

THROUGH ULTAN'S DOOR

ISSUE NO. 2



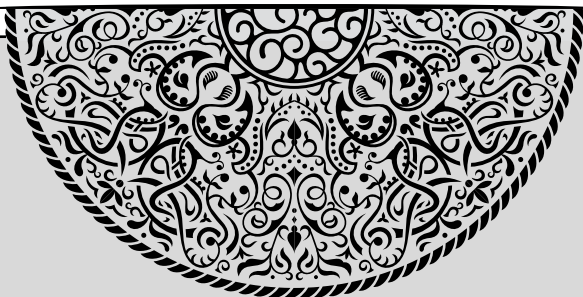


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THE SHADES OF ZYAN



The shambling cadaver, rotten-toothed ghoul, and stiff-armed mummy are unknown in Wishery. The living dead are shades, those unwilling or unable to enter through the awesome gates of Ushanpoor, City of Brass Sepulchres. The living will never know the city of the dead's geography—endless clustered sepulchres, stacked like empty baskets atop incense filled arcades, rich with pungent cherry blossoms, and black mirrored pools.

Shades wander in the hinterlands that lie between the lands of the living and the gates of Ushanpoor, in leafless forests and moors under the terrible light of the Necromantic Moon. They are tethered to some place in the land of the living by contract, curse, traumatic memory or unfulfilled longing. They manifest in the world of the living suddenly, called forth from the hinterlands, appearing in solid form. Some look as they were in life, with the same swagger or roguish demeanor, wearing their customary garb and displaying the same proclivities. Others appear in terrible and twisted form, blasphemous parodies or hate twisted reflections of their former selves.

But shades never remain in the land of the living long, always called back to the hinterlands by the Necromantic Moon. The silver violet light of this whispering moon produces a melancholy appetite, a desperate fuse burning ever towards a yawning, aching hunger. Lingering among the living, shades become increasingly distracted, twitching, glancing over their shoulder to the moonlit vistas of the dead calling them, until they can bear it no longer and, suddenly, they vanish.

Slaying a shade in the world of the living, or turning it by divine force, banishes it to the hinterlands for one day, after which it may appear again, whole and unharmed. Shades are permanently dispatched only when they enter at last the gates of Ushanpoor. This often requires fulfilling the terms of antique contracts, the dispelling of curses, or the undoing of tragedies.





HOUSE RULES FOR SLUMBERLAND



House Rule 1: A Shifting Cast

Dreams brim with absurd transitions that seem natural. One moment I'm walking with my childhood friend on the beach then my two aunts are handing me a parasol, and I'm grateful to the point of tears. The cast of our dreams are always shifting. The following rule uses this fact to make lemonade from the lemons of missed sessions, inopportune crying babies, or the sudden loss of the internet.

For any session that takes place in the dreamlands, if you're at the table (physical or virtual), then your character is present in the game. If you're not at the table, your character is not present. If you show up late, then your character is suddenly alongside their comrades. If you have to leave early, your character disappears. It is a strict condition of the rule that it never be used strategically by a player; this counts as outright cheating, like lying about a die roll.

This rule makes introducing new players into the game simple as narrating a dream. "Then I found myself with a group, like old comrades. We walked into moonlit caverns. They told me we were looking for a belt spun from stars." How else could it be in Wishery?

House Rule 2: "I have dreamt of this place before."

As the characters are drawn into Wishery, their dreams grow redolent with Zyan, and eventually they recognize small fragments of these half-forgotten dreams in their travels. Whether these are visions, prophetic glimpses of this foreign dreamscape, or whether the fancy of the dreamers somehow calls into being that of which they dream, who can say?

When a character reaches third level from adventuring in the dreamlands, and every three levels after, roll 1d6 on the following table.

1. "I have dreamt of a place of peril and reward"

The player writes a capsule summary of a perilous dreamlands location that holds a reward, and the DM places it on the map. If the players visit this location, the dreamer receives 300 XP per level.

Example: “I dreamt of the grove of trees whose nuts are the seeds from which mountains grow. In some there were diamonds, but the grove was guarded by the spirit of earthquakes.”

2. *“I have dreamt of a place of wonder”*

The player writes a capsule summary of a dreamlands location of wonder, a fabulous sight to see, and the DM places it on the map. Should the players visit this location, the dreamer receives 700 XP per level and everyone else in the party gains 1000 XP. Example: “I dreamt of the monastery of forgotten gods, whose choir sings the lamentation for forgotten faiths, most melancholy of songs in the dreamlands.”

3. *“I have dreamt of a terrible creature”*

The player writes a capsule summary of a terrible dreamlands creature and the DM places this beast’s lair on the map. Should the players slay, capture, or best this beast, the dreamer receives 800 XP per level and everyone else in the party gains 1,200 XP. Example: “I dreamt of the dread Inverted Lion, a beast of darkness that casts a colored shadow like a silvered lion with a golden mane.”

4. *“I have dreamt of a marvelous artifact”*

The player writes a capsule summary of a strange artifact of marvelous qualities—desirable enough to serve as its own reward. The DM places this artifact somewhere on the map. Example: “I dreamt of the Oyster Comb that makes fresh combed tresses like the froth of the waves and gives one power over the creatures of the depths.”

5. *“I have dreamt of a strange group”*

The player writes a capsule summary of a dreamlands group or faction, including one of its goals or desires. The DM places this faction somewhere on the map. Should the players ally with, engage, oppose, or work for this faction, then the dreamer receives 600 XP per level and the other players gain 900 XP. Example: “I dreamt of the Cataloguers of Disease, who seek to map all pathology. They are opposed to healers and lust after diseased specimens, the rarer the disease the better.”

6. *“I have dreamt of this place before”*

The character has dreamed of some location in Wishery. The player may draw on this dream during any adventure, declaring that their character has dreamt of this place before. The DM must then reveal one secret about the location. The DM should not be stingy but provide real actionable intelligence that will help and satisfy the player, as this power may be used only once.



CATACOMBS OF THE FLEISCH GUILD



Jn the porcelain abattoirs of Zyan Above, the sacred butchers, supernal exsanguinators, and exalted flayers of the Fleischguild labor tirelessly at their exacting arts, offering sacrifices to appease the insatiable hunger of the Unrelenting Archons. Their holiest guild sites in the undercity are marked by ornate chum spouts that stream effluvia from their gristly rites. On the Great Sewer River, these spouts adorn the entrance to the catacombs interring Master Carvers along with their child prodigies. All praise be to Malprion, aspect of Vulgatis, Archon of unseemly and fecund growth!

Factions

Fleischguilders

The catacombs are visited regularly by Fleischguilders from Zyan Above, coming down the secret stairs in the Small Abattoir on Charnel Hill to maintain the tombs, hold rites for the dead, and check on sacred artifacts housed there. They wear serene copper masks and purple robes. They come reluctant and skittish, clutching butchers' tools as weapons, thinking the catacombs haunted and dangerous.

Their reaction depends on the appearance of the intruders. They react with indignation and trepidation to perceived intruders, fleeing stronger foes to return with greater forces. To intruders wearing masks of another guild, the Fleischguilders cite the authority of the Injunction of Maggots that bars the visitation of one guild to the resting places of the dead of another. (Those who have eaten the flesh of the silver fruit in the Ruins of the Inquisitors' Guild immediately know a dozen loopholes.) Those wearing the masks of the Fleischguild might squeak by with a good cover story. Unmasked intruders are treated as pariah scum.

Should the PCs leave visible signs of their incursions into the catacombs (broken tombs, open sarcophagi, unwrapped mummies, etc.), these will eventually be discovered by the Fleischguilders. For their response, see Escalating Tensions (pg. 9).

The Flayed Heretics

In life they questioned the authority of the Fleischguild, whispering sedition and scheming treachery. For this heresy they were tortured and cursed by the Inquisitors to serve in death those they betrayed in life. These shades bear the gruesome punishment they suffered for their treason: the tanned skin of their face is spread like a hideous mask before their flayed skull, stretched on fish hooks across the frame of a headdress, hanging taut and expressionless before the exposed flesh of their head. They are otherwise intact and naked but for loincloths, bearing burnished scimitars in their muscular arms.

Their charge is guarding the catacombs from tomb robbers and interlopers; expelling, violently if necessary, those who do not belong amongst the holy dead. They fight fearlessly, having died many times, confident in their inevitable return. They are led by the chief traitor, Amar Amalkus. He is loath to violate his terms of service, which would extend the term of the exile of his men from Ushanpoor. But he burns with a hatred for the Fleischguild, and feels solidarity with those seek to defile the catacombs. He may aid tomb robbers with encouragement or advice as he attempts to expel them, especially if they are bold and show a warrior's spirit or great cunning. Should an irresistible opportunity for revenge arise, he may be willing to bear the consequences.

The Muttering Dead

The muttering dead are shades of unwilling sacrificial victims, whose remains passed through the chum spouts into the slurry before the catacombs. They wear ragged clothes, clustering together in an insubstantial and disturbed chorus. Each clutches their pitiful remains assembled from the chum spout: an ear, a rotten liver, a scalp. In muttered and distracted whispers, they jealously plead for proper burial. Their knowledge of the catacombs, and prior life, is distracted and fragmentary, like Beckett characters.

If spurned, they wail and hurl epithets, pursuing the party (check for random encounters). If humored, they suggest interment in the dainty sarcophagi of the Child Prodigies, or the august sarcophagi of the Flesh Alchemist or Over Carver. Fighting jealously over burial location, laying curses on the party if they feel their rivals in the chorus have received better burials. They will never allow their remains to be interred with anyone else, including the sarcophagus' original occupants. If given a proper burial, they simply disappear, passing at last through the great gates of Ushanpoor.

Szadu, Sanguinary Demon of Vulgatis

The blood of the innocents was its portal to this place, drawn from the blooming temples and otherworldly precincts of the True Temple of Vulgatis by the beating Heart of Haldicar, the holy gem for which it desperately lusts. A tall and imperious tangle of veins and capillaries in a roughly humanoid shape, crowned and sceptered with its own substance. Its speech is the barely intelligible rasping of a man burbling phrases through a torrent of blood. It is crafty, but has trouble understanding the motives and ideas of the talking wine sacks that hold its sweet red sustenance. Although Szadu always hungers, it will restrain itself from feeding to threaten and trade false promises for the Heart of Haldicar. It cares nothing for other treasures, or the sanctity of the tombs.

About the Heart: it knows the third set of columns in area 16 contains a cleric spell, which it cannot cast, that will take the occupants of the room to the place where the Heart of Haldicar rests. Should it acquire the gem, it absorbs it into its form as its beating heart, growing alarmingly in strength and stature (+3 HD -3 AC Dam: 3d6/3d6 Magic Resistance 40%).

Should it attack at any point, it bores its squirming capillaries into the flesh of its victim, draining their blood and swelling, engorged with joyful sustenance. Its strategy is generally to attack the least well armored targets first, replenishing its own HP during combat by draining the more vulnerable members dry. If overmatched it will retreat to the blood of the innocents in area 4 to escape.



Escalating Tensions

The Catacombs of the Fleischguild is a site of importance to one of the great Guilds of Zyan. Above it sits the Small Abattoir, where guild sacrifices are performed amongst the crumbling graves of Charnel Hill. Obvious incursions into the catacombs eventually draw the attention of the Guild. If the PCs do obvious damage to the catacombs, breaking into tombs, looting sarcophagi, or leaving scenes of slaughter, there is a cumulative 1 in 6 chance per session that the guild becomes aware of their incursions. When they do, they dispatch a cleanup crew and post guards for the following session. If these guards are attacked and overcome, they increase the forces present, according to the following schedule.

Phase 1: Guard Duty

One Apprentice Hunter will be stationed on each stairway with a lantern, light visible from the river. The others above in area 2.

4 Apprentice Hunters F2 AC5 #A1 Crossbow 1d8 or Serrated Longsword 1d8 MV9 ML7;

Journeyman Deboner F3 AC4 #A1 Bonesaw Polearm 1d10+1 or Filing knife 1d4+1 MV9 ML8;

Butcher Priest C3 AC5 #A1 Dam: Tenderizing Mallet 1d8 or Spell MV9 ML8. Spells: *Flesh Blindness* (as *light* cast on the eyes, but skin grows over eyes), *Read Pineal Vapors* (as *detect evil*, reveals an active harmful intention), *Flying Cleaver* (as *spiritual weapon*)

Treasure: 6 serene copper masks (300gp), small pouch with 6 pink pearls carved as skulls (200gp), pouches with diverse zyanese coins (70gp).

Phase 2: Muscle Tenders

One Apprentice will be stationed on each stairway with a lantern, light visible from the river. Should enemies approach they retreat to area 2, where Muscle Tenders await, who release their Muscle Jellies on those approaching up the stairs. The Apprentice Hunters attack with spears over the beasts.

4 Apprentice Hunters F2 AC5 Att: Crossbow 1d8 or Spear 1d6 MV9 MR7;

1 Journeyman Flenser F4 AC4 #A1 Serrated Greatsword 1d10+2 MV9 MR9;

2 Muscle Tenders R3 AC7 #A1 Bullwhips 1d6 (reach) or Blowgun 1d3 + save vs. poison or paralyzed in 1d4 rounds MV12 MR9 *Special:* Each has a cage with one trained muscle jelly in it, and a whistle that will call them off.

2 Muscle Jellies HD₃₊₃ (18) AC₉ ATT 1 Slam 1d10 MV₉ ML₁₀ *Special:* Those struck must save vs. paralysis or be stunned for 1 round.

Treasure: 7 serene copper masks (350gp), Ring set with a hummingbird heart in amber (150gp), pouches with diverse zyanese coins (80gp).

Phase 3: Sealing the Catacombs

They will seal the entrance to the catacombs from the sewer river with heavy stones. For two weeks there will be patrols in the catacombs: double chance of random encounters, with 50% chance that the encounter will be with a patrol like that posted in Phase 1.



Encounters

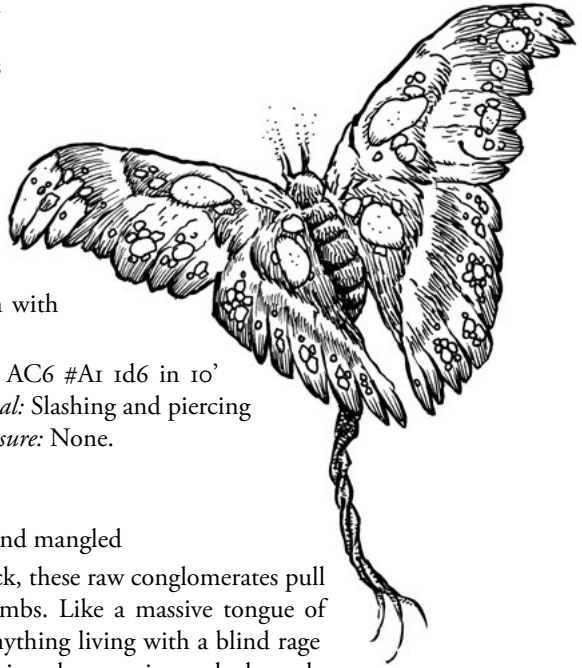
Roll 1d6 to check for an encounter every two turns, or when a loud sound is made. On a 1 (encounter) or 2 (sign) roll 1d8 and consult the following table. If a sign is rolled, on the next encounter check a 1-2 will be an encounter with the indicated creature.

1. Carnivorous Moths

Sign: A single dead moth

Dull yellow wings with brown spots and long tails like blood-stained gauze. Drawn by the chum spouts, they attack as a swarm to devour flesh with their acidic saliva.

Carnivorous Moths HD3 AC6 #A1 1d6 in 10' area effect MV9 ML6 *Special:* Slashing and piercing weapons do 1 damage. *Treasure:* None.



2. Muscle Jelly

Sign: Something smashed and mangled

Coalescing in the chum slick, these raw conglomerates pull themselves into the catacombs. Like a massive tongue of bloody muscle attacking anything living with a blind rage and explosive violence. Their only sense is touch through which they are able to sense subtle vibrations. They are not undead and may not be turned by cleric.

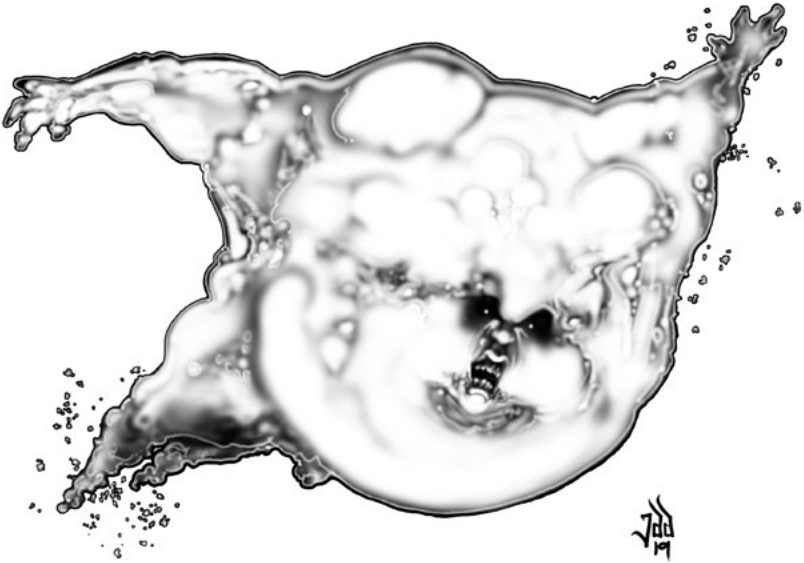
Muscle Jelly HD1d4+3 AC9 #A1 Slam 1d10 MV9 ML10 *Special:* Those struck must save vs. paralysis or be stunned for 1 round. *Treasure:* none.

3. Jeweled Flies

Sign: Faint buzzing

Green trembling body, eyes like cut jewels refracting the light. Drawn by the chum spouts, these huge insects are now lost in the catacombs. They attack the wounded or bloodied, otherwise following the party until blood is spilled or the party leads them to the spouts.

1d4 Jeweled Flies HD4 AC5 #A1 Bite 2d4 + save vs. disease (malaria). *Treasure:* 2 bezelled lenses per fly (75gp/each)



4. Fat Spirits

Sign: Greasy slick, covered in flies

White and gelatinous, composed of folds of rich fat with indistinct faces set in their chest. They try to speak, desperate to rejoin a whole body. They are constantly fed upon by the predators of the catacombs (50% fleeing attack by Carnivorous Moths or Jeweled Flies).

1d2 Fat Spirits HD3 AC7 Att1 Embrace 1d4 + save vs. paralysis or fall and drop weapons in the grease MV6 ML7. *Special:* Receives ½ damage from melee and missile weapons but double damage from fire.

5. Muttering Dead

Sign: A quiet cacophony of mutterings

Shades of sacrificial victims clustered together in an insubstantial and disturbed chorus, jealously pleading for proper burial. If slain or turned in the last 24 hours, treat this result as no encounter.

1d4+3 Muttering Dead HD1+1 (6) AC7 #Ao MV12 ML5 *Special:* can be turned.

6. Flayed Ones

Sign: Boot tracks of red clay

Flayed skin spread like an expressionless mask before their raw heads, these shades expel intruders by force if necessary, fighting with fearless abandon. If the Flayed Ones have been slain or turned within the last 24 hours, treat this result as no encounter.

1d6+1 Flayed Ones HD2 AC8 #A1 Scimitar 1d8+1 MV12 ML10 *Special:* can be turned.

Amar Amalkus HD3 (18) AC6 #A2 Scimitar 1d8+2 + Knife 1d4+2 MV12 ML12 *Special:* turned as though one HD higher.



7. Fleischguildsmen

Sign: Faint whiff of incense

They have come to unclog one a backed up chum spout. The Apprentice Grinders carry polearms mounted with saws. A handle at the base attached to a chain turns them rapidly. The Journeyman Butcher carries an alarmingly large cleaver.

Butcher Priest HD3 (9) AC6 #A1 Huge Cleaver 1d8 or by spell MV12 MR8. *Spells:* *Read Pineal Vapors* (as *detect evil*), *Cook Flesh* (as *cause light wounds*), *Uncontrollable Muscle Spasm* (as *hold person*).

3 Apprentice Grinders HD1 AC7 #A1 Saw Polearm 1d10 or shortsword 1d6 MV12 MR8. *Treasure:* Silver holy symbol in the shape of the nervous system (100gp), lead ring in the shape of sarcophagus, inside a little jade mummy (125gp).

8. Szadu, Sanguinary Demon

Sign: desiccated corpse

Tall and imperious, a tangle of veins and capillaries in a roughly humanoid shape, Szadu restrains its hunger only to bargain for the extrication of the heart of Haldicar.

Szadu HD7 (28; max 56) AC7 #A2 Drain Blood 2d6/2d6 MV15 MR8 *Special:* Add damage dealt to its total hp. Attacks have reach as a spear.



THE KEY



1. The Chum Spouts

Approaching the catacombs along the sewer river, one is greeted by the appalling stench of death and a droning din. Lantern light falls upon a thick red slick on the water. Along the eastern wall of the sewer passage three grotesque faces are carved into the stone walls, mouths open in revulsion, disgorging thick spouts of chum periodically into the sewer river. Narrow staircases rising between them, lit by a crimson flickering light within. In the frothy red surface of the slick, organs, viscera, and glistening fat bob. Everywhere insects crawl over this charnel feast, yellow moths with tails like bloody gauze, and enormous mosquitoes with jeweled eyes sparkling in the lantern light.

Entering the chum slick, PCs must roll a save vs. poison to avoid gagging on the miasma, those who fail suffer -1 to all rolls for 1 turn after leaving the chum spout. The carnivorous moths and jeweled flies feeding there will not attack unless their feeding is interrupted.

1d4 **Jeweled Flies** HD4 AC5 #A1 Bite 2d4 + save vs. disease (malaria). *Treasure*: 2 bezelled lenses per fly (75gp/each); **Carnivorous Moths** HD3 AC6 #A1 1d6 in 10' area effect MV9 ML6 *Special*: Slashing and piercing weapons do 1 damage. *Treasure*: None.

2. Entry

The steps lead up to a room lit by torches flickering a deep red in elegant brass sconces (50gp). Huge, verdigrised copper pipes—the conveyers of chum to the spouts below—run behind the mouths up into the ceiling. Three archways bear inscriptions:

- Northwest: “Cut Down Before I Could Suck the Marrow from Cracked Femurs and Taste Puddings Boiled in the Skulls of Suppliants”
- Northeast: “In Holy Awe, I Tremble Before the Principles of My Being”
- East: “Numberless Were My Holy Labors, Performed with Immaculate Tools”.

3. Mural

The walls of this room are covered with a fresco of a sacrifice. Children are ushered towards an altar, on which a fabulous beast is restrained, by a matronly figure. A man in a serene copper mask holds a serrated implement in one hand, his other hand dramatically gestures, peeling back the skin of the trembling beast. Blood pours down gutters in the altar, a vivid red. Some of the children watch with eyes like saucers, while other turn away.

4. Tomb of the Child Prodigies [TRAP]

Two raised basins flank the passageway to the north. The south end of this room is taken up with eight small sarcophagi flanking a dais with the statue of a woman.

If Szadu has not yet been encountered, there is a 2 in 6 chance that it will spring forth from the west basin when approached, his veinous form stepping forth with regal splendor. The two inscribed basins, containing dark red liquid, are supported by pedestals in the shape of lamia. Red liquid spatters the floor around the west basin, and strange rope tracks lead north before petering out.

Inscribed Basins:

- West: “Blood of the Innocents”. Anyone drinking from this fountain loses 500 XP and gains a one-time ability to cast heal. The liquid from each basin can be consumed with effect only one time by each person. (If this basin is destroyed, Szadu will not be encountered in future visits to the Catacombs.)
- East: “Blood of the Corrupted”. Anyone drinking from this fountain gains 500XP and is cursed with a wasting illness only curable with a heal spell. Afflicted permanently lose 1 CHA per turn as their face rots, dying at 0 CHA.

The marble statue of a middle-aged woman sits facing the sarcophagi with her face in her hands, shoulders heavy with grief, robes painted with rich designs, bare skin and hair unpainted alabaster.

The heavy lids of the stone sarcophagi are carved with likenesses of sleeping children, four to ten years of age. Within each sarcophagus lie smaller painted wooden coffins elegantly painted with the image of their occupants (100gp, 30 lbs). Within, carefully mummified remains of the child prodigies in dainty regalia and little copper masks (25gp) smelling strongly of natron. The mummy wrappings contain additional treasures. Opening a sarcophagi and unwrapping (searching) the mummy takes 1 turn. The northwest and

southeast sarcophagi are TRAPPED: a small seal of wax fastens their lids. When opened they release poison gas in a 10' diameter, save or die in 3 rounds coughing up your lungs.

North row of sarcophagi, going west to east:

- TRAPPED! A wondrously carved wooden knight in white lacquered armor astride a giant white bird (50gp) and moonstone bracelet (50gp).
- A bronze thimble carved with vines bearing tiny amethyst grapes (50gp), and a silver sewing egg with needles and a spool of purple thread nestled within (75gp).
- A silver hairpin set with an exquisite white and rose mantis in amber (100gp).
- An onyx ring shaped like a curling cephalopod, head studded with tiny glittering gems (150gp).

South row of sarcophagi, going west to east:

- Small silver scalpel, scissors, and tweezers (50gp).
- Bronze ring, the setting a caterpillar beast, carrying a pearl on its back (100 GP).
- An electrum locket with a painted picture of a kindly woman (30gp), and a silver comb in the shape of a dragon's needled teeth (100gp).
- TRAPPED! A child's puppet of a sweating woman with a folded parasol (40gp).

5. Entrance to the Tomb of the Pedagogues [TRAP]

This room has two 3' x 6' frescoes—one of a man and the other a woman. Both wear rich purple robes and serene copper masks.

The man has a tall headdress with a heavy belt of bells, his hand raised to display a thin bladed spoon. Around him panels depict vignettes of instruction for the use of the eye spoon that he holds.

The woman holds aloft a massive blue book, pointing at the open page with a long ringed finger. Atop her richly decorated robe she wears a pink bandolier of little rolled scrolls. Around her, moths flutter.

If tapped, each fresco is hollow, being plaster on wooden doors; easily broken to gain access to the tombs within. However, damaging the frescoes instantly summons Amar Amalkus and his Flayed Ones.



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6. Tomb of Heziku the Instructor

Along the Northern wall, there are three alcoves with vases. On the Southern side of the room, steps lead up to a raised dais, on which a stone sarcophagus sits. Past the sarcophagus, the dais opens into another room.

The alcoves are painted with stylized golden ferns against a black background. The (canopic) vases within have lids fashioned to look like heads. Eating the contents requires a saving throw vs. poison to avoid acquiring a persistent appetite for the relevant human organ.

Vase 1: Glazed with pink and yellow corals and sponges, the lid a man's head (85gp). Within, the Instructor's preserved brain smelling of rose oil. It grants the eater the ability to perform and impart the basics of sacrificial butchery at the novice level.

Vase 2: Glazed with swirling clouds and blue sky, the lid a fish, its cheeks puffed out blowing (85gp). Within, the Instructor's lungs smelling of frankincense. Eating them allows one to billow out a gust of wind (as the spell) once per round for one turn.

Vase 3: Glazed with images of the rooftops clustered on a moonlit hillside, its lid the head of a cat with long ears and human eyes (85gp). Inside, the Instructor's stomach smelling of licorice. Eating it grants one immunity to nausea, ingested or inhaled poisons, and all gases for 24 hours.

7. The Sarcophagi of the Pedagogues [TRAP]

The raised dais, accessible by steps from areas 6 & 8, is ringed by four painted columns. In the middle of the dais rest two white marble sarcophagi side by side, a brazier hanging above them.

The painted columns bear scenes of instruction and sex. There is a red rock cupola above the sarcophagi extending 15' above the top of the dais. The brazier is suspended by chains from the cupola 8' above the sarcophagi—its bowl filled with carnivorous moths in a smothered torpor. They will awaken if touched or if the trap is triggered (see below) but can otherwise be safely transported out of the room in the intact brazier.

The figures carved on the lids of the sarcophagi are recognizable from the frescoes in 5, except unmasked, showing a stern looking Zyanese man with shaggy eyebrows and a beautiful older woman, face lined with care. One hand rests on each of their breasts, the other extended clasping the other's hand in the space between the two sarcophagi. It is exceedingly difficult to raise the lids without snapping the joined marble hands which triggers a

TRAP—the loving bond of the pedagogues smothers the carnivorous moths above, and once the bond is broken they will awaken. The moths spill from the brazier descending the dais in the first round, splitting into two masses and spilling into the surrounding rooms (areas 7 & 8) on the second.

- Round 1: **Carnivorous Moths** HD6 (24) AC6 Att1 Dam2d6 in 20' radius MV9 ML6 *Special*: Slashing and piercing weapons do 1 hp damage. *Treasure*: None.
- Round 2: **2 Carnivorous Moths** HD3 (12) AC6 Att1 Dam1d6 in 10' radius MV9 ML6 *Special*: Slashing and piercing weapons do 1 hp damage. *Treasure*: None.

The sarcophagi each contain smaller painted wooden sarcophagi within bearing the likeness of their occupant in exquisite colors and peeling gold-leaf (200gp each, 75 lbs).

Sefia wears a serene copper mask (30gp) and the Holy Bandolier of the Anatomist: a pink sash into which are sewn miniature rolled parchments. While intact, it allows the wearer to cast *Maggot Ward* and *Reveal Anatomy* once per day. Within her mummy wrappings is a copper bracelet enameled with curving lilies (100gp), a fan of polished pink quartz with a silver handle (150gp), and a gold ring in the shape of a palace with domes of opal amidst enameled clouds (1,000gp).

Heziku wears a serene copper mask (30gp) and an elaborate purple head-dress studded with chrysoptase (200gp). At his side sits an ornamental white silver eye spoon, razor sharp, set with a border of lapis lazuli and jade (500gp). Within his wrappings are a moth amulet in mother of pearl and sapphire (150gp), and a long iron scalpel with a pommel of red jasper, marbled like a cut of beef (100gp).

8. Tomb of Sefia the Anatomist

The room is floored with faded carpet, and a bookcase is built into the Southern wall. On the Northern side, steps lead up to a raised dais where a stone sarcophagus sits. Past the sarcophagus the dais opens into another room.

The faded and frayed carpet is white, with a decorative motif of golden parabolas, through which curl vines hanging with a peach-like fruit. The heavy wooden bookcase has carvings of bare-chested masked men and faceless white lions. The “books” are decorative spines, except for *Miracles Wrought in Flesh* by Hyganges, a work with many splendid illustrations of the anatomy of humans who have undergone holy transformations (275gp).

9. Great Hall

A high arched ceiling above, heavy statues flanked by white ferns are set at intervals on either side of this hall. In the center a circle is carved into the floor. East and west of the circle, black curtains hang in doorways.

The stone statues are painted in faded and peeling colors, features worn by time. Depicting guildmasters and guildmistresses of earlier ages. The fleshy white ferns grow from red glazed clay pots. The carving in the center looks like a circle containing a chaotic pentagram of rough slashes and cuts, 5 crisscrossing lines in total.

The secret door to area 14 is operated by pressing in the mask of the final statue on the western side of the hall.

10. Hall of Animal Sarcophagi

The hall is lined with glass cases backed by pastoral frescoes, containing upright wooden coffins in the shapes of peculiar animals. In the northwest there is a fresco of three men.

The glass cases can be entered by locked glass doors. The pastoral scenes are lush renderings of the natural habitat of the mummified animals. The coffins are painted with simple renderings of the mummified animals within, going clockwise starting at the southeast:

- Silver striped fish, several razor-toothed mouths nestled one inside another. The pastoral scene is of clouds and pools of blue. (20gp, 20 lbs)
- Little green monkey with an old man's face (jungle of fleshy white fronds, milky vines, and jeweled flowers, no ground in sight) (20gp, 20 lbs)
- White lion with a blank spot where its face should be (same) (100gp, 150 lbs)
- Emaciated skull-headed dog (dilapidated graveyards on a grassy hillside) (20gp, 20 lbs)
- A tiger-striped caterpillar, the size of a pig (wet caverns lit purple by glowing crystals) (25gp, 50 lbs)
- Giant kestral (a majestic tower with many roosts rising over a cliff's edge) (75gp, 125 Lbs)

The fresco depicts three men in animal masks: a tall man (hawk mask), short man (mantis mask), and heavy man (crystal ape mask). Around them are panels with stylized drawings of animals. In a panel above them the face of a cat with long pointed ears and human eyes looks down. There is something regal and cruel in the piercing gaze of the cat. The fresco is hollow if tapped on, painted on an easily broken wooden panel that leads to area 11.

11. Foyer

There is a black curtain to the north. In the corner stand four wooden cat sarcophagi. Inscribed above the curtain: "Divided We Repose, the Saviors of Animals" The cat sarcophagi are lovingly painted, but have gouged out eyes. Within, cat mummies, the size of bobcats, with mother of pearl inlaid ritual knives stuck in their eyes (25gp/knife).

12. Tomb of The Animal Saviors [TRAP]

Floored with hexagonal green tiles, 12' matching columns (east and west) separated by 5' spacing. Atop the columns stand large vases with animal head lids. On the walls, at the midway point of the room, scimitars hang on the walls, three on each side. Three brilliantly painted, upright wooden sarcophagi stand at the end of the hall on a dais.

The columns are 2½' in diameter, and smooth, with flat tops, painted with decorative motifs of silver parabolas, up which lizards scamper and little colorful birds roost. The canopic vases (75gp each) atop the columns are beautifully decorated with blue and white glazed patterns, and diverse animal head lids painted in bright colors. They are sealed with a layer of wax and have a rounded bottom that makes them wobbly. It is hard to jump from one column to the next without knocking off a vase and shattering it (4d6 under Dex).

The tiled floor is TRAPPED where the scimitars hang. Any substantial weight placed on the floor tiles there raises and quickly drops each column 1', causing the vases to tumble down and break.

Within the vases rest the dismembered body parts of the three animal saviors, stored in honey. Kept alive through hideous magics, the three saviors are imprisoned in this confined and separated form, unable to distinguish between themselves and filled with an overwhelming rage against all human beings. Released from their vases the body parts fly out and knock over other vases, each freed body part smashing one vase per round. Once all are freed, the flying hands will grab the scimitars on the wall, and the body parts will coalesce into one swirling farrago of limbs and heads, a sepulchral tornado of incarnate rage.

The three sarcophagi (250gp, 80 lbs each) are rich black wood, painted beautifully with the figures depicted in the fresco in area 10, surrounded by decorative arabesques in gold-leaf. Each contains the corresponding savior's masked head. Released heads attempt to knock down vases to free their limbs.

Sarcophagus of Cheneres: Contains a head wearing a porcelain hawk mask (150gp) and the Amulet of the Consul Designate (see Magic Items, pg. 32).

Sarcophagus of Abassu: Contains a head wearing a crystal ape mask (200gp), and a bronze amulet with underwater scene of clustered fish set with cabochon sapphire bubbles (375gp).

Sarcophagus of Kesaika: Contains a head wearing a jadite mantis mask (150gp), and a golden armband of serpent with two heads that meet at the clasp, their eyes agates (200gp).

Fleischgeist HD 1/2 (3 hp) per vase smashed, max: 10 HD (60 hp) AC 5 #Ao-6 Bite/Kick/Punch 1d4 or Scimitar 1d8 (the worst case scenario is 6 scimitar attacks a round). MV12 ML12 *Special:* Can attack multiple foes in 20' radius. *NOTE:* the Fleischgeist is NOT undead and cannot be turned by clerics.

13. Ossuary [TRAP]

The domed ceiling shows a strange garden scene. In the center of the room is a deep pit lined with bones. Strange spiral steps lead down into it.

The painting overhead is of a blooming, bursting garden with trees laden with embryo fruits, red vines draped everywhere like a net of veins, with wet clustering fleshy grapes. Wriggling, pressing life is everywhere.

The steps leading down into the pit are a spiral of spines. They wind 30' down past circular walls of the pit, where tightly packed skulls peer out from rows of bones. Looking up from the bottom, the walls of the pit seem like a tunnel of skulls leading to the otherworldly garden. Packed into the bottom row are three gold-coated skulls(250gp), with bronze scarabs in their mouths (50gp). Removing each risks a general collapse of the ossuary (1 in 6), 3d6 damage, save vs. breath weapon for half.

14. Staircase to the Small Abattoir

A spiral staircase leads up, torches and a huge assortment of tools are stacked up to one side. The secret door to area 9 is apparent.

The tools include brooms, rags, buckets, feather dusters, jars of polish, and handcranked brass corkscrews to unclog the chum spouts. The stairs go up for a long time and end at a locked metal door that leads to the basement of the Small Abattoir of the Fleischguild on Charnel Hill of Zyan Above.

15. Organ Candle

In a raised alcove a massive candle burns with oily flame (75gp, 25 lbs). The wax, like dripping fat, has melted away in a rivulet down the front revealing fleshy veins and organs fashioned from red and blue wax.

16. Sacred Columns

The flickering red flame from two lit torches on the north wall illuminates an inscription on the wall. The room contains six ornately carved columns. If the party has not yet encountered Szadu, 3 in 6 chance it steps out from behind a column presenting itself with regal splendor. (Illustration on following page.)

The black wood torches and are set in elegant triangular sconces (50gp). The inscription on the north wall reads, “Malprion, Lord of Flesh, Whose Emanations are the Principles of All Life! Praise Him!”

The red rock columns are covered in bas reliefs of priestly figures and holy, runic script. A cleric who spends a turn examining them learns the following things:

- Each pair of columns contains a clerical spell castable directly from the columns as though read from a scroll.
- A properly prepared blank scroll (200gp) can take rubbings from the columns, functioning as a scroll with the associated spell.
- The first two spells are to prepare sacrificial victims. The third spell involves transportation to a sacred space.

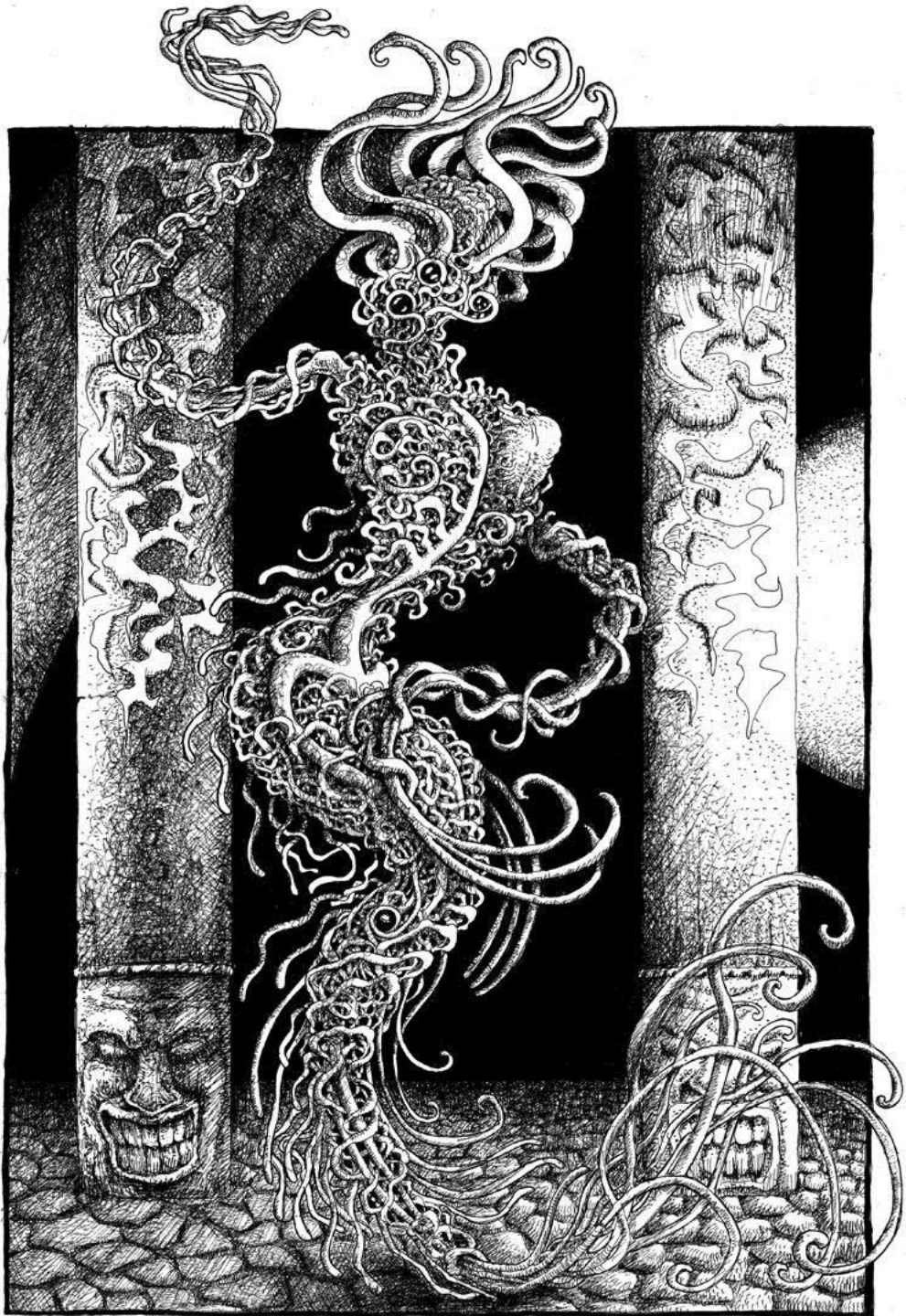
The first two columns contain the spells: *Fatten the Herd*, and *Sacrificial Ecstasy*. The third ritual, workable only in this location, teleports all occupants of this room to area 23.

17. Corridor to the Shrines

The corridor walls are bas reliefs of phantasmagorical and incomprehensible anatomical diagrams. A slight breeze can be felt from area 20. Anyone putting their hand against the inner wall, feels a faint rhythm—like a heartbeat—reverberating slowly through the stone from area 22.

18. Shrine to Ulambo

Over the entrance to this room is inscribed, “All Praise to Portentous Ulambo the Devourer!” Two platters piled with meats and sweets are laid before a strange sculpture of brass and stone, which is set into the far wall. As the party enters the room, a gurgling can be heard.



On one platter, links of delicious cooked sausages of rare flavor are piled high (25gp). On the other, candied meats are daintily stacked, dusted in powdered sugar like Turkish delights—sweet and savory, they melt on the tongue (25gp).

The large statue has a leering bearded head, tongue lewdly extended. A bubble of glass filled with brown slurry of divine digestive acid emerges from the wall below, like a giant belly that reaches almost to the floor, supported with brass hands emerging from the wall to cradle it. There is a slanted glass tube sticking upwards out of the belly.

If the offerings on the platters, or other foodstuffs, are dropped into the belly, there will be an appreciative rumbling. If something inedible is dropped in, it dissolves but the liquid will turn red and begin an angry roiling. If anything further is put in, the bubble bursts and acid pours forth doing 5d6 damage to anyone in the room, save vs. breath weapons for half. Damaging the belly has the same effect.

19. Shrine to Murusha

Over the entrance to this room is inscribed, “Hail Lord Murusha Eater of Winds!” Entering the room, a rhythmic susurration can be heard, and a breeze blows in and out. The back wall has a strange texture and is covered in holes.

The wall is made of a greyish brown, wet, spongy material, and is marked by whorls and holes of various sizes leading deeper in, none large enough to crawl through. These holes rhythmically pull air in and push it out.

Digging through this substance with proper mining tools for a quarter mile leads to the True Temple of Vulgatis, an interdimensional space sacred to the Archon of unseemly and fecund growth. (The True Temple is also accessible through one of the portals in the Temple of the Archons, further downstream on the sewer river, and discussed in a later issue of this zine.)

20. Shrine to Malprion

The northern end of this room contains an elaborate marble statue with an inscription before it. The statue is a bald youth, with a serene expression, holding aloft a scalpel having just sliced open his torso. His other hand peels back the skin as organic forms pour out, suggestive of skin, veins, spines and bones, intestines, and so on.

The inscription reads “He is Lord of the Flesh who calls forth from his own being Stout Ulambo, Mercurial Kolail, Blustering Murusha, Protective Validazz, and Omnipotent Haldicar. Malprion may your sacred abattoirs never dry!”

21. Shrine to Kolail [TRAP]

Over the entrance to this room is inscribed, “Blessed be Kolail, Spark of All Movement!” A strange bust emerges from the far wall of this small room. When entering, a tingling is felt by characters wearing metal, each step bringing with it a little shock.

The large bust’s head points towards the entrance. The skin and skull peeled back revealing a white brain within. From the head a lattice of white lines—like a creeping infestation of neurons—spreads upwards onto the wall and ceiling. Anyone wearing metal who comes within 10’ of the bust is struck by a lightning bolt (4d6 damage, save vs. wands for half). The bust has AC5 and 15 HP.

22. Shrine to Validazz

Over the entrance to this room is inscribed, “Valdizaz, The Protector, Who Envelops the Others, Sealing Them From Harm. May His Name Be Ever Sanctified!” The walls are covered in an oily leather, out of which stick threads or fibers.

Closer inspection discloses the leathery surface is porous, and the fibers are stiff hairs. If cut away, a bloody sap emerges. This divine leathery material can be fashioned by an armorer into a living, oily leather armor +2, but scratches are actual wounds, and must be cleaned and bound to heal. There is enough material for four suits (2400gp total value).

23. The Heart of Haldicar [TRAP]

The room is bathed in a pulsing red light from a stunning gem in an alcove to the north. A drum-like reverberation rhythmically echoes like a heart-beat. A circular inscription on the south reads, “Tremble Mortals Before Omnipotent Haldicar, Nourisher of All Tissue!” If the party used the ritual from area 16 to enter, the party appears within the circular inscription, and the room lacks visible exits.

A red flame flickers from deep within the gem, emitting a pulsing crimson light. The alcove is minutely carved with baroque whirls and flourishes. Running along the wall from the alcove, are carvings of branching tubes, that flower into the shapes of organs, and limbs, a liver, a head, etc. The overall impression is of an alien plant, bearing macabre fruit. The gem is a huge uncut ruby, speckled with pink mineral deposits like glistening fat. It looks very, very valuable

Anyone notices that their heartbeat is linked to the rhythm of the gem. If anyone moves towards the ruby, the rate of the rhythmic reverberations, and synced pulses from the gem, increases, along with it everyone's heart rate. The light surrounding the heart gem can only be penetrated by a bare living human hand, other items are repelled. Anyone grabbing the Heart of Haldicar triggers the TRAP, causing the rapid reverberations to suddenly stop, sending everyone in the room into cardiac arrest (saves vs. death). If the one reaching for the gem passes, they may pull the Heart of Haldicar from the alcove. If they fail, the gem remains in place as they die, as the pulse resumes. If extricated, the Heart of Haldicar (4,000gp) retains a pulsing timed to the heart of the wearer.

The secret door in the center of the room opens by pulling a tiny catch that causes a circular stone staircase to sink downwards to area 24.

24. Tunnel Beneath the Heart

Steps lead down into this 8' tall corridor where a faint rhythmic reverberation can be heard. It is loudest below the center of area 23. There is a well-concealed hidden door in the ceiling, pulling down on a small catch hidden beneath stone colored fabric causes a stone spiral staircase to descend from the ceiling, leading up to 23.

25. Reliquaries

A row of locked reliquary boxes sit in alcoves. Inside, shriveled mummified hands of Butcher Saints, rest on purple velvet cushions.

Any hand may be used as a holy symbol by clerics of Vulgatis, allowing them to turn undead as if 2 levels higher.

- Hand 1: Right hand in a silver hand-shaped case (150gp).
- Hand 2: Right hand, clutches a long sewing needle, trailing golden thread (5gp).
- Hand 3: Right hand in white glove with unnaturally long fingers.
- Hand 4: Left hand, with artificial platinum nails inscribed with runes. If inserted in place of nails, they will unnaturally steady the hand. If trained in sacred butchery it improves skill by one level, e.g. from novice to apprentice. The nails grant thieves +10% on open locks and remove traps.

26. Hall of Immaculate Instruments [TRAP]

Frescoes decorate this long hallway, punctuated by little garden beds of white foliage. In the center stands a heavy glass display case.

The frescoes depict the processes and tools of the Fleischguild. Many are still lives of tackle and trim on workbenches. Others show processes, like the skinning, and tanning of leather, including human leather, and the production of smoked meats, sausages, and carnal sweets. The garden beds are filled with tangles of white catacomb berries, and ghostly tomb poppies.

Within the glass display, tools are arrayed on a red velvet cloth. The top of the case can be opened, but is locked. The tools (1000gp) are stylishly designed ceremonial butcher's tools made of polished silver, with curving organic lines, and gleaming mahogany handles. They include a flensing knife, deboner, bone saw, cleaver, tenderizing mallet, throat chain, jaw clamp, extractor, syringes, congealer, muscle strainer, vein separator, and an eye spoon.

The case is locked with a poison needle TRAP, save vs. poison or die in 1d4 rounds from muscle growth bursting through skin and twisting bones. Damaging the case instantly summons Amar Amalkus and his Flayed Ones, who appear in two groups at opposite ends of the long hall.

27. Entrance to the Tomb of the Over Carver [TRAP]

The wall is covered by a fresco of a man wearing a copper mask beneath white dreadlocks spattered red, and purple robes sewn with crimson runes like flowing blood. In his right hand he holds a sword with a bone handle, and a blade of flesh-colored metal. In his left hand he holds a golden shepherd's crook, rich with lapis lazuli, and glistening onyx. Next to him stands a blood-drenched altar with a great beast upon it, gutted and carved. The fresco is painted on plaster on a wooden panel that can easily be broken in to gain entrance to the tomb, but doing so instantly triggers a TRAP summoning Amar Amalkus and his Flayed Ones.

28. Tomb of Kenamon the Over Carver

The room has white tiled floors and walls covered in frescoes. In the center of the floor is a large red circular symbol. Just beyond that, a grey marble sarcophagus rests on a dais. In the nave, beyond the sarcophagus, a side table stands, atop which sit three vases with colorful lids.

The frescoes are of sacrificial victims being anointed and led by acolytes in serene copper masks towards a doorway painted on the northwestern side

of the room. Through the doorway in the fresco is a gleaming white room, where the Over Carver stands before a blood-drenched altar.

The sarcophagus (like the frescoes) bears the image of Kenamon. Within is a second wooden coffin, decorated with a lustrous painting of him (200gp, 75 lbs). Within this is the mummy, wearing his mask (50gp), dressed in splendid but ruined robes. At his side lies a golden shepherd's crook, decorated lapis lazuli and glistening onyx (1000gp). At his side he wears a long empty metal scabbard decorated with magenta velvet (50gp). In the mummy wrappings, there is a silver scarab amulet with coral wings (250gp), and a platinum belt buckle of a serpent's head, the prong of its clasp its fangs (125gp).

The three vases each have the head of a different animal. Eating the contents require a saving throw vs. poison to avoid acquiring a persistent appetite for the relevant human organ.

- **Humming Bird:** Kenamon's adrenal glands. Eating them acts as a haste spell of triple duration.
- **Crystal Ape:** Kenamon's vocal chords. Eating them allows one to vocalize for 2d6 damage to those in a 30' cone, save vs. spell or become deaf for 1d6 turns (25% permanent). Effect lasts for 1 hour.
- **Eyeless Needle Toothed Monstrosity:** Kenamon's liver. Eating it acts as a *strength* spell of triple duration.

The secret door is in the fresco at the point where the doorway leads into the white room where single white tile is missing in the floor. When the bottom of the shepherd's crook is inserted and twisted, the painted doorway slides back and rises into the ceiling, revealing the way to 29. (The fresco is painted on stone and cannot be broken in.)

29. Porcelain Abattoir [TRAP]

The ceiling is 12' high. The walls are white tile, and a smooth white porcelain floor angles very gently up towards an altar from which a white sword hilt emerges in the center of the room. Around the room's edges at the lowest point, there are metal drains set in the floor.

The top of the altar is a once-polished green marble top that is weathered with age and crisscrossed with innumerable scratches and scrapes. Metal cuffs for hands and legs, and a throat chain are set into the top of the altar. The sides of the altar are covered with imagery of flowing organic forms, like the exposed organs of a vivisection. A sword hilt of white bone with a silver censor for a pommel is plunged into a crack in the top, as though the sword were embedded in the altar.

If one examines the porcelain floor, they will see that it has been shaped so that a barely discernible spiral channel winds down the gently sloping sides of the mild hill on which the altar sits, towards the guttered exterior. The gutters are recessed 3 inches below the surface of the floor, and have 1 foot diameter circular metal grills on bottom. There is a segmented white metal ring set into the floor around the top of the recessed space.

The magical sword is called The Spatterhaft (see Magic Items, pg. 33). It is jammed in tightly and can only be pried from the altar with a 4d6 under strength roll. Removing it triggers a TRAP, releasing the blood of every victim of the Over Carver, flowing with metaphysical rapidity from the open wound in a geyser, rapidly spilling out over the top of the altar, down the sides, and into a spiral shape flowing down like a river towards the gutters at the exterior.

Simultaneously, the secret door leading to 27 closes, crushing for 10d6 damage anything in its way. Simultaneously, the tops of the six drains close with a cataract of 1-inch thick steel. Inserting the sword back into the wound is difficult. One must roll 7d6 under strength to jam the wound back up—only the Spatterhaft fits well enough. Up to 2 others can help, each reducing by 1d6 the die roll needed.

The drains may be automatically hit. In the first round, full damage will be dealt; in the second round, they will be covered in blood, and damage will be -2; in the third round and after damage will be a -4. The drains have 10HP each. 3 must be open for the room not to flood, 4 for it to drain.

The blood rises 2 feet per round:

- Round 2: to the base of the altar.
- Round 3: near the top of the altar.
- Round 4: the altar will be submerged and plugging the wound will be impossible by ordinary means.
- Round 7: entirely full of blood, everyone begins to drown.

After 20 rounds the drains open, If the Spatterhaft remains in the room when the draining is complete, it is magically drawn back into the altar's wound.

30. Crypts of The Sub-carvers

Simple stone tablets depicting acts of honored assistants to the carvers—depicting them holding tools at sacrifices, cleaning sausage casings, etc—mark horizontal graves, stacked three to a niche.

Inside unremarkable mummies are interred on shelves. Each wears a serene copper mask (50gp x 15) and has a small bronze scarab with lapis lazuli trim in their desiccated mouths (50gp x 15).

31. Tomb of Hakor the Flesh Alchemist

A plaster fresco at the entryway depicts a man in a serene copper mask with an enormous blue headdress. He holds in his hands an alembic, and various obscure symbols and images surround him. The fresco is cracked at the bottom, resealed sloppily with mortar, a slick of greasy matter staining the floor in front of the repairs.

Within the tomb reeks of fouled grease. Lit by a strange peach light emanating from a brass chandelier. The floor and walls are slippery coated with rancid grease. In each corner steps lead up to tables covered in mostly broken glassware. To the North, steps lead up to a large sarcophagus.

The chandelier's light emanates from a flesh colored rock, pitted with red craters, set into a brass harness. This is the Carnal Star, a holy alchemical meteor. Its radiation causes those who spend 1 turn in the room, to save vs. spells or be affected by the spell *Fatten the Herd*. (Those exposed to the Carnal Star for 24 hours or more must save vs. death daily, with 1d4 Fat Spirits bursting from the corpse on a failure.)

Examination of the raised areas turns up mostly smashed alembics, athanors, and other alchemical appurtenances, but a few remain intact (250gp). The tables and the ruined glass are covered in thick, rancid grease.

The sides of the sarcophagus are wet with thick fatty residue pooling on the floor. The rancid smell is very strong here. The sarcophagus lid shows a portly man sleeping, surrounded by alchemical symbolism. The lead seal is clearly cracked. Within the wooden coffin and wrappings have dissolved around the mutated mummy of Hakor, source of the Fat Spirits in the Catacombs. Some treasure has remained, including a lead amulet depicting an alembic, the liquid an opal (200gp), and a solid carnelian ring with alchemical seal (500gp).

Every turn, there is a 3 in 6 that 2 Fat Spirits emerge from the Sarcophagus. If the lid is opened, the remaining Fat Sprites pour out.

6 Fat Spirits HD3 AC7 Att1 Embrace 1d4 + save vs. paralysis or fall and drop weapons MV6 ML7. *Special:* Receives ½ damage from melee and missile weapons but double damage from fire.





ITEMS



The Amulet of the Consul Designate

The Amulet of the Consul Designate is a silver seal of cat's paw print, surrounded by starlight gems that twinkle with an mischievous inner light. It dangles on a cord of bright red thread. The seal is the paw print of King Catch, rightful monarch of the cats of Zyan. It marks its wearer a friend of the Zyanese felines, empowering them to call for an immediate convocation with the nearest feline dignitary. If displayed, it instills terror in all the things that rightly fear cats. Should any Zyanese (human) see it, they will treat the wearer as a hated traitor to mankind. It's value as a piece of jewelry is 1500gp, but no Zyanese human will purchase it under any circumstances.



The Spatterhaft

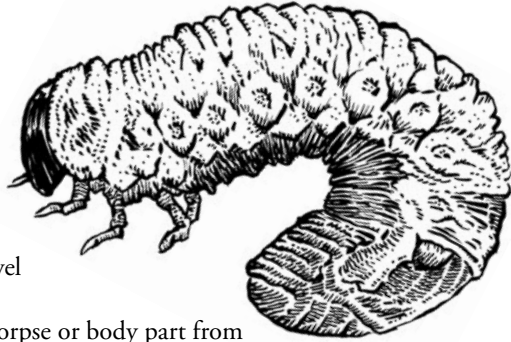
The long alchemical blade of the Spatterhaft is fashioned from a semi-transparent flesh-colored metal. Just beneath its surface, blue imperfections are visible, like tangled veins. The handle is bone, with an intricate silver censor for a pommel, into which can be put tiny bricks of pleasing incense or holy oil. It is an intelligent blade, whose purpose is sacred slaughter.

The Spatterhaft (Intelligent Sword, Lawful Evil, Ego: 14, Int: 10) has a storied history in the Fleischguild. Its final bearer was Kenamon, the last true grandmaster carver. After serving him, it refused to take a new owner, and as punishment, the guildmasters interred it in a secret chamber in Kenamon's tomb. The blade is bored with its imprisonment, and it will now take a new bearer of inferior quality. Although nominally allied with the Archon Vulgatis, it is only really interested in wrecking masterful carnage and performing displays of exquisite butchery. It asserts its will when butchery, ritual sacrifice, or great carnage is possible (e.g. in war).

The blade will only reveal its powers progressively to those trained in the sacred arts of butchery, allowing them to bestow the Five Transfigured Wounds each once per day along with a successful blow.

Skill in Sacred Butchery	Sword Damage and Powers	Transfigured Wound
Untrained	Ordinary Longsword	None
Novice	As Longsword +1	<i>Wound of Haldicar</i> : bleed 1 hp/round until wound is bound
Apprentice	As Longsword +1	<i>Wound of Marusha</i> : breath is stolen, ½ move until healed
Journeyman	As Two-Handed Sword +1	<i>Wound of Ulambo</i> : unbearable stomach pain. Must save vs. paralysis to act each round until healed.
Master	As Two-Handed Sword +2	<i>Wound of Kolail</i> : senses are stolen. blinded and deafened until healed.
Grand Master	As Two-Handed Sword +3	<i>Wound of Valdizazz</i> : save vs. death at -6 or be instantly and entirely flayed taking 4d6 damage per round

SPELLS



Maggot Ward

Level: 1 Cleric

Duration: 1 day per level

Range: Touch

This spell preserves a corpse or body part from corruption. Only granted to clerics of the Archon Vulgatis.

Fatten the Herd

Level: 2 Cleric

Duration: Permanent

Range: Touch

This spell renders the target succulent (no saving throw), with muscles rich in marbled fat, thigh meat encased in folds of white lard, and so on. Visibly, target increased in weight by 25% with fatter, softer features. This splits clothes and burst armor. Only granted to clerics of the Archon Vulgatis.

Sacrificial Ecstasy

Level: 3 Cleric

Duration: 1 turn

Range: Touch

The target of this spell experiences pleasure from wounds instead of pain. With intensity corresponding to the pain if the spell were absent. If painfully injured (4 hp or more), the target must save vs. spells to do anything but quiver in ecstasy (new save each round). Only granted to clerics of the Archon Vulgatis.

Reveal Anatomy

Level: 3 Cleric

Duration: 1 turn

Range: 30'

The caster can create a phantasmal display of the inner anatomy of any specimen (living or dead) within range for the spell's duration. The phantasmal array appears alongside the being and can display a particular region of the specimen's interior, specified organs, or organic systems. The caster may cycle between these, and switch targets once per round. Only granted to clerics of the Archon Vulgatis.





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THROUGH ULTAN'S DOOR

INSIDE THE NEXT ISSUE



The Great Sewer River of Zyan, a dynamic pointcrawl along phantasmagoria choked waters. Visit the slime dam of the Lurid Toads! Receive forgiveness and “therapies” at the Sanitarium of the Benefactors! Tremble at the threshold of the Prison of the Temporal Maenads! And much more!



ENCOUNTER CARD

Roll 1d6 to check for an encounter every two turns, or when a loud sound is made. On a 1 (encounter) or 2 (sign) roll 1d8 and consult the following table. If a sign is rolled, on the next encounter check a 1-2 will be an encounter with the indicated creature.

1. Carnivorous Moths

Sign: A single dead moth

Dull yellow wings with brown spots and long tails like blood-stained gauze. Drawn by the chum spouts, they attack as a swarm to devour flesh with their acidic saliva.

Carnivorous Moths HD3 AC6 #A1 1d6 in 10' area effect MV9 ML6 *Special:* Slashing and piercing weapons do 1 damage. *Treasure:* None.

2. Muscle Jelly

Sign: Something smashed and mangled

Coalescing in the chum slick, these raw conglomerates pull themselves into the catacombs. Like a massive tongue of bloody muscle attacking anything living with a blind rage and explosive violence. Their only sense is touch through which they are able to sense subtle vibrations. They are not undead and may not be turned by cleric.

Muscle Jelly HD1d4+3 AC9 #A1 Slam 1d10 MV9 ML10 *Special:* Those struck must save vs. paralysis or be stunned for 1 round. *Treasure:* none.

3. Jeweled Flies

Sign: Faint buzzing

Green trembling body, eyes like cut jewels refracting the light. Drawn by the chum spouts, these huge insects are now lost in the catacombs. They attack the wounded or bloodied, otherwise following the party until blood is spilled or the party leads them to the spouts.

1d4 Jeweled Flies HD4 AC5 #A1 Bite 2d4 + save vs. disease (malaria). *Treasure:* 2 bezelled lenses per fly (75gp/each)

4. Fat Spirits

Sign: Greasy slick, covered in flies

White and gelatinous, composed of folds of rich fat with indistinct faces set in their chest. They try to speak, desperate to rejoin a whole body. They are constantly fed upon by the predators of the catacombs (50% fleeing attack by Carnivorous Moths or Jeweled Flies).

1d2 Fat Spirits HD3 AC7 Attr Embrace 1d4 + save vs. paralysis or fall and drop weapons in the grease MV6 ML7. *Special:* Receives ½ damage from melee and missile weapons but double damage from fire.

5. Muttering Dead

Sign: A quiet cacophony of mutterings

Shades of sacrificial victims clustered together in an insubstantial and disturbed chorus, jealously pleading for proper burial. If slain or turned in the last 24 hours, treat this result as no encounter.

1d4+3 Muttering Dead HD1+1 (6) AC7 #Ao MV12 ML5 *Special:* can be turned.

6. Flayed Ones

Sign: Boot tracks of red clay

Flayed skin spread like an expressionless mask before their raw heads, these shades expel intruders by force if necessary, fighting with fearless abandon. If the Flayed Ones have been slain or turned within the last 24 hours, treat this result as no encounter.

1d6+1 Flayed Ones HD2 AC8 #A1 Scimitar 1d8+1 MV12 ML10 *Special:* can be turned.

Amar Amalkus HD3 (18) AC6 #A2 Scimitar 1d8+2 + Knife 1d4+2 MV12 ML12 *Special:* turned as though one HD higher.

7. Fleischguildsmen

Sign: Faint whiff of incense

They have come to unclog one a backed up chum spout. The Apprentice Grinders carry polearms mounted with saws. A handle at the base attached to a chain turns them rapidly. The Journeyman Butcher carries an alarmingly large cleaver.

Butcher Priest HD3 (9) AC6 #A1 Huge Cleaver 1d8 or by spell MV12 MR8. *Spells:* *Read Pineal Vapors* (as *detect evil*), *Cook Flesh* (as *cause light wounds*), *Uncontrollable Muscle Spasm* (as *hold person*).

3 Apprentice Grinders HD1 AC7 #A1 Saw Polearm 1d10 or shortsword 1d6 MV12 MR8. *Treasure:* Silver holy symbol in the shape of the nervous system (100gp), lead ring in the shape of sarcophagus, inside a little jade mummy (125gp).

8. Szadu, Sanguinary Demon

Sign: desiccated corpse

Tall and imperious, a tangle of veins and capillaries in a roughly humanoid shape, Szadu restrains its hunger only to bargain for the extrication of the heart of Haldicar.

Szadu HD7 (28; max 56) AC7 #A2 Drain Blood 2d6/2d6 MV15 MR8 *Special:* Add damage dealt to its total hp. Attacks have reach as a spear.

