
- **X** Gemcutters like Flash find the natural fracture lines in Tomb Crystal and facet them to safety open them for exploration.
- **X** Occuliths are Tomb Crystal shards that absorb ambient magic. Magicians drain the glowing stones to replenish their power. The bigger and brighter the Occulith, the greater its potency.
- **X** Get used to eating prickly pear and fatback. The painted earth of the Crystal Frontier is dead. Cactus, briar weed, and lichen are the only things besides hogs that grow well, but desperate settlers still try to farm it—most have Crystal Poisoning to some degree or another.
- **X** There's one town of note on the Crystal Frontier, Scarlet Town, a boom town where Occuliths are traded and tomb robbers can waste their wealth. It's not safe, but it's safer than the small hamlets filled with inbreds, cannibals, cultists, and lith wights.



THE DEAL

Murkvey was a well-known Gem Robber, a decent cutter, poor prospector, and the head of a cheery band of cutthroats. Six months ago he and his "Priest's Children" rushed out of Scarlet Town whooping that they'd return richer than the old Emperor—they never did. **Mab** has somehow acquired a map that she claims leads to **Murkvey**'s last find. That is the party's destination. Flash will cut the Crystal Tomb if it's still closed, after which the party will be the first to enter what **Mab** glibly calls Murkvey's Rock. The rest of the expedition will enter and recover what they can once the characters finish scouting.

Mab expects the party to abide by their agreement and turn over the treasure they discover to her. When they first return to the surface, she'll ask what they found before throwing down the rope. When she does lower the rope, she'll instruct the party to send their packs up first. While the party makes the ascent she will search the packs, and collect any treasures within.

Mab's Terms

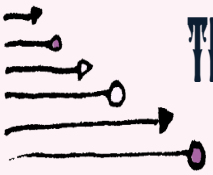
X - Party scouts and explores Murkvey's Rock and reports back to Mab. They can enter or exit whenever they want, but will turn all treasure they find over to Mab and give her a map and description of the tomb.

X - When the Party has scouted enough of the Rock for Mab to take over exploring (roughly 10 rooms) Mab will consider the deal satisfied and can leave with their equipment.

X -If Party has delivered at least 1,000 GP worth of treasure Mab will give them a bonus of 500 GP and a map with locations of other potential treasure sites.

X -If the Party wants to continue exploring after scouting, Mab will reward them with 10% of the value they turn over, and let them keep any non-treasure items they find (magic items).

If the party has given **Mab** a reason to distrust them, the entire expedition (**Mab**, Kotto, Karrow, and 12 Greenhorns) will be waiting at the top, ready for a fight. As the player characters emerge one by one, **Mab** will insist they lay down their arms, and once everyone is present and subdued she will explain the bargain they've made again. On a first offense, **Mab** will forgive her employees for their greed, but will point out that double-crossing, snake-bellied, deal-breakers tend to die very badly on the Crystal Frontier. After giving a report and getting a night's rest, the party can return to the Rock or part ways with the expedition to wander alone into the waste.



THE DUNGEON CRAWL PLAY STYLE

Tomb Robbers of the Crystal Frontier is written for a particular style of play: the classic dungeon crawl. This adventure focuses on a location, how the players will interact with it, and if the characters will survive it by unpuzzling its secrets. The dusty low-fantasy Western aesthetic of Tomb Robbers is meant to set expectations of antiheroic or aheroic play. Players who pursue the sort of high fantasy heroism that involves glorious battle with monstrous creatures, or a black and white approach to dungeon denizens, will soon find their characters dead.

Murkvey's Rock is also an introductory adventure. It begins with a hook that places the characters into a situation, rather than one which allows them to make choices about their involvement—though whether they choose to honor Mab's deal is up to them. One sleep spell could doom her whole plan.

Many of the keyed locations within are designed to habituate players to the classic dungeon crawl playstyle. One where problem solving, navigation, and faction intrigue are the primary focus of play. Some failure is expected, especially for players unused to this playstyle, which will likely result in dead characters. Luckily, the Greenhorns of Mab's gang offer a ready supply of replacements. While Mab won't order them in as henchmen for the party, Greenhorn volunteers will replace dead or injured party members. As written they are all 1st level fighters, but when used as replacement characters they may be of any class—so it's best to keep their description minimal until the players need to roll up a new character.

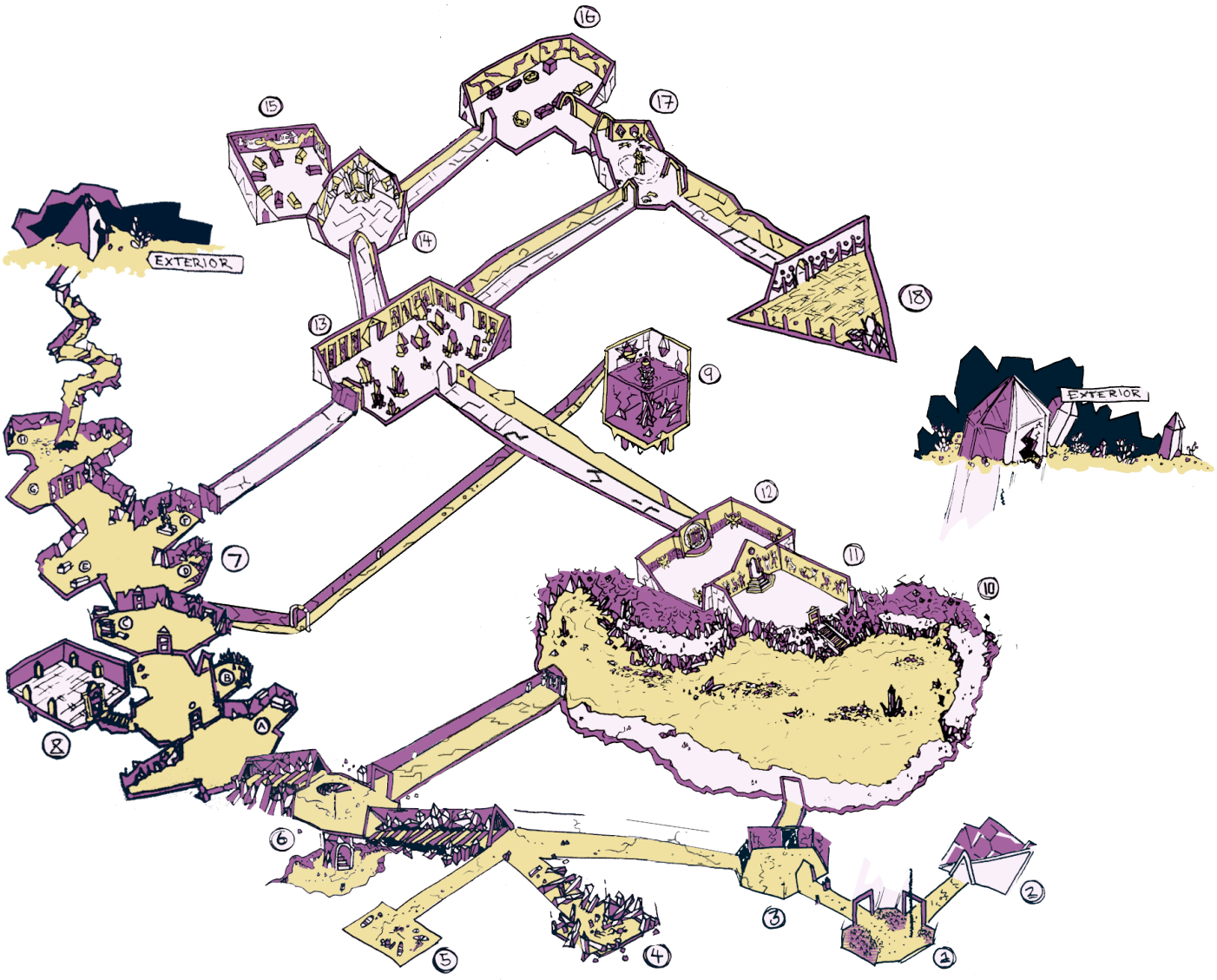
For Referees unfamiliar with classic dungeon crawls, it's important to remember that the mechanics which make exploration risky are key to making it fun. Encumbrance sets a limit on the number of tools the characters have to solve problems. Random encounters make caution and loitering dangerous. Asymmetrical encounters encourage treating combat as a puzzle rather than a gamble. Turn keeping makes navigating the dungeon's multiple paths a meaningful decision. For this adventure to work well you'll need to utilize these rules and procedures.

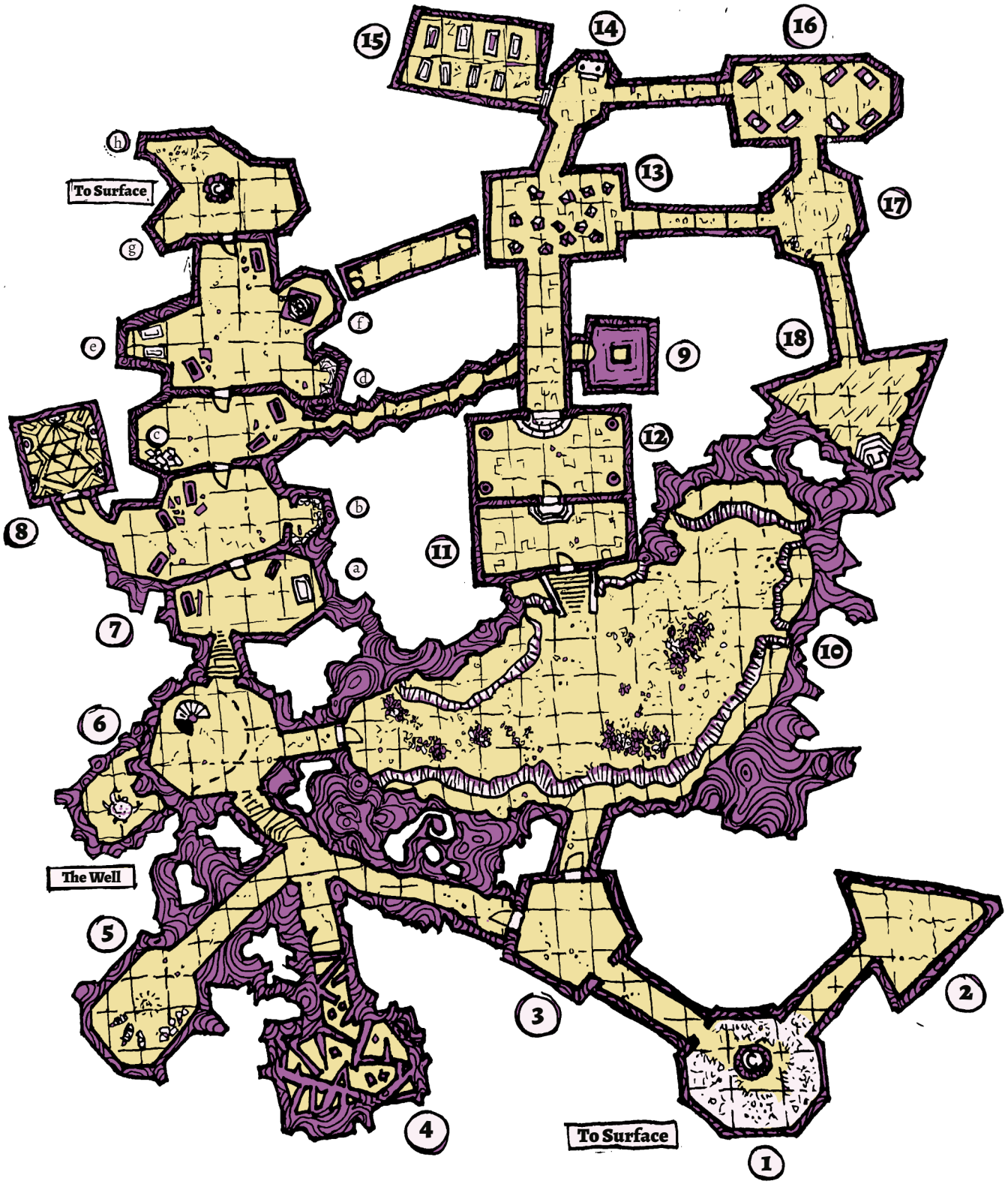
Murkvey's Rock isn't just a classic dungeon, but one that further emphasizes exploration, faction intrigue and puzzle solving over combat. While monstrous threats exist, the true focus of the adventure is on bypassing its traps, solving its puzzles, navigating its halls efficiently, and understanding the secrets that define the relationships between its inhabitants.

Several of the monsters in the adventure are extremely dangerous and likely to win a fair fight. As Referee, it's good to keep this in mind. Describe the more dangerous threats (the Bearowl, **Guardian**, **Stylite** and **Sleeper**) in ways that give players pause about engaging in direct confrontation. Remind them that they don't need to fight, and allow them to flee. Likewise, there's no need for the players to overcome every puzzle or trap in the dungeon. They aren't expected to "clear" it, or recover all of its treasures. Help your players decide what risks are worth taking by being clear about danger. Double check with players when they they declare a risky action. Be willing to consider any scheme the players propose which may nullify a threat. This isn't to say all schemes will succeed (a shield will not deflect the beams in the Sleeper's tomb—though a mirror might…), but when presented with a good idea it's best to allow the players' the victory, even without requiring a roll, because encouraging problem solving is the purpose of puzzles and traps.

MAPS

ISOMETRIC & TOPOGRAPHICAL MAPS OF MURKVEY'S ROCK

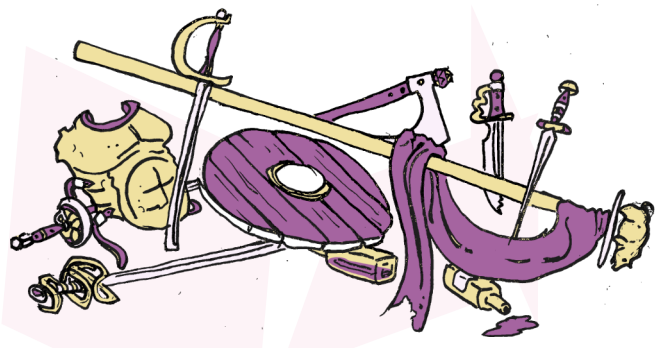



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INTO THE ROCK

Murkvey stumbled across a small tomb fortress of the Empyrean people: nomads of the celestial spheres who wage war constantly over the resources of the fixed stars. They ride the vasty deeps in magical crystal palaces, which also serve as their tombs. In death, the Empyrean nobility are sealed in their homes and sent on a final journey which sees them plummet to a holy point on the dreaded terrestrial orb—the Crystal Frontier.

Empyrean society is a constant struggle over resources, population, and prestige. Its nobility compete in excesses of cruelty and despotism, and the **Dead King** within the Rock was worse than most. His tomb is a monument to power and sadism. A maze of traps where former rivals and disloyal courtiers have been transformed into horrors. Much of his court was forced to commit ritual suicide and buried with their megalomaniacal liege. The tomb is overseen by the former wazir of the **Dead King**, now an undead creature known as the **Stylite**. It also contains one of the king's concubines, the **Sleeper**, a powerful sorceress who managed to evade the ritual suicide demanded by the **Dead King**. Another inhabitant, the **Guardian**, was once sister of the **Sleeper** and a rival to the **Dead King**. Transformed into an undead servant he has partially subverted the geas that controlled him during tomb's long fall through the aether, but his consciousness has grown dim. **Murkvey** and his band are also still within the tomb, transformed into half-living parodies of avarice. These entities have goals and desires. Crafty delvers can turn one or more of them into allies by unraveling the tomb's secrets and relationships. See **Appendix B - Factions!** For details on the relationships and goals of each **Bolded Entity**.





RUNNING RANDOM ENCOUNTERS

Random Encounters are important because they embody the risk of excess caution. Additionally, the Omens and Signs below provide clues about what the players risk encountering. After an Omen is rolled, the next random encounter will be whichever creature that Omen corresponds to on the Encounter list.

Some creatures are only found in certain areas. When rolling an Encounter or Omen, use 1D8 for the Outer Tomb (Areas 1-11), and 1D6 for the Inner Tomb (Area 12 - 18). Similarly, the Bearowl, Stylite's Eyes, and Hunting Echo either exist in limited numbers and will not appear after they are killed or certain conditions are met. If the encounter indicated by the dice cannot appear, treat those results as non-encounters.

RANDOM ENCOUNTERS

1

Hunting Echo (1)
A spiderweb of crystal in the shape of a woman. A razored dream. A sound that cuts. A mineral ghost. Alluring, bewildering, the Hunting Echo floats on the tinkling music of glass chimes, and darts like an edged school of fish hunting the silent deeps. It will prioritize hunting those who aren't making noise. It reacts negatively to attempts at stealth, or conjurations of magical silence, but is positively disposed towards singers and poets (+1 to reaction rolls). The Echo is a projection of the **Sleeper's** dream consciousness from the magical "Place of Reflections." It will return after destruction unless the **Sleeper** wakes or is slain.

2

Glass Spiders (1D6)
Vermin grown big and strange in the dark between the stars. Translucent spiders the size of lap dogs with eyes that reflect light like mirrors. Famished and territorial, they're likely to attack on negative and neutral reactions, fleeing combat after striking to wait for their poison to take effect. On a positive reaction they will threaten intruders with rhythmic bobbing motions.

3

Lith Mummy (1)
The ancient dead are restless. Tomb Crystal suffuses the flesh of this corpse, erupting from its rotten silks and verdigris-scabbed armor. A predator and protector of the tomb, the Lith Mummy still retains its ability to speak, and a few fragments of its former mind. They have a noble's self-regard, a courtier's insolence to menials, and a bounder's avarice.

4

Lith Zombies (1D6)
The restless corpses of past Tomb Robbers in ruined gear, or shambling entombed workers from the Geode Grave in bright cloth windings. Both are crusted with Tomb Crystal. Slow with somnolent unlife, they will ignore intruders on a positive or indifferent Reaction Roll. They have a habit of congregating in doorways, and will attack if jostled.

5

Stylite's Eyes (2)
A pair of hovering, darting coals, these apparitions are expressions of the **Stylite's** will (Area 9). They watch, fueled by his ragged consciousness, and the **Stylite** knows everything they see. In combat the eyes attack with burning beams of hatred until the target flees. However, on any reaction higher than a '2' the eyes will prefer to watch. On a 3-7 the eyes playfully bob and gambol—encouraging intruders to follow them into one of the tomb's traps. On an 8-9 they will follow placidly and a 10-12 slowly drift back to the **Stylite** for an interrogation, stopping to wait for any who follow.

6

Tomb Homunculi (1D6+3)
Foot tall, pastel, rubbery-bodied things with gangling limbs, tiny needle teeth, and crystal eyes. They cavort like mean-spirited clumsy children, and nest balled up together in crystal crevices. Produced intentionally by a curse of magical abiogenesis, they were intended to care for the tomb. They do a poor job of tidying its spaces, and patch its worn crystal with their saliva.

7

Bearowl (1)
A great burrowing "Growlyhoot", black furred and feathered in iridescent green. Plump and glutted on the magic of the tomb the beast is content, but still an aggressively territorial, 9' block of muscle, beak and claw. If killed, its pelt is worth 300 GP and another bearowl won't replace it on this list.

8

Priest's Children (1D6)
Roaming Lith Wights in rotted adventuring gear, still convinced they are sharp-eyed, cold-hearted men of action. They seek plunder, and relish violence. Speaking in parched voices they refuse to acknowledge their condition, and find evidence of it grievously insulting.

OMENS & SIGNS

1
- ✖ The tinkling sound of glass chimes. It seems to come from inside the room.
- ✖ Luminous markings in the crystal: sigil, letters and signs in an unknowable dream language.

2
- ✖ Rhythmic scraping. Someone is sharpening a glass knife on stone.
- ✖ Draped webs of spun glass—as sharp as knives, but fragile and harmless to clothed flesh.

3
- ✖ One grumbled side of a petty dispute about status, gourmet food, sexual picadillos, or finances.
- ✖ A ragged shred of silk and a small ornament (gold button, gem pin, or lost sequins worth 5GP).

4
- ✖ Low tormented moaning echoes in the distance like wolves calling in the hills.
- ✖ Shattered tomb crystal, naked footprints in the dust.

5
- ✖ In dead silence a strange whispering, as of a distracted reader flipping through your minds' pages.
- ✖ The King's Mark (stacked diamonds) burns behind your tired eyes.

6
- ✖ The wail of tortured bronze, or the scream of a dying rabbit unsettles the mind.
- ✖ A dead Tomb Homunculi, it's clay-like body covered in tiny bite and claw marks.

7
- ✖ A single high-pitched screeching growl pierces the air. The Bearowl has killed, and is next encountered devouring a wight (It is aggressive, but will not attack if the party flees).
- ✖ Pug Marks torn into the walls.

8
- ✖ A raspy, throaty croaking in the distance carries the rhythm of a drinking song.
- ✖ Fouled gear is scattered on the floor: rotten food, a broken wine bottle, a torn shirt.



Hunting Echo (1)
AC 4[15]*, HD 3 (HP 14), ATT 1 flensing wind (1D8)**** MV 90' (30'), THACO 16 (+3),**
SV D12 W13 P14 B15 S16 (3), ML 12
* **Glass Explosion:** Striking the Echo in melee is to strike a mass of exploding blades. ½ damage is inflicted against both the attacker and the Echo.
** **Eternal Recurrence:** There is only one Hunting Echo, but it will always reform in 1D6+2 Turns when destroyed — unless the **Sleeper** (**Area 8**) is killed or wakes.
*** **Replication:** When the Echo's strike kills or incapacitates a human it creates an Echo of them, a crystalline dream construct with stats identical to the Echo (that will not reform after destruction).

Glass Spiders (1D6)
AC 5[14], HD ½ (HP 1), ATT 1 bite (1D6/3+poison)*, THACO 20 (-1) MV 60'(20'),
SV D14 W15 P16 B17 S18 (NH), ML 10
* **Poison:** Save or thrash in spasmodic violence (attack nearest target -2 to hit, +2 damage) for 1D6 Rounds, and then fall into a coma (die in 1D6/2 days, recover in 2D6 if hydrated and cared for).

Lith Mummy
AC 5[14]*, HD 3 (HP 20), ATT 1 rend (1D6+2), THACO 18 (+1) MV 30' (10'), SV D12 W13 P14 B15 S16 (3), ML 10
* **Crystallized Flesh:** A Lith Mummy absorbs the first four points of damage from any attack with a normal weapon.
** **Crystal Poisoning:** Those wounded in combat can become poisoned when Tomb Crystal dust gets into their wounds. After combat, the wounded must make a Con check or suffer a level of Tomb Crystal poisoning. (see **Appendix A**).

Lith Zombies (1D6)
AC 8 [11], HD 2 (HP 10), ATT 1 pummel (1D6)*, THACO 20 (-1), MV 30' (10'),
SV D12 W13 P14 B15 S16 (2), ML 12
* **Crystal Encrusted:** Lith Zombies always act last. Those wounded in combat can become poisoned when Tomb Crystal dust gets into their wounds. After combat, the wounded must make a Con check or suffer a level of Tomb Crystal poisoning. (see **Appendix A**).

Stylite's Eyes (2)
AC 2 [17]*, HD 1 (HP 3), ATT 1 burning gaze (1D6), THACO 19 (0), MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 8
* **Immaterial:** As spectral oculars, the Eyes are immune to normal weapons. If they are destroyed, the **Stylite** will have a -6 to reaction rolls.

Tomb Homunculi (1D6+3)
AC 8 [11], HD ½ (HP 2)*, ATT 1 bite (1D6/2), THACO 20 (-1), MV 90' (30'), SV D14 W15 P16 B17 S18 (NH), ML 6
* **Death Screech:** Whenever a Tomb Homunculi is injured without being killed it lets out an ear-shattering howl that will attract something else from this list (reroll) in 1D6+1 Rounds.

Bearowl (1)
AC 5 [14], HD 5 (HP 35), ATT 2 × claw (1D8)*/1 bite (1D8), MV 90' (30'), THACO 15 (+4),
SV D10 W11 P12 B13 S14 (5), ML 10**
* **Hug:** When the Bearowl strikes the same target with its first two attacks (claws), it's third attack (beak) hits automatically and does double damage. If the victim lives, the Bearowl will hold them in a STR 18 hug that inflicts 2D8 damage each round.
** **Warded:** An arcanavore, the Bearowl takes only ½ damage from magical attacks.

Priest's Children (1D6)
AC 5 [14], HD 2 (HP 10)*, ATT 1 (1D6 or by weapon), THACO 18 (+1), MV 60' (20'),**
SV D12 W13 P14 B15 S16 (1), ML 10
* **Resilient:** Lith Wights absorb the first 2 points of damage from any attack.
** **Crystal Encrusted:** Those wounded by the Lith Wights can become poisoned when Tomb Crystal dust gets into their wounds. After combat, the wounded must make a Con check or suffer a level of Tomb Crystal poisoning. (see **Appendix A**).
Rotten *Brigandine, shield, scimitar (1D8), pack of broken oil flasks, and stinking rations.*



EXTERIOR OF MURKVEY'S ROCK

Outdoor Lighting

A canted jumble of **purplish crystal** protrudes from the center of a slumping crater, refracting light through layers of particolored dust. The radiating blades of crystal show no obvious voids or inclusions but from their size and that of the crater it's clear the majority of the tomb is underground. A prolonged search (which Flash and Mab will conduct if the party doesn't) will reveal a burlap covered hole at the base of an overhanging crystal

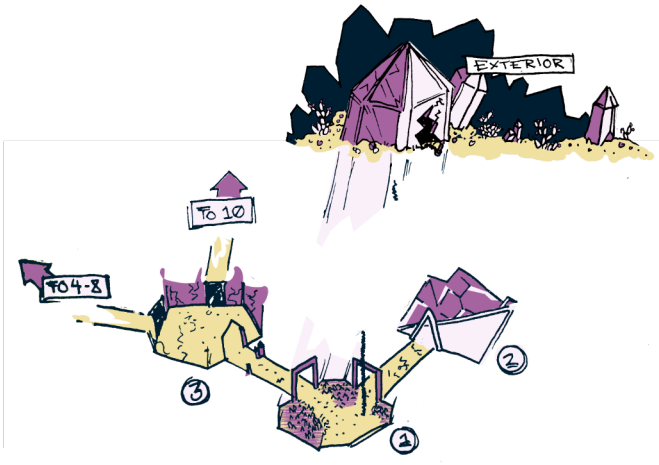
Mab will set up camp here, guarding the descent. She'll happily resupply the party with water and food if they need it. If they send up any dead or badly wounded, a replacement from the other Greenhorns can be sent down. If the party fails to check in with Mab after 12 hours, she'll send down another group of 6 (or however many are remaining) Greenhorns.

Purplish crystal: Obelisks of amethyst crystal tower above the crater, some carved into open minarets and decorative spires, stained by dust and rain. The smaller prisms, made spindly by their height, are as big around as a man. The larger crystals near the center of the crater are gargantuan.

Flash the Gemcutter will take a ½ day to wander the crater looking for an ideal place to 'facet' an entrance. He taps crystals with his tuning forks, and peers at the light reflected through them with oculars and prisms, before deciding on the spot to make his cut. Masked and wrapped in padded layers, the Gemcutter will drive his diamond-tipped wedges into the rock, splashing water and vinegar on the holes. Seemingly at random Flash will strike the crystal with his hammer, until the pattern of his work is complete and he turns to run. A splintering crack behind him opens into a sparkling light-filled doorway where a slab of Tomb Crystal has sloughed off, to crash, intact on the ground.

Slumping crater: Great folds of mud, flash-baked by the heat of impact. Now eroded and overgrown with drooping prickly pear and mounds of spidery yellow lichen.

Burlap covered hole: A rude curtain, attached with pitons, conceals a jagged hole at the base of a slanting tomb crystal. Edged in sharp, dusty fragments, the hole leads to a winding 30' crawl that ends 10' above the floor of **Area 7(H)** (when entering this way there's a 2 in 6 chance the Bearowl waits below). Mab will identify this entry as "Murkvey slop," and reject in as unstable and dangerous. She will also post a guard over it.



MAP AREAS 1 - 3

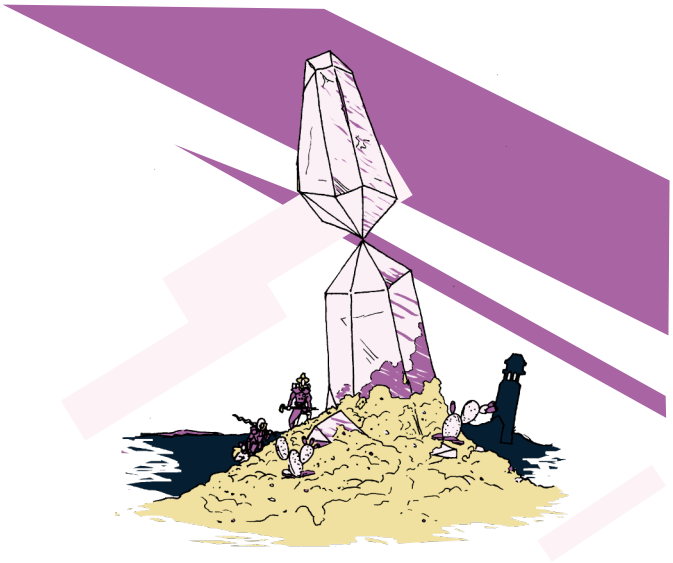
AREA 1 - SURFACE SHAFT

Outdoor Lighting

Scintillating daylight pours in from above, reflecting and refracting down a **20' shaft** of smooth crystal. At the bottom, the slightly-domed floor is covered in **delicate crystals**. A path of crushed crystal leads Northwest through a lopsided hexagonal arch. Another arch, undisturbed, leads East.

20' shaft: The hollow interior of a single enormous lavender crystal. Its slippery walls offer only a few cracks to climbers (5d6 vs. Dex or Climb check to ascend without rope). Mab stations a guard above with orders to throw down a rope whenever the party hails them from below.

Delicate crystals: A microcosm of the larger tomb. These growths are fragile as feathers, and many have been crushed by heavy boots. Disturbing the dust of their fragments, or making a new path—perhaps to the Eastern door—will raise a cloud of Tomb Crystal dust. The dust can poison anyone who stays in the room or who reenters before it settles 1 Turn later. (See **Appendix A**).



AREA 2 - MIRROR OF THE PAST
Dark - Puzzle

A passageway of polished reflective stone ascends from **Area 1**. Beyond a **triangular arch** the room opens into a bare triangular space of mirrored, bright-white crystal walls, rising to a peaked roof. Beneath the slick floor, **shadows** shift like fish under ice.

Triangular arch: The crystal here is a clouded, pearlescent, lavender that has been carved into meticulous patterns. Scholarship or arcane knowledge will reveal the magical significance of the carvings as minor wards against madness and contagion.

Shadows: When viewed, the shadowy images beneath the floor quickly resolve themselves into a scene **(see table on Next Page)**. They show reflections of past events in the Crypt Throne (**Area 18**). Viewing the first of these scenes is safe, but watching too many reflected dreams of the Tomb's past overwhelms the mind with warped colors and phantasmagoria. After the first scene another will run randomly, out of sequence. For each scene a character views after the first, they suffer the associated effect listed below. A full night's sleep between viewings prevents this, but the scenes are primed to play endlessly one after another as long as there's a viewer. (Roll a new scene every Turn of viewing).

These shadowy visions tell the history of this Crystal Tomb. Once it was a throne palace for a despot of the Empyrean Spheres. Now it is his final resting place. All the figures depicted within are Empyreans: lanky, sharp-featured, and green-skinned, with antenna-like growths instead of ears.

The Wazir built this place for his monarch, and set the burning ray traps in the throne room to incinerate any who approach the king's mummy. A cruel despot, the Crowned King murdered a rival to create the deathless Gilded Guard, and compelled that rival's sister, the Sad Woman, to become one of his concubines.

Sick with a slow painful disease, the Crowned King became ever more cruel, using the traps in his throne to murder any who displeased him. When he finally died his inner circle and concubines committed suicide by poison—all save the Sad Woman who drank a potion to protect her from death. The Gilded Guard, already deathless, still protects the throne room. The loyal Wazir went living into the tomb, and guards it, transformed into the **Stylite**.

X - The crown is recognizable as the one on the altar in **Area 14**.

X - The throne room is **Area 18**.

X - The Sad Woman is the **Sleeper** in **Area 8**

X - The Gilded Guard's armor is that of the **Guardian** in **Area 17**.

X - The Wazir's robes and manner are recognizable as those of the **Stylite** in **Area 9**.

X - The nobles and concubines are recognizable from their clothing in the tombs of **Areas 8**, **15** and **16**.



SHADOWS PROJECTED ON THE FLOOR OF A CAVE

2D6	EVENTS WITNESSED	EFFECT OF PROLONGED VIEWING
2	A Crowned King and his Wazir tour a natural crystal cave, the Wazir gestures and the King sneers.	Several vague ideas about crystal structure form occur to the viewer providing "Training" in Tomb Crystal faceting (see **Appendix A**).
3	Workers toil at the edge of exhaustion. They carve a throne, and connect it to machinery they're installing in the walls and floors.	The workers look back, eyes filled with hate. Lith Mummies, Wights and Zombies will always react with immediate attack in an effort to kill the viewer.
4	A Noble in battered armor kneels before a Crowned King. The King is angry. He grips the throne, and Burning Rays from the walls melt the Noble.	A curse of rage boils within, making the viewer yearn for brutal combat. Viewer will no longer use ranged weapons, and must Save vs. Spells to retreat from battle.
5	A group of Nobles force one of their own into a gilded suit of red-hot armor. He screams, and pleads. A Sad Woman in chains watches.	Sympathetic magic burns and boils across the viewer. They take 1D6 damage in ugly blisters and rashes as they're cooked by the body's own fires.
6	A Crowned King sits on the throne in the gilded chamber. Nobles and Concubines kneel before him, including a Sad Woman.	The viewer's manner changes. Sneering disregard and cold command come more naturally now. The viewer becomes imperious, resulting in a -1 to all reaction rolls, but +1 to henchmen morale.
7	A Crowned King slumps on his throne in the dark. He coughs blood into his sleeve, eyes wild. A Gilded Guard and silent concubines stand at his side.	The King's pain causes a sympathetic lung disease. The viewer coughs and hacks when they're under stress, making stealth impossible until cured.
8	A Sad Woman stares at the dying Crowned King. She smiles at the King's monstrous Gilded Guard, who nods back.	A sense of fulfillment and the inevitability of revenge sets in the viewer's mind. Gain 1 Wis in steadiness and lose 1 Chr to disdain.
9	Incense, wailing and pomp as a Crowned King's corpse is placed on his throne. His weight arms the room's traps.	An understanding of the nature of traps within the tomb dawns on the viewer - they gain knowledge of the importance and use of the King's Mark (**Areas 8** and **11**).
10	Concubines and nobles drink poison from golden goblets and collapse into frothing heaps. A Sad Woman slips something from a vial into her cup.	Witnessing such foolish acts of devotion, and feeling sympathetic effects of the Empyrean poisons grants the viewer a +1 to Save vs. Poisons.
11	Draped in golden robes, a robed Wazir walks into the silent tomb. He seals the crystals behind him, and drinks from a poisoned cup.	A curse of compulsion to duty and truth seeps into the viewer. They are unable to lie without suffering internal bleeding (1D6 damage per lie).
12	A Crowned King—now the **Dead King**—mummifies on his throne. The corpse's weight keeps the machinery in the walls primed to trigger their Burning Rays.	Death's inevitability settles to ride the viewer's soul. When hit by a natural 20, the viewer takes double damage.

AREA 3 - GILDED CROSSROADS
Outdoor Lighting - Treasure

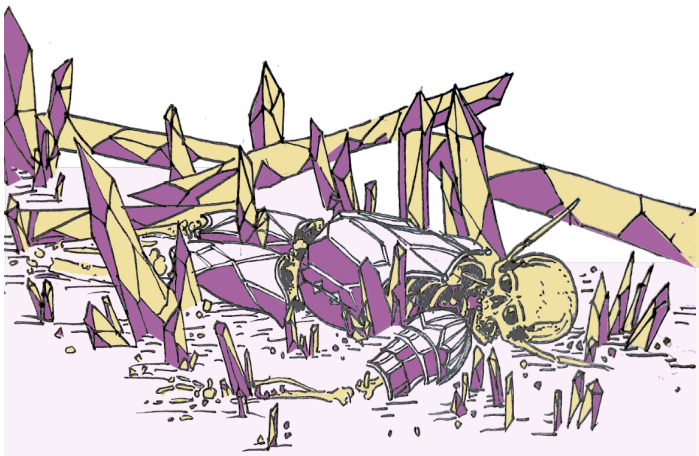
A pentagonal chamber of glassy lavender, illuminated by sunlight shining through the peaks of hollow crystals above. The light glitters against veins of **gold inlay** that shoot through the walls. **Two doors** of sculpted black stone lead further into the tomb. Inspection of the floor reveals dusty boot prints leading to all three exits.

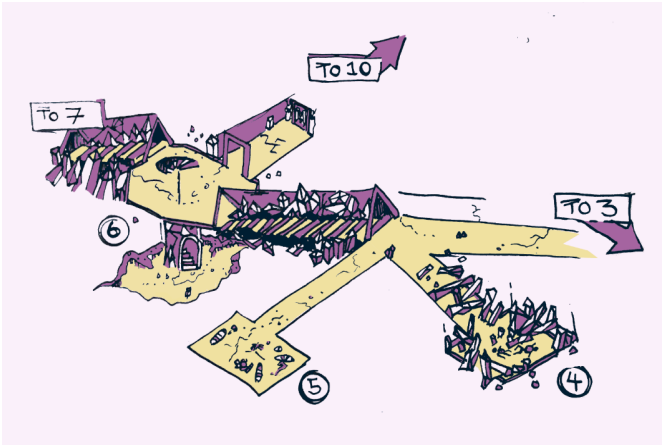
Gold inlay: Snaking streaks of hammered gold, inscribed with meandering sigils fill the wall's natural cracks. Removing the gold is safe, but noisy (An extra random encounter check on start and completion). The work will damage improvised tools (destroys weapons), and takes 2 Turns to produce 400 GP worth of hacked gold.

Two doors: Heavy obsidian barriers. The east door (to **Areas 4**, **5**, & **6**) is carved with a battle scene between hosts of thin figures in fluted armor, riding birds. The northwest door (To **Area 10**) depicts loincloth-clad, horned workers heroically building and excavating a palace from enormous crystals. The east door is stuck, and will make a noise loud enough to trigger an additional random encounter check if it is opened without oiling the stone hinges. The northwest door has been recently oiled.

AREA 4 - SINGING CRYSTALS
Dark - Trap - Treasure

The hallway leading to this room is nearly choked with pale green **crystal shafts**—wrist-thick hexagonal bars that jut from the floor, walls, and ceiling at peculiar angles, slowing passage. Within the room are thigh-and-torso-thick pale green **crystal columns** that form a web of obstacles. **Two corpses** lie in the center of this web: the body of a failed treasure hunter crumpled on top of a skeleton in fluted armor.





MAP AREAS 4-6

Crystal shafts: Narrow shafts of bright, glassy green, bisect the hall and outer edge of the chamber in an awkward jumble. Any touch produces a ringing, resonating tone that numbs the ears. They can be bypassed with time-consuming effort and gyrations.

Crystal columns: Broad shafts of peridot green, laced with cracks, and so tangled that they're nearly impossible to avoid without prodigious tumbling skills (Climb Skill check or 5D6 v. Dex). Any touch causes the columns to resonate with one another, producing a high warbling song. At first this is merely painful, but in moments living creatures will begin to bleed from the eyes, nose, and mouth. (Allow PCs in the room one action, after which they must Save vs. Poison or collapse unconscious. If they are indecisive, or argue among themselves, consider that an action.) The crystal's deadly song continues for a Turn, and any unconscious victims still in the room will die of a massive brain hemorrhage. The danger can be avoided by stopping up one's ears (with wax, traditionally), which muffles the columns' song to mere teeth-rattling unpleasantness.

Two corpses: Atop the small heap is the putrefying corpse of a treasure hunter wearing a ragged, stinking brigandine (AC 5 [14]) stained black with blood. Beneath them is an oddly elongated male corpse. Its skin shrunken, withered to a dark olive green, and with a shriveled face—somehow still haughty—framed by sharp, bony antennae instead of ears. The dead Empyrean wears fluted, flat-grey armor made of a light but strong metal (See **Empyrean Panoply** in **Appendix C**). Beneath the armor is a rotten samite aketon, printed with prisms. A crude falcata [1D8] rusts nearby on the uneven crystal floor.



AREA 5 - MURKVEY'S CAMP
Dim - Monster

The air stinks of putrid meat. Light trickles in from above, refracted through jumbled purple panes to illuminate a trio of **canvas bundles**, a snapped pole, and a shattered oil flask on the ground. **Saddlebags** are stacked along the walls.

Canvas bundles: A trio of 6' long canvas cigars—corpses wrapped for burial. After a Turn these dead will lurch to life, ripping their shrouds to reveal a pair of aggressive **Lith Zombies**, and a **Lith Wight** (**Murkvey**). These corrupted corpses wish to protect their camp, aggrieved at any intruders' obvious and irrefutable intent to loot their supplies (Reaction -2). It's clear from looking at them that these undead were once typical frontier Gem Robbers or bandits. They're clad in despoiled brigandines, and have been the victims of mauling by some large beast (the Bearowl). If any words are exchanged, the wight will identify itself as "Heart-Eating Murkvey!" **Mab** can confirm the moustachioed corpse as the remains of the Gem Robber **Murkvey**. See **Factions!** (**Appendix B**) for details on **Murkvey**, his "Children," and how the party can negotiate or ally with them.

Saddlebags: Stacks of frontiersman's battered hog-leather bags, satchels, and bedrolls—enough for at least twenty. Underneath mounds of rotten rations, a prolonged search of 1D6/2 Turns will uncover: 22 GP in mixed currency, 6 daggers, 100' rope, 4 bundles of torches, a lantern, 12 flasks of oil, a crowbar, 8 iron spikes, a mallet, 4 cloaks, and a set of thieves' tools including lockpicks, lubrication oil, and flash powder). Precious and hidden in a greasy plaid bedroll, is an apricot-sized Occulith carbuncle (1,000 GP) that glows a pale orange.

Lith Zombies (2)
AC 8 [11], HD 2 (HP 10), ATT 1 pummel (1D6)*, THACO 20 (-1), MV 30' (10'), SV D12 W13 P14 B15 S16 (2), ML 12
***Crystal Encrusted:** Lith Zombies always act last. Those wounded in combat can become poisoned when Tomb Crystal dust gets into their wounds. After combat, the wounded must make a Con check or suffer a level of Tomb Crystal poisoning. (see **Appendix A**).

Lith Wight (Murkvey):
AC 5 [14], HD 2 (HP 10)*, ATT 1(1D6 or by weapon), THACO 18 (+1), MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 10**
***Crystal Encrusted:** Lith Wights absorb the first 2 points of damage from any attack. ** Those wounded by the Lith Wights can become poisoned when Tomb Crystal dust gets into their wounds. After combat, the wounded must make a Con check or suffer a level of Tomb Crystal poisoning. (see **Appendix A**).
Rotten brigandine, saber (1D8), gold and bear tooth necklace (200 GP)

AREA 6 - ENCYSTED BEAST
Dark - Monster

An octagonal chamber walled with panes of dull, purple rock, marred by **clusters** of multicolored crystal. The air here stinks of nutmeg, and resounds with a soft blubbery weeping. Both emanate from a dark **well** in the corner. A winding path of carved steps descends into the well's hidden depths while a short passage to the East leads to a **sealed door** carved from a massive crystal.

Clusters: A rainbow of fist-sized Tomb Crystals burst through the walls like lichenous growths. Breaking them off is easy, but produces a cloud of Tomb Crystal dust and exposes all in the room to a level of Tomb Crystal Poisoning (see **Appendix A**).

Well: The weeping sound and nutmeg scent grow stronger as one climbs down the twisting stair. The well walls are black with iron-rich ore, and sparkle with crystals. Dropping a torch down the shaft will reveal its contents for a brief moment before the light fizzles out at the bottom.

60' down, the well opens into a rocky cyst where a **bloated monstrosity** sobs in a shallow pool of its own endless tears. The horror has the face of a green-skinned, sharp-featured young man. The rest of its bulk is meat, scabs, cancers, strange organs, and jutting crystal spikes shot through with pulsing veins. This particolored mass is too ungainly to climb from the well. It is monstrously and utterly unreasonable. Despite its human face and piteous weeping, it will charge immediately to murder and crush anyone or anything that reaches the bottom of the well.

Sealed door: Filling the entire passage is a massive slab of bright, plum-colored crystal. The door is carved with a mandala of skulls and bones, and flanked on either side by weeping Empyrean caryatids. The edges of the door are sealed with a heavy bead of poured silver which would take 2 Turns to chisel free, and is worth 100 GP.

Bloated Monstrosity
AC 8 [11]*, HD 5 (HP 42), ATT claws and tentacles ×4 (1D8)***, THACO 18 (+1), MV 90' (30'), SV SV D10 W11 P12 B13 S14 (5), ML 12**

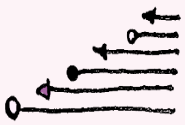
* **Crystal Plating:** Thick panes of Tomb Crystal within its body protect the Monstrosity's soft innards.It absorbs the first 4 HP of damage from any attack, except those aimed at its small face (AC 20).
** **Resilience:** The Monstrosity regenerates 4 HP per round, even after it's dead or reduced to fragments. If killed, it will be able to fight again at 15 HP. It can only be truly destroyed if dissolved in alchemical spirits.
*** **Poisonous:** Striking the Monstrosity creates a cloud of Tomb Crystal dust and a spray of crystal shards. After any combat where the Monstrosity has been hit (damaged or not) anyone who was in the same location must make a Con check or suffer a level of Tomb Crystal poisoning. (see Appendix A).



AREA 7 - CHAMBERED HALL
Dark - Monster - Treasure - Trap

A long, segmented hall fitted with a series of **bronze doors**, heavy with carvings in high relief. To either side, crystals of purple, lavender, and milky pink have been hollowed out to form **burial niches**. Empty carved crystal sarcophagi, lids shattered or cast aside litter the hall.

REFEREE'S NOTE: A secret door is concealed at the back of **Niche F** and leads to the **Tomb of Traitors, Area 13.**

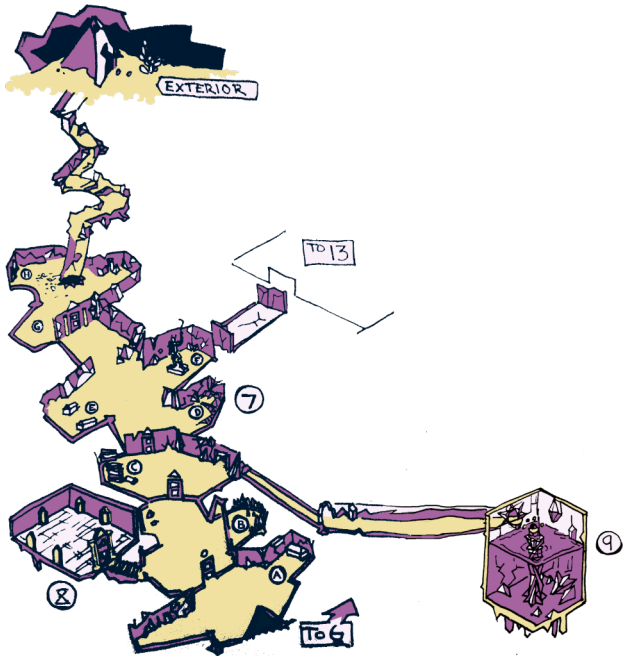


Bronze doors: Engraved with geometric fractals and covered in verdigris. Each door is three inches thick and stuck, but not locked. It takes a Turn to heave them open. If opened without oiling their corroded hinges, they make a terrible screeching noise (Roll a second Random Encounter Check).

Burial niches: Carved from the insides of gigantic prisms, these niches follow the natural flow of the crystals. Every niche's walls are sculpted with images of war, court life, romance, and family that glow and shift in any reflected light. The niches vary in size and contents as described below. Unlettered niches contain only unoccupied crystal coffins.

A - A sarcophagus of faceted black Tomb Crystal, filled to the edge with foul-smelling reddish liquid. Beneath the filthy water are the bones and jewelry of an Empyrean noble. Fishing for 1 Turn will discover: a golden pectoral of interlocking hexagons (1,000 GP), a pair of hexagonal jade cuff-links (400 GP) and a hexed bronze dagger (1D4 - can damage weapon-immune creatures, blue glowing lines inscribed in the hilt). Even a sip of the tomb's vile brew requires a Save vs. Poison to avoid dysentery. Failure results in constant vomiting, fountaining evacuation, and persistent weakness placing a 4 point penalty to all rolls until the next session, unless cured by magic.

B - Hundreds of ranked, knee-high figurines depicting dolorous Empyreans of various classes fill the niche staring outward. The alabaster of most have been melted and pocked by time and damp, but a prolonged search will discover 1D6 undamaged statutes per Turn until a maximum of 20 are found. Each statue is worth 15 GP, and weighs 30 coins.



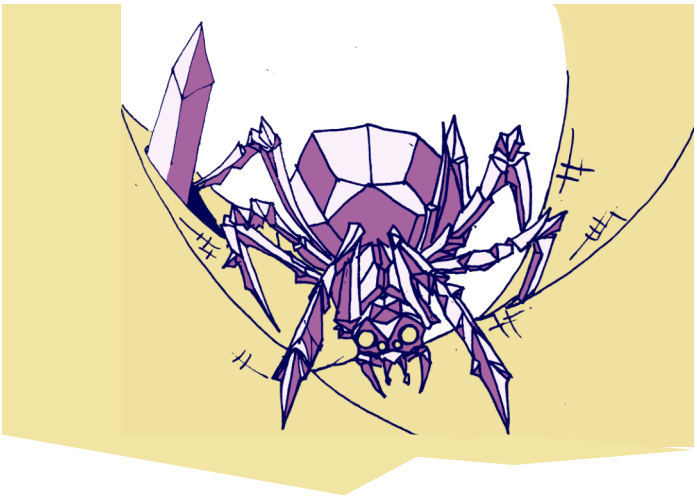
MAP AREAS 7-9

C - A stack of twelve small sarcophagi carved from bone, corroded alabaster, and cloudy white crystal. Each contains the frail corpse of a mummified child wound in silk. Unwinding each mummy (a 2 Turn process) will uncover 1D6 geegaws (tiny rings, charms, and clockwork toys each worth 10GP as a conversation piece).

D - A blue glow sparkles off webs of sharp, spun glass that impede motion within this niche (-2 to attack rolls). The webs are home to a nest of nine **Glass Spiders**, which will defend their lair. The glow comes from 3 small Occuliths lying in the dirt: two Sparks (100 GP each)and an Ember (500 GP).

E - Two coffins of pale pink Tomb Crystal. Both are sealed with silver wire (50 GP worth each). Both contain a mummified body in stained silks, now a **Revenant of Greed**. If the warding silver is removed, the dead burst from their tombs and attack. The Revenants are aggressive, but easily distracted by valuables, which they will hoard in this niche if left unmolested.

F - Sparkling in its niche is a 12' statue of peeling gilt bronze. It depicts an armored Empyrean champion raising her **silvered khopesh** (See **Appendix C**) above her head in a salute. The statue is valuable—worth 5,000 GP in a real city (500 GP in Scarlet Town), but weighs 30 tons and won't fit through most doors. Behind the statute is a secret door that leads to **Area 13: the Tomb of Traitors**.



Secret door: The door can be detected by tapping the rear wall, or by holding a bright light very close to it, revealing its translucence. The door can be smashed open (with the normal risks of smashing Tomb Crystal), or it can be opened by careful examination of its edges, which will reveal a rotating crystal latch above it. Beyond the door a short, rough passage steeply ascends to an identical door, obvious from the passage side. This passage is a safe area, untroubled by wandering monsters. Nefarious explorers could hide loot to avoid turning it over to **Mab**, or even hide themselves to make **Mab** believe they'd gone missing (though it will take weeks before she abandons the site).

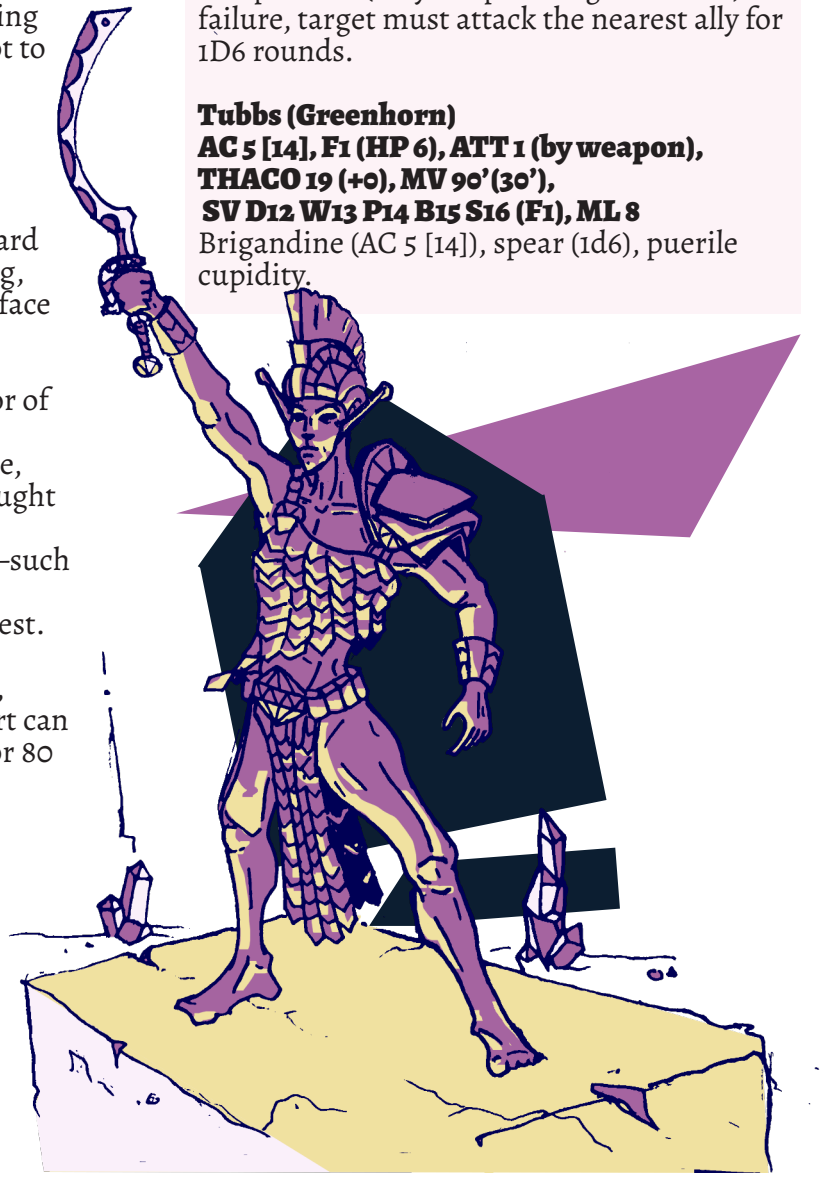
G - Refracted light trickles from an awkward hole 10' above the floor that leads to a winding, sharply angled tunnel with an exit on the surface ("Murkvey's Slop," which **Mab** rejected as too dangerous). The exit will be guarded by an unsavory **Greenhorn named Tubbs**. The floor of the niche is scattered with shattered bones, emerald green feathers, and patches of coarse, black fur. Some of these have also become caught on the jagged edges of the crystal hole in the ceiling. When the **Bearowl** isn't wandering—such as when it's recuperating from an injury, or resting after a large meal—this niche is it's nest.

H - A hip-high pile of tumbled, shattered, disordered, tar-soaked bones. A Turn of effort can make a torch from them (there are enough for 80 torches, or a bonfire).

Glass Spiders (9)
AC 5[14], HD ½ (HP 1), ATT 1 bite (1D6/3+poison)*, THACO 20 (-1) MV 60'(20'), SV D14 W15 P16 B17 S18 (NH), ML 10
***Poison:** Save or thrash in spasmodic violence (attack nearest target -2 to hit, +2 damage) for 1D6 Rounds, and then fall into a coma (die in 1D6/2 days, recover in 2D6 if hydrated and cared for).

Revenant of Greed (2)
AC 7 [12]*, HD3 (HP 16), ATT 2 x claw (1d6 + compulsion), THACO 17 (+2), MV 90 (30'), SV D12 W13 P14 B15 S16 (3), ML 10**
***Semi-Corporeal:** Immune to normal weapons, full damage from blessed weapons, fire and acid. Immune to sleep, charm and mind affecting magic.
****Lure of Gold:** The touch of the Revenant of Greed requires a Save vs. Spells to avoid the magical compulsion to kill and rob one's companions (they are planning the same!) On failure, target must attack the nearest ally for 1D6 rounds.

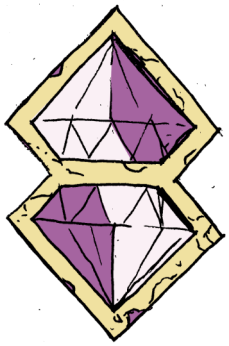
Tubbs (Greenhorn)
AC 5 [14], F1 (HP 6), ATT 1 (by weapon), THACO 19 (+0), MV 90'(30'), SV D12 W13 P14 B15 S16 (F1), ML 8
Brigandine (AC 5 [14]), spear (1d6), puerile cupidity.



AREA 8 - PRISM TOMB
Illuminated - Treasure - Trap

A square chamber carved from glassy crystal the color of milk. Prisms point ominously down from the ceiling, and the floor is covered in **glittering tiles**. Five **crystal coffins** grow from the walls. Their lids have been sculpted into Empyrean forms, and sealed shut with gold. When a living creature stands at the threshold of this room, the prisms on the ceiling flare with white light and begin to hum.

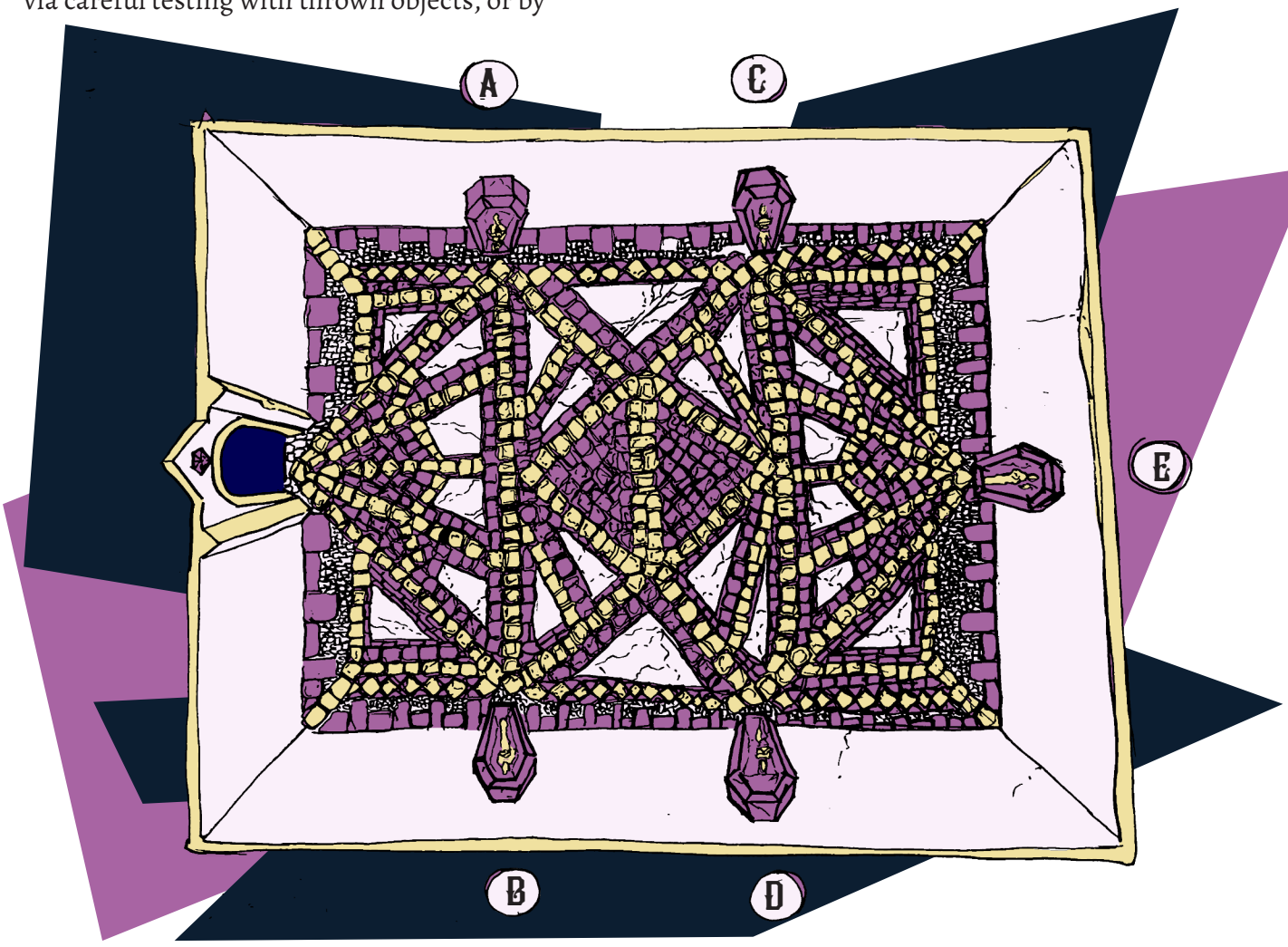
Glittering tiles: Panes of polished crystal tile the floor pressure plates beneath activate a trap that will destroy any unliving being that enters the room, or any living one who fails to follow an unmarked safe path. Once triggered, beams of searing light stab down at the offender from the prisms above, reducing them to ash. A Save vs. Device will allow the incautious to leap back through the doorway with only a few burns (1D6 damage), while immunity to fire prevents any injury, and fire resistance adds a +4 to the save. Avoiding the floor prevents the trap from triggering: levitation, a rope web, a scaffold, etc. Players can also discover the unmarked safe path via careful testing with thrown objects, or by



THE KINGS MARK

speaking with the **Stylite**. The path forms the double diamond shape of the King's Mark. **(See Diagram**)

Crystal coffins: Each coffin contains a perfectly preserved beauty: green skinned youths and maidens wearing valuable silks and ornaments carved from garnet, lapis, and jade. The coffins are Tomb Crystal, sealed both by magic. They can easily be smashed open, but this will produce a cloud of dangerous dust. (Check vs. Con or suffer a level of Tomb Crystal Poisoning per **Appendix A**). Four of the coffins contain corpses with lips stained by a faint, dried blue froth. They will begin to rot normally once free. The fifth coffin contains the **Sleeper, Thuvia of the Red Sphere**, trapped in magical slumber.

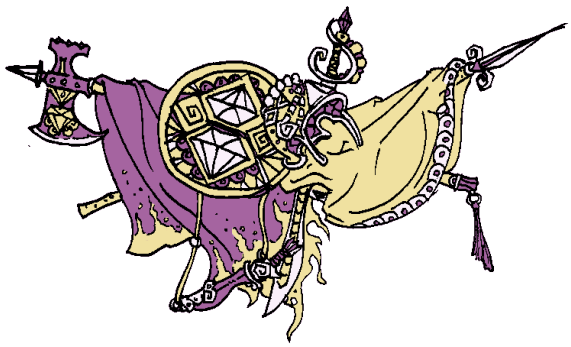


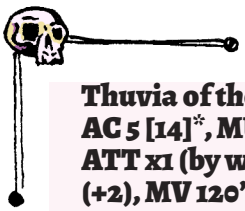
The **Sleeper** will blink awake the moment the crystal around her is cracked, and stare intensely with huge, angry, purple eyes. If a player chooses to attack her while she is still encased, they will hit automatically and inflict x4 damage. If not, Thuvia will pound her fists against the crystal to demand immediate release. She is a powerful sorceress and an imperious princess of a long-destroyed Empyrean dynasty. Initially she will be well disposed enough towards her rescuers to overlook their lack of manners (failure to bow and scrape), but will respond to disrespect (such as taking her red jade crown, or trying to leave her trapped in the coffin) with a deadly display of maleficence—a net or beam of red blazing light. She will not kill any survivors of this initial 3D6 maleficence (which will also free her from the coffin) so long as they immediately surrender. For more details about the **Sleeper** and her goals see **Appendix B - Factions!**

TREASURES WITHIN THE CRYSTAL COFFINS

A	Gold chased loincloth (10 GP) and amethyst paneled helmet (500 GP)
B	Tunic of blue lapis lazuli tiles (1,000 GP)
C	Bangles of clear green jade (800 GP)
D	Golden and citrine chain wrappings, and yellow silk gown (1,000 GP)
E	(The **Sleeper**) Red Jade Crown (3,000 GP)







Thuvia of the Red Sphere
AC 5 [14]*, MU 7 (I:18, W:15, CHR:16) (HP 18), ATT x1 (by weapon or spell), THACO 17 (+2), MV 120' (40'), SV D11 W11 P11 B14 S11 (MU 7 + WIS), ML 10**

* **High Sorcery:** Thuvia is permanently protected by an arcane shield, increasing her AC and making her immune to normal missiles and maleficence spells.

** **Maleficence:** Thuvia is a high level Empyrean Wizard, she may substitute any spell she casts for a Maleficence doing 1D6 damage for each level of the replaced spell (e.g. a max of 4D6 for substituting her 4th level spell). Maleficence may target either a single creature (no Save), or a group of targets in a 20'x20' area (Save for ½ damage).

Memorized Spells (see **Red Tome** in **Appendix C**): **1st** Crystal Key, Sand of Slumber, Illuminating Eye. **2nd** Crystal Weaving, Mystic Prism. **3rd** Mirror Step. **4th** Crystal Prison

Red Jade Crown, Red Tome.

AREA 9 - STYLITE'S TOMB
Dark - Monster

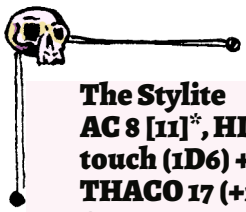
Accessible only via a long crawl down a 3' square corridor. The cold, damp passage descends before finally opening into the room near its ceiling. From the passage is a 10' drop into the **black water** that partially floods the room—a stark contrast to the milky-white crystal of its walls. At the center of the room is a glass pillar, rising 4' from the water and topped by a **sitting figure** in rotting gold brocade robes. Apricot-sized orbs of fire orbit the figure's head.

Black water: 20' deep, and opalescent with oils leached from the walls. Swimming is easy enough, but fighting in it is difficult. All attacks from the water are at -2 to hit, while shields and two-handed weapons cannot be used at all. Characters in medium or heavy armor will know they risk drowning if they jump in. (3D6 check vs Con every round, or sink to the bottom and drown in 1D6 rounds unless fished out.) Torches and lanterns will sputter out in the water, though the slick oil on the surface of the water will burn for 1D6/2 rounds, inflicting 1D6/3 damage each round to anything in the pool.

The pillar only has enough room for one person, though the sitting figure can be grappled into the water. It will only leave the pillar voluntarily if bombarded from the tiny ledge (1 person can stand on it) that leads back to **Area 7.**



Sitting figure: Tattered, moldering rags of gold brocade hang like moss from the thing atop the pillar. It is a mound of festered opulence, stained with brown rot and grease. It moves slowly, its stiff and dusty robes crackling with age as it does. This is all that remains of the **Dead King's** wazir: the **Stylite**. A malignant intelligence guarding the tomb and scheming to return its residents to some semblance of life and power. The **Stylite's** robes are worthless, but tangled in them are a few pieces of jewelry he will trade, and the **Lesser Key** which he will not.



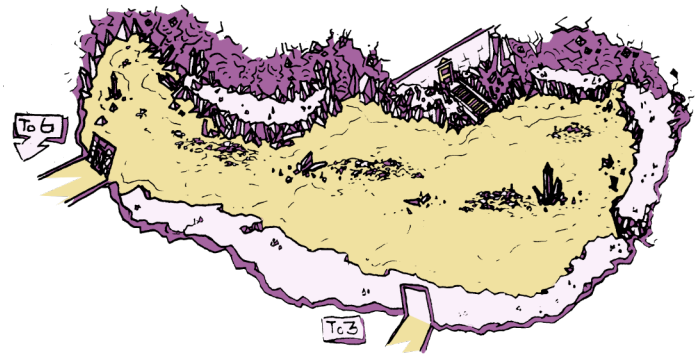
The Stylite
AC 8 [11]*, HD 4 (HP 20), ATT 2 x burning touch (1D6) + Special, THACO 17 (+2), MV 60' (20'), SV D13 W14 P13 B16 S15 (MU 4)***, ML 10**
* **Resilient:** The Stylite is immune to non-magical weapon attacks and takes ½ damage from blessed/silver weapons.
** **Burning Eyes:** In addition to a burning touch, The Stylite's Eyes (up to six of them) will rise from his ragged cowl to defend him as separate entities. Eyes that are destroyed will regenerate next session.
*** **Death in Life:** The Stylite is immune to sleep, charm, and other mind affecting spells.
*Platinum and jade ring (600 GP), agate pectoral (1,000 GP), silver chain (200 GP), pocketful of loose turquoise (20GPx10), the **Lesser Key** (see **Appendix C**) .*

Stylite's Eyes (6)
AC 2 [17]*, HD 1 (HP 3), ATT 1 x burning gaze (1D6) THACO 19 (0) MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 8
* As spectral oculars, the Eyes are immune to normal weapons.

The **Stylite** is devoted to protecting the tomb and restoring his king to life. He believes the second is within his power if the **Sleeper** is killed, and he can escape the tomb with both the **Dead King's** corpse and the royal Occulith from the throne room.

The **Stylite** will enlist the party in his efforts, but is a false ally: the promises of power and wealth that he makes are a deception. The only aid he will offer is a brief explanation of traps in the outer tomb (including the double diamond pattern of the King's Mark that allows one to safely approach the coffins in **Area 8**). He will also send one of his eyes to accompany any dupes who agree to kill the **Sleeper**. For more about the **Stylite**, see **Appendix B: Factions!**

MAP AREA 18



AREA 18 - GEODE GRAVE

Dark - Monster

Narrow ledges around the edge of the room overlook a great chasm encrusted floor-to-ceiling with transparent plum crystals. 20' below the ledges the chasm floor is filled with heaps of **tangled bodies**, many partially covered in crystal growths. A wide stair with brass railings climbs to an **arched doorway** on the North wall.

Tangled bodies (See Referee note on Next Page): Mounds of mummified corpses are spread about the rift. Hundreds of them sprawl on the floor, or lean against the walls. The leathery dead are encased in crystal, like geological armor, with spikes and clusters erupting through gray-green flesh. The moment there's noise in the cavern (including talking and normal movement) the crystallized dead will writhe to life, and shamble in search of victims. They cannot climb up the chasm walls, but will attack any living creature on the lower level. 1D6 **Lith Zombies** arrive each Round until the living either escape, or are torn apart. If left alone without available victims, the **Lith Zombies** will calm in 2 Turns, and sink back into quiescence. Players attempting to sneak silently through the cavern must spend 2 Turns, and roll a 3D6 vs. Dex check each Turn (automatic success for anyone trained in stealth). Climbing out of the chasm takes 1 Round if there is a rope, and 1 Turn if there is not. (A 5D6 Dex check or Climbing skill check allows one to escape in 1 Round even without a rope.)

Arched doorway: Accessible from the rift floor via a broad stairway lined with brass railing. The stairs narrow to be three people (or zombies) wide at the top, terminating in an arched doorway barred by a bronze gate. The gate is pierced with double-diamond cutouts (The King's Mark) beneath an elaborate crown, a line of geometric skulls, and a keyhole at its center. The simple lock can be opened with the **Lesser Key**, by force, or by a magsman's artifice. Working fast, a lockpicking attempt will take only 5 Rounds for a roll, and will automatically succeed after 10 Rounds of effort, or if unhurried. The zombies will pursue up the stairs, but will not attempt to go through closed doors, even if they are unlocked.

Lith Zombies (512)
AC 8 [11], HD 2 (HP 10), ATT 1 pummel (1D6)*, THACO 20 (-1), MV 30' (10'), SV D12 W13 P14 B15 S16 (2), ML 12
***Crystal Encrusted:** Lith Zombies always act last. Those wounded in combat can become poisoned when Tomb Crystal dust gets into their wounds. After combat, the wounded must make a Con check or suffer a level of Tomb Crystal poisoning. (see **Appendix A**).

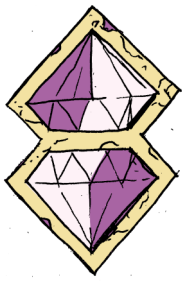




REFEREE'S NOTE: It should be obvious that a room filled with five hundred zombies is not a combat encounter, and the Referee should keep that in mind. In addition to being slow and stupid, the zombies are unobservant. They respond to noises, but ignore anything above their eye level (including activity on the risers to the Doorway—unless they chased someone up there). While rushing into the midst of the zombies to fight is certainly a quick way to die (their numbers grow each round to surround the foolhardy) the undead are pitiful, slow and confused. It shouldn't be too hard to break free of them and either dash up the stairs to the locked door, or scurry up a rope to one of the ledges.

There are several ways to evade the chasm full of zombies: a tightrope, or even plank-and-hawser bridge spanning the rift would avoid the undead entirely. A stealthy character crossing, picking the lock, and allowing the rest of the party to rush across before the zombies can react in force would also work. The puzzle here is largely about avoiding combat, though there is an additional wrinkle to consider. If the players neglect to keep the zombies in the chasm (if they build a ramp or leave the door open) the undead will filter outward and soon pack any part of the tomb they can reach without opening a door — creating considerable problems.

THE KINGS MARK



AREA 11 - MURALED HALL
Dark - Puzzle

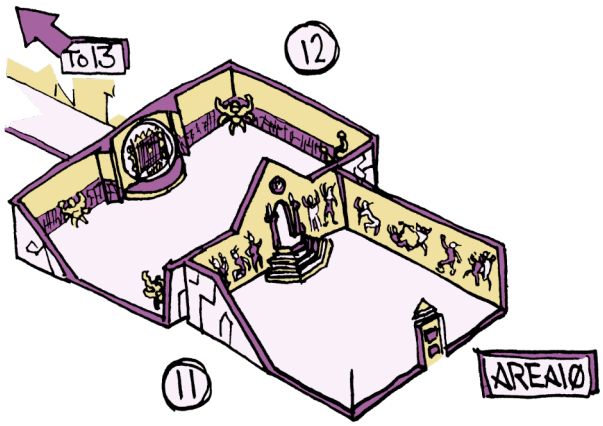
Frescoed in fading **murals** depicting thin, green-skinned figures in tight-fitting clothes. A set of **steps** lead up to an archway in the north wall.

Murals: dancing and cavorting, the motley-clad green people are painted at a bacchanal. Some genuflect towards the steps, eyes closed. The dancer's eyes are open, and glitter with carved, semi-precious stones. It will take 2 Turns to carefully pry the gems from the mural, resulting in 20 green jade, lapis lazuli, and carnelian chips. Each is worth 20 GP (400 GP total).

Steps: Midway up the steps there are several holes bored into the green crystal ceiling. They're visible, but not immediately obvious. A pressure plate on the third step triggers a spear trap. Brass rods tipped with sharp blades plunge from the holes above at a variety of angles, inflicting 1D6+2 damage (Save vs. Device for ½) to anyone on the steps. It takes 1 Turn for the trap to reset after it's triggered, as hidden cranks retract the spears with a clattering sound. It's easy to avoid the trap by stepping over the pressure plate on the third step. The face of the steps is painted with murals, including the double diamonds of the King's Mark among various triangles, gem shapes and hexagons. The King's Mark is a button, and pressing it disarms the pressure plate and spear trap for 6 Turns.



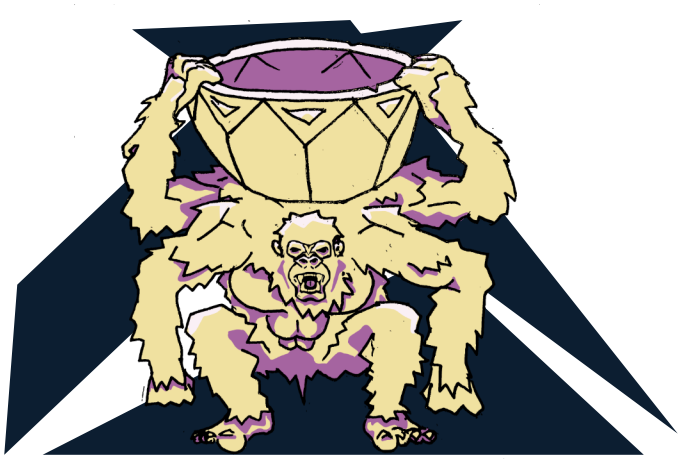
MAP AREAS 11 - 12



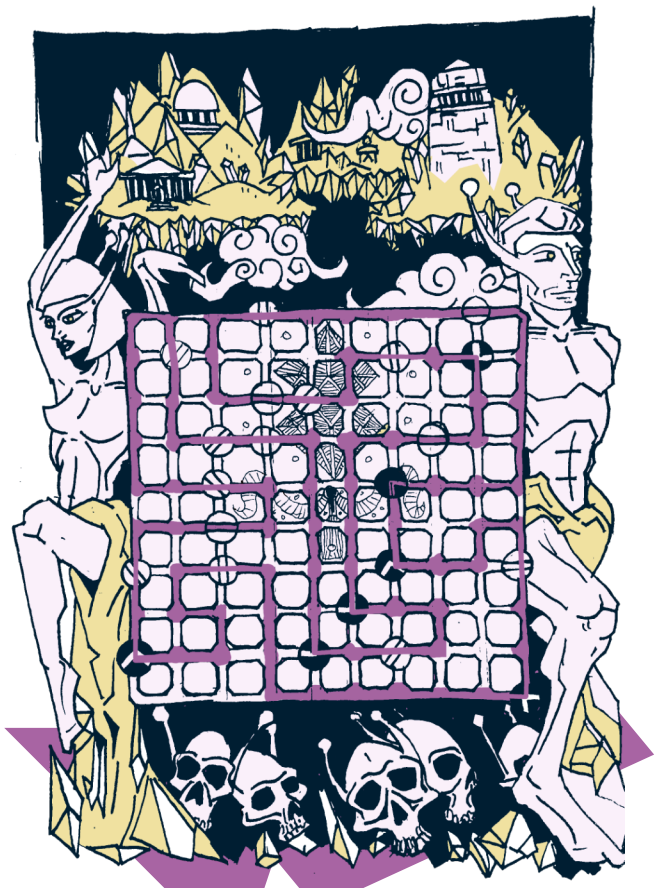
AREA 12 - BRONZE PORTAL
Dark - Puzzle

The bottom half of the walls in this smoothly carved chamber are covered in **mosaics**. The ceiling is a muqarnas of lavender crystal points. Ornate **brass braziers** stand in the corners of the room. A 10' diameter **circular puzzle door** takes up the center of the rear wall.

Mosaics: Detailed and artful works capture daily life in a fortress both sterile and ethereal. The Fortress windows are filled with black, but the green-skinned, elongated figures are vibrant and cheerful. They carve stone, cook, operate strange machines, hunt fowl in an enclosed wood, and grow tubers in glass tubs. Above the door itself is a motto inlaid in tiny blue tiles that offers a clue to the puzzle: "LIGHT MY MARK AND WITNESS MY GLORY".



Brass braziers: Four harsh geometric sculptures of fanged and clawed four-armed apes. They are filled with small green blocks of incense. If lit, the pale green smoke will induce visions: exploding geometric stars, crawling fractals, and a deeply comforting sense of unity. The vision last 6 Turns, and inflict a -2 to all rolls while they last. A Save vs. Poison must also be rolled — on failure gain 1 point of WIS permanently, and on success take a -1 penalty to any future Saves vs. Paralysis. Unburnt, the incense blocks are worth 800 GP.



A PUZZLE DOOR SOLUTION

Circular puzzle door: A 10' diameter slab of bronze that sinks entirely into the floor when it opens. It is sealed with puissant magic and an ornate puzzle lock (see illustration). Physical force alone cannot breach the door until its magical wards are circumvented or dispelled. The lock can be opened four ways:

X - The **Stylite's Lesser Key** will unlock the keyhole at the puzzle's center.

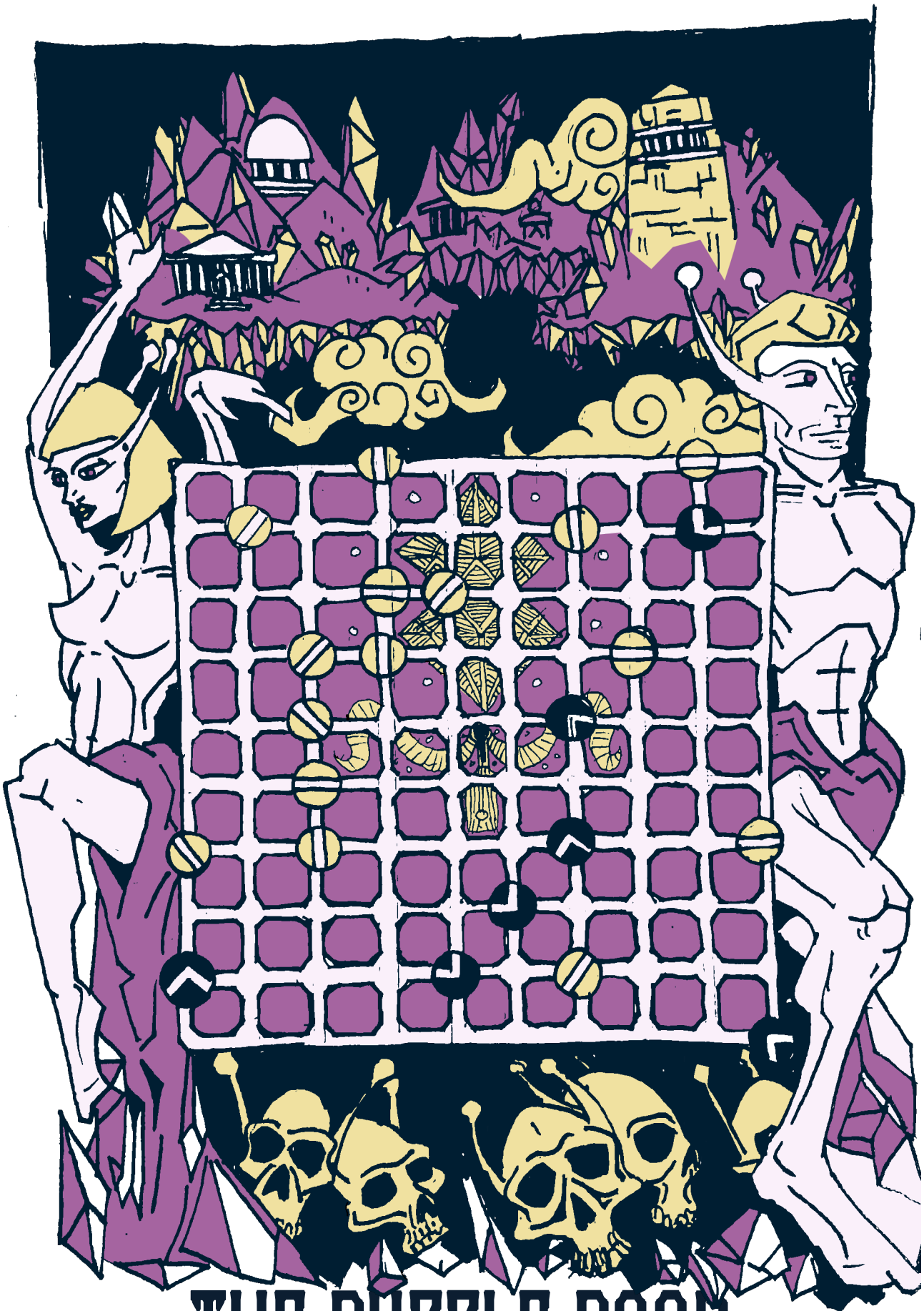
X - Magic (Dispel Magic or Knock) will force the door open. The **Sleeper's** Crystal Key spell will also work.

X - A Light spell cast on the puzzle plate will illuminate the Kings Mark, 'cheating' the puzzle and opening the door.

X - The rectangular plate of the puzzle is depicted here: a gridwork of sealed crystal tubing. At most intersections the tubes form a "+" shape, allowing fluid to flow in any direction. A few intersections have recessed disks which can be rotated. The dark colored disks each contain an "L" shaped tube which forces liquid to make a 90° turn, while the lighter disks contain an "I" tube, forcing the liquid to move straight across the intersection. When a person first touches the tubes, liquid fire will appear inside the tube at the point of contact. As they trace a path, the liquid fire will follow their finger, leaving a trail through the tubes, and disappearing when they take their hand away. The goal of the puzzle is to draw the liquid fire along a path which passes through each of the rotating disks, forming a complete circuit without ever crossing over itself. A sample of such a solution is shown below.

For players trying to solve the puzzle, it's best to print out a few copies of the image (Provided in **Appendix E - Referee Tools**) and let the players draw a path directly on them.

There are other ways to get past this door without solving the puzzle. For example, only the door is warded against physical intrusion. The wall is not. It's possible to use mining equipment or magic to break through the wall, though this will take a long time (12 Turns), expose all in the room to Tomb Crystal poisoning (see **Appendix A**) and is likely to draw the attention of wandering monsters (even if the door between **Areas 11** and **10** is barricaded). A secret door in **Area 7(F)** will also bypass this door.



THE PUZZLE DOOR

AREA 13 - TOMB OF TRAITORS
Dim - Trap

A vaulted chamber with **carved stone walls**, and a geode-like ceiling studded with pink crystal. The space thrums with whispered sounds of pain, emanating from the many **large glowing crystals** of various colors which fill the space.

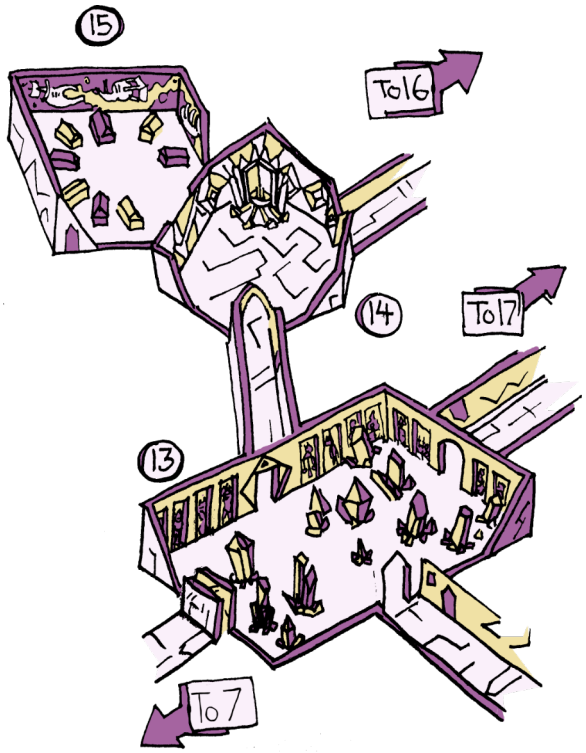
Carved stone walls: The walls are cut deep with angular reliefs. Scenes are depicted in pairs. Below, sly-faced Empyreans (each different, but all with the same devious face) are shown committing a crime: robbery, hiding coins, poisoning a jug, or writing a pamphlet. Above each, the same figure weeps in chains under the stern judgment of a King or his robed wazir.

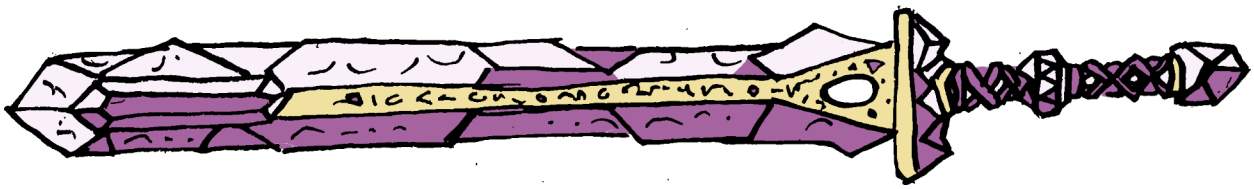
Large glowing crystals: Thirteen prisms jutting from the floor, each between 6' and 7' tall. They make a forest of translucent panes and angles. Within each crystal a vague figure writhes, and the closer one gets the more distinct the sounds of suffering within. Touching a crystal (even with a tool or weapon) results in a cacophony of raw-throated screaming, and a jolt of psychic force that requires a Save vs. Spells. On failure, the one who touched the crystal prison finds that the trapped spirit has become a powerful voice in their mind. They were Empyreans who angered the King. In contact with a body once more, they will make unreasonable demands which the player can choose to ignore, but ignoring the spirit's desires has a cost.

The spirit can be drawn out of its host as a **tormented wraith** by any means which would remove a curse. Breaking a crystal (easy with mining tools or even a blunt weapon) will release the hostile **wraith** within and reveal a single Occulith ember, but also requires a Con check for anyone in the room to avoid suffering a level of Tomb Crystal poisoning. (See **Appendix A**).

Tormented Wraith
AC 6 [13]*, HD 1 (HP 6),
ATT 1 freezing touch (1D6 + STR drain), THACO 19 (0), MV 90' (30'),**
SV D12 W13 P14 B15 S16 (1), ML 10
***Immaterial and Undead:** wraiths are immune to normal damage, including non-magical fire, and to sleep and charm spells. Blessed/Silvered weapons inflict ½ damage.
**** Freezing Touch:** The wraith's cold touch drains 1D6 Str as well as inflicting damage. Lost strength will return over time (lasts until next session).

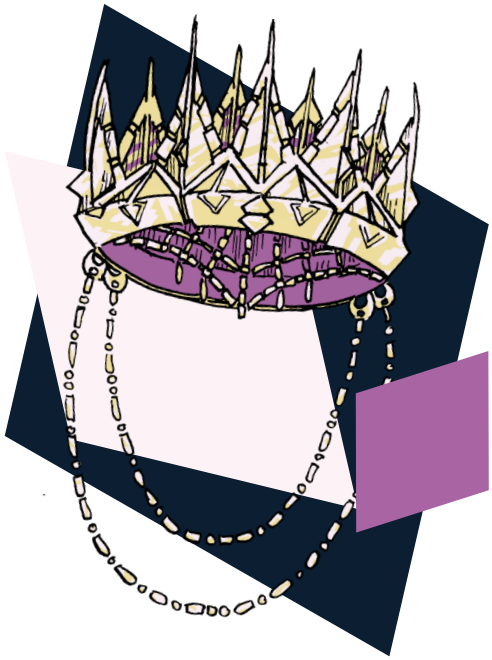
MAP AREAS 13 - 15





DEMANDS OF EMPYREAN WRAITH

D18	DEMAND	WRAITH / EFFECT IF IGNORED
1	Gorge oneself to near bursting. Now & once a day, on sweets if available.	A Petulant child/ Constant screaming destroys mind (-1D6 Int).
2	Murder any wizard encountered, eat their brain to absorb their power.	Elderly sorcerer / Insidious arguments about the nature of the universe. (-1D6 Wis)
3	Never show mercy. Any who raise their hand against you must die.	Embittered soldier / Slow atrophy of the limbs. (-1D6 Str)
4	Waste at least 100GP x Lvl per session on delicacies and fine living.	Betrayed courtier / Lethargy, indolence, stomach ailments and pique. (-1D6 Con)
5	Spend at least 250GP per session on clothing, jewels and perfumes.	Jilted concubine / Endless discouraging and cruel quips. (-1D6 Chr)
6	Personally investigate odd, dangerous looking things — like obvious traps.	Discredited scholar / Overstimulation, distraction, and doubt. (Act last each round)
7	Save the weak, perform acts of charity and always violently confront tyranny.	Patriotic assassin / Berserker rage. (Cannot retreat from combat or use range weapons)
8	Tear down shrines and temples. Strike and insult priests and worshipers.	Turbulent philosopher / Terrible dream of ruin, and destruction. (+2 to all damage received)
9	Always carry wine. Drink and carouse whenever possible to maximum ability.	Debauched entertainer / Constant reeling intoxication. (-2 to all rolls and headaches)
10	Scheme to seize power. Take concrete action against local rulers.	Tortured royalty / Searing memories of pain. (-1D6 Dex)



AREA 14 - FACETED SHRINE
Dark - Trap

Any light brought into this room will reflect blindingly off the **white faceted walls**. The northern half of the room is covered by a spired **altar of carved crystal**, which holds a **silver crown** at its center. The **northwestern wall** is hazy, transparent in many places, but still dangerously reflective

White faceted walls: Crafted with Empyrean artifice, these walls absorb, magnify, and reflect light in scintillating rays that bounce about the chamber. Anyone in the room when light is present must Save vs. Spells each round, or suffer temporary blindness (-4 to all rolls for the rest of the session). Even light in the doorway will cause this effect, though saves are at a +2. Blindfolds are effective protection against this trap, and using a mirror to look into the space from the doorway is safe.

Altar of carved crystal: a complex construction of spires, carvings, columns, and filigree form a reredo and opulent canopy surrounding a central altarpiece where the silver crown rests. Every bit of this construction is studded with razor sharp facets. Reaching the altar stone through this screen of dangerous edges requires caution. It would be simple if one could have light, but in the dark it is impossible without inflicting serious injury to the hands and arms (1D6 damage, - 1 for leather gloves, and - 3 for gauntlets). The dangerous parts of the altar could be smashed with thrown rocks or other heavy objects, but this will release a cloud of Tomb Crystal dust which will poison all in the room (See **Appendix A**) and lingers for 2 Turns.

Silver crown: An opulent confection of silver and many-hued gems. It is too large (3' diameter) and too heavy (6lb) to be worn easily, but is worth 11,000 GP as an art object.

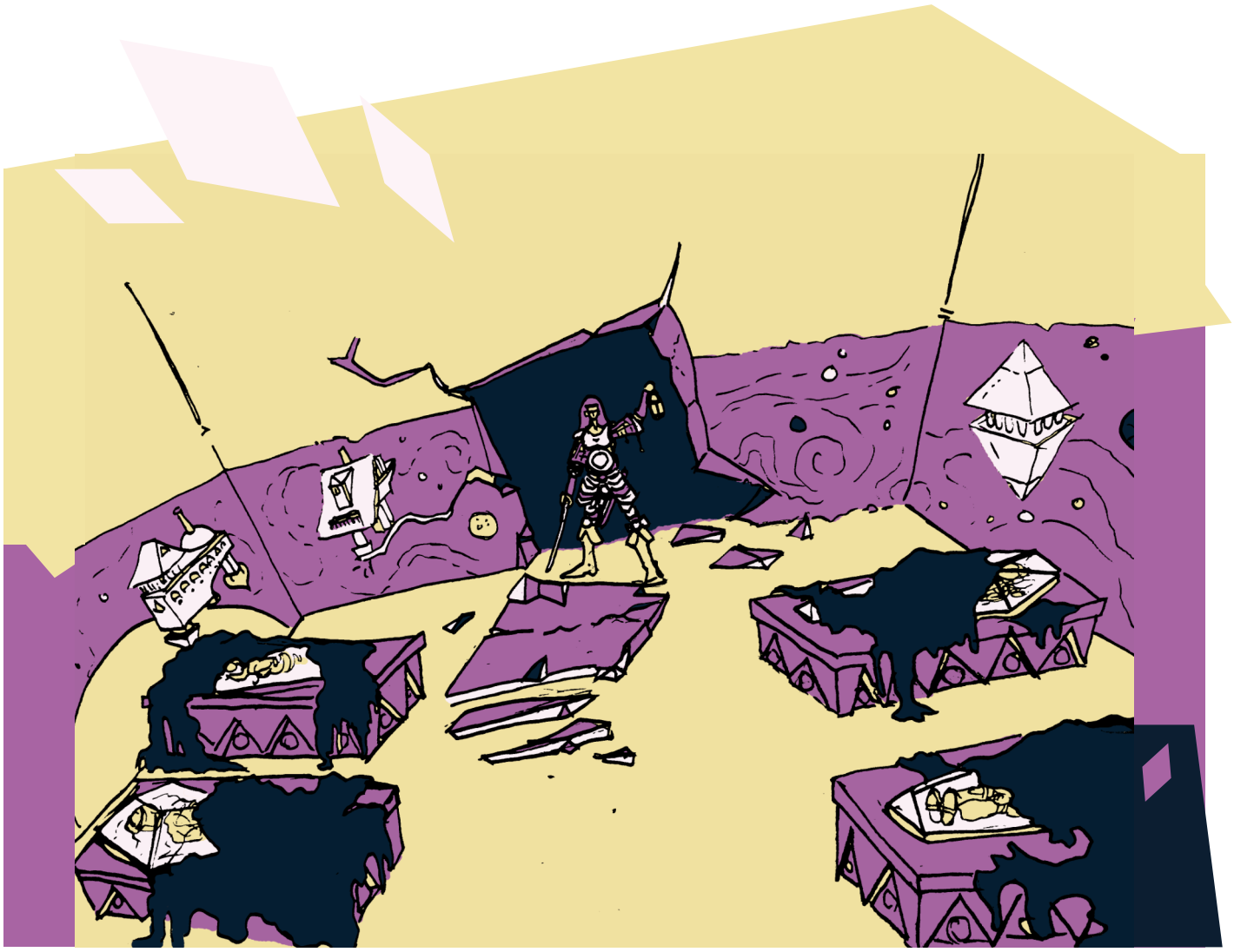
Northwestern Wall: A thick window of faceted crystal between this chamber and the **Sealed Tomb** (**Area 15**). Like all Tomb Crystal it can be broken. Picks and mauls will smash through in 2 Turns, while improvised equipment such as maces or axes will take 4 Turns. In either event, smashing the wall creates an enormous cloud of poison dust, and shards to lacerate exposed skin. Anyone in the area takes 2 levels of Tomb Crystal poisoning (See **Appendix A**), and the noise adds an automatic random encounter roll. (Multiple random encounters may occur at the same time!) The wall can also be breached safely by a gemcutter in 2 Turns without excessive noise or risk of poisoning. Flash might be convinced to come down and work on this wall (It will take him an hour to cut), but only once the path to the area is safe. He will not travel through the Geode Grave (**Area 10**) unless the party has created a path inaccessible to the zombies. He will, of course, report any treasure discovered to **Mab**.

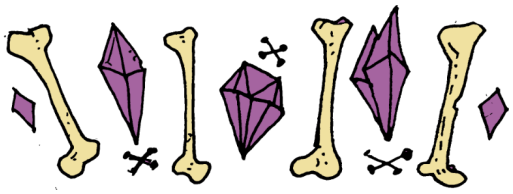
AREA 15 - SEALED TOMB

Dark

Sealed off from the rest of the complex by a wall of transparent crystal between it and the **Faceted Shrine** (**Area 14**). The long-trapped air is musty, and the entire chamber is decorated in high relief depicting strange ships battling on a stylized sea of stars. It holds two rows of **carved crystal coffins** draped in slimy black rags.

Carved crystal coffins: eight clear crystal lozenges, each draped with what was once a delicate silk brocade that has long since rotted into sludge. Once the rotten silk is cleaned away the Empyrean mummies within the coffins are visible. They wear stained burial robes, and each has a white jade circlet upon their brow, studded with peridot, amethyst, and blue topaz. Eight in all, worth 1,000 GP each.





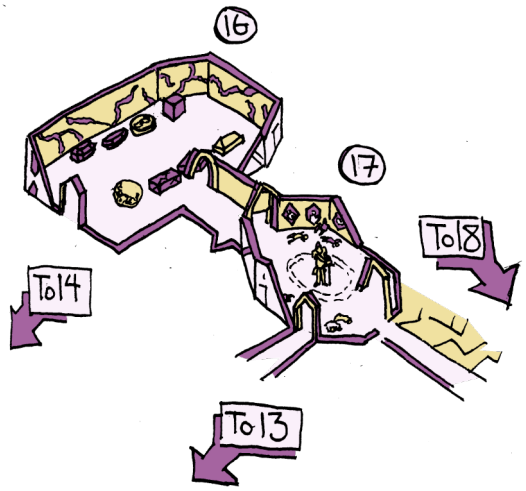
AREA 16 - TOMB OF NOBLES
Dark - Trap

Pyrite sparkles on the ceiling and streaks down the walls in attractive but valueless veins. Twin rows of stone biers elevate colorful **crystal coffins** above a polished floor.

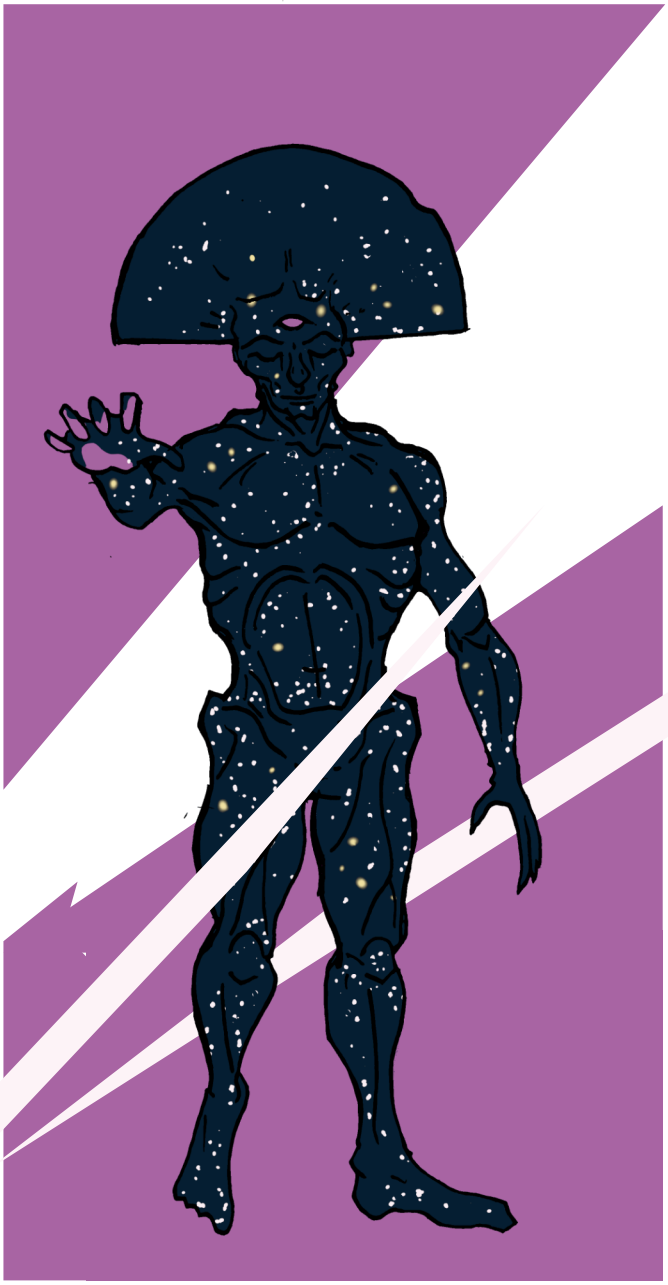
Crystal coffins: There are eight crystal coffins. They rest on identical blue-gray stone blocks that are sculpted with crawling lines, spirals, circles, and stars. Each coffin is different and easily opened unless noted.

If the 7th coffing is disturbed, its **Guardian Demon** manifests with a cracking pop and blast of dry, numbing cold. It appears as a lanky human silhouette cut from the empty void between stellar spheres. It calls itself Rime on the Eye of Dead Saints. The demon will kill happily, but is frustrated and bored by its long imprisonment, and like most of its cruel kind prefers to feast on souls given in sacrifice rather than plucked by force. The terms of its binding only force it to protect the corpse from desecration. It will propose the exchange of one mortal soul for its forbearance if the coffin lid is closed and any stolen items returned. Trading away one's soul isn't lethal, but will prevent resurrection and inflict the loss of 1D6 CHR. If refused, the demon will attack mercilessly, though it's bound to the tomb and cannot leave **Area 16**.

Guardian Demon
AC 14 [5]*, HD 4 (HP 16), ATT 1 x touch (Special), THACO 15 (+4) MV 120' (40'), SV D10 W11 P12 B13 S14 (4), ML 12**
***Void Born:** A creature of icy-cold stellar deeps, the Guardian Demon is immune to all non-magical attacks. As an outsider entity it is immune to mind-affecting spells.
****Death Touch:** the languid touch of the demon is both soul-annihilating and freezing — it inflicts only 1pt of damage, but requires a Save vs. Spells, with failure leading to instant death.



MAP AREAS 16 - 17



COFFIN & CONTENTS
(TOP ROW FIRST FROM LEFT TO RIGHT)

1	Night black, polished into a faceted cartouche that reflects light and images like a pool of oil: Easily opened. Contains corpse of a tall empyrean woman in plain black, mummified hands clutch a staff of black crystal carved with ghosts (1,000 GP - non magical)
2	A smokily translucent green lozenge. A single spiral glyph obscures the face within. This is a doom which will curse the first person to open the coffin. The mark will disappear from the coffin, and reappear as a tattoo on the cursed one's face. Until the curse is removed, any injury they suffer will inflict maximum damage. Within the tomb is a skeleton clutching a large lizard-skin purse of 2,000 hexagonal gold coins.
3	Flat stone, dark blue, and carved with the image of an austere Empyrean beauty. Her eyes are set with polished onyx orbs (200 GP each). The preserved corpse within wears a suit of ornamental gilt medium armor (AC 14 [7], worth 200 GP) fluted and filigreed with lilies.
4	A clear cube with an opalescent sheen. Within is the desiccated corpse of an elderly Empyrean man, naked except for a stained silk loincloth, and a chunky torc around his neck. The torc is silver, and studded with eyeball-sized white stones. (1,000 GP)
5	A pink sphere delicately carved with whorls of tiny mourners. It has no opening, so anyone wishing to search within must shatter it—creating dangerous Tomb Crystal dust. Within, a mummy in pink silks is curled up around an ivory baton capped with gold. (see Sanguine Rod in Appendix C)
6	A faceted rectangle of red-tinted transparent crystal holds the mummy of an Empyrean woman in rusted iron scale armor. The lid is sealed with lead.
7	A diamond-shaped tomb of sparkling white, enameled with green leaves. Within is the corpse of a silk-clad youth. Resting on his chest is a purple crystal swirling with orange motes. The crystal contains a **Guardian Demon** tasked with protecting the body from desecration. There is also a golden wire crown (1,200 GP) on the youth's head, and the demon will manifest if it, the crystal, or the body are disturbed. (see left)
8	Creamy yellow crystal, carved with clumsy relief that tells the life story of a general who battled on crystal fortress ships. The corpse within wears an ornate suit of copper-chased, half-plate armor (AC 15 [4]) forged of gray alloy. The helmet is spired, and includes a gilded visor in the shape of a snarling face (see **Mask of Command** in **Appendix C**). An opal signet ring (500 GP) is on the corpse's finger.

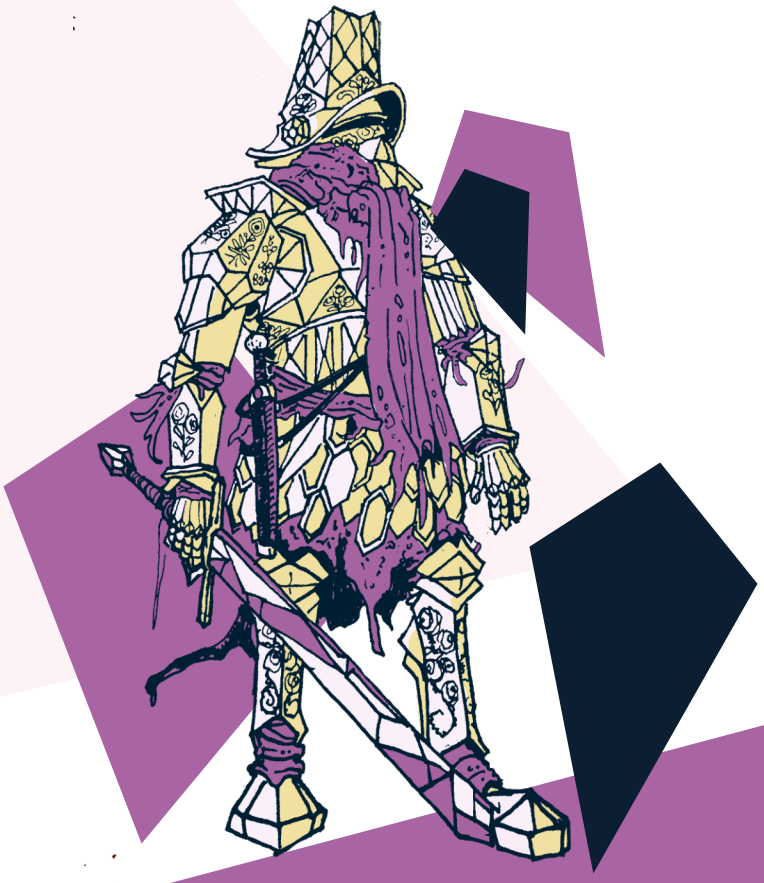


AREA 17 - GUARDIAN CELL
Dark - Monster

A **monstrous knight** in gilded plate has worn a circular path in the floor from long centuries of constant pacing. The chamber is a hollow lozenge of milky pink crystal, with decorative inlays on the walls that depict mourning warriors. Several **ancient bodies** are crumpled along the walls of the room.

Monstrous knight: A spirit bound to an 8' tall suit of peeling-gilt plate armor. He is adorned with tattered gold silk and holds a Crystal Executioner's Sword at rest on his shoulder. The **Guardian** is magically bound to protect the **Crypt Throne (Area 18)** and the **Dead King** within. He walks his circle ponderously, but will rush to attack any creature that comes within his line of sight. Once they've been cut down, or have fled the room, he will return to his pacing.

The **Guardian** is a terrifying combatant, but loathes his own captivity. Formerly the brother of the **Sleeper**, he struggles to subvert his geas so he can escape to find her. He scans the room in a dramatically obvious pattern to give stealthy characters a chance to sneak past him (a 40% point bonus to Hide in Shadows rolls). He is bound to allow anyone wearing the Silver Crown (**Area 14**) to pass unmolested, and his will allows him to also refrain from attacking the **Sleeper**, or anyone wearing her Red Jade Crown (**Area 8**).



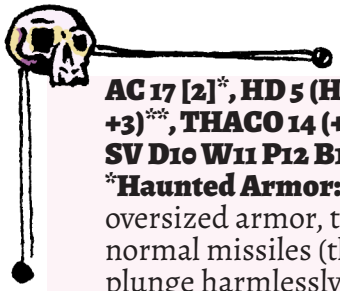
The geas which binds the **Guardian** to his duty is held by the **Stylite**, and will dissipate if the **Stylite** dies. Once free, the **Guardian** will leave his post to search for his sister. He cannot speak, but can communicate by gesture, and will be well disposed towards anyone who points him towards her. Though, as an undead creature, he cannot enter the **Prism Tomb** (**Area 8**).

Ancient bodies: Six Empyrean corpses in various dress lie sprawled outside the worn circle. Each corpse is desiccated and marred by small clumps of crystal growth.

Three of the bodies wear molded, gray, metal breastplates (AC 13 [6] as mundane leather +1 if refurbished) over rotted gambesons, and clutch thin bent or broken swords and daggers. Each of these three has a ruby vial on their belt (500 GP each) filled with a sweet amber poison (Save or Die if even a sip is consumed).

Two of the bodies wear strange, heavy suits of articulated brass and bronze with metal tanks on their backs, and crushed glass dome helmets. (AC 16[3], but wearers suffer a 1 point Initiative penalty). If the helmets are replaced, the suits are airtight and pressure resistant, though the oxygen tanks are empty and difficult to refill. Refilled, the tanks provide enough air for 20 Turns.

The last body is a thin woman wearing only a worker's loincloth.

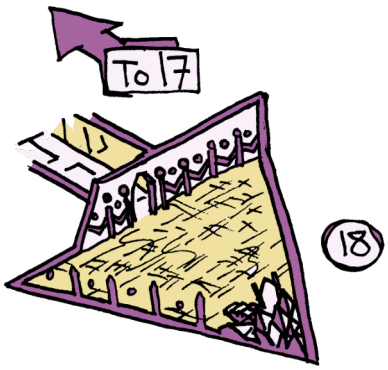


AC 17 [2]*, HD 5 (HP 35), ATT 1 x (1D10 +3), THACO 14 (+5), MV 90' (30'), SV D10 W11 P12 B13 S14 (4), ML 12*****

***Haunted Armor:** As a possessed suit of oversized armor, the knight is immune to normal missiles (they bounce off, or plunge harmlessly into the empty spaces between armored plates) and takes only 1HP of damage from cutting or thrusting weapons. Likewise, fire and cold inflict only 1/2 damage.

****Executioner:** The **Crystal Executioner's Sword** (See **Appendix C**) is a heavy weapon, inflicting 1D10 +3 due to his strength. On a natural 20 it will behead or bisect any human-sized or smaller target, killing them instantly (without recourse to any death save. See **Appendix C**).

*****Undead and Cursed:** The knight is immune to sleep, charm and other mind-affecting spells. While under the geas, he must attack anyone he sees regardless of his reaction roll.



AREA 18 - CRYPT THRONE
Dim - Trap

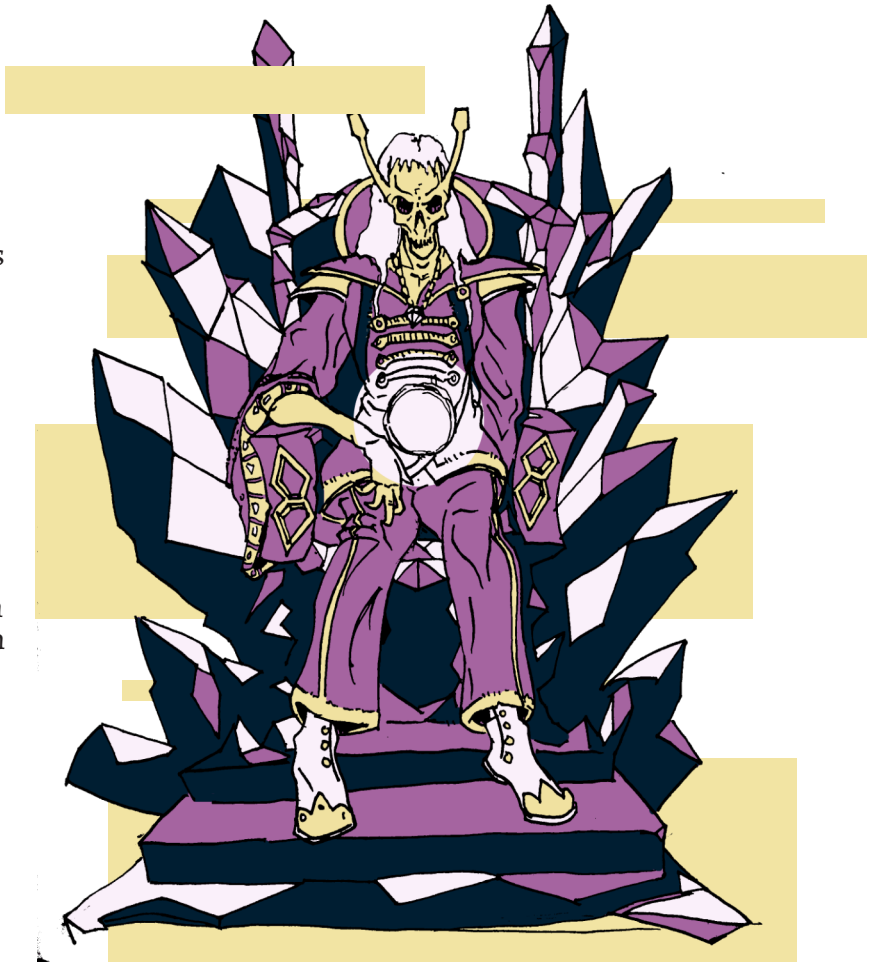
Swirling darkness and green light shine from an **inlaid floor** and cast long shifting shadows among the jagged carvings on the blue-black crystal walls. All geometry in the room points towards the dias at the rear, where three short steps elevate an **ornate throne**. A mummy slumps there, crowned in silver and holding a **glittering orb** that pulses with its own green light.

Inlaid floor: A sparkling masterwork of tiny crystal tiles: blue, white, and red laid in a dizzying mosaic that glows from beneath with shifting submarine light. The floor is trapped. So long as any meaningful weight sits on the ornate throne, burning rays built into the walls will track and incinerate anything that touches the floor. The rays are fast and deadly, but will take a moment to warm up after their long slumber (with a visible glow and fierce humming). The first person to step onto the floor is allowed a single action before the rays fire. Afterwards, any pressure on the floor instantly produces a matrix of searing doom, which requires a Save vs. Wands at -2 for anything that wishes to leap back and avoid a dramatic death.

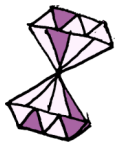
The rays only function so long as there is weight on the ornate throne, and are activated by pressure on the floor. Triggering them can be avoided by climbing along the wall to the throne itself—easy enough given the wall's many carvings. Building some sort of scaffolding or using magic to levitate above the floor would also work. Alternatively, the trap can be disarmed by lassoing the Dead King's corpse off his throne, or by incinerating his remains with a thrown flask of flaming oil.

Ornate throne: An outcropping of carved crystal, inlaid with thine ropes of gold and decorated with scenes of conquest. Atop it, the **Dead King's** crumbling mummy rests, wrapped in dust and stained silk. His robes are embroidered with weeping Empyreans, and there is a platinum circlet of office (2,000 GP) on his head. The mummy poses no danger in itself, but its weight keeps the burning ray trap active. Chiseling the gold inlay from the throne will take 3 Turns, produce a cloud of dangerous Tomb Crystal dust (See **Appendix A**), and gather 500 GP worth of hacked gold each Turn.

Glittering orb: A huge Occulith of the largest size (an Orb worth 10,000 GP) throbs with green light in the mummy's lap. It is sturdy enough that it would not be damaged by falling from the throne. However, should the orb land on the floor while the burning rays are still active, they will destroy it. The massive fireball resulting from its destruction will destroy the **Crypt Throne**, and collapse the room's ceiling. Anyone in the room if the orb is detonated must Save vs. Breath or die. Survivors are trapped under tons of unstable rubble, breathing clouds of Tomb Crystal Dust that inflicts a level of Tomb Crystal poisoning every 2 Turns. After the orb explodes, fire will race up the hall, causing 3D6 damage to anyone there, or the **Guardian's Cell (Area 17)** beyond. (Save vs. Breath for ½ damage).



CONCLUDING THE ADVENTURE



The Referee should not have any expectation about how the foray into Murkvey's Rock will end. The party may explore the whole dungeon in a single delve, or they might return to the surface several times to recuperate in **Mab**'s camp. They may honor their agreement with **Mab** by dutifully turning loot over to her, or they may conspire to trick her and keep treasure for themselves. It's entirely possible they will all die in the Tomb, leaving behind ravaged corpses for a future band of adventurers to find.

Mab will leave the Tomb when she has a return on her investment, or when too many casualties have occurred (at least half of total number of characters and replacement Greenhorns). In either case she will head into Scarlet Town, the Frontier's leading settlement. If the characters dealt fairly with **Mab** and gave her a good idea of the Tomb's layout, she'll be well pleased.

Per "The Deal" on page 3, as a reward for success on their initial delve **Mab** will give the characters a map to a few other tombs, her positive recommendation, and a bonus of 500 GP each. For later delves if the characters recover over 1,000 GP each she'll also give them 10% of the total proceeds and let the party keep a non-Occulith magic artifacts and non-magical equipment from the Tomb. If the expedition was forced to retreat due to death, **Mab** will still reward the characters with the maps, her wary friendship, and 100 GP each. On the other hand, if the adventurers attempted to trick **Mab** or attack her, she'll make sure they have a bad reputation in Scarlet Town, and at some time in the future will have them assassinated.

The factions within the tomb may also continue to play a role on the Crystal Frontier. If she survives, the Sleeper (with the Guardian if he was freed) will find her way to Scarlet Town—either in the company of the characters, or on her own and with a much less friendly disposition. Once there she will quickly become a figure of dread and power.

The Stylite will linger in the tomb unless the Sleeper is dead. If/when she dies, he will collect the Dead King's corpse and escape into the wilderness where he'll gather souls to resurrect his liege. A revived Dead King could be a serious menace to the Frontier. He is a powerful sorcerer and merciless, sadistic despot.

Murkvey's "survival" will have less impact. If the wight or any of his followers are lured to the surface they will attempt to return to their Tomb Robber's lifestyle. Inevitably, their undead and lith-poisoned state will drive them to anthropophagic banditry.

APPENDIX A - OCCULITH



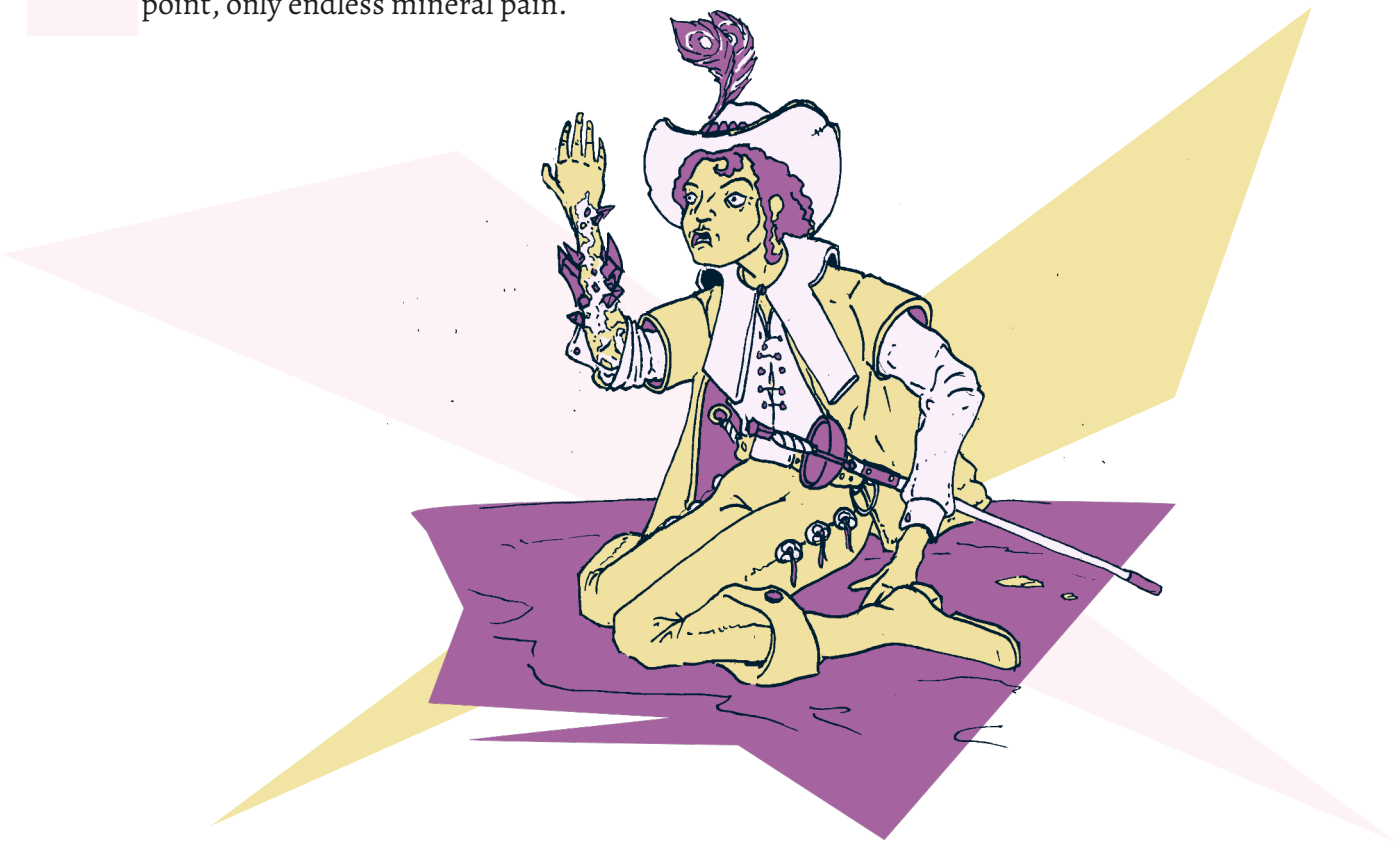
Tomb Crystal is an invasive material synthesized by Empyrean sorcerer-architects who bond raw magics to minerals found only in the void between the fixed stars. Broken Tomb Crystal releases poisonous esters and mutagenic dust. While acute poisoning is most common in Gem Robbers and others who risk direct exposure, Tomb Crystal pollution contaminates air and water across the whole frontier. Most of the people who live here—especially the poor farmers and swineherds—will eventually die from it. Even then, the dead are not safe from Tomb Crystal poisoning. If a body is not buried with the proper magic rituals, it will rise as a **Lith Zombie** or **Lith Wight**.

Direct exposure to broken Tomb Crystal requires a 3D6 versus Constitution test to avoid progressing to the next stage of poisoning. If a check is successful, each additional exposure adds 1D6 to the Con test. This resets to 3D6 at each stage of infection.

Tomb Crystal infection is incurable by normal means. Even magical healing struggles with it. Only powerful effects such as *Remove Curse* or *Cure Disease* are able to eliminate it—and even then, only by one stage per casting. No one in Scarlet Town is skilled enough to combat the poisoning, though there is a barrow-dwelling witch named Marble Eye in the wastes who is said to know how to do it. The best cure is to avoid further exposure by leaving the frontier, but most keep struggling on. Always insisting they will buy magic healing once they return to civilization with the fortune that waits just at the end of the next expedition.

CRYSTAL POISONING INFECTION STAGE & EFFECT

1	Bodily excretions turn to glittering pastel Tomb Crystal. Most notably, sweat will harden into fragile sheets, and tiny crystal tears must occasionally be picked out of one's eyes. No negative effects.
2	Patches of crystal build up on bone, hair, and skin. They result in random bruises, stiff joints, and frequent aching pains. -1 Dexterity.
3	Eyes cloud and craze with tiny growths, while shoots of crystal push out through flesh. The poisoned character's immune system begins to break down. -2 to Constitution, Dexterity, and Wisdom.
4	A crystal lattice thickens the blood. The heart pumps sluggishly. Crystals forming in the throat make eating and drinking difficult. Pain is constant at this stage, and sleep is never restful. Strength, Dexterity, Constitution, and Wisdom all suffer 1D6 points of permanent loss. If a stat drops below 3, the result is weakness, spasms or pain so severe that the victim cannot move. Below 0 the victim dies, advances to stage VI, and rises as a **Lith Wight**.
5	Growths erupt through flesh as spires of Tomb Crystal grow all over the body. Pain becomes deadened at this stage as tiny crystal deposits in the brain dramatically decrease cognition, wit, and coordination. Dexterity, Intelligence, and Wisdom reduced to 3, maximum HP is halved, but the sufferer now heals 1 HP per Turn as crystal growths replace their body's functions. If reduced to 0 HP at this stage, automatically advance to Infection Level VI.
6	Entire limbs are now replaced with veined, blood-filled Tomb Crystal. Death occurs, and the infected transforms into a **Lith Wight**. The character becomes an NPC under control of the Referee, but largely retains their strongest personality features and goals. They might remain with the party as a henchperson.
7	Complete immobilization. Those limbs that are not transformed are completely encysted. The unfortunates who reach this stage lose any remaining vestige of identity. There is no cure at this point, only endless mineral pain.

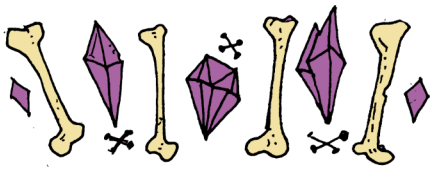


FACETING CRYSTAL

Tomb Crystal is not difficult to break. Even blunt weapons can crack and crush the friable stone, and proper mining tools would make short work of it. Breaking it safely is the difficult thing. Faceting it along its natural seams will break the Crystal without producing any poisonous dust. Geomantic scholars, trained Gemcutters, and magic users can attempt this with a minimum of 1 Turn and a 6D6 test vs. Intelligence. It's a difficult task, and if the faceting attempt fails the gemcutter and any nearby will be exposed to Tomb Crystal poisoning. However, with the proper tools (tuning forks, lenses, chisels, and pitons), training (a long study or magical affinity for Tomb Crystal), and time (two hours to prepare a specific facet) the task is manageable.

SAFER FACETING

X	**Tools** Available in Scarlet Town for 500 GP.	-1D6 to Test
X	**Training** Study with a willing professional. Most prefer to keep their trade secrets to themselves.	-1D6 to Test
X	**Time** At least 12 turns of uninterrupted study of the Tomb Crystal to be faceted	-1D6 to Test



OCCULITH & WIZARDRY

Occuliths are an uncommon, nodular form of Tomb Crystal: reservoirs of magic essence useful as power sources for both magical practitioners and devices. By draining an Occulith, magic users can immediately replenish a previously cast spell, or increase the power of a spell to cast it as though they were a higher level. The potency of these uses depends on the size of the Occulith, from tiny chips known as "sparks," to huge "orbs."

Occuliths are a valuable commodity in high demand on both sides of the Frontier, but are poorly understood. In the decaying grandeur of the Successor Empire, ill-trained noble dilettantes seek Occuliths to revive mystical devices they do not know how to use. Among the varied magical traditions of the Resurgent Kingdoms they are sought as a means to gain personal power. In the Kingdom of the Bulls, closest to the Frontier, the potential of Occuliths has sparked the interest of the deathless Warlock King. It's only a matter of time before his legions and his demon-pacted Aurochs' Guard march to seize the Frontier, undoubtedly sparking a war with the mercenary armies of the Imperial Syndicates, and possibly even the Empire's own dwindling Tericos.

OCCULITH SIZE AND EFFECT

1	**SPARK** 100 GP Value	Recharges 1st Level spell, or adds 1 Caster Level to spell effect. Anything less than fingernail sized.
2	**EMBER** 500 GP Value	Recharges 2nd Level spell, or adds 3 Caster Levels to spell effect. Fingernail or cherry sized.
3	**CARBUNCLE** 1,000 GP Value	Recharges 3rd or 4th Level spell, or adds 5 Caster Levels to spell effect. Plum or egg sized.
4	**ORB** 10,000 GP Value	Recharges 5th or 6th Level spell, or adds 10 Caster Levels to spell effect. Larger than an egg, often head or melon sized.

APPENDIX B FACTIONS!



Murkvey's Rock is both a maze of puzzles and an arena for faction intrigue. The primary conflict within is between the **Sleeper** and the **Stylite.** How the players interact with these entities will determine the fates of the **Guardian**, the **Dead King** and potentially the Crystal Frontier. **Mab's** and **Murkvey's** crews also constitute factions the players will need to engage with, though with more limited consequences. Below are brief descriptions of these faction's desires, interrelations, and how they are likely to behave if they survive the adventure.

Adipose Mab - Mab wants to get paid, and to be recognized for her erudition. She's as ruthless and greedy as any Gem Robber but never rash, nor foolish. She knows when to back down from a fight, and when to call a business venture a loss. She projects a scholar's detachment from her deals, but is not above expedient assassination, or slipping someone a false map to somewhere deadly. She's found it good business to ensure that people who betray or harm her die consistently.

If Mab survives, she will return to Scarlet Town to begin planning another expedition. She also has substantial, secret business interests to manage while there: 2 burlesques, 6 saloons, a slaughterhouse, a tent smithy, and a chandlery. She will provide characters who treat her fairly with rumors and job opportunities, though she usually prefers to employ the desperate and unwary. People who value their lives are too expensive.

Murkvey - Murkvey and his band have become Lith Wights, but they don't know it. The effects post-mortem lith poisoning has on the mind are varied, but what is left is always something less than when the victim lived. In Murkvey's case, there wasn't much there to begin with. He still has his enthusiasm, but the rakish charm that made it infectious has largely been lost to the eruptions of Tomb Crystal ripping through his greying meat.

Murkvey and his gang are singularly obsessed with finding treasure: gold, gems, artifacts, and Occuliths. Their rotted brains are entirely unreasonable in this pursuit. They won't abide anyone "stealing" wealth that is "rightfully theirs" from the Tomb, though it is fairly simple to trick them.

It's possible to win over the wights by giving them the treasures they lust for. The characters could even set them on **Mab's** group, who would certainly flee from a mob of 20-odd Lith Wights. In that circumstance, though, the party would be left to make their deals with Murkvey, who is much less reasonable and accommodating than **Mab**.

Should Murkvey survive the adventure, he'll eventually wander back into Scarlet Town with the surviving Lith Wights of his band. There, his wanton carousing will be a source of wonder for a few days, after which he'll take his group back out into the wastes to hunt Occulith. With misfiring masses of crystal synapses for brains, Murkvey's group lack the abilities to be Gem Robbers, or even to find a viable tomb to rob. They will quickly devolve into a cannibalistic menace, stalking travelers in the wastes and attacking outlying hog farms.

The Stylite - The former wazir is crafty and patient. His goals are to protect the corpse of the **Dead King**, to find a living dupe to kill the **Sleeper**, and to prevent treasures from being stolen from the Tomb.

Deception comes more easily to the Stylite than honesty. He will lie unceasingly to convince the characters to do his dirty work. He is intimately familiar with every detail of the Tomb's traps, having overseen their construction. However, even if the characters agree to do his bidding, he will not share his information. If pressed on this point, he will resort to mumbling cryptic half-clues at the party: "Beware the light that burns!", "The song of crystal breaks the will...", "The dead must remain untouched for the safety of the living!" or "Do not seek to pass the Guardian, he is but the first doorkeeper."

If the party kills the **Sleeper** on his behalf, the Stylite will begrudgingly allow them to keep her crown, and whatever other other baubles they have obtained. With the **Sleeper** dead the Stylite has no further need of living co-conspirators. The party can leave peacefully, but if they insist on exploring deeper into the tomb, the Stylite will plot to have them killed. Using his eyes to accompany the party, the Stylite will lead them towards the **Guardian**, then attack them from behind while they fight the monstrous knight. Any who flee will be hunted down. No one can be allowed to survive and plot revenge.



If the Stylite survives he will continue to scheme within the Tomb. If the **Sleeper** is dead, and the **Dead King** intact, the loyal Stylite will try to resurrect his liege. For this he will need an Occulith orb (the one on the Dead King's lap would be ideal), and many living sacrifices. He will carry his master's mummy into the Frontier's dusty wilds where he will spend months sacrificing hundreds of travelers, refugees, and settlers. If he must source an Occulith orb, the process may take somewhat longer, but in less than a year the **Dead King** will live again.

The Dead King - In life he was known as Thern Taxis the Sublime, or Thern the Tormentor. If the Stylite has his way, the **Dead King** may be known by these names again. If the threat of the **Sleeper** is eliminated, the Stylite will feel comfortable leaving the tomb and be able to use sacrifice and horrific magic to return him to something like life.

Revived as a leathery, lich-like horror, Thern Taxis would set out to conquer the Crystal Frontier. Whether or not he could succeed in establishing another kingdom of cruelty and misrule is up to the Referee. In any event, he is a powerful sorcerer (10th level), and absolutely ruthless.

The Sleeper - The Sleeper still lives only through desperate luck, and her hatred of the **Dead King**. Awakened and freed, she will be ecstatic at the success of her survival scheme. Her first goal will be to flee the Tomb and establish herself. She isn't hasty. She can wait to plot a more perfect revenge. She'll make her way to Scarlet Town, and at least a few local toughs will be incinerated before word gets around that no one should mess with "the lanky green lady." As the most powerful magician in Scarlet Town, her services will be in great demand. As a haughty Empyrean noble, she will serve no one. Soon enough she will have a powerful faction of her own.

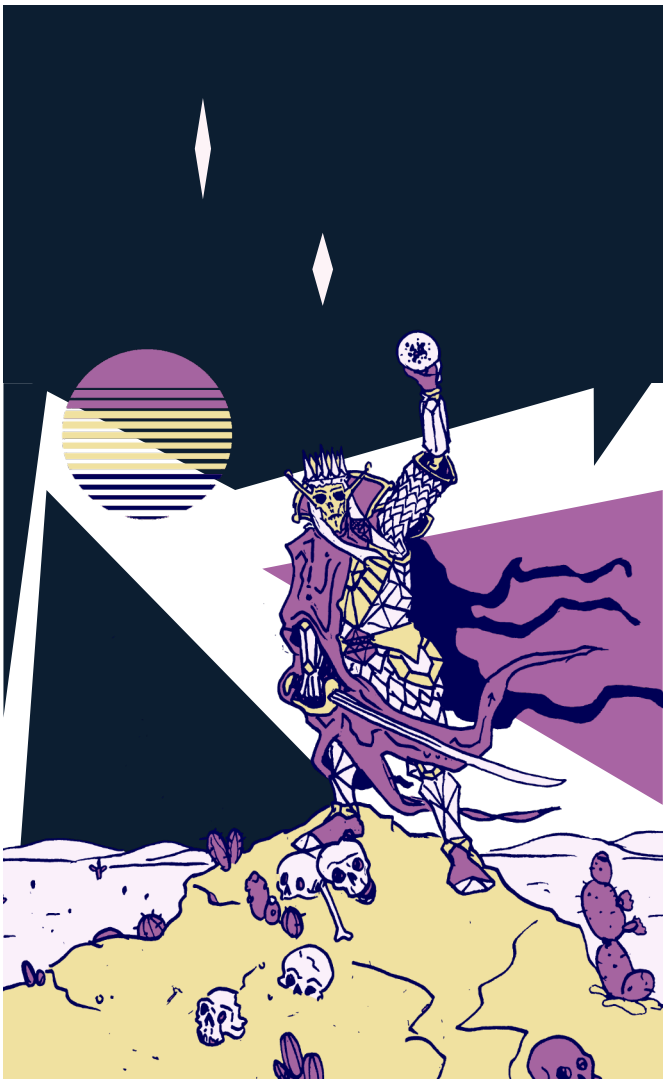
Once established as the "The Red Queen" of Scarlet Town, the Sleeper will bring together an expedition to return to Murkvey's Rock to kill the **Stylite**, discover her brother's fate, and destroy the **Dead King**.

If the party ended the adventure on good terms with the Sleeper, she will be friendly towards them. She may share spells, offer help understanding Empyrean artifacts, or employ the party to collect artifacts and allies for her (especially automata). However, the Sleeper is a princess of the Empyrean stars and can never owe loyalty or friendship to malformed brutes from the Terrestrial Sphere. The best relationship the party can hope for is that the Sleeper comes to think of them as favored pets. Even then, Empyreans are known to casually put down inconvenient pets.

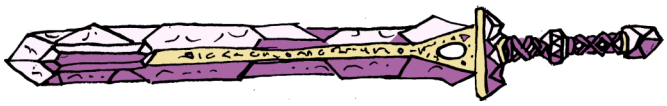
The Guardian - A ghost in a shell of armor, the Guardian wants only to be reunited with his sister, the **Sleeper**. However, so long as he is bound by the **Stylite's** geas, he must continue his vigil. Even if the Tomb is despoiled and the **Dead King**'s corpse destroyed, the Guardian must continue pacing circles in the Tomb so long as the **Stylite** lives.

If both the **Stylite** and the **Sleeper** are killed, he will eventually leave the Tomb and become a sad wandering spirit. A 'Knight Perilous' who sets up at fords and crossroads to challenge and slaughter travelers. If the **Stylite** is killed, but the Sleeper remains in her coffin, he will wait at the threshold of **The Prism Tomb** (**Area 8**), and gesticulate wildly at any living who pass by.

Reunited, brother and sister will have an even more devastating impact on Scarlet Town. The place will become their fiefdom within months, quickly attracting the unpleasant interest of the Bull Kingdom's Warlock Court, The Green Hive Syndicate's mercenaries, and the Imperial army. The bloody four-way war that follows will be cataclysmic.



APPENDIX C
WONDROUS ITEMS



Blood Drinking Smallsword: A thin blade of red steel that absorbs any blood it draws, causing excruciating pain and weakness. Each successful strike with the sword reduces the AC and Attack roll of the victim by 1 point each as their vitality is drained into the blade. These losses are recovered once the wound is healed.

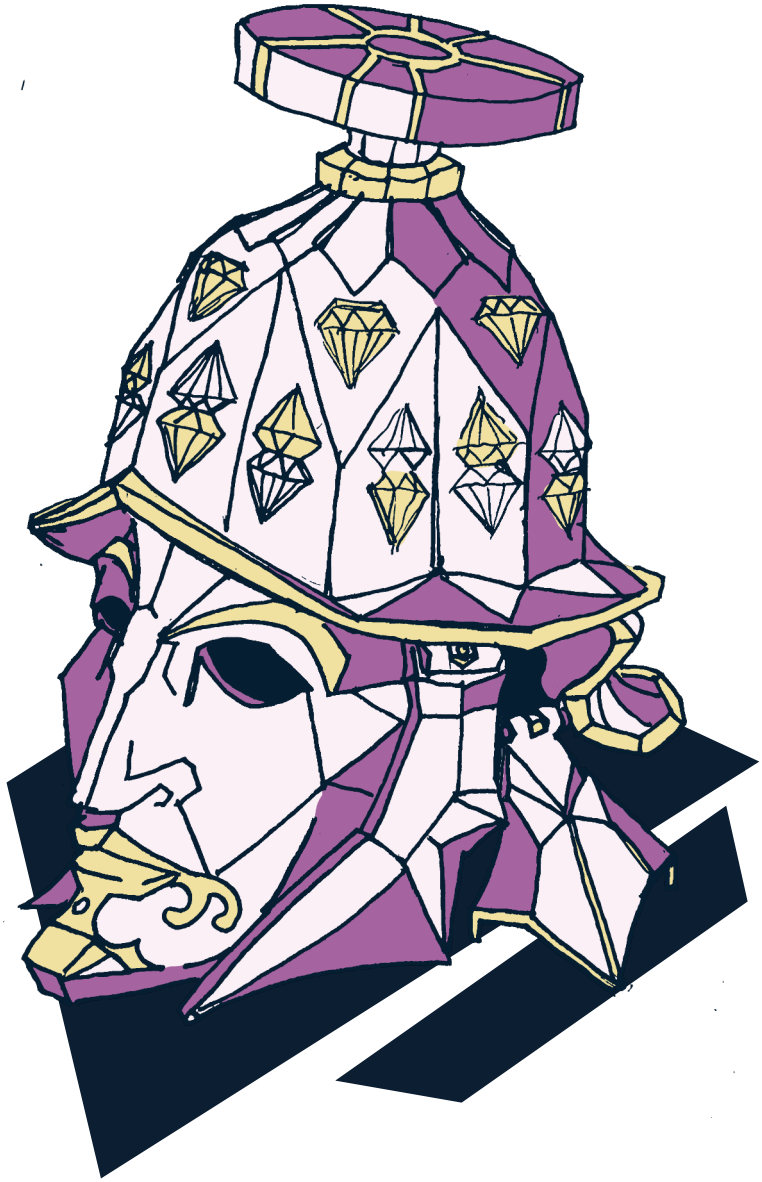
Crystal Executioner's Sword: A broad blade of clear crystal, chisel-tipped, and as long as a man is tall. Its guard is gilded bronze, and its pommel a carved crystal skull. Between the various wards and dwenomers on the blade, the words MORS CERTA HORA INCERTA are inlaid in gilded letters. "Death is Certain, its Hour Uncertain." The strength and sharpness of the sword have both been bolstered by magic. With enough force in the swing it will slice through plate steel without chipping.

The Crystal Executioner's Sword is a magical two-handed sword +2. On a natural 20 attack roll it will behead or bisect any human-sized or smaller target, usually killing them. The ungainliness of the weapon means it requires 15 Strength or greater to wield, and even then attacks made with it suffer a -1 penalty to hit for each point of Strength below 19.

Empyrean Panoply: A half-suit of armor molded from dull gray metal, and engraved with circles in black silver. The armor has an uncanny look about it: all flowing lines, dull colors, discordant decoration, and odd proportions. Built for Empyrean bodies, it can still fit a tall human if the rotted green mesh straps are replaced with fresh leather. The panoply is lightweight, strongly built, and particularly resistant to being pierced. It encumbers as medium armor (chain, brigandine, cuirass, etc.), but protects as heavy armor (AC 18[3]).

Lesser Key: Hand-length, and made of tarnished silver, with a filthy purple tassel at one end. The subtle teeth of the Lesser Key blend with a motif of the King's Mark and geometric flowers sculpted on its barrel. In life it was a symbol of the wazir's office, and the Stylite guards it jealously. Two of the doors in the tomb have locks keyed to it. It also holds 6 charges of a spell which will open any locked, sealed, or magically held portal when the Lesser Key is struck against them. It does not work on locked, stuck, or magically sealed objects which are not portals. Once the 6 charges are used up, the Lesser Key becomes a simple curiosity worth 500 GP.

Mask of Command: A spired helm of gray Empyrean alloy with a gilded mask that flips down to cover the face. Its smiling visage is an Empyrean ideal, though non-Empyreans will find its bony profile off putting. Words spoken through the mask boom with the authority of firm command. The wearer may call out to fleeing allies, who can then reroll their failed saving throw or morale check. If successful, they are compelled to follow any commands given through the mask until the current conflict is resolved.



Red Tome: Hundreds of loose plates pressed from rose gold, and collected in a palm-sized folio. The cover is a rock-crystal lens that magnifies the writing within, allowing the grimoire to be read. The Red Tome's spells are written in the Empyrean wizard's alphabet, but are close enough to the academic traditions of formal magic that they can be decoded after some study, and adapted to the practices of terrestrial wizardry.

1st Level

Crystal Key - Range: Touch, Duration: 6 Turns
A crystalline lattice grows in the hand of the sorcerer, forming itself into a key. The key can open any door with a keyhole, even if that door is warded by magic, or has traps designed to activate when the lock is tampered with. The key has no effect on doors without keyholes. The crystalline structure of the key is fragile, and will crumble into useless chunks after 1 hour, or after the key is used, whichever comes first.

Sand of Slumber - Range: 240',
Duration 1D6 Turns
Conjures a whirlwind of glittering sand in the sorcerer's immediate area. The whirling flecks sting the eyes of foes, bringing on a magical lassitude, and slumber. Up to 2D8 hit dice of foes (of no more than 4HD each) will collapse under the spell's power. Any target that makes a Saving Throw vs. Spells resists falling asleep, but drowsily forgets to act next round. Sleeping victims can be awakened with a pinch, but are defenseless until they wake.

Scintillating Lamps - Range: Sight,
Duration: 1D6 Turns
A dancing array of multicolored lights. They float and dart at the caster's command, and can be shaped into vague forms as the caster wishes. The lights are harmless, and cannot move with enough speed or precision to blind targets. They are also not especially bright, only dimly illuminating a 20' circle.

Illuminating Eye - Range: Self,
Duration: 1D6 Turns
One of the caster's eyes transforms into a prism of fire that projects a beam of light as bright and focused as a lantern (40'). In extremis this could be used to blind a foe, who would need to make a Save vs. Spells or suffer -4 to all their rolls and Armor Class. However, this effect ends as soon as the caster looks away from their target. So long as they wish the effect to last, they must forgo all other action.

Phantasmal Servant - Range: 240',
Duration: 1D6 Turns
Summons an entity of air and light to serve the caster's needs. This immaterial butler can lift, carry, and manipulate up to 10lbs (or 1 significant item). It has no weight or presence beyond a faint sparkle of form that exists in the moment after it accepts commands. It cannot harm or destroy, is incapable of reason or speech, and its fingers of wind cannot engage in fine manipulation like lockpicking.



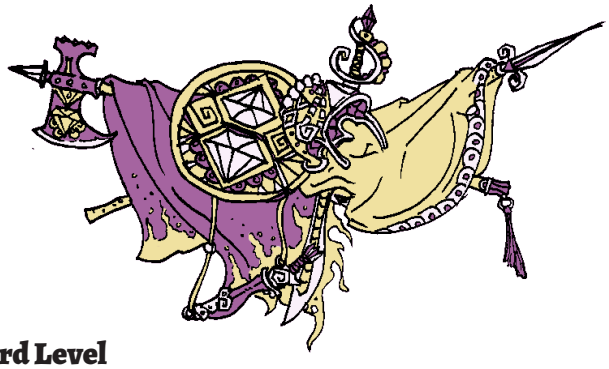
2nd Level

Crystal Weaving - Range: 140',
Duration: 2D6 Turns
The sorcerer weaves a web of crystal strands which block a 10' x 10' area, and trap any creature within. A Save vs. Spells allows targets to avoid the net, but those trapped are held fast. They can only break free with a 6D6 test against strength. If the target is larger than human sized, they only need to pass a 4D6 test to escape.

Hallucinatory Miasma - Range: 1',
Duration: 1 Turn
A 10' radius cloud of sweet-smelling fog pours from the caster's mouth, swirling with sparks of calming color. The smoke brings pleasant visions to everyone but the caster—including allies. All must Save vs. Spells. Those who succeed are able to remember their goals and act, while those who fail become distracted by idyllic daydreams. If they had fewer HD than the caster they are completely paralyzed by a cheerful lassitude. If their HD are equal to or greater than the caster's, then they are still able to act, but suffer a -4 penalty to all rolls.

Mystic Prism - Range: 10', Duration: Special
Conjures a floating pyramid with a 10' square base. Its sides are mirrored, and completely immaterial. The caster and up to four others can step inside the intangible prism, after which it disappears, and the residents find themselves within a similarly-sized pyramid drifting in the timeless Place of Reflection. It is balmy and pleasant within the pyramid. Time passes normally, allowing for rest and rejuvenation, but there are no amenities. The caster can depart anytime they wish, emerging with their guests in exactly the same place where they departed the terrestrial world.

Fractal Presence - Range: 10', Duration: Combat
The wizard appears to split, forming 1D6+1 reflections all of which seem real. The wizard and their simulacra constantly swirl and weave, displacing each other at random. Without magical sight, anyone attempting to target the wizard has a 1-in-6 chance per reflection of targeting a reflection rather than the wizard. Note that if there are 6 or more simulacra, this means accurately targeting the wizard will be impossible. If an attack successfully strikes a reflection, which has the same AC as the caster, it will shatter into tinkling planes of arcane mist.



3rd Level

Anathema - Range: 10',
Duration: Varies (1 Turn to Permanent)
A means of melting away magic wards, disrupting spells, or disenchanting objects created by other casters. Minor effects (those produced by magicians of lower level than the caster) are automatically suppressed for 1 Turn. If the caster wishes to destroy a minor effect, or to temporarily suppress a major magic (one produced by a magician of equal or higher level), they must roll under their level on a 1D10.

Mirror Step - Range: Self,
Duration: 2 Turns/Special
The wizard steps into the Place of Reflections. While in this realm of mirrors, prisms, and crystal, the wizard cannot be affected by any action taken in normal reality. They can step out again on the following round, and may reappear in normal reality anywhere that is in visual range of the spot where they left it. When cast, a wizard can take one 1 of these steps per caster level. Alternatively, they may choose to remain in the other realm for up to 2 Turns.

Crystal Storm - Range: 60',
Duration: 2D6+2 Rounds
Summons a whirlwind of scintillating Tomb Crystal. The gale scourges a 30' x 30' area. All within suffer 1 HP of damage each round, and must Save vs. Spells. Those who fail are blinded (-4 to all rolls), knocked prone (1 round to recover), and suffer a level of Tomb Crystal poisoning.

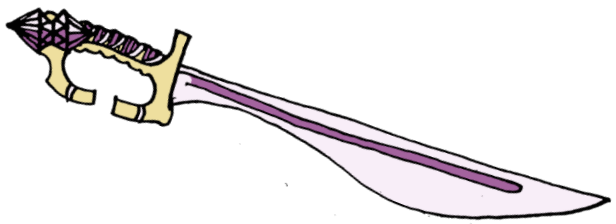
4th Level

Madness of the Prisms - Range: 60',
Duration: 20 Rounds
Up to one target per level of the caster can be afflicted by halos of spinning, humming, glowing, many-colored prisms. The distracting stones whisper unsettling secrets and make unseemly promises. Creatures with 5HD or fewer are completely overwhelmed, and receive no Saving Throw. Creatures with more than 5HD are entitled to a Save vs. Spells, but on a success still suffer a -2 to all their rolls from the distraction of the whirling halo. Creatures without visual senses are immune to this spell.

Those who succumb to the spell must act at the whims of the crystal's violent frenzy. Roll 1D6 each round: **1**-Take no action, listen paralyzed to the prism's whispering. **2**-Attack nearest foe. **3**-Attack nearest ally. **4**-Attack nearest possible target. **5**-Attack self. **6**-May act normally.

Crystal Prison - Range: 10', Duration: Permanent
The target's soul is forced out of their body, and sent to the Place of Reflections: a timeless realm of dreams and prisms; the source of all Empyrean magics. The target's body is transformed into a statue of Tomb Crystal. Damage to the statue injures the victim, and if the statue is destroyed their soul will be lost forever. In this state the caster can communicate with the trapped soul, torment them with horrible visions, or release them to return to their body. The spell can also be used less maliciously as an emergency triage for dying allies. Injuries will be frozen in time while their soul is trapped in the mirror world, allowing time to prepare proper treatment. Unwilling victims of Crystal Prison receive a Save vs. Spells to avoid its effects.

Wall of Crystal - Range: 10', Duration: Permanent
Summons a wall of Tomb Crystal. For each level of the caster, a 10' x 10' x 3' growth springs forth. These may be arranged however the caster desires, but will snap if unsupported for over 30' (such as in an attempt to produce a bridge). Tomb Crystal is enormously resistant to magic, heat, and cold, but brittle and easily shattered by mining tools. Broken Tomb Crystal will infect those nearby with Tomb Crystal Poisoning.



5th Level

Mirror Walk - Range: Special, Duration: 1 Round
The wizard opens a portal which connects any one reflective surface to any other that they have previously seen. Distances are compressed along the Roads of Reflection and Dream which connect the two portals. Travel is swift, but dangerous. These roads were not meant for fragile mortals. The greater the distance traveled, and the more allies the Wizard brings with them, the more difficult it will be to cross the distance safely. Roll a Wisdom check as follows, adding +1 to the roll for each person traveling with the Wizard.:

JOURNEY DIFFICULTY		
1	2D6	Journey is greater than the Local Dungeon or City map.
2	3D6	Journey is greater than the Regional Map.
3	4D6	Journey is greater than a Continent.
4	5D6	Journey is beyond the Terrestrial Sphere.

On success, the travelers emerge from the destination portal mere moments after they set out on their journey. On failure, their journey was harrowing. Each traveler is reduced to 1 HP, and the group must roll a number of times on the table below. Roll the same number of D6 that the Wizard rolled for their Wisdom check:

JOURNEY FAILURE (1D6)	
1	**Horrific Premonitions.** A random traveler permanently loses 1D6 Wisdom.
2	**Sky Shine.** A random traveler is blinded.
3	**Crystal Storms.** All travelers are afflicted by one level of Tomb Crystal Poisoning
4	**Timeless Sojourn.** 6 months passed while the travelers were in the mirror realm.
5	**Refraction.** All treasure and valuables are transformed into worthless Tomb Crystal.
6	**Durance.** A random traveler is lost in the Place of Reflection, but may be recovered.

Lithic Necromancy - Range: Touch, Duration: 1 Day/Permanent
With a 1 Turn ritual for each zombie, the wizard conjures a growth of Tomb Crystal within a corpse, creating a Lith Zombie. The caster can create up to one zombie per level. The creatures created are typical Lith Zombies: shambling, erupting with Tomb Crystal, and hungry for life essence. The spell allows the Wizard to control them until the next sunrise, at which point the zombies are free to hunt and devour any living creatures they encounter.

Lith Zombies (1D6)
AC 8 [11], HD 2 (HP 10), ATT 1 pummel (1D6)*, THACO 20 (-1), MV 30' (10'), SV D12 W13 P14 B15 S16 (2), ML 12
***Crystal Encrusted:** Lith Zombies always act last. Those wounded in combat can become poisoned when Tomb Crystal dust gets into their wounds. After combat, the wounded must make a Con check or suffer a level of Tomb Crystal poisoning. (see **Appendix A**).





6th Level

Phantasmal Hunter - Range: N/A, Duration: Special
An invisible horror is summoned from beyond the fixed stars—notably, not from the Place of Reflections. It is a titanic beast Anathema to the terrestrial world. Such a beast is virtually unknowable: a shimmering haze with claw and fang, big enough to shake the earth with it runs, and eager only to complete its task and return to its natural realm. Our world is torture to a Phantasmal Hunter. It resists being summoned, and loathes its summoner. The spell requires 3 hours to cast and leaves the Wizard completely exhausted because the creature resists being called so fiercely. When the summoning is complete, the Hunter is bound to hunt and kill a single enemy. The Phantasmal Hunter will set off immediately, pursue relentlessly, and launch themselves recklessly at their target. They get to return home regardless of success or death. Using this spell means that if the caster ever finds themselves beyond the globe of fixed stars, they will be torn to pieces by the enraged inhabitants.

Phantasmal Hunter: AC -1 [20]*, HD 10 (HP 80), ATT 3 x claw (1d8) 1 x bite (2d6), THAC0 11 (+8), MV 150' (50'), SV D6 W7 P8 B8 S10 (10), ML 12
***Phantasmal:** The Hunter is intangible and invisible, immune to normal weapon attacks and all missile attacks (unless the attacker can see the invisible).

Sanguine Rod: A length of greyish, nacreous ivory a foot long. It's topped with golden filigree depicting long-finned whales with too many eyes. When touched to a wound, the rod heals it (1D6/2 Healing) by draining life from the next intelligent being it touches (1D6 Damage). Both touches require over a minute of direct contact, meaning the rod is ineffective as a weapon. However, the willingness of the donor is not necessary.

Silvered Khopesh: An oversized hybrid of sword and axe which functions as a two handed sword (1D10). A liquid hydrargyrum core lends the weapon weight, and prayers to Empyrean void gods are inscribed in moonsilver along the blade. The Silvered Khopesh will only break through magical means, and can strike creatures that are immune to mundane weapons.

APPENDIX D
SCARLET TOWN



An expanse of shocking red earth stains the Frontier's Southeastern vastness. It's not the vermilion and orange of laterite, nor the purplish pink of bauxite, but an unnatural and vibrant scarlet from rotten crystal. Atop the sanguinary earth and beneath a cliff of red rock is Scarlet Town. The only settlement on the Crystal Frontier worthy of a name. It is a boom town, a vice town. It's where mule trains stop to buy Occuliths in the spring before the dust storms and killing heat; and again in autumn before the frosts, but after the mudslides. Tents, hovels, and hog pens boil outwards from a scant fifty buildings of rammed red earth. The only civilized structures are the Speculator's Hostel, built of imported wood, and the crystal block edifice of the Allotrope's Tabernacle. The tent city bustles with a mix of gold-hungry Gem Robbers, and the dispossessed who are both their predators, and prey.

A town filled with vileness, its very atmosphere impregnated with the odour of abomination; murder runs riot, drunkenness the rule, gambling a universal pastime, fighting recreation. Powerful Speculators wait in Scarlet town, purchasing Occuliths to trade them to the yearly caravans at obscene profit. They surround themselves with simpering courtiers, and display their wealth by weighing down their entourage with road-worn finery and tomb gold. Wasteland farmers drive their sounders of hogs to the slaughterhouses on the edge of town, and waste what little wealth they earn on low entertainments. Zealots of Allotrope display the grisly crystal growing from beneath their flesh, and preach of accepting the mineral transubstantiation without fear. Everywhere the town swarms with dangerous armed vagabonds hungry for their next score.

The only law in Scarlet Town is the force of bared steel, or the seduction of lustrous gold. In every tent-roofed bar and rickety burlesque, one can find a clumsy murderer offering their services for 5 coins. However, the Gem Robber gangs, powerful syndicates, and the Tabernacle, all dabble in something they call "lawkeeping." The rules they enforce often contradict one another. A flimsy pretext for personal vendettas, rather than an attempt to foster public tranquility.

Power in Scarlet Town is determined by how many enforcers one can call on to manifest one's will and protect one's interests. On any given day there are 10 + 1D6 Thugs for hire in town. If word gets around that someone is on a hiring spree, 1D6 more will arrive each day. Thugs work for 5GP/day if their job is safe (guarding a bar), 10GP/day if it's rough (fighting other thugs), and 100GP/day if they're being hired to attack an established faction.

Scarlet Town Thug:
AC 5 [14], F1 (HP 6), ATT1 (by weapon +1), THACO 19 (+0), MV 90'(30'), SV D12 W13 P14 B15 S16 (F1), ML 8

Brigandine, hand weapon. One or more: flask of rotgut, gambling debts, debts, rotten teeth, wolfshead brand, lotus addiction, secret family, hideous facial scarring, tale of tragic misery.

Thug Names: Above-Snakes, Borton, Cayuse, Daiud, Elegant Blade, Fallus, Greta, Hardluck, Ignatz, Junior, Kate Murder, Langor n' Strife, Mendacious, No Good, Ophelia, Poison, Quint, Robin Pierre, Thunderation, Uggfuck, V, Whiskey, Xena, Yuri, Zapata



BORTON - SELLSWORD

SPECULATORS

Speculators buy and transport Occuliths and tomb treasure to the Imperial port of Aurum Ferro, or more rarely to the Warlock King's capital at the Ford of Horns. The contents of their storehouses are worth tens of thousands of GP, and they guard their wealth with entourages of hired thugs.

The Gem Consortium - 80 Thugs

The biggest buyers of Occulith in Scarlet Town serves the nameless forces of accumulation, sending long trains of Occulith laden mules back across the mountains to unknown buyers.

Leader: Freytag the Heartless (F0). A sinister, gray-suited eminence of unflappable dourness. Has a face like a sack of crabapples, and a glass of brandy at hand. Offers flat, reasonably fair price but is mercilessly devoted to profit without loyalty or rancor. Enemies are hunted by Freytag's cadre of five **Ibian Assassins** - huge silent eunuchs who specialize in strangulation.

Desires: Money, the more the better. A precious, precocious child to teach and mold.

Fears: Disruption of trade. Messes.

Freytag the Heartless
AC 9 [10], F0 (INT: 16) (HP 2), ATT 1 x (by weapon), THACO 20 (-1), MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), ML 4

Pearl handled silver pen knife (1D2) (100 GP)

Silent Assassin (5)
AC 3 [16], F3 (STR: 18) (HP 21), AC 18[3], ATT 2 x Punch (1d6) or Grapple*, THACO 16 (+3) MV 30', SV D12 W13 P14 B15 S16 (F3), ML 10

***Strangler:** Grapple any one target they strike and inflict 1D6 at the start of each round to grappled target. Target can break free by spending an action to roll 4D6 under their Strength.

Gem-studded, blue-black decarbunized steel lamellar armor (AC 3 [16]) (1,000 GP)

Jolly Diamond - 60 Thugs

Buying Occulith for the Warlock King and his court, **Jolly Diamond** is both a businessman and a political operative. Part ambassador and merchant adventurer, his good graces are the best way to gain passage into the Bull Kingdom, and his death risks Scarlet Town's invasion by the Warlock King's legions. Diamond and his band are less gold hungry than most in Scarlet Town and while they happily make a profit dealing in Occuliths, their schemes are deeper - a slow plot to bring Scarlet Town under the Bull Kingdom's protection without invasion and the trade disruption it would require.

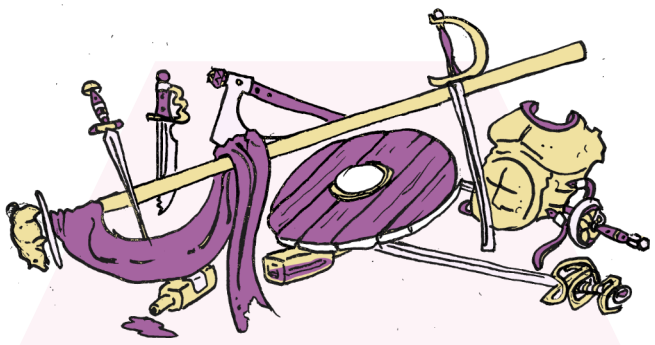
Leader: Jolly Diamond (F4). A middle-aged man whose foppish outfit stretches across a muscled frame and round gut. **Jolly's** scarred visage and diamond-studded smile (worth 3,000GP) are well known in the gambling and burlesque houses. He claims to be everyone's friend, but is a sore loser, grudge-holder, poisoner, and cheat. His foolish schemes are held back only by a demon mark on his chest, which forces him to do his duty as the local emissary of the Bull Kingdom's Warlock King.

Desires: Control of Scarlet Town. Peace, prosperity, revenge, and debauch.

Fears: Mockery, shame, being devoured by the demon trapped under his skin.

Jolly Diamond
AC 2 [17], F4 (STR: 15) (HP 28), ATT 1 x (by weapon+1), THACO 16 (+3), MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 8

Full Plate Armor (AC 2 [17]) embossed with golden demons and bulls (2,500 GP), rapier (1D8)





Green Hills Investing Syndicate - 40 Thugs

The face of an emerging network of ruthless peculation that has supplanted most functions of government in the Imperial Province of Green Hive. Cultishly avaricious, supremely wealthy, sadistic, and utterly mercenary; a bloated carrion bird gorging on the rotting Empire and sating its desires with mercenary armies, cadres of assassins, murderous magical sendings and economic warfare. It's thuggish fighters may wear scuffed Imperial garrison siryons, but they are not soldiers, only Scarlet Town thugs, even more mercenary and sadistic than those that work for most factions.

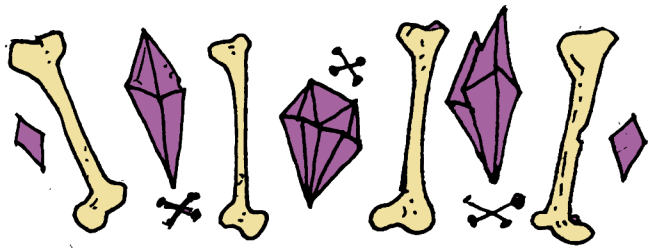
Leader: Tzaousios Fierce (F4). A disgraced cavalry officer, and a rakish, ringletted, martinet. Tzaousios is terrified. The Crystal Frontier is no place for an unimaginative training officer, and her Syndicate bosses won't tolerate economic failure. She carries a book of military strategy with her, flipping through it constantly but never seeming to find what she's looking for. The best she can do is to sagely intone maxims like "appear strong where you are weak," and "when in doubt, strike the enemy with your greatest strength." **Tzaousios** is willing to engage in any dastardly act of murder and robbery she thinks she can get away with in order to satisfy her Syndicate masters, and squirrel away enough money to escape them.

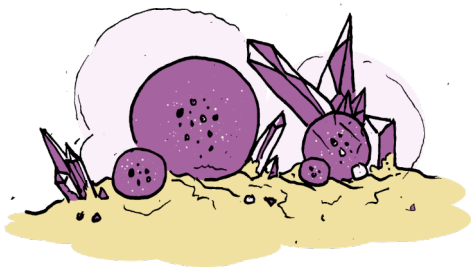
Desires: 5,000 GP earnings every month,. A new identity, and passage to the Provence Maratime.

Fears: The Syndicate bosses back in Green Hive.

Tzaousios Fierce
AC 2 [17], F4 (HP 24), ATT 1 x (by weapon), THACO 17 (+2), MV 60' (20'), SV D8 W9 P10 B11 S12 (F4), ML 10

Warded Heirloom Mirror Armor (AC 2[17]) [+2 to saves], Great Axe (1D10)





GEM ROBBERS



There are numerous bands of small-time explorers, adventurers, and tomb plunderers that use Scarlet Town as a home base. Most of these claim 3 - 8 members, and very little influence. Only the three largest Gem Robber gangs have enough clout to be considered respectable members of society.

Adipose Mab - 12 Thugs

Mab and her robbers fill an interesting niche in Scarlet Town, she's a scholar and chirurgeon, not a fighter or explorer, and most of her considerable success comes from the ability and willingness to read maps and Empyrean writings. It's a skill that even other Gem Robbers will pay **Mab** to undertake.

Leader: Adipose Mab is a scholar. She gets along with everyone, she helps people out, she's open-handed with her knowledge of the Frontier. A kind and giving person, in a crusty sort of way—until she isn't. Then she calls in favors. She's the first one to note that her skills as a chirurgeon can be put to unsavory and painful purposes. **Mab's** organization is small: her Gem Cutter, bodyguards, and whatever recent arrivals she's keeping around to take advantage of. Like her, they tend to be reasonable, even humane considering the way business is normally done on the Frontier. That doesn't mean they aren't greedy, however, and their loyalty to anyone outside themselves is minimal.

Desires: Money.

Fears: Dying in a hole, The Warlock King

See "**The Scholar"** Above for Statistics.

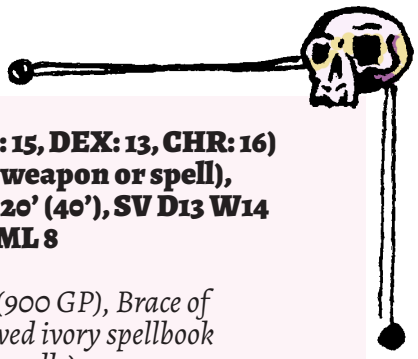
Big Tunny and the Dead Heart Boys - 8 Thugs

Toughs of a piratical manner, Bug Tunny's gang of ex-sailors isn't malicious exactly, but they do insist on being known as Scarlet Town's premier brawlers. On a spree they're open handed, but violent and bullying in their demands for respect. They aren't the best at finding tombs or cutting crystal, but they're masterful dungeoneers, and skilled fighters. Tunny has a core of six veteran Gem Robbers, in addition to his gang of lesser followers.

Leader: Big Tunny is a normal-sized, middle-aged man from the Kingdoms of the Pyre Sea. Though the only thing that marks him as anything other than a dust-bitten Gem Robber is the ring he wears, made from spiraling purple coral. It is a sign of his devotion to the Great Leviathan. Tunny is serious about his work, and his Dead Hearts (they aren't all boys, but all answer to the name) are hard-eyed killers.

Desires: Fame and power

Fears: His estranged family and God.



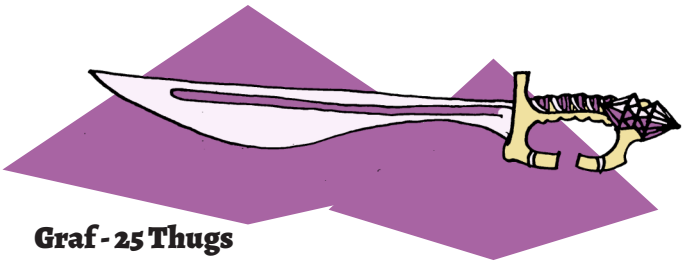
Big Tunny
AC 8 [11], Mu 3 (INT: 15, DEX: 13, CHR: 16) (HP 10), ATT 1 x (by weapon or spell), THACO 19 (0), MV 120' (40'), SV D13 W14 P13 B16 S15 (MU 3), ML 8

Gold and pearl wand (900 GP), Brace of daggers (4) (1D4), carved ivory spellbook (Contains memorized spells)

Memorized Spells: Sleep, Light, Knock

Veteran Gemrobber (6)
AC 4 [15], F2 (STR: 15) (HP 12), ATT 1 x (by weapon +1), THACO 18 (+1) MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 10

Brigandine (AC 5 [14]), shield, longsword/ beaked axe/war hammer) (1d8), crossbow (1D6), case of 30 bolts.



Graf - 25 Thugs

The biggest gang of Gem Robbers in Scarlet Town, **Graf's** gang only rarely raids tombs of late, becoming more of a civic organization that shakes down independent businesses with protection offers and only rides out when promised a big score.

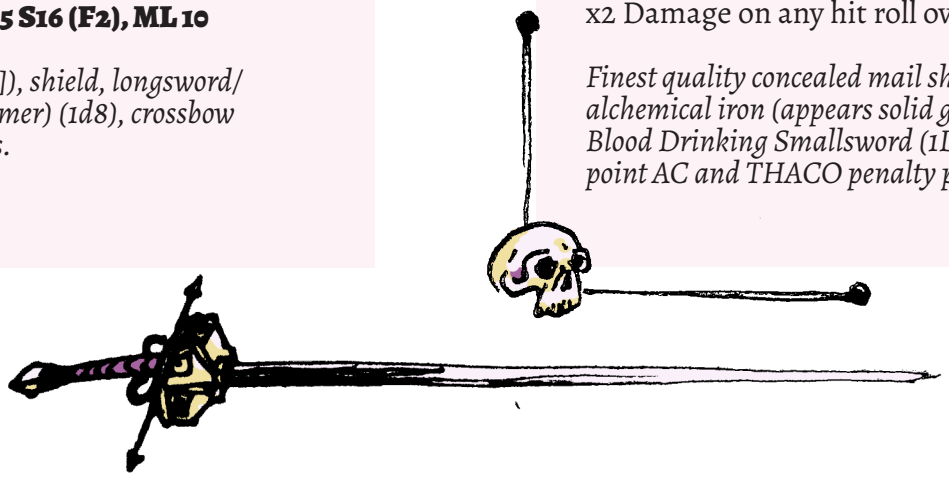
Leader: Graf is old and rich. He is one of the first to have started plundering the tombs, and is the only one of his generation still at it. **Graf's** languid, world-weary demeanor is that of a hated grandfather. He speaks in folksy aphorisms: "Pigs'll eat anything," "Yer yearnings are getting in the way of yer earnings," and "Don't take much to guide my hand." They're almost always threats, but spoken in a tone of kindly advice. A tone that never falters, even when **Graf** is perforating his audience's liver with his jeweled smallsword. **Graf's** organization is rightly terrified of him. These days **Graf** never delves the tombs himself, instead drinking and polishing his reputation as Scarlet Town's best and most frequent duelist.

Desires: To see fear and pain in the eyes of his victims.

Fears: Nothing

Graf
AC 4 [15], F6 (STR: 16, CON: 15, DEX: 13, CHR: 15) (HP 40), THACO 15 (+4) ATT 2 X (by weapon +2)*, MV 120 (40'), SV D10 W11 P12 B13 S14 (F6), ML 11
***Rake:** Graf is a murderous duelist, and in combat with one opponent he will inflict x2 Damage on any hit roll over 15.

Finest quality concealed mail shirt of alchemical iron (appears solid gold) (AC 5 [14]), Blood Drinking Smallsword (1D8 - inflicts 1 point AC and THACO penalty per hit), Dagger.



PHILANTHROPISTS

Greed and vice may be the primary concerns of Scarlet Town, but its residents are not without a shred of fellow feeling, an inkling of the advantages of mutual defense, and some fondness for a kind of civic order. These are secondary and tertiary concerns. On the whole, the locals are disorganized, and will respond slowly even to serious threats.

The Allotrope Tabernacle - 100 fanatics

The cult believes the magical pollution of Tomb Crystal is a path towards enlightenment. They are dour, civic-minded types who elevate suffering to an act of worship. The Allotropes have no need for underhanded cult tactics, because Lith Poisoning spreads virulently enough on its own. A new Allotrope comes to the fold nearly every time someone suffers from Lith Poisoning. If attacked, or if Scarlet Town is threatened, the Allotropes will rally to the defense with startling ferocity, and near-immunity to pain.

Leader: Sister Pellucid (as Fanatic) is the current Hierophant of the Tabernacle—a job anyone holds for very long. One day soon she will succumb to the final sacrament of her Lith Poisoning. Then she will be restrained in the chambers beneath the tabernacle with all the other uncontrollable lith wights. Until then, Pellucid leads from behind a face almost entirely transmuted into blue Tomb Crystal. She has no magic or special powers from any deity, only a placid charisma and absolute faith in her doctrine of endurance and suffering.

Desires: Spread the holy word. Solace sufferers through the lithic apotheosis.

Fears: The greed and bigotry of humanity. Invasion.

Cult Fanatic: AC 8 [11], F0 (HP 10), ATT 1 X (by weapon), THACO 18 (+1)*, MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), ML 12

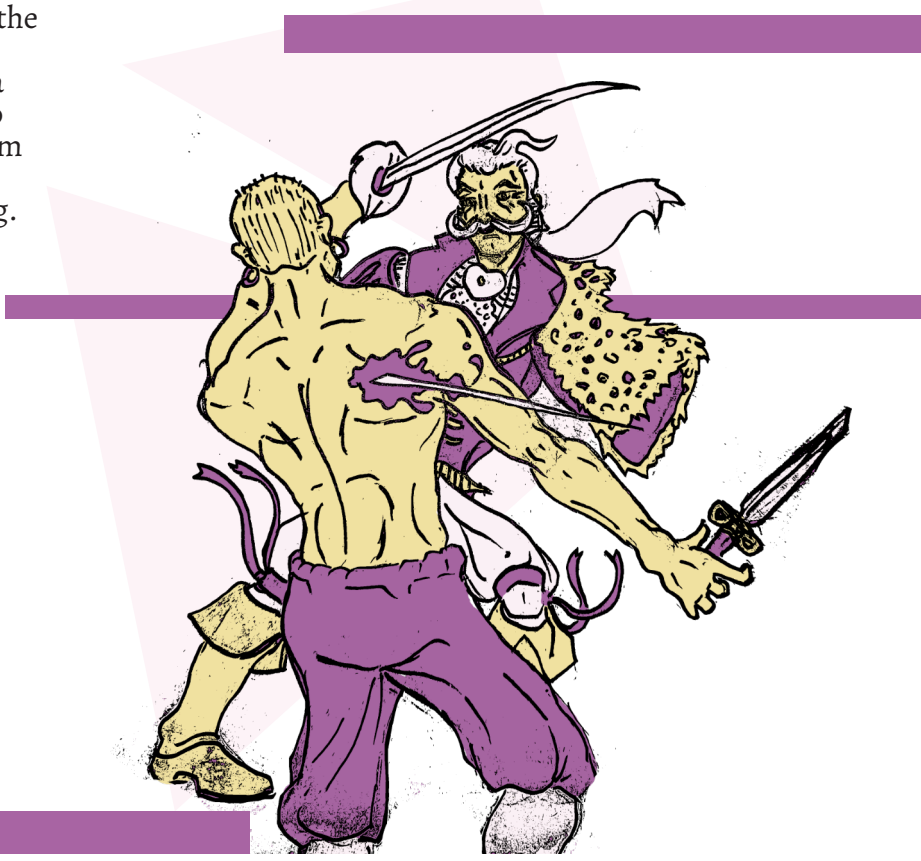
***Fervor:** Cult fanatics attack wildly with abandon and are largely immune to pain, these traits are reflected in their stats.

League of Saloonkeepers and Madams for the Common Defense - 150 Thugs

Desires: Smooth business operations, increased trade and wealth.

Fears: The Warlock King, The Syndicates, The Empire — Invasion, famine, or loss of business

Leaders: Jem Blackstrap (as Thug) runs the membership, but everything is decided by raucous, slow, and occasionally violent committee. Every tent bar built from two barrels and a plank has a couple bruisers on staff. Barfighters, bouncers, pimps, and cold-eyed saloon dancers make up Scarlet Town's militia. They arm themselves with the variety of killing tools that keep them safe in their trades. It's a disorganized mob held together by ad hoc leadership. Flimsy handwritten membership cards are available for 10 GP of dues paid to Jem Blackstrap (owner of the Syndicator's Hostel), and serve as Scarlet Town's unofficial citizenship papers. The League won't mobilize unless there's a clear threat to the community as a whole: bandit raids, Empyrean incursions, Manticore swarm, or gang of arsonist Gem Robbers on a spree. If the League is roused to action its sense of justice is draconian, its methods unsophisticated, and its fairness non-existent.



SCARLET TOWN INTRIGUES (2D10)

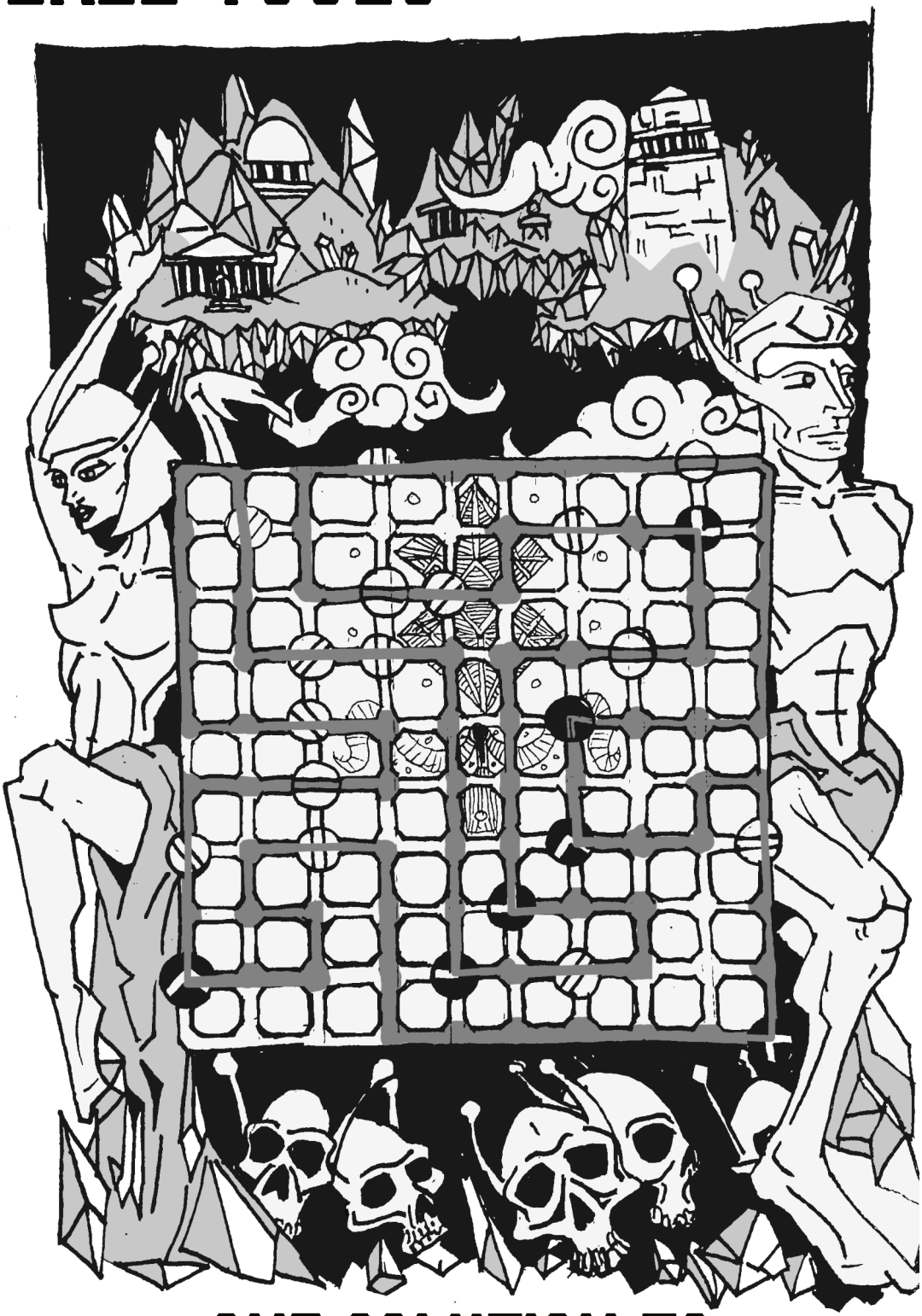
2	Skeeter Loge, a drunken old gem cutter, was stabbed and tossed on the dung heap yesterday. Rumor has it he had just found a huge occulith, and was trying to cut a deal with the Green Hive Syndicate. No gems were found on his corpse.
3	A sad band of child crusaders is down from the mountains to reclaim the Bull Kingdom for the Empire. They're thirty doomed children carrying a costly gold reliquary and the shriveled relic of some Imperial Saint, already attracting covetous glances.
4	There's a big, one-eyed Growlyhoot penned in the basement of the Speculator's Hostel. You can pay to fight it with a knife for a 5,000 GP prize. Mostly though, it's used to dispose of people who annoy the Syndicates, but you can bet on those fights too.
5	A man came into town yesterday wearing a big iron blade at his hip. He's a bounty killer out of the Pine Hells, and here's here to do some business. He absolutely stinks of shadow sorcery and death. No one knows who he's after, and he won't say his name.
6	Rot-Root the lotus dealer is out of stock. He's waiting on a huge shipment from Aurum Ferro any day now. The addicts are restless. The market is poised to be upturned by a cunning entrepreneur, or a skilled hijacker.
7	Dust storms blow heavy off the waste, caking everything in red dirt. Failure to hunker down during the next week will result in a level of Tomb Crystal poisoning.
8	Jolly is in a bad mood, having gambled so unwisely last night that he walked home naked from Rochelle's Vestry of Vice. Rochelle is concerned about the big man's inevitable revenge. Should she hire more protection, or find some way to mollify the Speculator?
9	The stars dropped last night. A shower of blazing light and booming explosions. Today every Gem Robber gang in town is saddling up in a frenzy to claim the new crater sites.
10	Someone is raiding and burning across the Frontier. Yesterday, a band of hog farmers stumbled into town dragging their wounded with them. Their homestead has been ravaged by riders in red and black panoply.
11	Old Graf's called some poor fool out to duel again. It's not yet clear who, but the challenge is set for tomorrow night. Graf has never lost, so the gamblers' odds are 30 to 1. Unless you're betting or want to watch someone slowly filleted by a withered old murderer, it's best to steer clear.
12	The big hog drive has come in from the plains! They're murderous, red-eyed things almost the size of a horse. Meat will be cheap for awhile as the slaughterhouses fill the air with the stink of blood. It's a time for settling scores and feeding vendettas, usually to the hogs.
13	A sawt of manticores has been circling near Scarlet Town. The cruel brutes will start snatching and devouring the unwary soon enough. If they find too much success they might even attack the town.

SCARLET TOWN INTRIGUES CONTINUED (2D18)

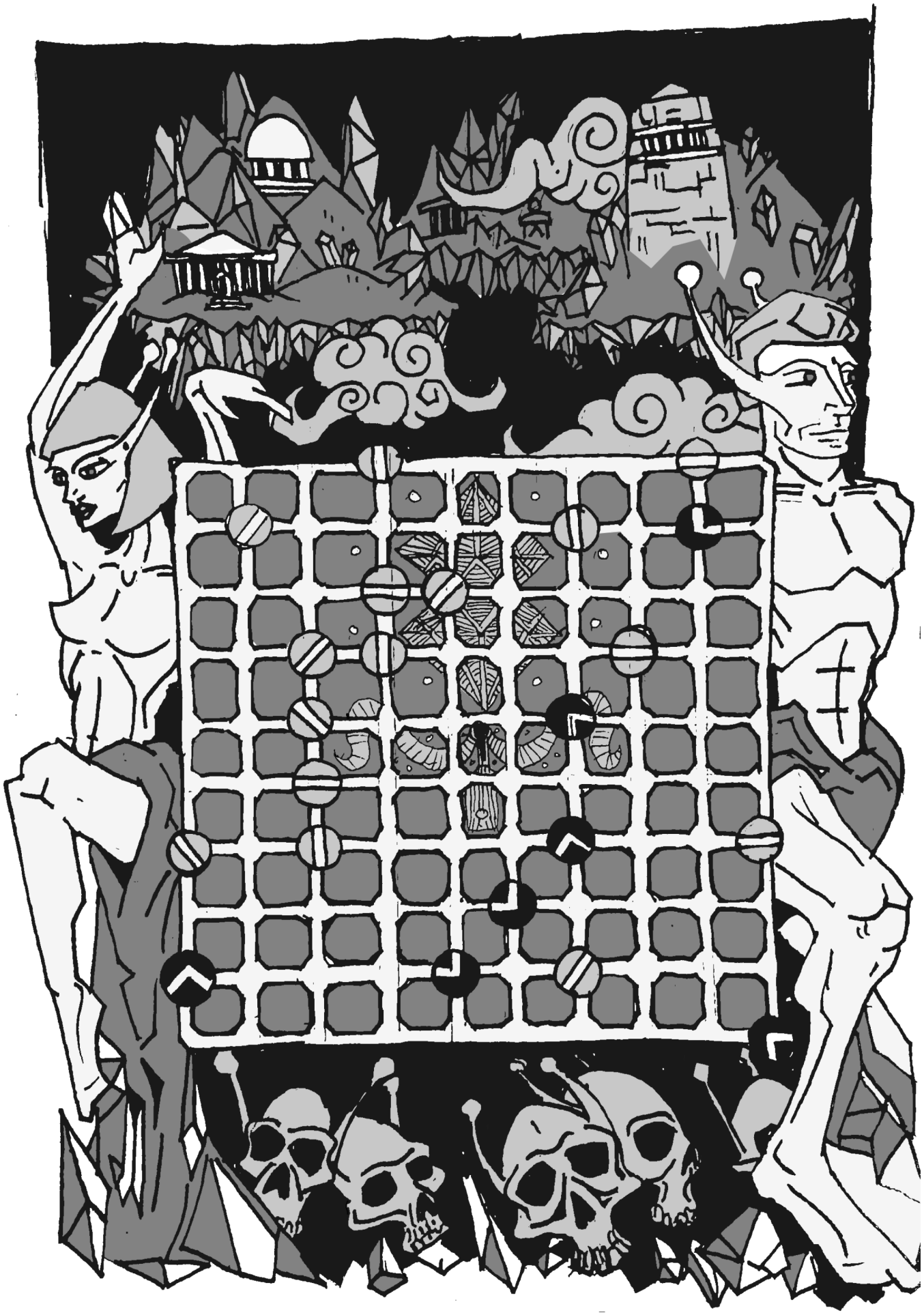
14	The festival of the Golden Emperor is coming up, and the town is abuzz with good cheer. It's an Imperial Holiday, but popular all the same as it is devoted to wealth and sharp business. The festival promises to be a hootenanny this year. In addition to the parade and bacchanal, the Saloonkeepers claim to have hidden 500 GP in money and drink chits around town to encourage lucky treasure hunting.
15	Jem Blackstrap of the Speculator's Hostel is frantic about a missing shipment of off-season candied, pickled, jellied, and dried delicacies. Suspiciously, the quality of Asher's Special at his Stewmeat Pavilion has dramatically increased.
16	The Green Hills Syndicate is calling in loans, obligations, and indentures. Businesses are closing as they attempt to sell cheap, and several respectable townsfolk have reportedly fled into the wilderness. Tzaousios Fierce isn't happy about the situation, but she needs an extra 3,000 GP by next week to meet her benchmarks.
17	The Allotropes are more sinister than they look. The cellar of their temple is full of the lith-cursed monstrosities they make from people—and the occuliths they grow from their bodies.
18	A gaunt warlock calling himself Rackav Thornclaw has just arrived in town. He's passing around badly etched cartes de visite that say he's available for "consultation on matters numinous"—offering to sell spells.
19	A tent bar owner by the name of Handsome Nell claims her bar plank was stolen by Xipos, chandler of "Xipos' Adequate Supply." Business is ruined until she can find another plank. Nell, her regulars, and her bouncer have pledged to recover the bar, and burn Xipos' tent.
20	Murder! Not the usual bar stabbing or revenge strangling but a string of grisly killings that have all the marks of ritualistic killings. The Allotropes are offering 500GP to find the killer, though gossip hints they're trying to hide their guilt..

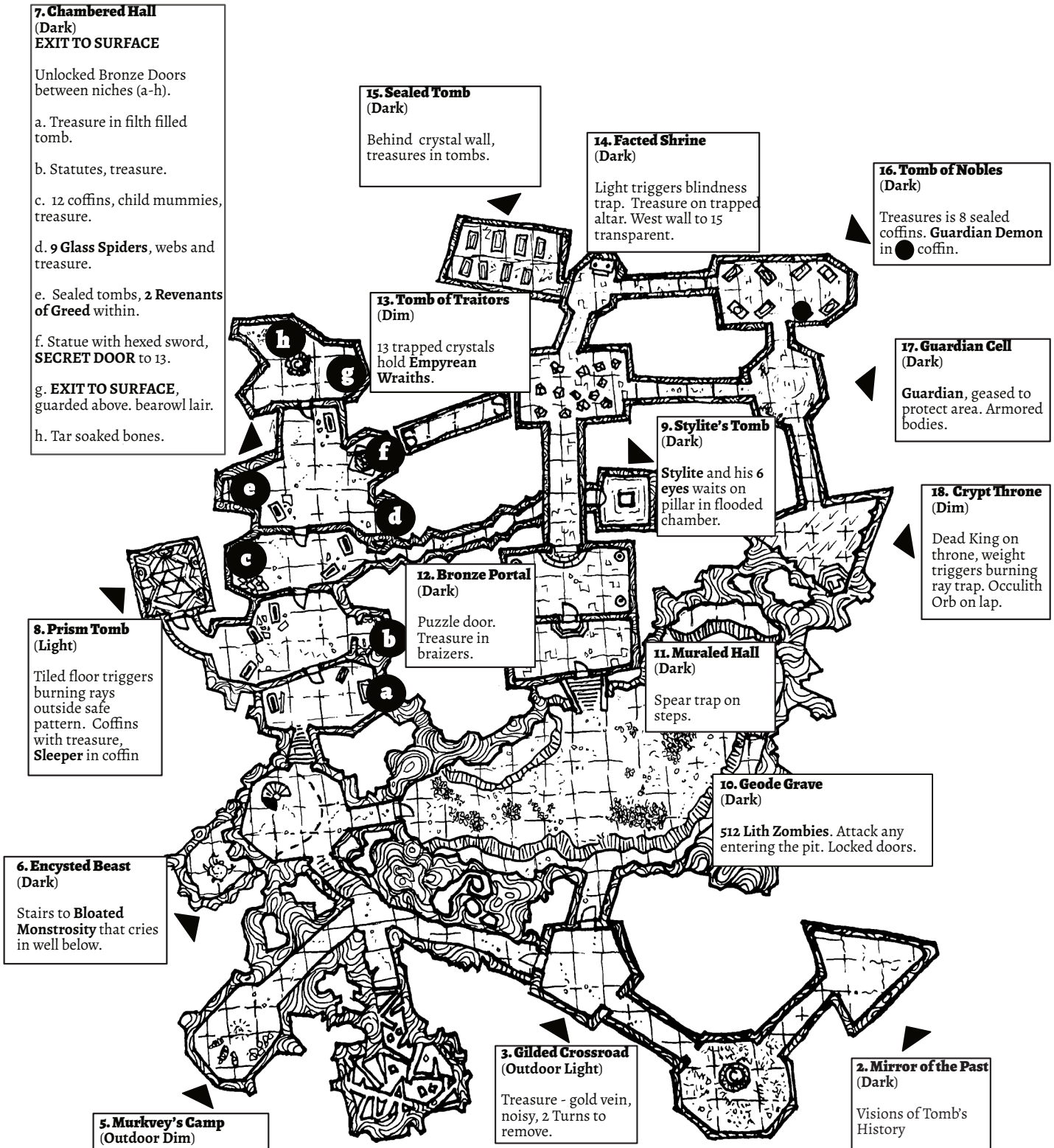


APPENDIX E
REFEREE TOOLS

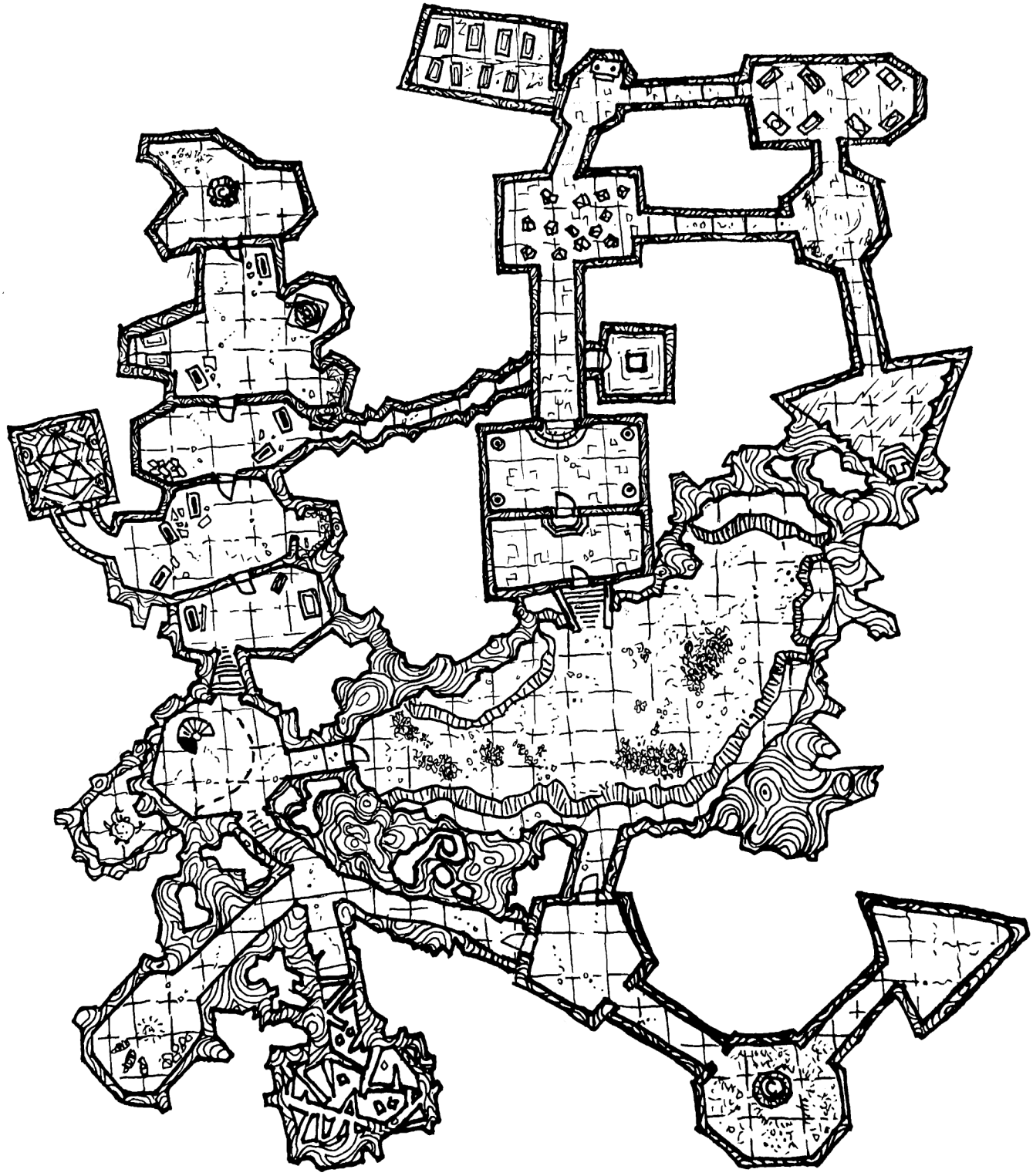


ONE SOLUTION TO DOOR PUZZLE



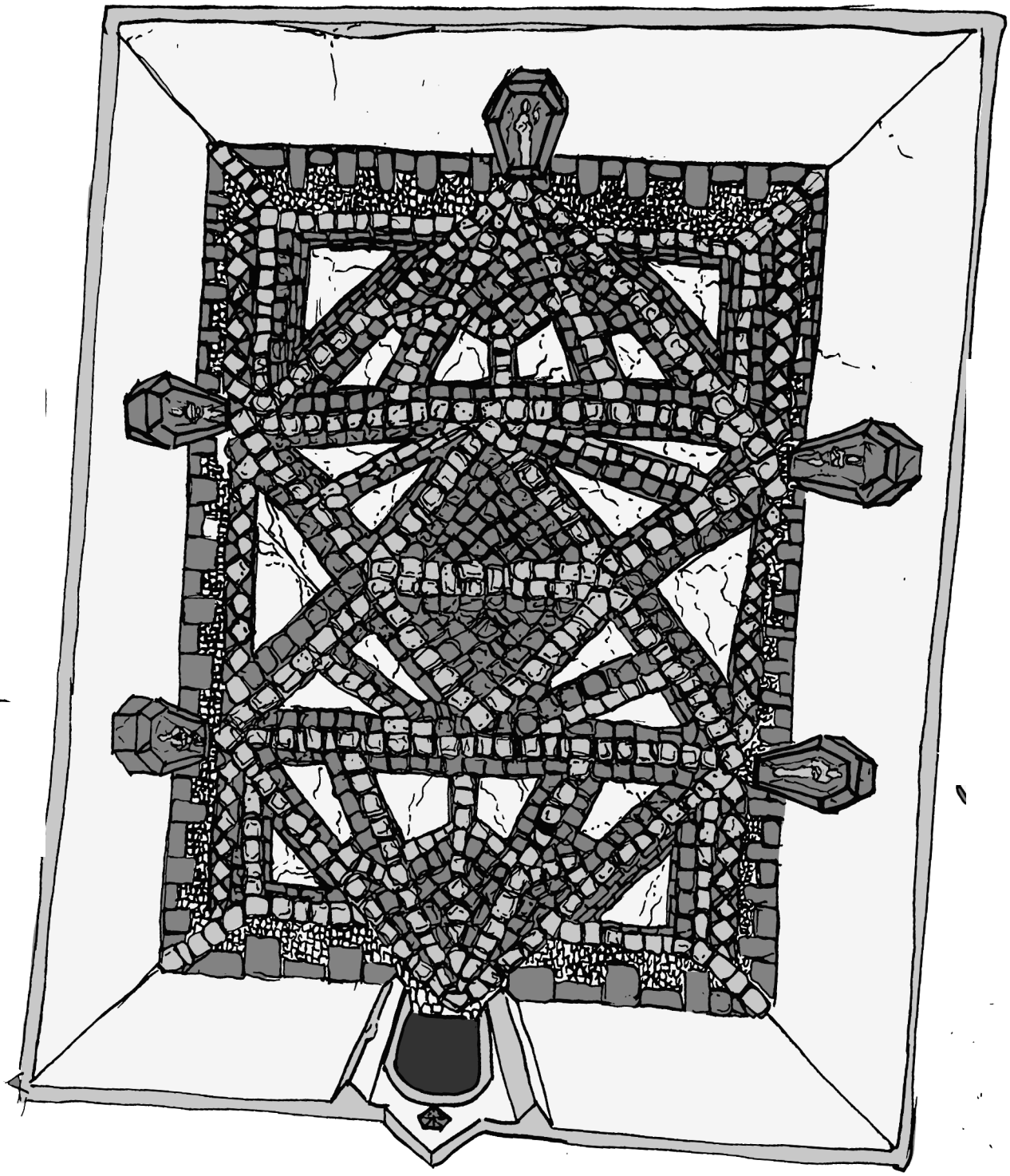

7. Chambered Hall
(Dark)
EXIT TO SURFACE
Unlocked Bronze Doors between niches (a-h).
a. Treasure in filth filled tomb.
b. Statutes, treasure.
c. 12 coffins, child mummies, treasure.
d. 9 Glass Spiders, webs and treasure.
e. Sealed tombs, 2 Revenants of Greed within.
f. Statue with hexed sword, SECRET DOOR to 13.
g. EXIT TO SURFACE, guarded above. bearowl lair.
h. Tar soaked bones.
15. Sealed Tomb
(Dark)
Behind crystal wall, treasures in tombs.
14. Facted Shrine
(Dark)
Light triggers blindness trap. Treasure on trapped altar. West wall to 15 transparent.
16. Tomb of Nobles
(Dark)
Treasures is 8 sealed coffins. Guardian Demon in coffin.
13. Tomb of Traitors
(Dim)
13 trapped crystals hold Empyrean Wraiths.
17. Guardian Cell
(Dark)
Guardian, geased to protect area. Armored bodies.
9. Stylite's Tomb
(Dark)
Stylite and his 6 eyes waits on pillar in flooded chamber.
18. Crypt Throne
(Dim)
Dead King on throne, weight triggers burning ray trap. Occulith Orb on lap.
12. Bronze Portal
(Dark)
Puzzle door. Treasure in braizers.
8. Prism Tomb
(Light)
Tiled floor triggers burning rays outside safe pattern. Coffins with treasure, Sleeper in coffin
11. Muraled Hall
(Dark)
Spear trap on steps.
10. Geode Grave
(Dark)
512 Lith Zombies. Attack any entering the pit. Locked doors.
6. Encysted Beast
(Dark)
Stairs to Bloated Monstrosity that cries in well below.
3. Gilded Crossroad
(Outdoor Light)
Treasure - gold vein, noisy, 2 Turns to remove.
2. Mirror of the Past
(Dark)
Visions of Tomb's History
5. Murkvey's Camp
(Outdoor Dim)
2 Lith Zombies and 1 Lith Wight (Murkvey) in shrouds. Supplies & treasure in saddlebags.
4. Singing Crystals
(Dark)
Bodies in center of crystal web with armor. Touching crystals triggers sonic trap.
1. Surface Shaft
(Outdoor Light)
EXIT TO SURFACE
Tiny crystals. Crystal poisoning if crushed.
h
g
f
e
d
c
b
a

REFEREE MAP



PLAYER MAP

PRISM TOMB FLOOR



EXPEDITION TRACKING SHEET

MARCHING ORDER

PARTY MOVEMENT RATE PER TURN:

	Name	AC	MV	Conditions /Maladies	Light
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

TREASURE RECOVERED

	DESCRIPTION	VALUE	
1			GP
2			GP
3			GP
4			GP
5			GP
6			GP
7			GP
8			GP
9			GP
10			GP
11			GP
12			GP
13			GP
	Total Value		

TURN TRACKER

Roll 1D6 Each Turn (on a 1, Random Encounter, on a 2 an Omen)
& Check a box: ■Turn Passes ▲Torch Burns ⬢Lantern Burns

Turn:

□ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ ⬡
□ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ ⬡
□ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ ⬡ ½ Day
□ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ ⬡
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□ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ △ □ □ □ □ □ ⬡ 1 Day

FACTION REPUTATIONS

Roll 2D6 (2- Attack, 3-5 - Hostile, 6-8 Neutral, 9-11 Indifferent, 12 - Helpful)

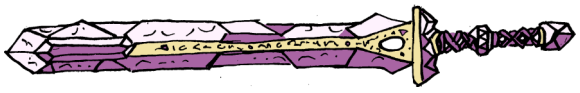
	Allied (Friendly)	Positive (+2)	Neutral	Wary (-2)	Hostile (-4)	Hatred (Attack)
Mab	**Start**					
Murkvey			**Start**			
Stylite			**Start**			
Sleeper		**Start**				
Guardian						**Geas**

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- Gus L. - June 2021 -



PHANTASMAGORICAL WESTERN FANTASY

"This is the dead land

This is cactus land

Here the stone images

Are raised, here they receive

The supplication of a dead man's hand

Under the twinkle of a fading star."

—T.S. Elliot, The Hollow Men

Roaring across the night, falling sky palaces crater the broken land in the shadow of the Maiden Tomb mountains. Cracked and shattered on the prickly pear plain, fragments from beyond the fixed stars leach magical esters through the tormented earth, corrupting life and spreading crystalline contagion. Yet the ruined edifices of vibrant crystal hold wealth and power to lure foolish and desperate fortune seekers to test fate on the the Crystal Frontier.

An introductory dungeon crawl adventure playable with Old School Essentials.

