

GEAS Playtest Packet 8: Tomb of Entropy Adventure

Version: 11/2023

© 2023 Izegrim Creations, All Rights Reserved

This packet is playtest material only. It is not the final material and is subject to change. Not every player option from the full game is included within this packet.

Contents

Tomb of Entropy	3	3e	18
GM Notes	3	3f	18
Encounter Balancing	3	3g	18
Location	3	3h	18
GM Background	3	3i	19
Running This Adventure	4	3j	19
Leveling Up	4	3k	19
The Village of Cairg	4	3l	20
Rumors	5	3m	21
Describing the Town/Village	5	3n	21
Key NPCs	5	3o	21
Side Quests	6	Player Handouts	22
The Haunted Wood	7	Logbook	22
Desecration of the Wood	8	Journal	23
Encounters in the Wood	8	Journal Entry 31	24
The Tomb of Entropy	9	Journal Entry 36	25
The Chaos of Entropy	9	Journal Entry 42	26
Iteration 1	10	Journal Entry 55	27
1a	11	Appendices	28
1b	11	NPCs	28
1c	11	Undead Bond	29
1d	11	GM Tips	33
1e	11		
1f	11	Written By: Roderic Waibel	
1g	11	Art: Jae Young, Dean Spencer, Tamas Baryana, Jack	
1h	12	Holliday, Eric Lofgren, Chukwudi Nwaefulu	
1i	12	Cover Art: Aleksa Stajsic	
1j	12		
1k	12		
1l	12	© 2022 Izegrim Creations, All Rights Reserved	
1m	13		
1n	13		
1o	13		
Iteration 2	13		
2a	14		
2b	15		
2c	15		
2d	15		
2e	15		
2f	15		
2g	15		
2h	16		
2i	16		
Iteration 3	16		
3a	16		
3b	17		
3c	17		
3d	17		



Tomb of Entropy

Recommended Character Levels: Low Circle 1 characters, preferably starting out PCs with zero XP.

The *Tomb of Entropy* is a traditional dungeon crawl adventure that allows the GM and players to pick it up and play quickly. The purpose is to familiarize the players with the rules while having a fun experience. This adventure is not meant to be read by the players, for it is only the information for the GM. If you are planning on being a player, ***please stop reading now***. Reading ahead as a player may spoil the adventure for you.

GM Notes

Encounter Balancing

The encounters outside the tower have been balanced for a party of four PCs of 0-1 XP each. Within the underground tower, the encounters are balanced for a party of four PCs of 2-4 XP each.

If your players are playing PCs of a different XP level or your gaming table is exceptionally skilled at tactical thinking, you may need to adjust the encounters. Each encounter will have a brief guide in modifying the encounter if the party composition deviates from the above assumption.

Location

You can place the location of the Tomb in any world or setting you prefer to use. The Tomb is located in a dark and foreboding wood, roughly a week's travel from any settled town or village. The area several miles around the tomb will be inhospitable, and travel will be challenging—no more than 1 mile per day can be covered.

GM Background

Several generations ago, a wizard named Za Gatul barely escaped a battle with a lich. All of his companions were slain. Instead of mourning his lost companions, he let his fear of death grip him so terribly that he strove to conquer it. Having seen the power of a lich firsthand, he felt the only path forward to this objective was to master death itself. Thus, his studies into necromancy consumed every waking hour.

In the years that followed, Za Gatul rose in power, initially raising a few meager skeletons to do his bidding. Eventually, he could command some of the most powerful undead. With each passing year, his appearance became more gaunt, and his skin turned ash-grey, pulled taught over his bones. His very touch became icy cold. Townsfolk began to avoid him, a man they once highly respected. Many suspected he had contracted a wasting disease.

Others thought he was cursed by the lich. Eventually, his secret experiments began to be exposed as rumors and hushed whispers among the community that once held him in high regard spread. Sympathy turned to fear, spurned by the dark tales. Graves were discovered being dug up, and bones were stolen. People started to disappear, and it wasn't from wild animal attacks. Sightings of zombies and ghouls became frequent. All leading back to Za Gatul's tower in the wood.



It wasn't long before the word spread to a group of powerful adventurers of this rising unholy evil. As adventurers are known to do, they tackled this menace head-on. They assaulted Za Gatul's tower, carving a path through the haunted wood full of undead. What they found were several excavated layers underneath the tower. Eventually, they had a great battle against the desperate Za Gatul. It was a terrible irony: a once great adventurer who now was embattled against other would-be heroes.

At this point, Za Gatul was so very close to achieving his goal of immortality. He was nearly as powerful as the lich who destroyed his companions and drove him to his madness. The battle was great and terrible. In the end, Za Gatul broke an artifact full of chaos magic in a desperate move. The wave of magic destroyed not only the adventurers but Za Gatul himself. It had a permanent, profound effect on his lair itself (as noted below).

Decades passed as the townsfolk avoided the haunted wood surrounding Za Gatul's tower. The undead incursions stopped, so they assumed the wizard was defeated. But none were brave enough to explore the forest. At least none that returned to tell the tale. That is changing now. Za Gatul didn't permanently die, and chaos kept him alive, as much as that term applies to a creature such as him. He has begun to regain his power, and the undead are rising once more...

Running This Adventure

Before running this adventure, it is highly recommended that you read through it entirely and make any notes you may have. It is highly encouraged to be familiar with the game's rules as well. *Tomb of Entropy* is not a typical straightforward linear adventure. The nature of the dungeon levels changing after every hour has a likelihood of throwing the players for a bit of a loop. They may find themselves going over areas they may have previously explored, collecting clues along the way.

When they do reach the climax, they have more options than just fighting Za Gatul's avatar. Depending on which clues they found and how they decide to act, there is a possibility of avoiding combat altogether.

For your convenience, basic stripped-down monster stats will be included in each encounter area, limiting the number of times you will need to reference the rulebook.

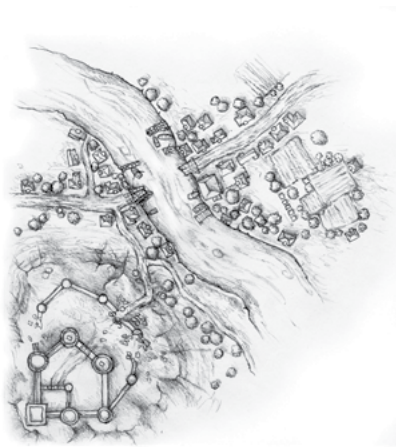
Timekeeping is very important! Because of how the Tomb operates, keeping track of time will be critical.

Gaining XP

Throughout this adventure, the PCs will be awarded XP to purchase traits with. You can follow the guidelines in the Rules packet, but for ease of use XP awards will be called out here as well.

The Village of Cairg

As mentioned above, feel free to place this adventure in any location of your current game world. If you aren't using one, feel free to create a generic village or small town as the base of operation for the PCs. Most items listed in the rulebook should be available to purchase. There should also be at least one doctor or temple with an NPC who has access to low level healing magic. For an appropriate cost, naturally (25 gp per spell level).



Rumors

For every night spent in the tavern, the players will have heard a rumor from the below list. If they are proactive and ask about, they may learn more than just the one per night.

- The food lost its taste and the water became stagnant about a month ago. Soon after, the vegetation began to wilt. This blight seems to be coming from the haunted wood.
- A haunted wood lies a few miles outside of town. No one goes near it, as only dead things inhabit it.
- Animals have begun to get sick. Some have even disappeared, but no predator tracks were found. Only humanoid boot tracks lead towards the forest.
- Years ago, a powerful wizard lived in a tower in the wood, before being destroyed by heroes. These heroes never returned to gain their reward (this rumor is only told if the PCs succeed on a TCN 6 Persuasion check, as the townsfolk do not speak of this. The TCN value drops to 4 if the PCs talk with a child, as they are more open with rumors and stories.)
- The evil wizard was not always evil. He was once a hero. He must have been cursed by a mighty demon or undead! (this rumor is only being told if the previous rumor is known and the PCs made the Persuasion check well enough to beat a TCN 7.)

Describing the Town/Village

As the PCs enter the town or village, describe how there seems to be a tangible feeling of dread and despair hanging in the air. The grass is wilted, mud is thick and covers streets and alleys, people keep their eyes lowered to the ground avoiding eye contact, the food tastes bland and ashy, etc.

Key NPCs

Griselda: Town mayor and owner of the Gold Bugbear Inn. Older woman with weary features. She can't pay the PCs for any work they do, but if they help with the town issues, she can offer at least a 50% discount on room and board.



Mad Martin: Old woodcutter. Always smiling and laughing, often dancing naked in the rain, splashing in puddles. Some say he went mad from something he saw in the haunted forest, but he only speaks in rhyme.





Talia: Teenage orphan.

Side Quests

The rumors should be enough to hook the players, but those aren't the only thing that could get the PC's attention while in town. The following side quests may be an excellent way to get PCs some extra experience, ensuring they are level 2 by the time they reach the dungeon.

Mad Martin

If approached, Mad Martin will wave and smile, saying the following:

"Well met, you who are stranger to me
My name is Martin, now friends we are
to be!"

If asked about rumors or if he knows anything, he replies:

"When I was strong, trees I would cut
But darkness came, and I fell in a rut
A darkness that was not right
Scary, it transformed the night
They don't believe Mad Martin, but I
know what I saw
Rotting flesh, and jagged yellow teeth
filled the jaw
I ran, from the great oak on the hill
Before the razor claws could make
their kill"

He then goes into a fit of laughter, and the party won't get much more information out of him. If you're feeling particularly creative, feel free to develop your own rhymes and expand the conversation.

Martin refers to an old revered solitary oak tree on a hill a couple miles from town, and most townsfolk would recognize it if asked.

At nightfall, a ghoul claws its way out of the earth near the tree and hunts for any living creature within 100 yards of the tree. It was the body of an innocent man hanged for a crime he didn't commit. After his hanging, he was buried under the tree.

Ghoul (AP:7, Speed: 15, Vitality:26, DEF:3d6, DR:1, Claw [AP:3, ATK:2d8, Dmg:2d8 and TCN 5 Endurance check or become fatigued for 24 hours])

Add the following for every 2 XP the party total has above 4:

Swarm of Rats (AP:4, Speed:10, Vitality:8, DEF: 2d6, Bite [AP:3, ATK:2d6, DMG: 1d6])

Grant each PC 1 XP point after this encounter.

Talia's Lost Pet

When the PCs arrive, they see a teenage girl in dirty and disheveled clothing weeping near the tavern entrance,

clutching a well-worn bit of thick rope. People ignore her for the most part, but some occasionally give her a bit of food or water to drink. She remains here every night for up to a week before disappearing (she leaves to seek better fortune in another town).

If approached, she says she's crying because she lost Fluffy, her cherished companion and pet. Since her parents were killed in a goblin ambush months ago, Fluffy is the only companion she has left. She would be eternally grateful if the party could find her. She only knows that Fluffy went off by a nearby river (about 2 miles from town) and never came back. If asked, she says Fluffy is her dog. You can't miss her because she's got the most beautiful spots in her fur.

If the party investigates the area where Talia said she last saw Fluffy, they can find canine tracks by succeeding on a TCN 4 Intuition check. The trail leads about 50 yards downstream before mixing with several other humanoid tracks. It is clear that a battle of some sort happened here. The group of humanoids can easily be tracked (no check necessary) and lead through the forest for about a mile before the smell of smoke and the sound of creatures yelling and talking becomes clear to the party.

Up ahead, over the hill and out of sight, is a camp of **goblin** raiders. They have captured Fluffy and put her in a wooden cage (TCN 4 Agility check to pick the lock) while arguing over what to do with her. No guard is posted, and thus, any Wisdom checks to detect hidden PCs would be at a disadvantage until the goblins have a reason to search for them.

There are seven goblins in this group. For each additional PC present above four, increase the goblins by one. For every level above 1st the PCs are, increase the goblins by two. The cage is set off to one side of the camp, away from the fire and 10 feet from the closest goblin. Fluffy is growling, and when she detects the party, she'll pipe

down. She is large for a **wolf**, has blue and orange dots painted on her fur, and a bright purple ribbon is tied to her tail.

In a lockbox (the goblin leader has the key, or TCN 4 Agility check to pick) is the goblin's treasure: 28 gp, 33 sp, 122 cp, and a silver ring worth 25 gp.

Fluffy will not attack the party unless she is attacked first. She smells Talia on them and will accompany them. If the party frees her, she will attack the goblins.

Goblins: (AP:6, Speed:10, Vitality:9, DEF:3d6, sword or javalin [AP:3, ATK:2d6, DMG: 1d8])
Fluffy (wolf): (AP:6, Speed:20, Vitality:9, DEF:3d8, Bite [AP:4, ATK:3d6, DMG:2d8])

Grant each PC 1 XP point after this encounter.

The Haunted Wood

This forest lies roughly 30 miles away from the town/village. As described above, the woods themselves are thick with gnarled roots and uneven ground, limiting travel to no more than 1 mile per day. The Haunted Wood is ten miles wide by twenty miles long, but feel free to adjust this to your own game world. When describing the woods, the following passage may help:

The natural greenery you've been traveling through suddenly changes ahead, like a cloud of sickness overtakes the habitat itself. The sounds of birds and other wildlife have ended, providing an eerie silence. Before you lies an afflicted wood, the gnarled roots of dying trees reaching out of the earth as if in some last gasp for air and light. Twisted branches end in leaves that are afflicted with a dark greenish rot. The sun itself seems to have been muted by the magic of this dread place, as no bright rays reach the mossy forest floor. A near overpowering sense of unease soaks into your bones.

Desecration of the Wood

At the dawn of every day, the dark power of the wood will have one of the following effects upon each member of the party:

Die Roll	Affect
1	TCN 4 Will check or be struck with fear, causing all attack rolls to be made at disadvantage until the next dawn.
2	A clingy mist permeates the forest. The PC with the highest Mental modifier must attempt a TCN 4 Will ability check. Failure results in the party wandering aimlessly for the entire day, and no progress is made.
3	The wood seems to close in, making travel exceptionally difficult. Each PC must succeed on a TCN 3 Endurance check or become fatigued.
4	A supernatural cold settles over the forest. No natural fire stays lit until the dawn of the next day.
5	An overwhelming sense of evil settles in. Good-aligned PCs suffer disadvantage on saving throws, and evil-aligned characters gain advantage on saving throws. This lasts until the dawn of the following day.
6	Stinging insects swarm the party. Every party member must succeed on a TCN 3 Endurance check or suffer 1d6 points of damage, half damage on a success.

Encounters in the Wood

During the day, there is a 1 in 6 chance of encountering a wandering creature. At night, that increases to a 1 in 10 chance every hour. Finding rest or respite in this forest is truly a rare feat. Note that not all random encounters need be a combat encounter. The creatures might not be aware of the party's location if they took ample measures to be stealthy or hidden.

If an encounter is determined, roll on the following chart to identify the type of creature(s):

Die Roll	Encounter
1	1 zombie (AP:5, Speed:10, Vitality:35, DEF:2d6, Punch [AP:3, ATK:3d8, DMG:1d8])
2	1d6 goblins (AP:6, Speed:10, Vitality:9, DEF:3d6, sword or javalin [AP:3, ATK:2d6, DMG: 1d8])
3	2d6 skeletons (AP:6, Speed:15, Vitality:9, DEF:2d6, sword [AP:4, ATK:3d6, DMG:2d8])
4	1d4 cabbage spiders (AP:6, Speed:15, Vitality:14, DEF:2d6, Bite [AP:3, ATK:2d8, DMG:1d8 + TCN 5 Endurance check or additional 1d8 toxin damage])
5	1d6 swarm of rats (AP:4, Speed:10, Vitality:8, DEF: 2d6, Bite [AP:3, ATK:2d6, DMG: 1d6])
6	2d6 centipedes (AP:6, Speed:10, Vitality:7, DEF:3d6, Bite [Ap:4, ATK:2d6, DMG:1d6 + TCN 3 Endurance check or be stunned until end of next turn.])



The Tomb of Entropy

Three miles within the forest lies the Tomb of Entropy. The PCs will enter a small clearing where a large, twisted tree lies before them. Embedded within the tree trunk is a large door, a blue glowing mist swirls around the base of it. Bones of both humanoids and creatures lie half buried in the moss and dirt within the clearing.

None of this is inherently dangerous even if very unsettling. In fact, the door is not locked and is easily opened. Doing so reveals another surprise, as beyond the door isn't a small room within the tree as might be expected. Instead, a stairway leads at a steep angle deep underground in the dark. This stairway is cold and musty, leading down more than 50 feet into the earth.

As soon as all of the party members enter the stairway, the door will close behind them and will not open regardless of the effort put forth, as it is magically held, preventing any living creature from opening it. Only putting the avatar of Za Gatul to rest will cause the magic to fail and allow the characters to escape. Undead can open the door and pass through without issue.

You will note how each map iteration has a set of stairs leading upwards. Each of these stairs does lead up to the door, but unless the avatar has been dealt with, the door will remain closed.

The Chaos of Entropy

Entropy can be described as the drive into randomness and disorder. This is an appropriate term, as the tomb has several magical influences that will seem chaotic and random to the players. This randomness manifests in the following ways:

The dungeon shifts and transforms every hour.



There are three different maps provided, labeled as Iteration 1-3. When the players first enter the tomb, they will enter iteration 1. After an hour, roll 1d6. On a result of 1-2, use iteration 1. On a result of 3-4, use iteration 2. And on a result of 5-6, use iteration 3. The PCs will be transported to the same numbered room in the appropriate map used.

That is, if the PCs are in room 1d on the first map, and the map transforms to iteration 3, then they will find themselves in room 3d on that map. You will note how there are only nine rooms on map iteration 2. If the PCs are in any room of 1j or 3j or higher and iteration 2 manifests, they will be transported to 2a.

Each time there is a shift to a new map, magical spells are also affected. Roll on the following table to determine the elemental type of the spell. This type replaces a previous type and remains until either a new iteration is completed or the PC leaves the tomb.

1	fire
2	cold
3	lightning
4	necrotic
5	thunder
6	radiant
7	poison
8	acid

For example, if a map shift happens and you roll a 4, and a wizard casts the fireball spell while this effect is in place, the fire aspect of the spell will be replaced as necrotic damage instead.

Finally, the PCs' physical stature will also change during each map shift. Roll on the following table for each PC to determine the alteration. These changes last until the next map shift or until the PC leaves the tomb.

- | | |
|---|--------------------------------|
| 1 | gain one size category |
| 2 | lose one size category |
| 3 | skin changes to a random color |
| 4 | grow a tail |
| 5 | lose all hair |
| 6 | entire body covered in hair |

Every midnight, undead will magically spawn in one of the iterations randomly. Roll 1d6. On a result of 1-2, it will be iteration 1, on a 3-4 it will be iteration 2, and on a result of 5-6, it will be iteration 3. Determine the type of spawn from the below table. These undead will spawn randomly somewhere in the dungeon and will begin to wander randomly. Keep this in mind as the PCs explore the various dungeons.

Die Roll	Encounter
1	1 zombie (AP:5, Speed:10, Vitality:35, DEF:2d6, Punch [AP:3, ATK:3d8, DMG:1d8])
2	1d6 goblins (AP:6, Speed:10, Vitality:9, DEF:3d6, sword or javalin [AP:3, ATK:2d6, DMG: 1d8])
3	2d6 skeletons (AP:6, Speed:15, Vitality:9, DEF:2d6, sword [AP:4, ATK:3d6, DMG:2d8])
4	1d6 swarm of rats (AP:4, Speed:10, Vitality:8, DEF: 2d6, Bite [AP:3, ATK:2d6, DMG: 1d6])

Grant each PC 1 XP point after exploring each floor fully.

Iteration 1

Visual: Unless otherwise noted, this dungeon iteration resembles a long-abandoned crypt. Thick dust coats the cobblestone floors and objects, and cobwebs hang in tatters from nearly every corner and doorway. There are no light sources, and the passageways are entirely dark. However, torch sconces do line the walls every twenty feet. Each passage is five feet wide by ten feet tall and made from carved stone.

Tactile: With every step, dust puffs into the air and settles on everything. This causes a constant feeling of grit and dirt to infiltrate every fold and every crease of armor. Creatures feel the need to sneeze often.



Olfactory: A musky, earthy smell permeates the air.

Auditory: Complete silence. The thick dust seems to muffle and absorb sounds.

1a

The stairs end at a slightly raised curved section of this chamber. An ancient archway lies at the opposite end of the room from the stairs. A secret door is concealed on the north wall (TCN 4 Intuition check to detect if searching). The floor is thick with dust, and no prints mar the surface.

1b

This large room was once a meeting room for visitors to Za Gatul's original lair. Broken and decayed remnants of a table and chairs like scattered in the middle of the room. A cursory search of the debris will reveal a weathered leather tome. This book is very fragile and will fall apart at rough handling. It is written in common language, and while most pages are illegible, some are readable (see **Logbook** handout).

A rusted iron gate leads to 1e, and an ancient wooden door leads to 1c. The door is not locked, and the gate can be lifted by a combined Power modifier of 4.

1c

This room is entirely empty. The door to 1d is locked (TCN 4 Agility check to pick).

1d

This large room has 10 stone pillars that rise up to the ceiling 30 feet high. Each pillar is carved to resemble decaying bodies intertwined, spiraling the pillar. This room is home to a **ghoul**.

If the PCs make noise when they enter the level in room 1a or 1b, the ghaſt will awaken from its long ſlumber. Being an intelligent creature, it will wait until it hears a noiſe in 1b. At that point, it will attempt to ſtealthily open the ſecret door and attack the party from the rear with

ſurpriſe. If ſearched, the ghaſt wears a ring with the name "Malcome" engraved in it (worth 15 gp), and ſtuffed into a pocket is a piece of paper (**Journal Entry 55**).

Ghoul (AP:7, Speed: 15, Vitality:26, DEF:3d6, DR:1, Claw [AP:3, ATK:2d8, Dmg:2d8 and TCN 5 Endurance check or become fatigued for 24 hours])

Add one ſkeleton to this encounter for every two additional PCs above 4.

Skeleton (AP:6, Speed:15, Vitality:9, DEF:2d6, sword [AP:4, ATK:3d6, DMG:2d8])

1e

A heavy ancient wooden door blocks the way to room 1f. This door is locked and rusted. It requires a TCN 4 Agility check to pick the lock or can take up to 25 points of damage before breaking (naturally, the latter will cauſe a lot of noiſe).

1f

Located in the ſouthern ſection of the room is a large ſtone table. Broken ſhards of glaſſ lie littered on the table and the floor around it. Sigils and ſymbols have been carved into the ſtone of the table itſelf, appearing as random equations. Any wizard will recognize this as an ancient alchemical lab. Two closed doors lead to rooms 1g and 1h.

1g

Along the weſt wall of this room is an old wooden cheſt. A few ſcattered cobwebs lead from the wall to the cheſt, giving the impreſſion that the cheſt haſn't been opened in years.

The cheſt is locked and trapped. Attempting to find the trap requires a TCN 3 Intuition check. If the cheſt is attempted to be opened or moved without firſt diſarming it (TCN 3 Agility check), the door will ſlam ſhut and lock.

Immediately a dark oily fluid will pour out of hidden holes along the ceiling. After four rounds, the oil will be an inch deep in the

room, a hidden slot in the ceiling will open, and a small globe of flame will fall, igniting the oil. Any creature entering this room for the first time, or starting their turn in this room, will suffer 1d8 points of heat damage turn as long as the oil is burning. This oil will burn for 5 rounds, destroying the chest and contents.

If the trap is discovered and disarmed, the chest contains a *potion of healing* and a wizard scroll with the following spells: *Identify*, *Comprehend Languages*, and *Command*.

1h

A permanent illusion hides the alcove in this room. Za Gatul used this room as a guard room to keep unwanted guests from his private chambers. Hidden behind the illusion are two **ghouls** that will attack any creature that tries to open the north door.

Ghoul (AP:7, Speed: 15, Vitality:16 and 20, DEF:3d6, DR:1, Claw [AP:3, ATK:2d8, Dmg:2d8 and TCN 5 Endurance check or become fatigued for 24 hours])

If there are more than four PCs, add an additional swarm of rats.

Swarm of rats (AP:4, Speed:10, Vitality:8, DEF: 2d6, Bite [AP:3, ATK:2d6, DMG: 1d6])

1i

This room used to be a dining hall. A long wooden table, almost wholly decayed, lies on the floor, intermixed with occasional bits of ceramic from ancient plates and bowls. At one point, there were eight chairs around the table, but those also lay in pieces on the floor. Each chair has a pile of humanoid bones, apparently the remnants of visitors whom all died while sitting at a meal. If the PCs disturb the skeletal remains or try to leave the room, they will animate and attack.

Skeleton, 8 ea (AP:6, Speed:15, Vitality:9, DEF:2d6, sword [AP:4, ATK:3d6, DMG:2d8])

1j

Unlike the rest of the room, a well-worn trail through the dust is clearly visible running from a melon-sized hole in the northwest wall to 1k. The tracks appear to be of some sort of large vermin. If the PCs make significant noise or eat anything in this room, it will attract the **giant rats** that make their lair beyond the hole in the wall. There will be 2 giant rats for each PC. They fear fire, and any torch or similar fire within 10 feet of a rat will nullify its pack tactics trait.

Giant rats (AP:6, Speed:10, Vitality:3, DEF:1d6, Bite [AP:3, ATK:2d6, DMG:1d6])



1k

This room was obviously a lavatory at some point. In the southeast corner is a stone bench with a hole in the top. The hole leads into darkness more than 20 feet below in a pit. Luckily for any adventurer, the refuse has long been decomposed (the undead do not need bathrooms). The trail from the rats leads to his hole.

1l

This large room was the personal chamber of Za Gatul. Despite the years, an ancient four-post bed still lies in the center

of the room along the north wall. The wood seems to have been magically preserved; however, the bedding is in tatters and is very fragile to the touch. A wooden desk along the east wall seems to be similarly preserved, along with a black leatherbound book resting upon it.

This book is Za Gatul's journal (see **Journal** handout).

A niche containing a silver locked box is hidden under a flagstone under the bed (TCN 5 Agility check to pick). Inside the box are four emeralds worth 100 gp each, a spell scroll of *heal wounds*, a spell scroll of *sleeping smoke*, a spell scroll of *detect magic*, a *ring of protection +1 DEF*, and a spellbook containing the following spells:

1st: acid touch, entangling vines, gust of wind.

1m

In the center of this small chamber is a fountain ten feet in diameter. A small statue of a woman rises out of the middle of the fountain, her face cast in an expression of torment. From her mouth spills a foul red liquid, which fills the fountain. This liquid is blood. While not poisonous, it is pretty gross.

1n

Several old crates and barrels are stacked in this room. They once held the supplies for Za Gatul, but over the decades the contents have become brittle and dried out, with no nourishing value.

1o

This room used to be a kitchen. A stone hearth and iron cauldron still sit in this room, undisturbed. The fire is long since cold, and the cauldron is empty.

If a fire is lit beneath the cauldron, it will magically fill with one gallon of healthy stew, and it can provide this once per day. The cauldron weighs 50 lbs.

Iteration 2

Visual: This iteration is radically different from the others. The floor and walls of the dungeon are carved from moistened earth. Passages are typically five feet wide by 10-15 feet tall, with some minor variation. Pools of silver water (safe to drink) frequently dot the floor as if seeping up through the ground. Glowing patches of blue and red fungi illuminate the halls and rooms in dim light.

Tactile: The air is thick with cool humidity. The moisture is so thick that skin and clothing become damp and water laden. This dungeon grants resistance to fire damage to everything in it. Each footstep causes a slight sticking feeling to the floor as the muck adheres to the players' boots.

Olfactory: A faint smell of seaweed hangs in the air.

Auditory: A constant dripping sound in the distance breaks the silence. An occasional splashing sound can be heard in the distance.



2a

A silver pool of water covers the eastern floor of this room. Standing in the center of the room, attempting to dip a cup into the water, is a figure cloaked entirely in purple. However, they and their cup seem to be incorporeal as try as they might, the cup just passes through the water.

This figure is Roxyl, a former companion of Za Gatul. They are now in ghostly form. When the party enters this chamber, they will respond accordingly to their presence.

Roxyl is not hostile or evil but is slightly mad, often interrupting themselves with statements about horror and some creature taking over its mind. They cannot leave this room, as a magical compulsion prohibits them from doing so. They are, in fact, a ghost.

Roxyl is more than willing to converse with the party, even if their memory is shattered. Roxyl knows the following:



- They were companions with Za Gatul once, long ago. Something about ice, so much ice. And a lost city.
- Za Gatul saved them on more than one occasion. While generally kind, he had a strong desire for power and an intense fear of dying, which is strange for an adventurer.
- Roxyl and Za Gatul often spent nights together, discussing the mysticisms of various magical forces. They consider Za Gatul to be a close friend. In fact, the same cup they are holding was a gift from the wizard.
- There was a specter of a creature that called itself Za Gatul, and looked like Za Gatul, that created undead creatures and longed to become undead himself. But surely that had to be a trick, because Za Gatul was their friend and would never do such a thing!? A group of adventurers came by one day and a great battle ensued, and the specter that would be Za Gatul died in that battle, along with the heroes. How long ago that was, Roxyl does not know, as time seems to be muddled for them. But they feel a similar evil presence rising again.
- If convinced that undead are back again, Roxyl is sad knowing that his friend, now fully corrupted, is returning. They will offer their cup to the party to present to Za Gatul, hoping that their old friend can be redeemed by recognizing it as part of a cherished friendship. Once a PC touches the cup, it becomes solid. Roxyl will give one final warning: Beware of fear, for fear is what drives one to do evil deeds while convincing you it is righteous behavior.

If the party returns to Roxyl with information about the cupcake altar and the ritual book, Roxyl will advise them of the proper ritual to summon Za Gatul's avatar to finally put this cursed place at rest and stop the undead menace once and for all. If the party does not summon Za Gatul's avatar and lets the natural

magic of the wood recover the body fully (taking another month), Za Gatul will be the equivalent of a **vampire** and be nearly unbeatable by the party if they decide to fight him.

The party will need to place Roxyl's cup, Malcome's ring, Aero's fireball scroll, and candy from iteration 3 onto the altar and utter the charm of summoning. That will summon the avatar of Za Gatul. What the party does from there is up to them.

2b

A small pool of silver water can be seen flowing under the south doorway and forming a small pool in this large chamber. If examined, it appears the water slowly drains through a small hole in the far southwest corner. This hole is only a fraction of an inch wide and does not lead anywhere of importance.

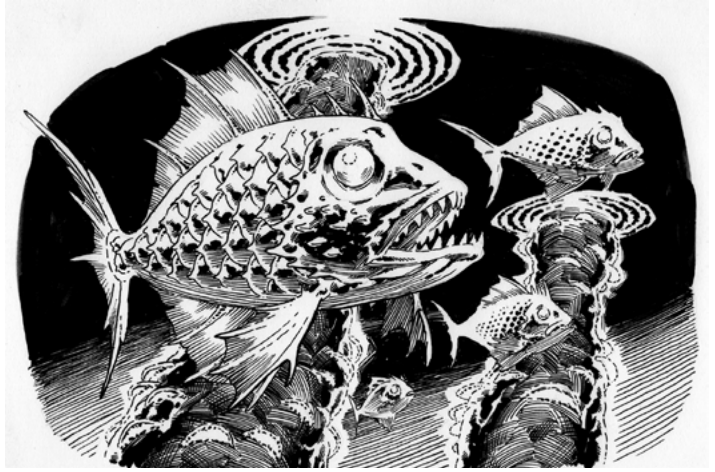
2c

Silvery moisture collects heavily on the walls, but does not seem to drip down to the floor. In the center of the chamber are four shallow holes, roughly six feet long by two feet wide by two feet deep. It appears something burst its way up from the earth. This is in fact true, as four bodies previously buried here animated as zombies when the power of Za Gatul started to return.

2d

The silver water is only an inch or so deep near where it borders the floor in the northeast portion of the chamber. It quickly deepens to four feet deep within five feet of the edge of the liquid.

A small group of **undead quipper swarms** reside in water that covers this chamber, 2e, and 2f. If the PCs enter the water, they will attract these creatures. There is one swarm in this room, one in 2e, and one in 2f, for purposes of how soon they will arrive, based on typical movement rate.



Undead quipper swarm (AP:6, Speed:20, Vitality: 25, DEF:1d8, Bite [AP:3, ATK:2d8, DMG:1d8] If vitality is 15 or less, ATK becomes 2d6).

2e

The silvery water is consistently four feet deep in this room. A small two-foot-wide archway leads into 2f, only the top foot above the water level. The blue light from 2f reflects off of the still water's surface.

2f

Several misshapen, bulbous pillars rise up out of the water to the ceiling. Each pillar (25 vitality) can best be compared to a fungi-covered tree trunk covered in burls, glowing soft blue light.

This room is a power conduit to the tomb and is directly linked to the power of the altar. Destroying each of these pillars would cut off the power and cause the return of Za Gatul to fail.

2g

A reading and writing desk occupies the niche in this room. The most remarkable thing about it is that it is completely dry, as is the paper lying on top. A small locked drawer (TCN 4 Agility check to pick) contains an inkwell, a feather pen, and several pieces of parchment. All of this is dry, but if taken outside of the niche, will begin to moisten in the air and be ruined in 2d4 rounds unless the PCs take actions to protect it.

If the paper is examined, it will appear as if it was ripped out of a book (see **Journal Entry 36**).

2h

Like most chambers, the walls and ceiling glisten with moisture over glowing fungi. The floor also glistens, but there are no fungi growing on the floor. Have each PC roll an Intuition check against a TCN 5. A successful roll gives them a bit of insight. No other floor on this iteration is devoid of fungi but this one, which seems...odd.

The floor is actually home to two **oozes**, which will attack any creature that moves to the center of the room.

Ooze (AP:6, Speed:15, Vitality:14, 16, DEF: 2d6, Tendril [AP:4, ATK:1d8, DMG:2d8 corrosive] Oozes are immune to heat and corrosive damage).

2i

Several fungi-covered bulbous pillars similar to 2f are in this chamber. However, these do not glow, and the silver water is only a few inches deep at most.

Iteration 3

Visual: The walls and rooms of this iteration are carved from stone and painted in bright random colors and patterns. These colors emit a dim glow, illuminating the entire dungeon in dim light. The passages are five feet wide and ten feet tall. Embedded in the walls are bits of candy, and pools of sweetened carbonated water are located in certain areas (such as 3c, 3h, 3k, 3l, and 3o).

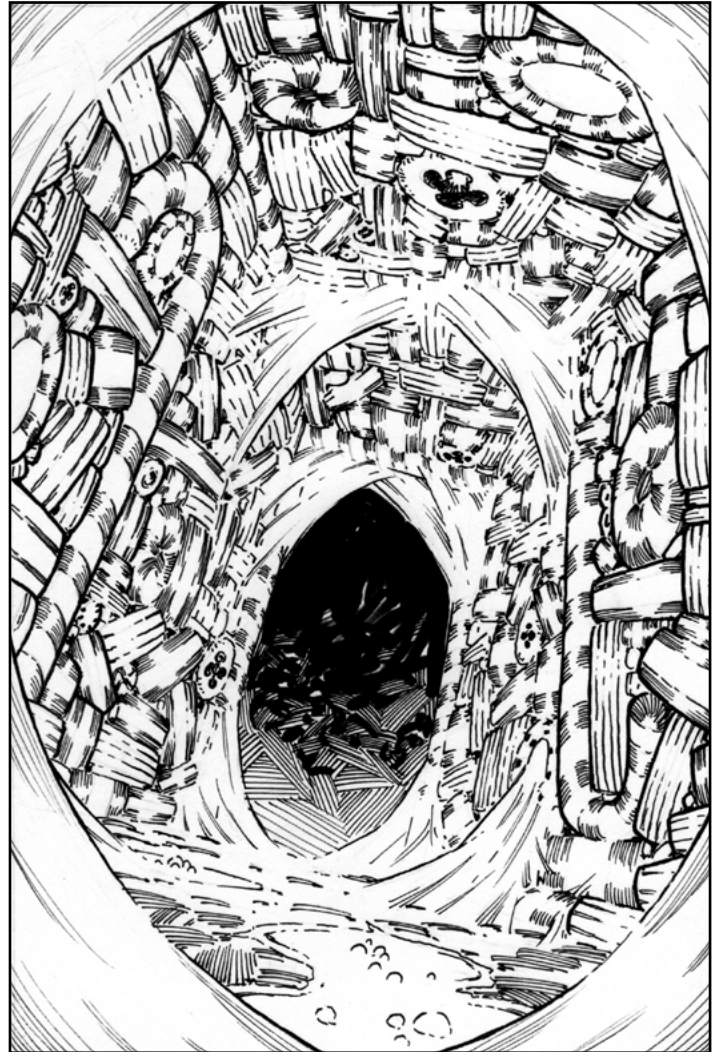
Tactile: Everything seems hard and smooth to the touch, like rock or glass.

Olfactory: The air contains a sweet smell, similar to cotton candy.

Auditory: Barely noticeable is the sound of children laughing. Always in the distance, and if you try to listen for it, you can't hear it. Only when you're

not listening, do you hear it faintly in the distance.

Taste: The very "stones" of this passage are sweet like hard candy.



Unlike the other iterations, the stairs leading upward are not open to easy passage. Several misshapen **spiders** (two are giant) seemingly created from candy canes have made their lair just up the stairs, preventing any passage. Any creature that comes within 10 feet of the stairs will cause them to attack. Further away, and the spiders only weave menacingly, their intent clear: do not pass.

Giant Spiders, 2ea (AP:6, Speed:15, Vitality:12,17, DEF:1d8, DR:1, Bite [AP:4, ATK:1d8, DMG:1d6 + TCN 3 Endurance check or additional 1d8 toxin]. These are immune to toxin, charm, fear, and electrical damage but are vulnerable to bludgeoning and acid.)



3b

Three old bunks line the northwest wall of this room. The frame is made from candy cane, and the bedding appears to be made from cotton candy. They are safe to sleep in and magically are not as messy or sticky as one might assume. Any creature that does sleep in one of these beds for at least 8 hours will have their hit points recovered to maximum when they wake.

3c

A bubbling fountain of carbonated sweet soda is in this small circular room. It is entirely safe to drink but does not hydrate as water would, and thus water is still necessary. However, drinking from this fountain will recover one level of exhaustion. This can only be done once every 24 hours.

3d

This circular chamber appears to have been the private chamber of someone important in the past. A very large bed (made from candy cane and cotton candy similar to the ones in 3b) sits against the south wall. The bed posts are made from candy cane as well, and the bed curtains are made from fruit leather. Off to the east

side of the bed is a crude chair.

If the party is relatively quiet when they enter this room, they will see a sleeping form in the bed. It appears to be a goblin-like creature with green hair and brightly colored make-up. This is actually its natural skin color. The creature is clutching a piece of parchment in its hands.

This creature is Furli (see **NPC Appendix**), a goblin initially recruited by Za Gatul to assist him. However, the magic of the Wood, specifically being trapped in this candy iteration, has magically altered him. Not only has his appearance changed. Furli's personality has become childlike and carefree. Despite his off-putting and even scary appearance, Furli is quite joyful as long as he has access to candy.

Furli is magically asleep as per the spell of the same name but with an indeterminate length. Normal quiet sounds will keep him asleep, but loud noises and jostling will wake him. When he does wake, he is not initially hostile and is very curious to know about the PCs and why they are there.

The parchment Furli is grasping is **Journal Entry 31**, as well as a fireball spell scroll. Due to the archaic, magical language of the scroll, it cannot be cast as a regular scroll.

Furli's memory is as childlike as his demeanor. He remembers helping Za Gatul gather components, materials, and even the occasional skeleton or zombie ("But don't worry! It was to help people!" he exclaims). He knows nothing about the return of Za Gatul and doesn't believe any stories that infer he is evil. His memory of Za Gatul is that he was a demanding but kind master who didn't beat him nearly as much as his old chief and was willing to keep him around despite his mistakes, and when he was exceptionally behaved, was even allowed to read some of Za Gatul's books!

Furli has only the fuzziest of memories regarding the second group of adventurers who came to confront Za Gatul. He only remembers how they talked, then shouted,

and then a fight broke out, and he fled, much to his shame. Furli is very self-deprecating, especially when it comes to his cowardice.

If treated kindly, Furli will want to accompany the party. After all, he is no longer magically asleep and is very curious. He takes kind words and compliments in an outwardly self-deprecating manner but secretly cherishes them. Furli is exceptionally loyal to anyone who has been kind to him, as Za Gatul never really treated him like he was valued or important (despite Furli's claims to the contrary!). Furli is easily frightened, however, and won't engage in battle unless someone he's bonded with is in danger.



What's left of a wooden table is in the center of this room, along with two stone benches on either side. The niche on the north wall contains another small pile of rotted and decayed boards. If Furli is with the party, he advises that this used to be a waiting room, and there used to be a bookshelf in the niche that was full of some of his favorite adventure stories, like *Wars in the Stars*, *Sense And Senselessness*, and a collection of *Choose Which Adventure* books. Seeing them as nothing more than rotted material makes him very sad.

3f

Scorch marks mar the ceiling, floor, and walls of this room despite its candy-like appearance. Debris is littered everywhere, but the first thing to grab the attention of the party is the human skeleton laying in the center of the room.

This was where the initial battle took place between the adventurers and Za Gatul. If examined, the human skeleton is still wearing tatters of brown clothing and a green cloak. A necklace (50 gp in value) is recognizable by Furli as belonging to one of the female adventurers. Shava was her name, as he recalls.

3g

This room is empty.

3h

Old crates and debris litters the floor of this room. Chained against the west wall is the body of an emaciated human covered in small cuts and bruises. A pool of dark oily red liquid forms at its feet.

This humanoid is actually the **vampire spawn** Za Gatul had captured years before. It's still "alive", albeit emaciated and very weak. As soon as any living creature comes within 5 feet of it, its head will jerk up and expose its fangs in ravenous hunger. The creature, after years of torture and neglect, is quite mad. If Furli is with the party, he will avoid this creature in fear and will refuse to enter the room.

While chained, the creature can quite easily be dispatched by the party by any magical weapon or spell. 1 XP should be awarded in this manner, and only because they are destroying something so wholly evil.

If for some reason the party frees the creature, it will attack the closest person, trying to feed.



Vampire Spawn, weakened (AP:7, Speed:15, Vitality: 14, DEF:2d8, DR:2, Claw [AP:3, ATK:2d8, DMG:1d8], Bite [AP:4, ATK:2d8, DMG:1d6 damage plus 2d6 necrotic damage (which is added to its current hit point total)], Resistance to non-magical attacks).

There is a secret door along the south wall, but it has been damaged and is easily detected (TCN 4 Intuition ability check).

3i

The scene of a great battle was in this room. Scorch marks mar the room's surfaces, chunks have been taken out of the wall and ceiling, and a stench of something evil still hangs in the air. This is the scene where the adventurers battled Za Gatul to the point of mutual destruction.

With the return of the necromantic power, the bodies of the adventurers have risen as zombies. When any living creature enters this room, they will attack. These zombies each have a different manner of attacking as follows:

Dulgin: Casts a necromantic cantrip (AP:4). The sounds of bells tolling fills the room. A target Dulgin can see within 30 feet must make a TCN 4 Will check or suffer 1d8 necrotic damage.

Morlyn: Casts a ray of fire cantrip (AP:4). ATK:2d8 to hit a target within 60 feet, 1d6 fire damage on a hit.

Malcer: Attacks with a *long sword* +1 PD (AP:4, ATK:3d8, DMG:2d8+1). This sword is magical and adds +1 PD to attack rolls.

Dwiindel: Shapechanges into a zombie spider. AP: 4, ATK:2d8, DMG: 1d6 + TCN 4 Endurance check or suffer an additional 1d6 toxin damage.

Each has the following stats: (AP:5, Speed 10, Vitality: 10, DEF:1d6)

Dulgin still wears a holy symbol that represents the god of life he used to worship. Any PC skilled in Intellect can attempt a TCN 4 Intellect check. Those that succeed recognize the holy symbol and know that something is wrong. They would know that a priest of life would never normally be desecrated by becoming undead.

Any PC who confronts Dulgin with this will force Dulgin to attempt a TCN 4 Will check (Dulgin rolls 2d6). Failure causes Dulgin to be overcome with some sort of internal turmoil before a glow emits from the holy symbol. At the end of the round, this light flashes, destroying any undead creature within 30 feet, including Dulgin.

3j

A single loose sheet of paper lies in the center of this room. This is **Journal entry 42**.

3k

A pool of bubbling liquid can be seen flowing from under the doorway to room 3l. The door is swollen shut, requiring a TCN 5 Power check to break free and open.

31

The entire room is filled with a bubbling liquid more than a foot deep. It is simply carbonated water and is harmless. Large pillars made from candy cane line either side of the room, and at the far end is an altar that appears to be a giant cupcake. A sickly glowing silver light seems to shine on the altar from behind.

Examination of the altar reveals an empty bowl resting on top of it. The bowl cannot be removed and radiates necrotic energy. If the items mentioned by Roxyl are placed within the bowl, and the charm is uttered, the half-formed avatar of Za Gatul will be summoned in the middle of the room. At this stage, Za Gatul's body is skeletal in appearance, with bones not quite fitting where they should be.

Za Gatul (see **NPC Appendix**) will immediately demand why he was summoned before his body was ready and ask the PCs if they plan on meeting the same fate as the previous intruders. There is an opportunity to parlay here before things devolve into hostility. The party can attempt to persuade Za Gatul of his transformation to evil and how he can be redeemed, or at least his legacy can if he gives up his mad goal of immortality. This is a TCN 12 Persuasion check, which may have the TCN lowered based on the following events:

If Furli is with the party, he will cry out "Master! What has happened to you!" and he will prostrate himself on the floor. The TCN is lowered by 1 in this case.



If Za Gatul is presented with the bowl containing his friend's items, friends who would disapprove of his behavior, the TCN will be further reduced by 2.

If the PCs argue how his undead minions are murdering innocent townsfolk, people who once looked up to Za Gatul, and how he once respected, the TCN will be reduced by a further 3.

If Za Gatul is successfully persuaded, he realizes just how much of a monster he has become and will willingly let himself go, fading into nothingness. The door to the stairs will be open, and all undead will be reverted to true death.

If he is not persuaded, he will attack the party in a rage. One additional zombie for every two PCs will rise from the water to join the fray. If defeated, his bones will fade into nothingness, the undead will all revert to true death, and the door above the stairs will open. Furli will assist the party if they are attacked by Za Gatul.



NOTE: If the blue pillars in iteration 2 are not destroyed, the unholy magic of the Wood remains. The issues may be solved for now, but at some point, the evil magic of the wood will create another threat...

Ghoul (AP:7, Speed: 15, Vitality:16 and 20, DEF:3d6, DR:1, Claw [AP:3, ATK:2d8, Dmg:2d8 and TCN 5 Endurance check or become fatigued for 24 hours])

3m

This room allows passage into 3l without needing to open a door. From this room, the party can hear a loud scratching noise coming from room 3n. What seems even stranger to the PCs is that the entry to 3n is shrouded in darkness, unlike the colorful glow that illuminates the rest of this iteration.

3n

This room does not glow like the other rooms. This is because the acidic slime of the resident **ooze** has eaten away the candy down to bare earth. This makes the creature exceptionally difficult to detect (TCN 6 Intuition). Any creature that enters this room will find themselves subsequently attacked.

Ooze (AP:6, Speed:15, Vitality:24, DEF: 2d6, Tendril [AP:4, ATK:1d8, DMG:2d8 corrosive] Oozes are immune to heat and corrosive damage).

3o

This room was once hidden and walled off, but the gelatinous cube in 3n has eaten enough of the wall to reveal the room beyond. After a couple of rounds of breaking through the wall, the PCs will see a small pool of bubbling carbonated water in the southwestern corner. Along the north wall is a well-preserved (for this dungeon at any rate) table with a book lying on top of it.

This book is the ritual book that Za Gatul walled off in hopes no one would discover it. The book is open to the middle, displaying two pages. Any attempt to close and reopen the book or to turn the page always opens up to these two pages.

Page 1:

To summon a creature, you need to supply bonded items of that creature or bonded items of creatures that were cherished by the persona you want to be summoned. This is critically important, as the emotional connection of these items is what ties the creature to the location in which you are doing the summoning.

Page 2: **Charm of Summoning**

(Insert creature name), I call upon you to heed my summoning. Behold the treasures I have gathered for you. Come to me now, and hear my plea!

Player Handouts

Logbook

The following names are legible in this book. There are several others, but they are smudged beyond recognition.

Thyrmir Jötunn

Jencharts

Malcome

Aero Groth

Roxyl

Dulgin

Ghaya

Morlyn

Malcer

DWindle

Journal

Entry 23-We have discovered the lost ancient city. I can feel magic permeate the very air, almost like a force bearing down upon me. The original species that once rules this city must have been powerful indeed. As we exited the ice tunnel, standing guard in perpetuity was a giant creature I'd never heard of before. It stood well over three men high, with a featureless face. Most shocking was how its mouth, lined with razor-sharp teeth, seemed to be where its stomach should have been. If that wasn't fearful enough, it held a hammer as large as a tree. I am thankful that it appears to be frozen in death. I chuckle to myself, thinking how fortunate we are that Thyrmir doesn't have his mouth of similar size and location, for his cravings for candy might cause great trouble if he could eat it that fast!

Entry 29-We have managed to complete a game of ball against ghostly opponents. Some time I'll describe it in greater detail, but I do not have the time. It seems as if we are besieged by monsters at every hour. Our resources are getting low and we haven't even reached the tower yet. I believe the tower is key to this city.

Entry 33-We were fools to attempt the tower assault while so low on resources. We didn't stand a chance. I have failed my loyal companions. Now all but me lies frozen in death from the lich queen. I only barely escaped via my teleport spell. I have never come so close to death! The horror on my friends' faces! I can't get it out of my mind. I do not want to die like that! I do not want to die!

Entry 39-Ironically the lich queen, who nearly caused my death, will be my savior. The magic she unlocked will be mine. Time to return to my studies.

Journal Entry 31

Malcome once again chided Aero for not having the fireball spell. I can't help but laugh in defeat. Aero, a druid of fire, unable to cast a fireball! At first, it was a humorous jest, but now that we are half way ascended the tower, it is clear a fireball would have been exceptionally timely.

Ha! I found this fireball scroll. Maybe when I'm successful, I'll get it to Aero after all!

Journal Entry 36

The townsfolk treat me like a hero. I am no hero. The heroes are those who died and I left behind. If only they knew the truth. But alas, I cannot tell them. I can't afford the distraction. I need to go back and give my companions the respect they deserve, but I cannot do it while I'm so...mortal. Yes. That is the answer!

It's been a long night. I reached into this old robe I haven't worn in ages, and found a piece of hard candy. How did it get there? How did Thyrmir not find it earlier? Alas, my poor companions.

Journal Entry 42

I have come so far! I have been able to tap into a primordial magical force of this wood, and use it to fuel my magical experiments. The light from the pillars is more than I ever needed. I've conquered death on a small level-creating skeletons, zombies, and other minor undead. This seems no great feat. I need to find a way to harness the power to grant undeath while also retaining intelligence and will. I've managed to capture a vampire spawn and have been experimenting on it to find out if the solution may be biological.

Journal Entry 55

Apparently, the townsfolk who once hailed me as a hero are now trying to destroy me. They accuse me of being an unholy abomination. Mel The poor ignorant fools. Supposedly they are sending some nosey adventurers to come to speak to me and find out what is going on. Who do they think they are fooling? Did they forget I was an adventurer myself? I know how these things go. They have come to kill me and take my stuff. That's what adventurers do. I will not be fooled. I will be ready. For here is what they don't realize. I am taking measures that even if they defeat me, I shall return. I'm so close to my goal of immortality that I cannot, will not, be thwarted. This body is just a vessel now. It can be replaced. If they defeat me, the magic of the Wood will bring me back. It might be slow, but I have all the time in the world, as do all immortals. A new body will be created for me. One that will not age.

Appendices

NPCs

Furli, goblin executant

Vitality: 11 DEF:2d8

P:0 M:1 A:2

CD: d8 PD:d8 AP:6 Speed:10

Dirty Fighter: Gain a bonus PD to your Attacking Challenge Roll when attacking a creature you haven't attacked yet during this combat encounter.

Planner: Add your Mental modifier as a bonus to your Combat Order roll.

Alluring Performance: 4 AP. Target a creature that can see or hear you within 30 feet. Your song, dance, or musical instrument becomes laden with magical power. The creature must succeed on a Will ability check against your Performance roll, or it will be glamourous by you as per the Charming Magic spell.

Personality: Kind and friendly. Wants to please. Loves to hear compliments but acts in a self-deprecating manner. Very loyal to those who are kind to him.

Flaws: Often finds themselves inadvertently causing trouble or losing things.



Za Gatul's Avatar, Sorcerer

Vitality: 19 DEF: 2d8 DR:1

P:1 M:3 A:1

CD: d8 PD:d10 AP:7 Speed:fly 15

Resistant to necrotic damage and immune to toxin.

Spells Prepared (ASP:1d10):

Incantations (AP:4):

Elemental Ray (DMG:2d8 necrotic)

Prestidigitation (10 feet, 1 hour):This spell conjures a minor magical effect to come into being. You can create one of the following within range:

- An instant harmless sensory effect, such as a breeze, faint melody, small flashing lights, or smell.
- Instantly snuff out or light a candle, torch, or small campfire.
- Instantly clean or soil an object no larger than 1 cubic foot in size.

Tier I (AP:4):

Paralyze (60 feet, 1 minute):When you target a humanoid you can see within range and cast this spell, that creature must succeed on a Will ability check or be paralyzed for the duration.

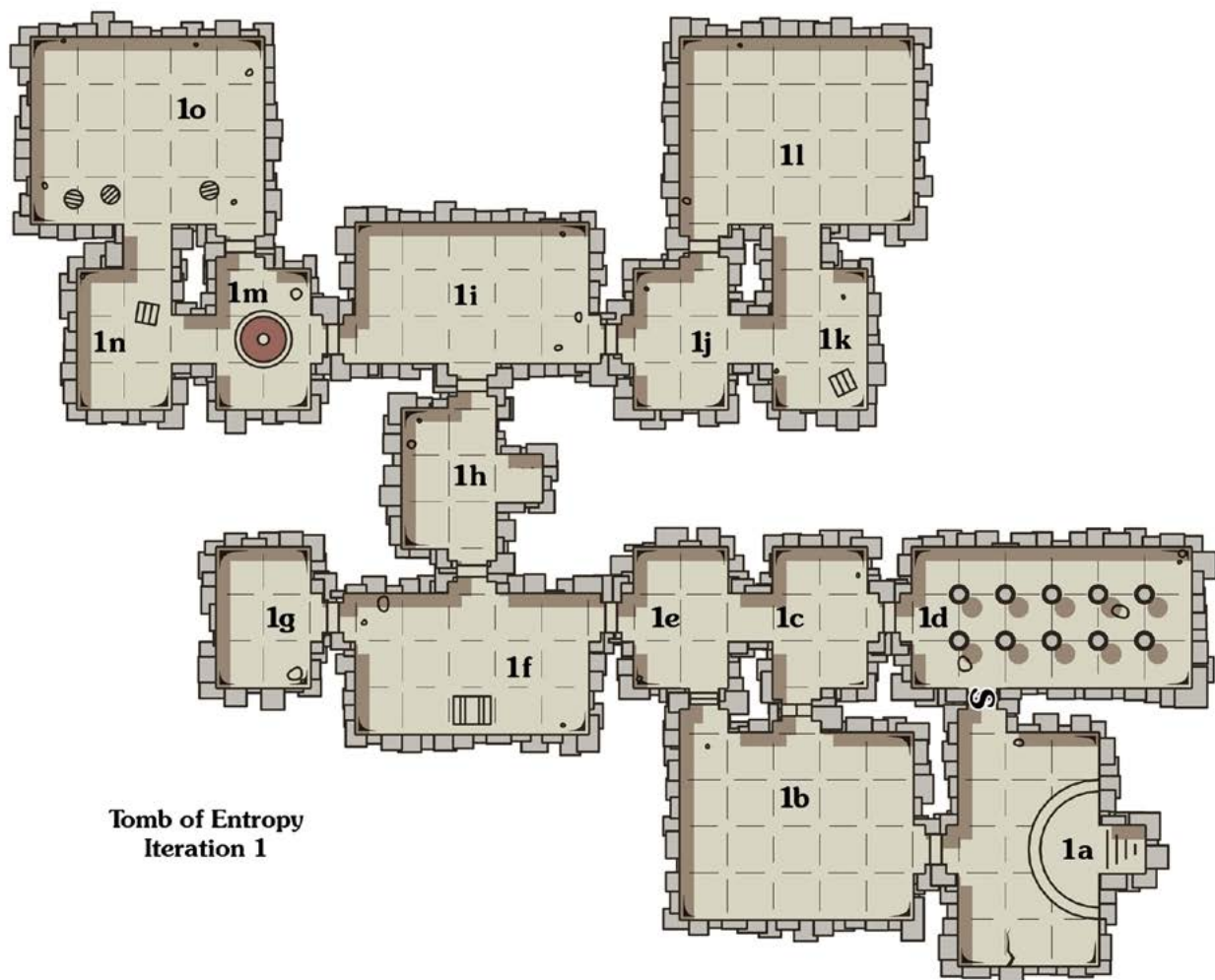
Fan of Elemental Fury (15 foot cone): Choose either fire, ice, force, or electrical energy. You create a sheet of the chosen element to billow forth in a 45-degree cone out to 15 feet. Each creature caught within this cone must succeed on a Physical ability check or suffer the appropriate type of elemental damage (WDP: 2 CD).

Tier II (AP:5):

Necrotic Leech (30 feet): You cause necromantic energy to envelope a target you can see within range. That creature must succeed on an Endurance ability check or suffer necrotic damage (WDP: 2 CD) and you recover 1 CD of vitality. This spell has no effect on undead or constructs.

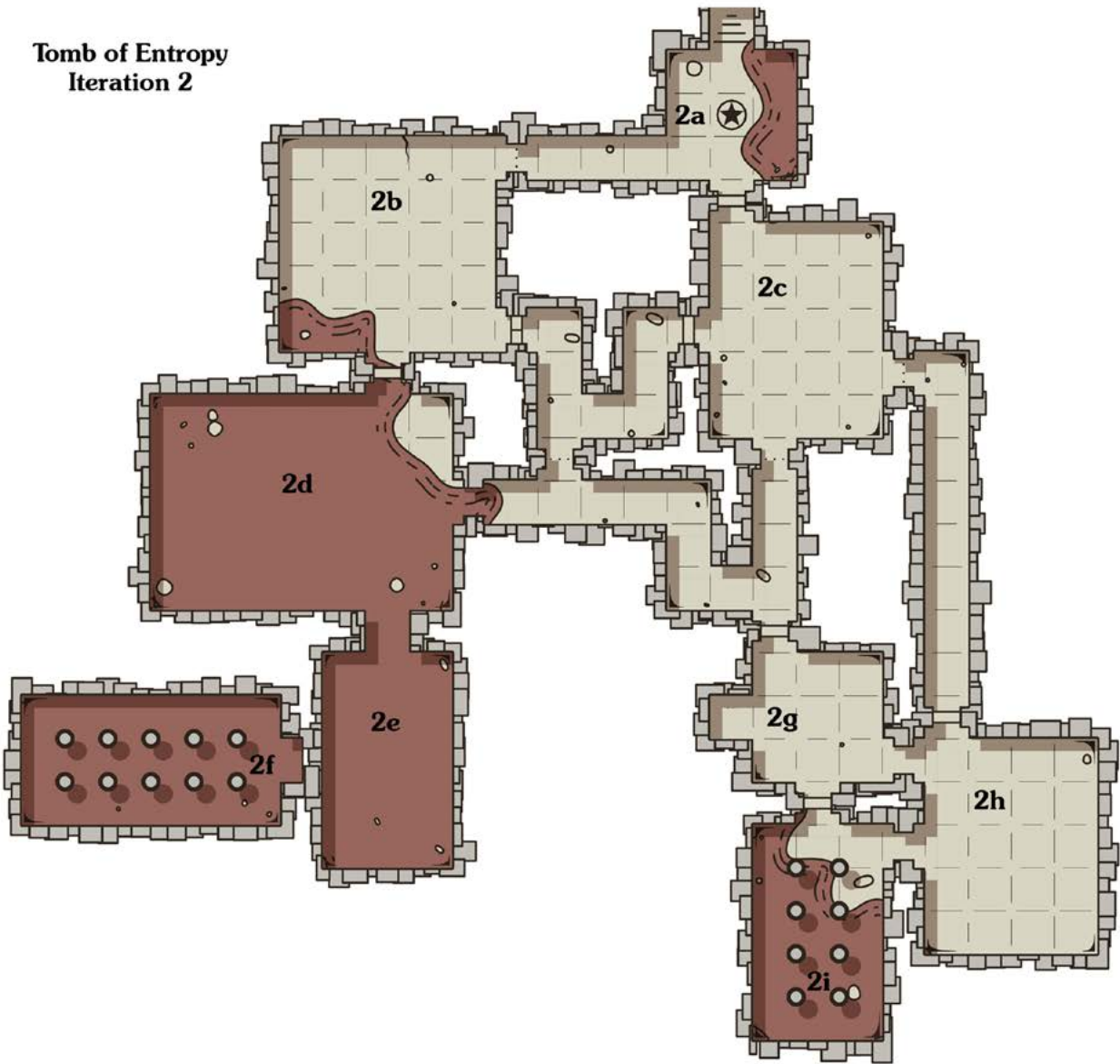
Undead Bond

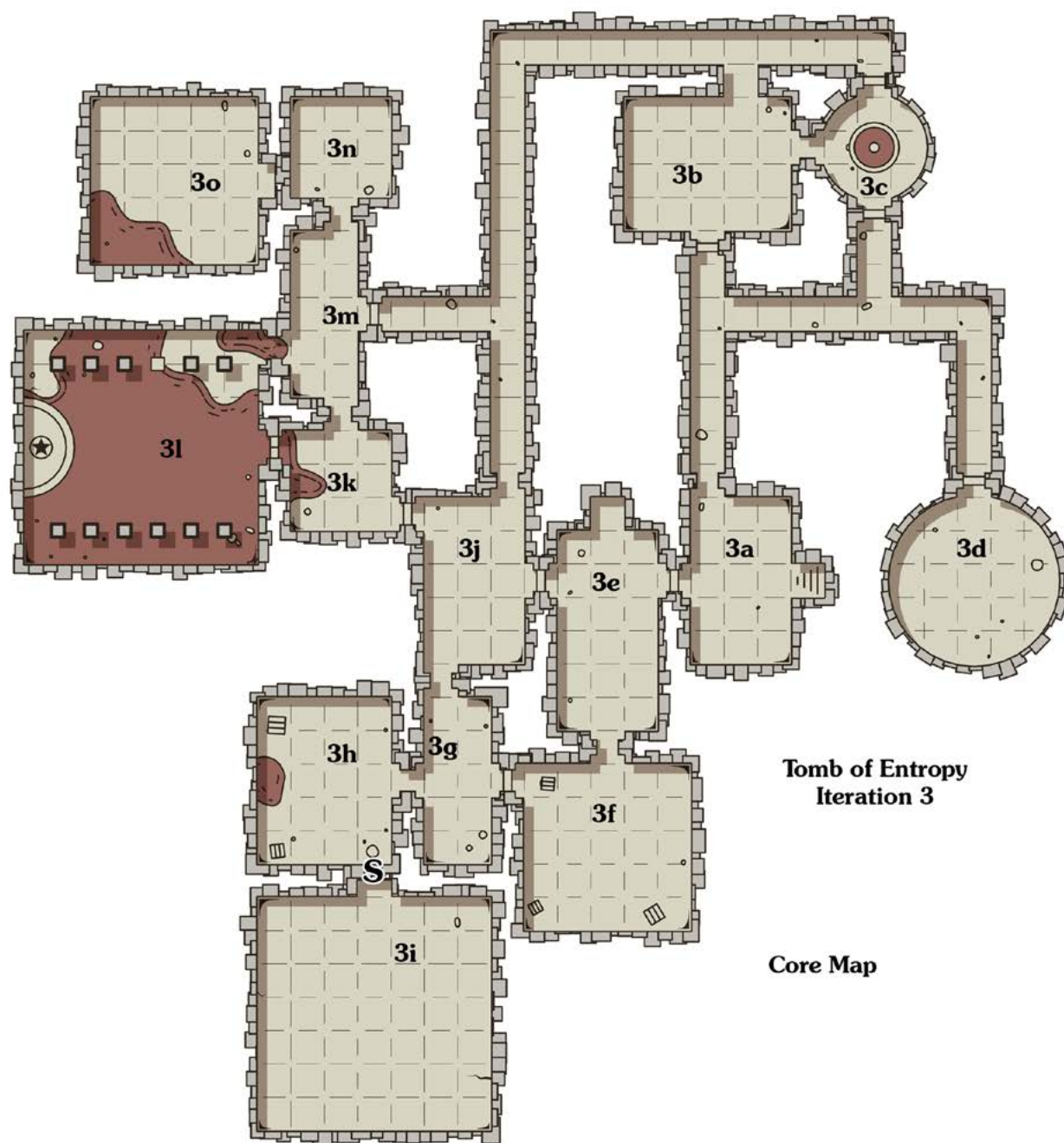
Your skin takes on a pallid appearance and becomes cool to the touch. Your touch can wilt small plants at will. You gain resistance to necrotic damage and become immune to poison. You can perform a special ritual to animate the dead. This ritual takes six hours and requires a corpse. After the hour is complete, the creature rises as either a skeleton or zombie under your control (using the **skeleton** and **zombie** stat blocks). You can have up to one skeleton or zombie under your control at any given time.



Tomb of Entropy
Iteration 1

Tomb of Entropy
Iteration 2





Tomb of Entropy Iteration 3

Core Map

GM Tips

Replacement PCs

It is plausible that one or more of the PCs may perish within the temple. In more typical adventures, the player would create a new PC and find some way to join the party so their fun playing the game can continue. Within the temple, with no way out until the end, that might be more challenging. Here are some ideas for introducing a new PC into the game if the player's previous PC had met an untimely death:

- The new PC is a would-be hero who stumbles through the tree portal in the same manner as the party, and quickly finds themselves meeting the party in one of the iterations.
- Stasis pods were created by ZaGatul for his experiments. One (or more) of these pods contains the still-living bodies of humanoids in stasis. Once opened, the PC within wakes.
- The chaos magic brings the PC back to life with 1 vitality. However, due to the chaos magic, they are reincarnated as a different random ancestry.

Access to Healing

As noted earlier, there should be a doctor or spellcaster that has lower level healing available to the PCs, at a cost. However, there isn't a lot of treasure to be found outside of the dungeon, and PCs may find themselves unable to afford healing.

In this case, to speed up gameplay, you can have the NPCs heal the PCs for free, for the heroic actions they are doing.

General Tips

- Describe: Describe the environment—the sounds, smells, and visuals. Describe how the attacks land and fail rather than “I attack” over and over.
- You don't need to know all the rules. Don't worry about knowing everything. Use your best judgement and make it up if it keeps the game fun and progressing.
- Listen to your players. You don't have to incorporate or change anything based on player preference if you don't want to, but by listening to them they might have some great ideas, and you just might hear ways to keep them engaged. They are telling you what they want, listen to those cues.
- Be fair. The players will know if you fudge dice rolls to keep your favorite monster from ever being defeated.

GM Traps to Avoid.

Many GMs tend to find themselves falling into certain traps of adventure design. None of these traps means you're a bad GM or you did something wrong, as they are natural human traits. Most GMs learn to recognize these only after years of experience, but they are conveniently listed here to help give you and your table a head start!

Railroading. One of the most common traps GMs fall into is railroading their players. This most often occurs because you've spent all this time an effort into creating your adventure, that you get tunnel vision on how it should progress. What happens is that you end up applying pressure to the players to do certain actions and to follow certain paths. From a player's perspective, this takes away fun

because it takes away agency. A good GM will only give carrots and clues, and be prepared how the players choose to react and progress in their story.

GM vs. Player. Another common trap is for the GMs to view the relationship between them and the PCs as adversarial. The GM runs the monsters and opponents, sure. But you should never view the players as *your* enemy. After all, you have the power to add a million monsters and crush the PCs if you want, so it's not an accomplishment for the GM to beat the players. You'll end up with fewer people wanting to play with you. Instead, run their opponents intelligently and fairly, but don't cheer the PCs' demise, and celebrate with the players when they do something cool!

Ignoring PC Motivations. You don't have to cater to all of the player's whims, but a good GM will listen and recognize what is motivating for them as a player and for their PC. The players are helping you here! They are giving you ideas to use in your campaign. Find ways to integrate those motivations into the game. Everyone will have more fun!

Expecting Perfection. GMing is daunting on its own. Doubly so if you're starting out. Even long time GMs don't always get it right. Allow yourself to be bad before you should expect yourself to be good. Just like any other skill or talent.

Too Many Players. We all like to play with all of our friends, but it's important to know your limit. Too many players can bog the game down as other players may end up waiting forever for their turn, and it's very hard to manage as a GM with so many other players there. Know your comfort zone and stick to it.

