

# THE CRYPT OF THE NECROMANCERS

RUMOURS OF A SECRETIVE ORDER OF NECROMANCERS HAVE PLAGUED THE LANDS FOR GENERATIONS, AS MENTIONED IN WIDELY-SCATTERED TALES AND SONGS, AND EVEN USED SOMETIMES TO SCARE CHILDREN INTO SILENCE. WHAT FEW REALISE IS THAT SOME OF THESE RUMOURS ARE TRUE. THERE IS A LONG-STANDING NECROMANTIC GROUP OF SORCERERS - OR POSSIBLY MORE THAN ONE. THE GROUP INVOLVED WITH THIS MAP IS - OR WAS - LED BY A POWERFUL SORCERER KNOWN ONLY, IF UNIMAGINATIVELY, AS THE NECROMANCER, REVERED AS POSSESSED OF NEAR-DEITY-LIKE PROWESS, AND WHO MAY, OR MAY NOT, STILL EXIST. THIS GROUP HAD A PENCHANT FOR HUNTING-OUT ANCIENT MYSTERIES, COLLECTING AND STORING WHAT THEY DISCOVERED IN CRYPTS THEY CREATED OR ADAPTED FOR THE PURPOSE, TYPICALLY WITH HARD-TO-ACCESS SECRET ROUTES ONLY THOSE SUFFICIENTLY SENIOR WITHIN THE ORDER, PART OF ITS INNER CABAL, MIGHT KNOW. INEVITABLY, FACTIONS ROSE AND FELL WITHIN THE GROUP OVER TIME, INCLUDING WITHIN THE INNER CABAL, EVIDENCE FOR WHICH STRIFE CAN ALSO SOMETIMES BE FOUND AMONG THE GROUP'S TOMB COMPLEXES.

ATTRACTED TO DESOLATE LOCATIONS, WITH A REPUTATION FOR NECROMANTIC OR OTHER NEGATIVE MAGICAL ENERGIES, IT IS UNSURPRISING TO FIND ONE SUCH CRYPT HIDDEN AWAY HERE IN WITCH'S VALLEY NEAR THE SCAR IN EASTERN ALARIUS. PLACES ON THE MAP ARE DETAILED IN NUMERICAL SEQUENCE BELOW, AFTER SOME NOTES ON THREE LABELLED LOCATIONS IN ORDER WHEN APPROACHING THE CRYPT. UNLESS NOTED, ROOMS AND PASSAGES CAN BE ASSUMED AS AROUND 9 FEET TALL (2.7 METRES). WITHIN THE CRYPT PROPER, MOST SURFACES ARE SQUARED-OFF AND FACED OR TILED WITH FINISHED STONEWORK, AGAIN WHERE NOT NOTED OTHERWISE.

## LABELLED PLACES

WITCH HEAD MOUNTAINS' HILLSIDE: EXTERNAL TO THE SUBTERRANEAN COMPLEX, THIS IS THE SOUTH-FACING BASALTIC ROCK AND SCREE SLOPE THAT LEADS DOWN SOUTHWARDS FROM THE LOWER WITCH HEAD MOUNTAINS INTO THE NORTHWESTERN HEAD OF WITCH'S VALLEY. LOW-GROWING SCRUBBY PLANTS, LICHENS AND SIMILAR KINDS OF VEGETATION ARE SCATTERED OVER THE SLOPES, NONE OF WHICH ARE ESPECIALLY HEALTHY LOOKING, MUCH LIKE MOST PLANTS FURTHER AFIELD IN THIS GENERAL AREA.

CAVE ENTRANCE: ONE OF A NUMBER OF CREVICES IN THE MOUNTAINSIDES NEARBY, THIS INITIALLY SEEMS JUST ANOTHER TYPICAL SHALLOW CAVE, UNTIL IT TWISTS AROUND, OPENING INTO A FAR LARGER CAVERN. THE OUTER ENTRANCE HAS A MAXIMUM HEIGHT OF ROUGHLY 12 FT (3.5 M) NEAR ITS MIDDLE.

NECROMANCERS' CAVERN: THIS IS THE LARGER, BROADER AND HIGHER SECTION OF THE ENTRYWAY TO THE CRYPT. IN PLACES, THERE ARE SIGNS OF DELIBERATE ENLARGEMENT AND ALTERATION, ALBEIT IN RELATIVELY SMALL-SCALE WAYS, MOSTLY NEAR THE FOUR ENTRANCE DOORWAYS, AND THE TWO SMALLER BLIND EXTENSIONS EASTWARDS OFF THE MAIN SOUTH-NORTH CAVERN THAT LIE NORTH AND SOUTH OF THOSE FOUR DOORS. THE CAVE FLOOR IS NOT ESPECIALLY LEVEL, WITH A DISTINCT HOLLOWING ALONG THE APPROXIMATE LONGEST CENTRE LINE. THE WALLS AND CEILING HAVE A SIMILARLY CURVING, TUBE-LIKE APPEARANCE. AS THE ROCK IS BASALTIC, THIS LOOKS VERY LIKE A LAVA TUBE OF SUBSTANTIAL DIMENSIONS, IF NO GREAT LENGTH. FUNGI, SOME SLIMES AND LICHENS THAT THRIVE WITHOUT LIGHT ARE APPARENT IN MANY SPOTS, EVEN EXTENDING OVER THE CEILING, WHOSE CENTRAL AXIS IS ABOUT THE SAME DISTANCE ABOVE THE FLOOR'S CENTRAL HOLLOWING AS THE WALLS ARE FROM ONE ANOTHER IN DIFFERENT PLACES, GIVING A MORE OR LESS CIRCULAR CROSS-SECTION ALONG THE CAVERN'S SHORTER AXIS OVERALL. THERE IS NO EXIT FROM THE INNER, NORTH, END. ONLY THE FLOORS CLOSEST TO THE CRYPT'S FOUR

DOORS SHOW SIGNS OF HAVING BEEN ARTIFICIALLY LEVELLED, OR GRADED, SO NO STEPS ARE NEEDED TO REACH THEM FROM THE CAVERN. NOTHING IN THE CAVERN INDICATES ITS USE OR THE NATURE OF WHAT LIES BEHIND THE DOORS IN THE CRYPT. ALL FOUR DOORWAYS OFF IT ARE ABOUT 7 FT TALL (2.1 m), AND ARE MADE OF BASALTIC STONE.

1) GARGOYLE ENTRANCE HALL: A LONG, NORTH-SOUTH EXTENDED RECTANGULAR CHAMBER, WITH A 12 FT HIGH CEILING (3.6 m). TWO 9 FT TALL (2.7 m) GARGOYLE STATUES STAND BY THE WEST WALL FACING INTO THE ROOM. THESE ARE NOT ACTUALLY STATUES, BUT LIVING GUARDIAN GARGOYLES THAT HAVE BEEN MAGICALLY IMMOBILISED. THE 9 FT HIGH PASSAGEWAY NORTH TO THE NECROMANCER'S HALL (6) HAS BEEN LARGELY BLOCKED BY DELIBERATELY-COLLAPSED RUBBLE FROM THE WALLS AND CEILING HERE, ALONG WITH MORE BASALTIC ROCK DEBRIS EXTRACTED FROM THE RAIDERS' TUNNEL (2). FURTHER STONY DEBRIS LIES STREWN ON THE FLOOR BY THE ENTRANCE TO THIS TUNNEL, WHICH HAS BEEN CRUDELY HACKED INTO THE EASTERN WALL. THIS HOLE IS ABOUT 5 FT TALL (1.5 m).

2) RAIDERS' TUNNEL: A CRUDELY-CUT, CAVE-LIKE TUNNEL HAS BEEN SMASHED THROUGH THE ROCK SEPARATING THE GARGOYLE ENTRANCE HALL (1) FROM WRAITHLORD HALL (3), CREATING A CONNECTING PASSAGE THAT DID NOT PREVIOUSLY EXIST (OR SO IT SEEMS). THE CEILING IS ROUGH, LIKE THE WALLS AND FLOOR, WITH SOME DEBRIS STILL SCATTERED LOOSELY ALONG IT IN PLACES, NOTABLY NEAR, AND BEYOND, BOTH ENDS. IT IS LESS THAN 6 FT HIGH (1.8 m) THROUGHOUT ITS LENGTH. IT DESCENDS ABOUT 5 FT (1.5 m) FROM AREA 1 TO 3, AT AN ANGLE OF APPROXIMATELY 18 DEGREES FROM THE HORIZONTAL.

3) WRAITHLORD HALL: PARALLEL TO, THOUGH WITH A FLOOR AROUND 5 FT (1.5 m) LOWER THAN, THE GARGOYLE ENTRANCE HALL (1), THIS ROOM IS STILL LONGER IN ITS NORTH-SOUTH DIMENSION, ALTHOUGH IT HAS ONLY AN 8 FT HIGH CEILING (2.4 m). IT NOW CONNECTS WITH THAT ENTRANCE HALL BY THE CRUDELY-DUG RAIDERS' TUNNEL (2), WHICH SLOPES DOWN TOWARDS THIS CHAMBER. THREE LONG ALCOVES ARE IN THE WEST WALL, EACH OF WHICH CONTAINS A STONE SARCOPHAGUS. THAT IN THE ALCOVE THE TUNNEL EXITS INTO HAS BEEN PUSHED ASIDE, AND ITS LID STILL LIES PARTLY OPEN ON TOP. A METAL DOOR IN THE EAST WALL OPPOSITE THIS ALCOVE SHOWS CLEAR INDICATIONS THAT SOMEONE HAS TRIED TO PRIZE IT OPEN VIOLENTLY, WITHOUT SUCCESS. THE DAMAGE TO THIS DOOR IS SURPRISINGLY SUPERFICIAL. IT LEADS INTO THE STASIS TOMB (4), AND IS MAGICALLY LOCKED AND WARDED AGAINST ENTRY. IN EACH ALCOVE'S SARCOPHAGUS IS AN UNDEAD WRAITHLORD, PINNED IN PLACE AND CURRENTLY NEUTRALISED BY AN UNHOLY SILVER STAKE-BLADE THROUGH THEIR CHESTS. THE TWO CLOSED SARCOPHAGI SHOW EVIDENCE OF HAVING BEEN OPENED, AND THEIR LIDS FULLY REPLACED, THOUGH NOT RESEALED. THE THREE WRAITHLORDS ARE MAGICALLY WARDED AGAINST THE CONTROL OF THE NECROMANCER BURIED IN THE STASIS TOMB. IF THEIR STAKE-BLADES ARE REMOVED, THEY WILL AGAIN BE ABLE TO PREVENT HER EARLY ESCAPE (SEE THE STASIS TOMB FOR DETAILS). THEY WILL ALSO DEFEND THEMSELVES AND TRY TO STOP ANYONE ENTERING THE STASIS TOMB ONCE ABLE TO MOVE AND ACT AGAIN. THE ORIGINAL ACCESS PASSAGE HERE IN THE SHORT SOUTH WALL, DIRECTLY FROM THE NECROMANCERS' CAVERN, WAS MAGICALLY REMOVED, RETURNED TO SOLID ROCK, ONCE THE STASIS TOMB WAS FILLED AND SEALED. NO SIGN OF IT REMAINS.

4) STASIS TOMB: INSIDE THE METAL DOOR FROM HALL 3 IS A LARGE ROOM FILLED WITH A CHOKING GAS THAT EMANATES FROM THE GRATING IN THE FLOOR AT THE FOOT OF THE STAIRS UP TO THE RAILED PLATFORM THAT OCCUPIES MUCH OF THE SOUTHERN HALF OF THE ROOM. ITS FLOOR IS ABOUT 5 FT (1.5 m) ABOVE THE LOWER FLOOR LEVEL, AND THE CEILING IS 15 FT (4.5 m) ABOVE THE LOWER FLOOR. THE GAS AFFECTS ANY BREATHING CREATURE WITH CHOKING FITS UNTIL IT PASSES OUT, WHILE FOR ANY UNDEAD, THE GAS PUTS THEM INTO COMPLETE STASIS, UNABLE TO MOVE, THINK OR ACT. IN THE NORTHERN ALCOVE IS A VERY FANCY STONE SARCOPHAGUS WHOSE LID AND UPPER PART IS SCULPTED INTO THE FORM OF A RECLINING HUMAN FEMALE ON A PADDED, CUSHIONED COUCH. THIS TOMB HOLDS THE

LADY SURLIS, A POWERFUL UNDEAD NECROMANCER. SHE WAS BANISHED HERE BY THE ORDER FOR TWO CENTURIES, AFTER COLLABORATING WITH THE ENEMIES OF THE INNER CABAL, TO BRING IT DOWN. HER SENTENCE STILL HAS 88 YEARS TO RUN. ON THE RAISED PLATFORM IS A BRAZIER WITH UNLIT COALS IN IT. IT IS MAGICAL, AND WHEN LIT, RUNES GLOW ALL AROUND ITS RIM, AND IT CLEARS THE AIR OF CHOKING GAS COMPLETELY IN LESS THAN A MINUTE, SUPPRESSING IT SO LONG AS IT REMAINS ALIGHT. ONCE THE GAS HAS CLEARED, THE SARCOPHAGUS LID MAY OPEN. LADY SURLIS WILL WANT TO KNOW THE DATE, AND WILL BE RELUCTANT TO TRY TO "ESCAPE" UNTIL HER SENTENCE ENDS, OR SHE CAN BE CONVINCED HER FOES ARE SUFFICIENTLY WEAKENED TO ALLOW HER TO COMPLETE HER EARLIER PLAN.

5) TREASURE ROOM: THE UNLOCKED METAL DOOR SOUTH OFF THE RAISED PLATFORM IN THE STASIS TOMB (4) LEADS TO THIS SMALL ROOM, WHICH HAS AN 8 FT CEILING (2.4 M). INSIDE ON THE FLOOR IS A BLUE STEEL GREATSWORD, A SILVER LOCKBOX CONTAINING TWO LARGE, LUSTROUS PEARLS, A GOLDEN CENSER DECORATED WITH HOODED SKELETAL FIGURES, AND A WOODEN CHEST CONTAINING A FINELY-MADE BLACK SILK SURCOAT EMBROIDERED WITH A GOLD LION. ALL ARE VALUABLE ITEMS. NONE ARE MAGICAL.

6) NECROMANCER'S HALL: A SQUARE CHAMBER WITH A STONE DOOR IN ITS SOUTH WALL LEADING TO THE NOW LARGELY BLOCKED PASSAGE INTO THE GARGOYLE ENTRANCE HALL (1). THE STATUE IN THE SOUTHEAST CORNER IS OF THE GREAT NECROMANCER AS A YOUNG TEENAGED GIRL; THAT IN THE NORTHWEST CORNER SHOWS THE NECROMANCER IN HER LATER LIFE, AS AN AGED CRONE. BOTH ARE APPARENTLY LIFE-SIZED. NEITHER IS CAPTIONED, SO RECOGNISING WHO EACH SCULPTURE IS OF WOULD BE DOWN TO PERSONAL KNOWLEDGE OR DETAILED INVESTIGATION. IN THE NORTHEAST CORNER IS A PILLAR-MOUNTED LARGE SUNDIAL, WITH A GNOMON SET FOR THIS LATITUDE. IT HAS A LARGE CIRCULAR BASE WHICH IS REALLY A CONCEALED TRAPDOOR LEADING DOWN A 20 FT DEEP CHUTE (6 M) TO A SHORT PASSAGE NORTH INTO THE SECRET LOWER TOMB (7). A METAL LADDER IS ATTACHED TO THE CHUTE'S SOUTH WALL, WHICH RUNS DOWN THE END-PASSAGE WALL TO THE FLOOR AS WELL.

7) SECRET LOWER TOMB: AN 11 FT HIGH (3.3 M), LARGE, RECTANGULAR CHAMBER, WITH A PLATFORM AND STEPS UP TO IT ON THE LONGER NORTH WALL. THIS PLATFORM IS RAISED AROUND A FOOT (30 CENTIMETRES) ABOVE THE FLOOR. ON THE PLATFORM ARE TWO STONE SARCOPHAGI. THE WESTERN SARCOPHAGUS IS LABELLED "HER TWILIGHT", THE EASTERN "HER MORNING". INSIDE THE FORMER ARE THE REMAINS OF AN ELDERLY WOMAN. THE LATTER CONTAINS THE CORPSE OF A TEENAGED GIRL. IN THE SOUTHEAST CORNER, A CONCEALED SERIES OF FOOTHOLDS IN THE STONEMWORK FORMS A LADDER UP TO THE CEILING, AND THEN THROUGH A CHUTE TO A TRAPDOOR ABOUT 20 FT (6 M) ABOVE THE FLOOR OF THIS TOMB, LEADING INTO THE SECRET UPPER TOMB (8). A HIDDEN LATCH IN THE CORNER MUST BE RELEASED TO OPEN THE FOOTHOLDS, AND THE CEILING TRAPDOOR INTO THE CHUTE. NOTHING HERE ORDINARILY INDICATES ANYTHING IS CONCEALED IN THIS PART OF THE ROOM.

8) SECRET UPPER TOMB: BY CONTRAST TO OTHERS OF THE ROOMS HERE, THIS ONE IS UNUSUALLY CROWDED FOR ITS SIZE. IN THE SOUTHWEST CORNER IS A STATUE OF THE NECROMANCER AT THE HEIGHT OF HER POWERS, HER RAVEN HELD IN ONE FIST, HER FLAIL OF SKULLS IN THE OTHER. ON THE EAST SIDE OF THE ROOM, AN ALTAR IS FLANKED BY TWO STONE SARCOPHAGI, WITH A SINGLE, LARGE MIRROR PANEL ON THE WALL BEHIND THE ALTAR. BOTH SARCOPHAGI CONTAIN CORPSES RESEMBLING THE NECROMANCER IN HER PRIME, STILL LOOKING UNCORRUPTED AND HAUGHTY IN DEATH. EACH BODY HAS A CHRONOGRAPH MEDALLION LYING ON ITS CHEST, AN OBJECT CAPABLE OF SENDING ITS BEARER INTO AN ALTERNATE TIMELINE (THE MEDALLION REMAINS WHERE AND WHEN IT WAS, HOWEVER). ON TOP OF THE ALTAR IS A LARGE, WEATHERED, HUMANOID SKULL, SURROUNDED BY UNLIT, BUT PARTLY BURNT-DOWN, CANDLES, FORMING A PARTIAL RING

AROUND IT. THE HIDDEN TRAPDOOR BACK TO THE SECRET LOWER TOMB (7) HAS A CIRCULAR ARCANIC CALENDAR SET ON A PILLAR ON TOP OF IT. THE SECRET DOOR IN THE SOUTH WALL TO THE HIDDEN ALTAR CHAMBERS (9) IS CONVENTIONALLY CONCEALED AMONG THE STONEMWORK, AS IS THAT IN THE SOUTHEAST CORNER WITH THE HIDDEN PASSAGE TO THE TOMB OF THE WATCHER (11). THAT INTO THE SMALL RECTANGULAR ROOM BEHIND THE ALTAR HERE IS MAGICALLY CONCEALED WITHIN THE MIRROR PANEL ON THE WALL. IT CAN ONLY BE FOUND AND OPENED BY USING THE TRIGGER BENEATH THE LARGE SKULL. THIS SECRET ROOM IS EMPTY EXCEPT FOR A SMALL OBSIDIAN STATUE, CAPTIONED ON ITS BASE AS "THE DEITY OF SORCERERS AND WITCHES". IT IS A VAGUELY DEMONIC HUMANOID WITH WINGS AND A POINT-TIPPED TAIL. HIDDEN WITHIN IT IS A KEY OF THE INNER CABAL, AN ENCHANTED OBJECT ABOUT THE SIZE OF A HUMAN FINGER, MADE OF BLACKENED BONE LACED THROUGH WITH VEINS OF A PURPLISH METAL. IT WILL FIND AND OPEN ANY SECRET DOOR, MECHANICAL OR MAGICAL, MADE BY THE INNER CABAL (WHICH HERE COMPRISE THE FOUR SECRET KEY DOORS OF AREA 12).

9) HIDDEN ALTAR CHAMBERS: THE SECRET DOOR FROM THE SECRET UPPER TOMB (8) OPENS DIRECTLY BEHIND THE UNUSUAL ALTAR IN HERE. AS SOON AS A MOVING CREATURE ENTERS IT, THE FIRST CHAMBER IS ILLUMINATED BY A MAGICAL LIGHT SOURCE IN THE ALTAR, WHICH ALTAR IS MADE ENTIRELY OF STAINED GLASS PANELS, IN ABSTRACT, COLOURED PATTERNS. THE LIGHT SHIFTS AND CHANGES SUBTLY OVER TIME, TYPICALLY LIGHTING-UP THIS ROOM AND THE SOUTHERN PASSAGEWAY TO THE SECOND, LARGER, CHAMBER THAT WAY. THE LIGHT BECOMES MUCH WEAKER AND LESS USEFUL IN THAT SECOND CHAMBER, WHICH IS SQUARE AND EMPTY, EXCEPT FOR A WOODEN BOX THAT HOLDS FOUR VALUABLE SACRIFICIAL KNIVES, EACH DECORATED DIFFERENTLY WITH GEMS AND PRECIOUS METALS.

10) NORTH ENTRANCE: THIS ENTRANCE IS MUCH PLAINER THAN THE OTHER TWO (AREAS 1 AND 6), JUST A SMALL, SQUARE ROOM WHICH HAS A LONG, OPEN PASSAGE TO THE TOMB OF THE WATCHER (11) LEADING AWAY FROM ITS NORTHEAST CORNER. THERE IS A SINGLE STEP DOWN INTO THIS ROOM, AND ANOTHER UP AT THE STONE DOOR INTO THE WATCHER'S TOMB CHAMBER.

11) TOMB OF THE WATCHER: A VERY LARGE ROOM, WITH A 14 FT HIGH CEILING (4.3 m), YET ONE WHICH IS ECHOINGLY RATHER EMPTY. TWO LARGE, BLACK BASALT SARCOPHAGI, EACH WITH ITS LID CARVED IN FULL RELIEF WITH AN ARMoured WARRIOR BEARING A SWORD, ARE ON THE FLOOR, WITH AN IDENTICAL THIRD STONE BOX ON A DAIS SOME 16 INCHES (40 CM) HIGHER THAN THE FLOOR, WITH STEPS UP ON ITS THREE OPEN SIDES, SET AGAINST THE MIDDLE OF THE EAST WALL. EACH SARCOPHAGUS ALSO HAS A SINGLE, LARGE, GLITTERING EMERALD SET INTO ITS LID. A TALL, GOLDEN STATUE OF A WINGED, VAGUELY DEMONIC HUMANOID FIGURE, WHOSE HEAD NEARLY REACHES THE CEILING, STANDS ON THE FLOOR BETWEEN THE TWO SARCOPHAGI NEARER THE WEST WALL, FACING TOWARDS THE BOX ON THE DAIS. IN FORM, THIS STATUE IS A MUCH BIGGER VERSION OF THE SMALL OBSIDIAN STATUE IN THE SECRET ROOM OFF TOMB 8. IT HAS TWO LARGE, GLITTERING EMERALDS FOR EYES. FOUR ALCOVES ARE SET AT EQUAL INTERVALS ALONG THE WESTERN WALL. THE NORTHWESTERN ONE HAS THE DOOR IN FROM THE NORTH ENTRANCE (10) PASSAGEWAY, WHILE THE SOUTHWESTERN ONE HAS THE CONCEALED EXIT TO THE SECRET PASSAGE FROM TOMB 8. WHEN INTRUDERS ENTER HERE WHO DO NOT BEAR AT LEAST ONE KEY OF THE INNER CABAL (SEE TOMB 8), THE STATUE OF THE WATCHER GRINDS OUT AN ANCIENT WORD MEANING "AWAKEN", AT WHICH BRIGHT GREEN, SHINING, ENERGY BOLTS ARC FROM IT TO THE THREE SARCOPHAGI OF THE GUARDIANS. THIS OPENS THEIR LIDS, AND THREE WIGHTS EMERGE, ARMED AND ARMoured MAGICALLY, LIKE THE CARVINGS ON THEIR TOMBS. THE GUARDIANS ARE THERE TO STOP AND HUNT DOWN ANY INTRUDERS. ONCE SUCCESSFUL, THEY RETURN TO THEIR SARCOPHAGI HERE, AND THE WHOLE MAGICAL SYSTEM RESETS.

12) SECRET KEY DOORS: FROM THE SOUTHEAST CORNER OF THE TOMB OF THE WATCHER (11), A GROUP OF THREE SMALL ROOMS, EACH WITH A CONNECTING SECRET DOOR TO THE NEXT AND BEYOND, PROVIDES ACCESS TO THE FINAL PART OF THE CRYPT. FOR ANYONE WITH A KEY OF THE INNER CABAL (SEE TOMB 8), THE DOORS ARE EASY TO FIND AND OPEN. FOR THOSE WITHOUT ONE, THEY ARE AT LEAST TWICE AS DIFFICULT TO LOCATE AND OPEN AS A TYPICAL HIDDEN DOOR, EVEN WHEN USING MAGIC, AS THESE FOUR DOORS ACTIVELY RESIST MAGIC AND PHYSICAL FORCE EQUALLY WELL. THE FIRST SECRET ROOM OUTSIDE TOMB 11 HAS A STEP DOWN INTO IT IMMEDIATELY INSIDE.

13) FOUNTAIN: ONCE THROUGH THE FOURTH SECRET KEY DOOR (12) OUT OF THE TOMB OF THE WATCHER (11), THERE ARE TWO PASSAGeways, ONE HEADING NORTH, THEN EAST TO THE SECRET DOOR TO THE CRYSTAL SPHERE CHAMBER (14), THE OTHER, A LITTLE BROADER, LEADS EAST THEN SOUTH TO THIS ANGLED AREA, BEFORE IT TURNS EAST AGAIN AND DEAD-ENDS. IN THE ANGLED PART IS A LARGE, SHALLOW STONE BOWL, RAISED TO TYPICAL ADULT HUMAN WAIST HEIGHT BY A SOLID BASALT PEDESTAL. THE BOWL MAGICALLY HALF-FILLS WITH SPARKLING BLUE-GREEN WATER, THAT ALSO HAS OTHER RAINBOW COLOURS IN IT IN ANY LIGHT, WHENEVER SOMEONE MOVES IN THIS SECTION. IT EMPTIES AND DRIES AGAIN WHEN THE MOTION CEASES. WHERE THE WATER COMES FROM, OR GOES TO, CANNOT BE DETERMINED, AS THERE IS NO PIPEWORK, INLET OR OUTLET ATTACHED TO THE BOWL. THE WATER IS VERY SALTY, LIKE SEAWATER, UNSAFE TO DRINK IN QUANTITY (ALSO LIKE SEAWATER), AND IS VERY VISCOUS, CLINGING TO SURFACES PHYSICALLY ATTACHED TO A MOVING CREATURE THAT ARE DIPPED IN THE BASIN, SUCH AS HANDS (BUT NOT CLOTHING, OR HAIR). ALL THE SECRET DOORS IN THIS SECTION OF THE CRYPT, EAST OF THE TOMB OF THE WATCHER, WILL OPEN ONLY TO THE TOUCH OF SOMEONE WHOSE HANDS ARE STILL WET WITH THE WATER. OTHERWISE, THE DOORS SIMPLY CEASE TO EXIST, EXCEPT AS SOLID STONEWORK, FOR ANYONE ELSE. EVERY SURFACE TOUCHED REDUCES THIS ABILITY (WHETHER A SECRET DOOR OR NOT), UNTIL AFTER SEVEN SURFACES, THE WATER WILL NO LONGER WORK. THE SECRET DOORS CANNOT BE HELD OPEN, SO THE WATER WOULD BE NEEDED ON THE WAY IN, AND OUT. THE WATER CANNOT BE REMOVED FROM THE FOUNTAIN BASIN IN ANY OTHER WAY.

14) CRYSTAL SPHERE CHAMBER: THE FIRST CHAMBER IN THIS FINAL, ANGLED SECTION OF THE CRYPT HAS A STEP UP INTO IT FROM THE PASSAGE IMMEDIATELY OUTSIDE THE SECRET ENTRANCE (ONLY VISIBLE ONCE THE SECRET DOOR IS OPENED). INSIDE, THE CEILING IS AROUND 20 FT HIGH (6 m), AND IN THE MIDDLE OF THE ROOM, SUSPENDED MAGICALLY IN MID-AIR, IS A 10 FT DIAMETER (3 m) CRYSTAL SPHERE. INSIDE THE SPHERE IS A SQUIRMING MASS OF PINK, PURPLE AND YELLOW JELLY THAT CONTINUALLY FORMS RECOGNISABLE EYES, MOUTHS AND TEETH, AND AS QUICKLY REABSORBS THEM, ALONG WITH OTHER, LESS IDENTIFIABLE FEATURES. THE CRYSTAL SPHERE KEEPS THIS MASS IN-CHECK CURRENTLY, SO LONG AS IT REMAINS INTACT. ANOTHER SECRET DOOR IS IN THE SOUTHEAST WALL TO THE PILLAR AND TABLET HALL (15). AREA 13 DESCRIBES THE ONLY WAY BOTH SECRET DOORS HERE CAN BE FOUND AND OPENED.

15) PILLAR AND TABLET HALL: AT THE CENTRE OF THIS SEGMENT OF THE CRYPT IS THIS 20 FT HIGH (6 m) RECTANGULAR ROOM. SECRET DOORS ARE IN ITS NORTHWEST AND SOUTHEAST WALLS (SEE AREA 13 FOR THE WAY TO FIND AND OPEN THESE), WHILE IN THE SOUTHWEST AND NORTHEAST WALLS ARE DOUBLE ORDINARY STONE DOORS. ABOVE THE DOORS TO THE NORTHEAST IS A METAL PLAQUE THAT READS "THE SUNKEN CITY OF KET", FOR THOSE ABLE TO READ IT, SOMETHING MADE MORE DIFFICULT AS THIS CHAMBER IS MAGICALLY ARTIFICIALLY DARK, SUPPRESSING ALL LIGHT SOURCES BROUGHT IN TO BE ONLY ABOUT HALF AS EFFECTIVE AS NORMAL (INCLUDING MAGICAL SOURCES). TOWARDS EACH CORNER OF THE HALL IS A COLUMNAR, PILLAR-LIKE SCULPTURE THAT DOES NOT QUITE EXTEND UP TO THE CEILING, EACH OF WHICH IS CARVED IN FULL RELIEF IN THE FORM OF A GREAT PROTOPLASMIC HORROR LIKE THAT IN THE CRYSTAL SPHERE CHAMBER (14), HERE MADE

FULLY SOLID, WITH A GREAT MANY EYES, MOUTHS, TEETH AND OTHER HARD-TO-IDENTIFY ELEMENTS. ON THE WALLS AROUND THE HALL ARE HUNG TALL, GREY SLATE TABLETS OF ALMOST FLOOR-TO-CEILING HEIGHT. EACH OF THESE IS INSCRIBED WITH AN ALIEN TEXT THAT PROVES EXCEPTIONALLY DIFFICULT TO COMPREHEND, WITH OR WITHOUT MAGIC, AS IT ALSO SEEMS TO BE IN SOME FORM OF CODE.

16) THE SUNKEN CITY OF KET: NORTHEAST THROUGH THE DOUBLE STONE DOORS FROM THE PILLAR AND TABLET HALL (15) IS THIS 12 FT HIGH (3.5 m) CHAMBER. WHEN ANY MOVING CREATURE ENTERS THE ROOM, MAGICAL LIGHTING ACTIVATES, SIMILAR TO WHAT WOULD BE FOUND UNDER RELATIVELY SHALLOW, SUNLIT, SEAWATER, OF A RIPPLING, DAPPLED, BLUE-GREEN COLOUR. ON THE NORTHEAST WALL IS WHAT SEEMS TO BE ANOTHER PAIR OF STONE DOORS, ALTHOUGH THESE HAVE A DIFFERENT, ROUNDED-TOP, FORM TO THE SQUARE-TOPPED ONES EVERYWHERE ELSE IN THE CRYPT. THIS PAIR ARE ALSO BAS-RELIEF SCULPTED WITH CARVINGS OF AN UNDERSEA CITY AND ITS SUBMARINE HUMANOID INHABITANTS. THE DOORS ARE FIXED TO THE WALL, AND NOT INTENDED TO OPEN, NOR CAN THEY BE MADE TO DO SO. TOWARDS THE MIDDLE OF BOTH NORTHWEST AND SOUTHEAST WALLS ARE A TWIN PAIR OF SIMILARLY DECORATED STONE ALTARS, EACH WITH A LARGE STATUE OF A SQUATTING, WINGED HUMANOID WHOSE HEAD IS SIMILAR TO THAT OF A HUGE OCTOPUS. ON THE WALLS AWAY FROM THE DOORS, FALSE DOORS AND ALTARS ARE HUNG A TOTAL OF TEN SPEARS AND BLADED HAND WEAPONS, ALL WITH BARBED HEADS OR BLADE EDGES, MADE FROM A MIXTURE OF BONE AND WHITE GOLD. THEY WOULD BE VALUABLE IF RECOVERED AND SOLD, ALTHOUGH ALL ARE QUITE LARGE AND LIGHTWEIGHT (SO WOULD BE UNSUITABLE FOR MOST TYPICAL LAND HUMANOID USE). THEY ARE HUNG HIGH UP ON THE WALLS TOO, THEIR LOWEST PARTS AT LEAST 6 FT (1.8 m) ABOVE THE FLOOR.

17) SEA MOTHER TOMB: THE SOUTHWESTERN STONE DOORS FROM THE PILLAR AND TABLET HALL (15) LEAD INTO THIS ROOM, WHICH HAS A 10 FT (3 m) CEILING. WHEN MOVING CREATURES ENTER IT, THE CHAMBER BECOMES MAGICALLY LIT FROM BELOW BY A PARTICULARLY UNCOMFORTABLE LUMINANCE, DESIGNED TO PUT MOST INTELLIGENT CREATURES ILL AT EASE. THERE ARE THREE IDENTICAL, LARGE STONE SARCOPHAGI TOWARDS THE ANGLED SOUTHWEST END, ON EACH OF WHICH ARE CARVED THE WORDS "ESSENCE OF THE SEA MOTHER". INSIDE EACH IS A TWITCHING, SLUDGY MATERIAL THAT STINKS OF ROTTING FISH AND WHALE INNARDS. OPENING MORE THAN ONE AT A TIME ACTIVATES THIS SLUDGE MORE FULLY, WHICH WILL LEAVE THEIR SARCOPHAGI AND SLOP TOGETHER, STARTING TO TAKE ON A MORE DISTINCTIVE, COMBINED, FORM, NOT UNLIKE THAT OF THE PROTOPLASMIC STATUE-COLUMNS IN THE PREVIOUS HALL, OR THAT TRAPPED IN THE CRYSTAL SPHERE CHAMBER (14). IF ONLY TWO TOMBS ARE OPENED, THIS PROTO-CREATURE WILL OPEN THE THIRD ITSELF, TO COMPLETE ITS REFORMING AS A HUGE, BUBBLING, ROILING MASS WITH EYES, MOUTHS, TEETH, SUCKERS, TENTACLES AND PSEUDOPODS. NOTHING SHORT OF SMITING BY A DEITY (OR AN EQUIVALENT COSMIC FORCE) CAN HARM THE SLUDGE OR ITS COMPOSITE AVATAR FORM. IT IS MASSIVE, EXTREMELY HEAVY AND VERY POWERFUL ONCE COMPLETE AND MOBILE.

18) SECRET POWER HALL: A SERIES OF THREE SECRET DOORS THROUGH TWO SMALLER CHAMBERS SOUTHEAST FROM THE PILLAR AND TABLET HALL (15 - THE METHOD TO FIND AND OPEN THESE DOORS IS DETAILED UNDER AREA 13), LEADS ULTIMATELY INTO THIS PENTAGONAL CHAMBER, WHICH HAS A 15 FT CEILING (4.5 m). IN ITS SOUTHEASTERN APEX IS A FLOOR TO CEILING PILLAR THAT GLOWS CONTINUALLY WITH FLOWING BLUE ENERGIES, INCLUDING SYMBOLS, LETTERS AND WORDS IN A WIDE RANGE OF SOMETIMES MYSTERIOUS LANGUAGES. THIS IS THE MAGICAL POWER SOURCE FOR EVERYTHING THAT HAPPENS IN AREAS 13 TO 17, AND WHICH KEEPS THE CREATURES TRAPPED IN AREAS 14 AND 17 FROM LEAVING THIS PART OF THE CRYPT AT ALL. EVEN THE SLUDGE CREATURE FROM TOMB 17 WOULD BE UNABLE TO LEAVE, SO LONG AS THE PILLAR HERE REMAINS FUNCTIONAL.