Sanctum Secorum

Episode #14

CONAN

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The Jewels of Gwahlur

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #14 Companion

Written By
David Baity
Bob Brinkman

Interior Art by
DW Miller
Karbo
MuscleLicker
Paolo Pantalena
Thomas Darnet
Victor Layne

Designed by
Bob Brinkman

Edited by
Jen Brinkman

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Character Classes

Cimmerian Barbarian

Legendary warriors of a lost age, the Cimmerians strode the world of ancient Hyboria recognizing very few as their equals.

Hit Points: Heartier than their fellow warriors, a Cimmerian gains 2d7 hit points at each level.

Weapon Training: A Cimmerian is trained in the use of these weapons: battleaxe, club, crossbow, dagger, dart, flail, handaxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Cimmerians wear whatever armor they can afford.

Alignment: Unlike the chaotic nature that many might believe would rule such men, the Cimmerians are at peace with their environment, understanding it and its ways, recognizing the order in nature and carrying that order into themselves. Wholly honorable, the Cimmerians are good to their word, even if deceived into giving it. Cimmerians are nearly always lawful save for very rare exceptions who are ostracized by the tribes and are killed on sight should they be found.

Attack Modifier: Unlike other classes, Cimmerians do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. At 1st level, this is a d3. The Cimmerian rolls this die on each attack roll and applies it to both his attack roll and his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. When the Cimmerian has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round. Because of their other abilities, the deed die of the Cimmerian advances more slowly than that of a warrior or dwarf.

Luck: When spending luck, Cimmerians roll and consult a luck die, as per the thief class. Cimmerians do <u>not</u> regain Luck as if a thief; Luck spent is still lost forever.

Mighty Deed of Arms: Cimmerians are capable of performing mighty deeds of arms, as per the warrior class.

Initiative: Cimmerians add their level and Luck modifier to their initiative rolls.

Action Die: A Cimmerian always uses his action dice for attacks. At 6th level, the barbarian gains a second attack each round with his second action die.

Level	Action Dice	Deed Die	Luck Die	Reflex	Fort	Will
1	1d20	d3	d3	1	1	0
2	1d20	d3	d3	1	1	1
3	1d20	d4	d4	2	2	1
4	1d20	d4	d4	2	2	2
5	1d20	d5	d5	3	3	2
6	1d20+1d16	d5	d5	3	3	3
7	1d20+1d20	d6	d6	4	4	3
8	1d20+1d20	d6	d6	4	4	4
9	1d24+1d20	d7	d7	5	5	4
10	1d24+1d24	d8	d8	5	5	5

Title by Alignment and Origin

Level	Lawful	Chaotic
1	Wanderer	Traitor
2	Adventurer	Renegade
3	Champion	Reaver
4	Heathen Slayer	Heathen
5	Liberator	Usurper

Featured Adventure

The Palace of Alkmeenon

A 2nd level DCC RPG Adventure based on Robert E Howards "The Jewels of Gwahlur"

"Jewels" is best run with a group of 6 to 8 second-level characters, and with some adjustment it can provide an adventure that typically can be finished in one sitting. Judges are also encouraged to take the adventure and build upon it or change to fit the needs of their group. Above all else, have fun!

The story thus far
The PCs will begin their adventure chasing the bottom of their flagons in one of the seedier locales in whatever town they happen to be watering themselves in. At some point the group (thief or halfling would be most appropriate) will overhear a rather loud, drunk warrior boasting of his latest adventure to a table full of swooning bar-maidens. The warrior should be described as a giant of a man, with long hair as black as a raven. Muscles of coiled steel tense and flex as the girls take turns on his lap as he continues boasting of his bravery; one young female is dressed in such a way that leads characters to think she may be from faraway lands seems to nod, and confirm the tale, apparently saved by the warrior in a fierce battle with demonic creatures.

The warrior is called Conan by the beautiful exotic blonde while she talks of his chivalry, and the fact that he chose saving her life over a chest of priceless jewels. The cheeks of the barmaids are all colored with rose, as each seems weak in the knee over the man. Almost in unison, they beg the mighty warrior to tell the tale from start to finish, and not wanting to let any maiden down, fair or not, he begins the tale of how he discovered the Palace of Alkmeenon.

Characters should begin listening intently to the barbarian at this point to perhaps travel to the palace and retrieve the jewels Conan dropped into the underground river found in the lower level of the palace. Have each player make an Intelligence check. For each roll that matches or beats a DC 10, allow one detail to be heard clear above the noise of the tavern.

Any PC who approaches the table of the barbarian to further ask questions will be laughed at and called a fool for even thinking of traveling to the palace. Further attempts at information from the barbarian will result in him becoming angry and potentially throttling the character prying for more info.
Keep in mind, should a character challenge the barbarian, make sure that he is appropriately beaten and thrown out of the tavern on his head.

Information gleaned from the tale:

1) The palace is surrounded by 300' cliff walls, only reachable by a dangerous climb.
2) The remains of a long dead wizard named Bit-Yakin lie in a hidden niche of the cliff wall, and can be found by a keen eye seeking a reflection seen during the setting Sun.
3) The treasure lies under the palace grounds in an underground cave system.
4) Priests used torches placed in the stone floor to activate a strange altar.
5) The largest cave was where the final battle took place, and where the treasure was lost.

Allow one of the characters to have traveled to, or originated from, the lands where the palace is located. Being familiar with the area, the character knows that the coast can be reached in four days by ship. Feel free to mix in a few random encounters, or simply state that the party has traveled the ocean and arrived at the shore and edge of the jungle that surround the area of the palace.

The cliff area will be spotted within a few hours of entering the jungle, allowing the group to reach the towering walls after two nights of working their way through the tangled vines and other hazards of the lush tropical landscape.

A few nights in the jungle

Day 1) **Cobra, giant:** Init +8; Atk bite +6 melee (2d4 plus poison DC 20 Fort save or death); AC 14; HD 3d8; MV 40'; SP 25% spitting; Act 1d20; SV Fort +3, Ref +8, Will +2; AL N.

Night 1) **Ghost Light:** Init +4; Atk soul burn +3 melee; AC 16; HD 2d8; MV fly 60'; SP soul burn (DC 15 Will save or -1d4 Personality loss; Personality 0 leads to death and returning as a Ghost Light); Act 1d20; SV Fort +2 Ref +6, Will +4; AL C.

Day 2) **Ant swarm:** Init +5; Atk swarming bite +1 melee (1 plus sting); AC 11; HD 4d8; MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, sting (DC 5 Fort save or additional 1d4 damage); SV Fort +0, Ref +10, Will -2; AL N.

Night 2) A visit from the oracle Yelaya who will give characters a vision of a happy and long life should they turn back, and then show the horrors of torture and eventual death should they foolishly visit her temple grounds. PCs must pass a DC 12 Fortitude save to gain restful sleep. Those failing suffer a -2 to all rolls until a night of rest can be had.

Within a few hours of packing up camp and heading deeper into the jungle, characters will at last break through to clearing that surrounds the sheer cliffs that embrace the palace grounds.

Reaching the base of the cliffs

The party will reach a small clearing that encircles the cliff walls that encircle to palace, and should they take a careful look for the niche Conan described, the party will see the reflective surface gleaming in response to the low setting Sun, just as the warrior described.

Scaling the walls is best done with rope, hooks and pitons/spikes if the group thought to purchase them before setting sail. Using appropriate climbing gear means periodic DC 8 Reflex saves to determine the success of the task (DC 15 otherwise). The climb takes approximately five hours to complete, thus have each character make their climb check once for each hour of climbing. If the group was smart enough to seek the reflection in the cliff walls, they will save themselves an hour of climbing, and one less perilous check.

Failure results in a potential disaster unless players have taken good measure to avoid a fall. Should the group make the climb in without any precautionary actions, the character failing the roll will plummet to his death during any check after the fist hour. Should the check be failed during the first hour of the climb, roll 1d10 to determine how many feet the character plummets and roll 1d6 for each 10' fallen. Any roll of a 6 also results in a broken bone. Spineless judges may wish to allow the doomed character one last "grab" at a rocky outcropping before splattering the jungle floor.

To break up the monotony of players simply making five checks in a row, describe the characters taking a break after each 100' of the climb, finding some semblance of a ledge to perch on and rest their tired, cramping muscles. Roll 1d3 to determine at which 100' mark the party is attacked by a flock of jungle harpies nesting in the crags above.

Jungle Harpy (10): Init +2; Atk claws +3 melee (1d4); AC 12; HD 2d8; hp 12, 6, 10, 8, 14, 5, 9, 10, 7, 11;MV 20' or fly 70'; Act 1d20; SP stunning scream (DC 13 Will save or 1d8 sonic damage); SV Fort +2, Ref +3, Will +6; AL C.
A harpy is an old woman with monstrous traits: scaly skin, eagle-like wings, and a mass of tangled jade hair. Jungle harpies live in niches of cliffsides and can use an action to scream.

Characters wishing to scale to find the nest of the jungle harpies must pass a DC 12 Agility check due to the difficulty of reaching the perilous nest. Reaching the nest will reward the PC with 1d10 rubies worth 25 gp each, a scattering of coin 30 gp, 80 sp, 20 pp, and a +1 shield that offers +4 vs. un-dead creatures.

The reflective niche

The Niche: Characters smart enough to seek out the niche will discover the small area containing the remains of Bit-Yakin. The desiccated remains are wrapped tightly in funeral bands, and are adorned with jeweled bangle bracelets along with a silver headband encrusted with gems. Tampering with any of the jeweled belongings will cause the corpse to animate and attack the party foolish enough to not leave the remains intact. The corpse will wait for the characters to be begin their descent on the palace side of the cliff facing, before heaving head-sized stones down upon the characters holding the stolen items (Conan left the valuables alone in search of far greater treasure).

Bit-Yakin: Init +3; Atk slam +3 melee (1d8 and knocked prone) or stone toss +2 ranged (1d6 and target must pass DC:10 Reflex save or be knocked clear of the wall, suffering 8d6 damage with any roll of 6 resulting in a broken bone); AC 16; HD 6d8; hp 32; MV 30'; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C.

The climb down

The decent is a much friendlier task for the group once the first 100' have been climbed. Only one DC 8 Reflex save is required before characters find the inside of the cliff facing sloping enough to make for a safe decent.

Area 1-A: Temple grounds. Fountains, lush gardens bearing fruit give way to the temple entrance, large marble steps lead to bronze double doors hanging ajar. The entire area is overgrown and unkempt from centuries of neglect.

Characters investigating one of the fountains will find the water brackish and still; however, a giant aquatic two-headed viper has found a refuge under the surface and will surprise any foolish enough to disturb the structure.

Two-headed viper, giant: Init +6; Atk bite +8 melee (3d6 plus poison); AC 16; HD 4d8; MV 30'; Act 2d20; SP poison (bitten target must make DC 12 Fort save or temporarily lose 1d4 Stamina); SV Fort +6, Ref +4, Will +2; AL N.
The skin of the viper will sell for 50 gp on the typical open market.

Entering the palace

Area 1-B: The main area once served as the throne room. The room is dark, with the only source of light coming from the setting sun creeping through the entrance, casting everything in a crimson glow. Four giant marble pillars lead to a dais where rests a large golden throne. Everything is covered in a thick layer of dust, broken up by several sets of footprints and dried blood on the floor in front of the throne, seemingly lending truth to the barbarian's tale. The throne is worth 5,000 gp if somehow moved intact. Should characters attempt to break it off in chunks they must use appropriate equipment and make DC 10 Strength checks to break away one chunk with five minutes of work. The noise will alert the crypt wracks to the group and they will ambush with surprise from areas 2 and 3 during the process of breaking gold from the throne. Each chunk is worth 75 gp. Characters using bladed weapons to the task will find them dulled by the effort, reducing their damage by -1d until an hour can be spent on sharpening them.

A single bronze door leads to a long hallway ending in an intersection. A secret door lies just inside the entrance in the western wall, leading to a narrow passage that opens into a secret chamber used by priests who tried to keep the legend of the oracle alive by speaking for through small holes in the wall that lead to the oracle chamber. Priests feared that non-believers would spread discord among the civilized lands, leading to hysteria and bloodshed.

Area 1-C: A small alcove is lined with staggered wooden shelves covered with candles in various stages of use. Frescos cover the walls all the way to the ceilings depicting scenes of worship under a levitating benevolent goddess. The domed ceiling has deteriorated and debris can be found on the floor in the form of large chunks of rock wall, and golden sections of the domed roof. Making an offering and saying a prayer to Yelaya have a chance at a favorable encounter in area 1-F.

Characters are being watched by one of the gray demons from above, nesting in a niche of the wall. Should characters enter and investigate, a large chunk of stone will be dropped on a random target. The demon will immediately howl, leaping to the outside courtyard (area 6) where a fellow gray demon will ring the gong. Both will immediately flee to area 8, into the depths of the lower level.

Area 1-D: A small alcove is lined with staggered wooden shelves covered with candles in various stages of use. Frescos cover the walls all the way to the ceilings depicting scenes of worship under a levitating benevolent goddess. The domed ceiling has deteriorated and debris can be found on the floor in the form of large chunks of rock wall, and golden sections of the domed roof. Making an offering and saying a prayer to Yelaya have a chance at a favorable encounter in area 1-F.

Area 1-E: Two bronze doors are locked and lead to an air tight passage containing immaculate silken dresses once used by the priests to make sure she was always seen in pristine attire. In addition to four dresses, several bolts of fine silk along with items used to craft the dresses can be found. Each dress is worth 100 gp, while the six bolts would fetch 75 gp each.

Area 1-F: Two bronze doors lie ajar, while just beyond is the perfectly preserved body of a beautiful woman adorned in fine silk and jewels resting on a small dais. The oracle went silent ages ago, thus causing all but the most devoted priests to leave the temple grounds in despair. Characters making a proper offering and lighting a candle in either area 1-C or 1-D may ask a question may have it answered in the form of the priest spell second sight (roll 1d20 and add the character's Personality bonus, with an additional +4 if the character is lawful).

Tampering with the jewels of the oracle will cause offending characters to become cursed – the effect of this being the gray demons gain +1d on attack and damage rolls with an improved crit range of 19-20. The character will have unsettling visions of gray humanoids ripping him to edible pieces in each quiet moment, causing concentrating enough for all but the simplest tasks to require a DC 8 Will save. The offending character may pray and made an offering in area 1-C or 1-D to negate the effect if the jewels have been returned to the oracle.

Area 1-2: A large cave-in from centuries of neglect leaves boulder-sized chunks of marble in addition to plaster and shattered beams littering the floor. Two temple wracks lurk in the debris waiting to surprise

characters. Have each character make one DC 18 Intelligence check to avoid one round of free attacks. The temple wracks are the remains of the last contingent of tribal warriors accompanying Gorulga, a devout priest of the oracle slain during the period the barbarian spoke of.

Temple wrack (2): Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or bite +3 melee (1d6+2); AC 12; HD 5d12+8; hp 45, 30; MV 30'; Act 1d20; SP damage reduction 5, vulnerable to silver, un-dead traits; SV Fort +4, Ref +2, Will +4; AL C.

Temple wracks are remnants of those foolish enough to plunder sacred places of worship. They're cursed to an eternal un-life wracked in pain as part of their punishment. The pain pushes the spirit wrack to lethal cunning and a fearless voraciousness for living flesh. Consuming the corpse of a victim frees the essence of the wrack. The process involves the newly formed clawing and chewing its way out of its tormented killer, freeing the original wrack of its cursed servitude.

Area 1-3: A large cave-in from centuries of neglect leaves boulder-sized chunks of marble in addition to plaster and shattered beams littering the floor. Two temple wracks lurk in the debris waiting to surprise characters. Have each character make one DC 18 Intelligence check to avoid one round of free attacks. The temple wracks are the remains of the last contingent of tribal warriors accompanying Gorulga, a devout priest of the oracle slain during the period the barbarian spoke of.

Temple wrack (2): Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or bite +3 melee (1d6+2); AC 12; HD 5d12+8; hp 45, 30; MV 30'; Act 1d20; SP damage reduction 5, vulnerable to silver, un-dead traits; SV Fort +4, Ref +2, Will +4; AL C.

Area 1-4: This large area contains a marble fountain in the form of a circle of devout worshipers of the oracles, all on their knees, paying tribute. The oracle stands majestic over the circle of followers, showering them with the cleansing waters of the pool, but now overgrown with algae, the waters are brackish and riddled with fungus. Statuary line walls covered in faded fresco style art, and veins of jungle vine splitting the walls have contributed to the destruction of the murals. A broken bronze door leads to the rear area of the palace grounds. The eight statues are all sculpted in various aspects of the oracle goddess and would fetch 100 gp each, but are too cumbersome to be moved unless by magical means. Each statue weighs 150 pounds. An adjoining hall leads to area 1-5, duplicating the contents and décor; however, the fountain here is host to a temple wrack waiting for anyone that comes within melee range of the brackish water.

Temple wrack: Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or bite +3 melee (1d6+2); AC 12; HD 5d12+8; hp 38; MV 30'; Act 1d20; SP damage reduction 5, vulnerable to silver, un-dead traits; SV Fort +4, Ref +2, Will +4; AL C.

Area 1-5: This large area contains a marble fountain in the form of a circle of devout worshipers of the oracles, all on their knees, paying tribute. The oracle stands majestic over the circle of followers, showering them with the cleansing waters of the pool, but now overgrown with algae, the waters are brackish and riddled with fungus. Statuary line walls covered in faded fresco style art, and veins of jungle vine splitting the walls have contributed to the destruction of the murals. A broken bronze door leads to the rear area of the palace grounds. The eight statues are all sculpted in various aspects of the oracle goddess and would fetch 100 gp each, but are too cumbersome to be moved unless by magical means. Each statue weighs 150 pounds. An adjoining hall leads to area 1-4.

Area 1-6: What once was a well-maintained botanical garden centuries ago now lies under a large collection of jungle vine and weeds. Large palm trees with nesting coconuts give refuge to howler monkeys that immediately beset to expressing their disdain for the group entering their territory, throwing poo and dead coconuts (one random hit will catch the character with the lowest Luck off guard for 1 point of damage) . The ground in both areas 1-6 and 1-7 has grown weak from heavy rains over the centuries and all characters have a 1 in 4 chance of falling for each round spent in the courtyards. PCs must pass a DC 16 Agility save to avoid the tumble into the underground river (see Cavern Level). A large brass gong sits mounted in the far northern wall at chest height.

Area 1-7: What once was a well-maintained botanical garden centuries ago now lies under a large collection of jungle vine and weeds. Large palm trees with nesting coconuts give refuge to howler monkeys that immediately beset to expressing their disdain for the group entering their territory, throwing poo and dead coconuts (one random hit will catch the character with the lowest Luck off guard for 1 point of damage) . The ground in both areas 1-6 and 1-7 has grown weak from heavy rains over the centuries and all characters have a 1 in 4 chance of falling for each round spent in the courtyards. PCs must pass a DC 16 Agility save to avoid the tumble into the underground river (see Cavern Level). A large brass gong sits mounted in the far northern wall at chest height.

Area 1-8: A large mound of stone carved into the open mouth of a leering dragon lies buried behind a wall of overgrown jungle brush and trees. Unless actively searching, characters will only spot the area on the result of a 1 on a d8. The area is used by the gray demons and leads deep into the Cavern Level (area 2-A).

Area 1-9: Small domed structures lie scattered about in the overgrowth and each hold the remains of priests who lived on the palace grounds and maintained the oracle and her palace. Each domed structure is sparsely decorated. A rotted cot and deteriorated prayer vestments scatter each floor. Should the Teeth of Gwahlur be found and the group exit by means of the palace grounds, the priests will animate into a ravening horde of 8 temple wracks intent on killing the group and returning the jewels.

Cavern Level

Area 2-A: The leering mouth of the dragon leads to a descending set of stone steps leading deep into the Earth. Small naturally formed alcoves line the walls of the steps all along the descent. The alcoves each contain nesting and scattered bones, gnawed upon by something other than human teeth. This is the lair of the gray demons, and characters entering via the dragon's maw on the upper level of area 1-8 will be attacked by the two demons resting in their nests.

Temple Wracks (2): Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or bite +3 melee (1d6+2); AC 12; HD 5d12+8; hp 45, 30; MV 30'; Act 1d20; SP damage reduction 5, vulnerable to silver, un-dead traits; SV Fort +4, Ref +2, Will +4; AL C.

The stone steps descend for 400' of feet into area 2-C.

Area 2-B: This cavern is barren with the exception of cracked bones and dried blood. The center of the area has a small dais upon which rests a demonic idol, an effigy of Bobugbubilz. A small pool is flanked by the toad creature's front legs. The water is dark and covered with a thick layer of algae. The pool is a small offering area for those who worshipped the demons long before the palace was built. Tampering with the pool will immediately cause a swarm of blood toads to pour from the basin, attacking the nearest target. The pool contains 130 gp, 175 sp, 80 pp, and 3 toad's eye gems worth 100 gp each.

Blood toad swarm: Init +3; Atk swarming bite +2 melee (1d3 plus venom); AC 11; HD 4d8; MV hop 20'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, venom (DC 10 Fort save or additional 1d4 damage); SV Fort +0, Ref +10, Will -2; AL N.

Area 2-C: The stone stairs from area 1-B lead to a larger cavern that lies host to a giant brass statue atop a dais. A demonic bull leers at the group, torch flickers giving the eyes an almost sinister stare. Empty shackles lie on the base of the statue amidst an area of dried blood. The statue remains inert unless touched or tampered with. During the same round the idol is touched, the bull will begin to vibrate with a deep resonating bass. Characters have one round to react before random stalactites begin dropping from the cavern ceiling. Each character remaining in the cavern must roll under their Luck to avoid being hit. Those failing are impaled and take 1d14 damage. The idol will repeat the vibrations each round for four rounds, or until the group has left the cavern.

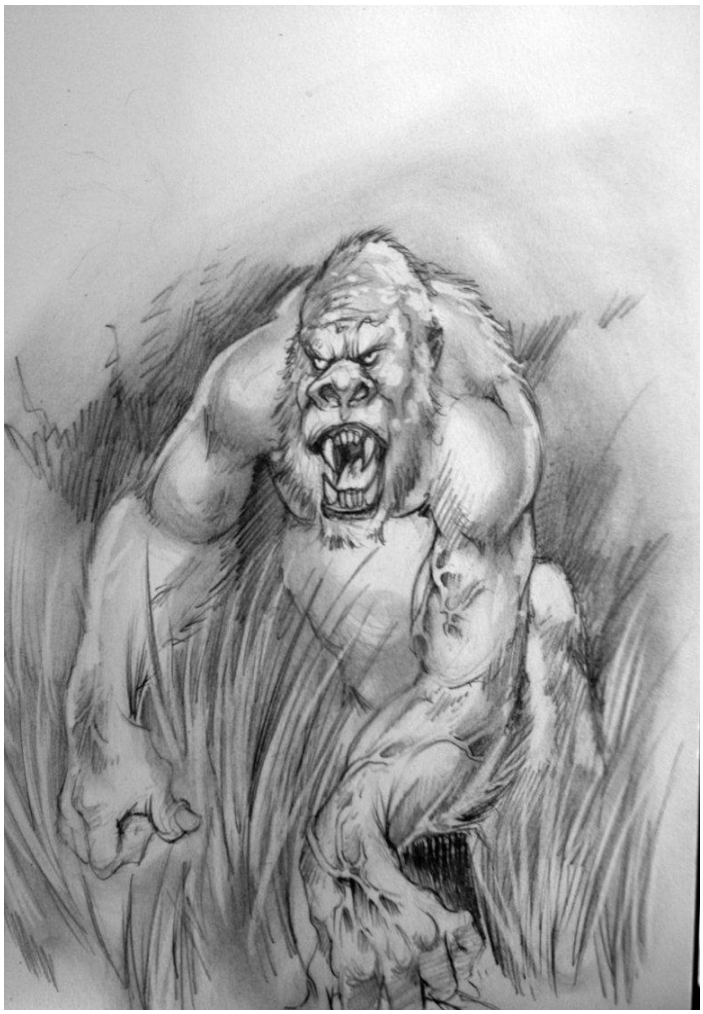
Area 2-D: The largest of the three caverns, the ceiling rises several hundred feet into the air. A stone stairwell lies at the base of the Eastern wall, climbing 20' before leveling out on a small ledge. Each ledge

runs into an additional set of stone stairs, making for an extended spiral rising into the gloomy darkness. The floor gives way to a narrow 12' channel where an underground river runs with a strong moving current, its dark waters roiling and crashing against the stone walls of the channel. The sound of the constant moving water gives a disorienting echo to the chamber making the characters rightly nervous. A stone bridge crossed the cavern roughly 80' above the floor. The other side of the cavern contains the altar mentioned by the barbarian in the tavern. Seven unlit torches stand vertically in the floor surrounding the altar amidst strange symbols carved in the floor all around the altar.

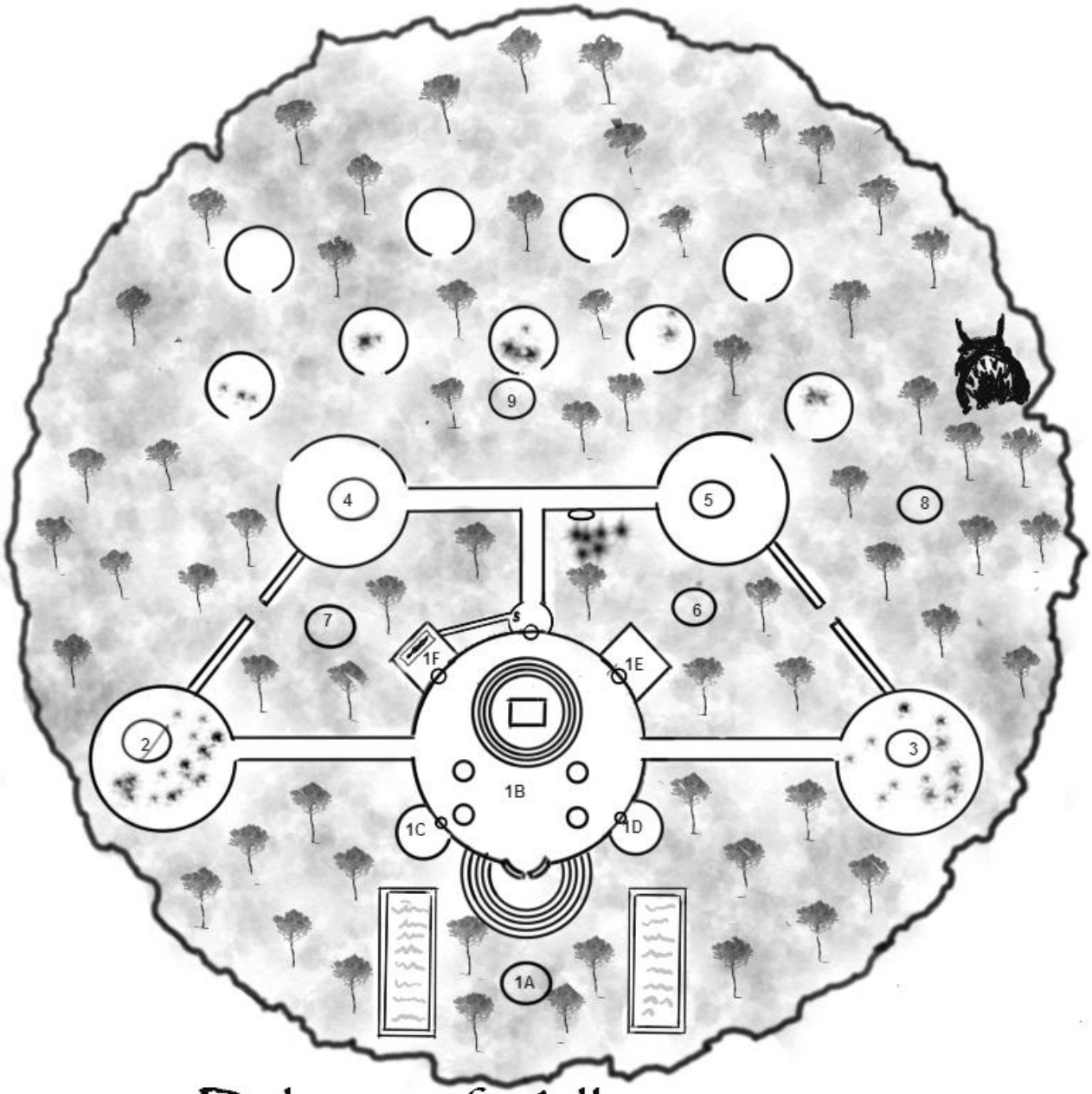
Closer inspection of the altar will reveal an arcane language that any cleric or wizard can decipher with one turn of studying and a DC 8 Intelligence check. To activate the altar, characters must light each torch and bow, touching their foreheads to the ground while repeating a simple prayer to Yelaya. Doing so causes the altar to slowly come apart, revealing a brass box. The box contains the Teeth of Gwahlur. Beginning the ritual will summon a floating incarnation of the oracle who glares at the PCs as she begins calling for the gray things that guard the jewels. The demons heed the call on the following round of being called and will emerge from various parts of the cavern at different levels.

Characters should make for a hasty retreat while battling the gray demons trying to prevent the theft of the jewels. Should the box be dropped the creatures will allow the characters' escape, but otherwise will pursue them upwards and out. The bridge on the upper level is a means of escape leads directly to the cliffside. Characters will see daylight once reaching the bridge.

Gray demons (6): Init +3; Atk bite +4 melee (1d6) or rend +3 melee (special);; AC 14; HD 4d8; hp 30, 20, 16, 28, 18, 20; MV 30'; Act 1d20; SP un-dead traits; resistant to magic (50% chance of spell failure when targeted); SV Fort +4, Ref +3, Will +4; AL C.
The gray demons' superhuman strength allows them to rend their opponents' bodies apart. On a successful rending attack, target must make an opposed Strength check; failure results in 1d8 damage and having their appendage ripped from their torso.



Area 2-E: The underground river runs with a strong current from West to East. Several bronze ladders are placed throughout, used by the gray demons to snatch corpses cast out from neighboring villages as a way of burial, using them as a means of sustenance. The rivers waters are murky and run 8' deep. PCs wishing to snag a ladder must make a DC 12 Strength check to successfully grab a rung. Climbing the ladder reveals a manmade wall that runs the length of the cave with several brass doors. Each door is locked from the other side, making entry almost impossible. Should characters find a way to open the doors, have them lead upwards to a random location of the palace grounds. The river descends as it flows East, dumping out in a waterfall 50' down before continuing through the jungle.



Palace of Alkmeenon

1D
1E
1C
1E
1A
1B
CAVERN LEVEL

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Coming Soon
Episode #15

Kamandi: The Last Boy on Earth

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