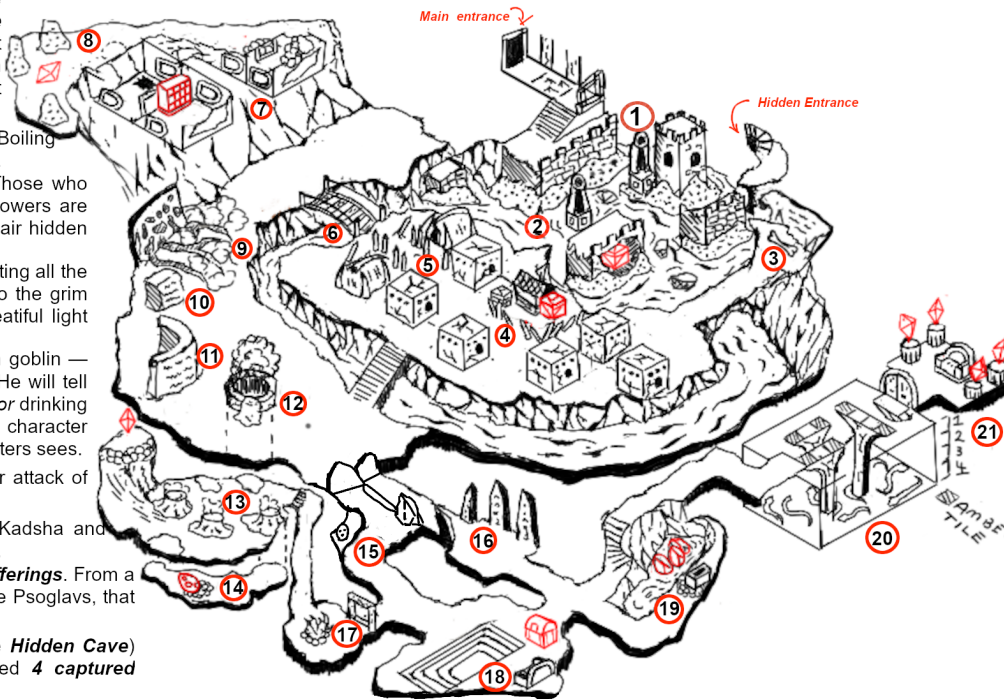


CITY OF AMBER

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BACKGROUND

The Amber City, sitting at the top of the highest mountain in the world, was known for its beauty and extremely greedy ruler - **Amber Sorcerer**. Once he noticed that deep under its city is an enormous cave full of shiny amber guarded by the ancient tribe of dwarves. Soon, Sorcerer persuaded his people to raid the dwarves. After many years of war, most of them were slaughtered and Sorcerer took all the amber, using it to decorate its palace. But this amber wasn't like the others - it was magical, **Primordial Amber**. All things reflected in it soon changed into its opposite. So, after seven nights, the city fell to the deepest parts of the Underworld. Long it was lost, but recently a new entrance was discovered in some abandoned mine. The city still lies at the bottom of the world, crumbled and shady, waiting for those foolish enough to take its forgotten treasures...



20. AMBER PALACE. From the **pit full of snakes** rise **cracked pillars** covered in **amber tiles**. Their magic drastically increases the weight of all the treasure, so each pillar will **break down** by one level down for each 300 gp or gem that character has. Doors to the **Throne Room** are **magically jammed** and need a lot of force to be open (spell or **Cold-iron Lockpick** can also be used).

21. THRONE ROOM. Along the walls stand **carved daises**. On the wall is an **old painting** of the Sun God watching over the Amber Sorcerer. On a **beautiful throne** decorated with gold sits an **old, intelligent constrictor snake**, former familiar of Amber Sorcerer. Snake wants to free Amber Sorcerer and rule from his back over the Amber City and Psoglav as an **hidden ruler**.

DUNGEON KEY

1. STATUES OF AMBER SORCERER. Hands and head are chopped off. On the dais is **old text**: "*All glory to the Sun-child!*".

2. BOILING MUD. A top of it drift **rubble** and huge, shaky **parts of city walls**.

3. DWARF RESTING. On the floor lie **broken bones** of slaughtered dwarves. Etched on the walls are prayers and **hidden curse** placed on the Dwarven Sages by one of the **Coal Hermits**.

4. DESTROYED MARKETPLACE. **Four Dwarves** compete with each other in the contest of playing on the oversized horns, which sound like falling and hewn stones. The other **6 dwarven warriors** guard the barricaded supplies, talking about their recent skirmishes with **Psoglav** and some dwarven warriors being captured in battle.

5. SAGES TENTS. Each tent is guarded by **4 dwarven warriors**. **Dwarven Sages** (**HD 3**), **Oinira** and **Freya**, are leaders of the dwarves. Under the influence of the **hidden curse** from **Dwarf Resting** (**3**), they now argue with each other about **magical Wyrms Eye** — Freya thinks, that the item will hasten recollection of all the **Amber Shards**, while Oinira believes that it will only lure out fearful Kadsha and kill all dwarves.

6. SWINGING BRIDGE. Planks are **old** and some are **missing**. Boiling mud running below erupts up to 60 feet high in a regular pattern.

7. HANGING SCRIBES TOWERS. Covered in **amber dust**. Those who touch it will switch places with their own shadow. Inside the towers are burned traces of **Fiery Snakes** presence and tunnels to their lair hidden behind the burned rubble.

8. FIERY SNAKES LAIR. On the walls are shiny **crystals** reflecting all the light. Against the wall stand **3 destroyed shrines** dedicated to the grim **Snake God**. Around them dance **3 Fiery Snakes**, creating beautiful light imagery.

9. SMOKY WALL. In the cracks hides a small, snarky, devilish goblin — **Chort**, who knows secrets of the creatures living in the ruins. He will tell them to the characters only if someone defeats him in the card or drinking game. When characters looses, Chort will attach itself to the character back and taunt it to feed him and take every gold that the characters sees.

10. CRACKED PAINTING It shows Amber City, which is under attack of the dwarves and slowly descends under the earth.

11. ENGRAVED WALL. Simple engravings show legend of Kadsha and Psoglav predictions about her domination over the Underworld.

12. EVER-SMOKING WELL. **Traces of blood** and **decayed offerings**. From a small roof hangs a golden, "silent" bell used to announce to the Psoglav, that its time of the sacrifices to the Kadsha.

13. LAIR OF KADSHA. **Smoking craters** (with tunnels to the **Hidden Cave**) surrounded by the **pools of sticky ooze** to which are glued **4 captured Dwarves**. **Zmei Kadsha** sleeps atop her stone **mound**.

14. HIDDEN CAVE. The floor is covered by **cracks** filled with ever-burning, **blue fire**.

15. TRAPPED CORRIDOR. **Heavy rock** blocks the north corridor. On a wall hangs **weird obsidian mask** with **black pearls** in its eyes, which cast **"Fear" spell** on those who look into them.

16. CAVE OF MONOLITS. They show **Psoglav** fighting over the title of the **Warlord**. Current Warlord is marked with the **hanging skull**. **Six Psoglav** stay in the front of enormous torches like some fearful statues.

17. COAL HERMITS CAVE. **Eight** talkative and **really curious Coal Hermits** rest by the **campfire**. They pretend to be some lost adventurers or sages.








18. GREAT HALL. **Great arena** in the middle of the room, where **4 Psoglav** feast. Two other wrestle over the leadership in the next raid. **Psoglav Warlord** (**HD 3+3**) watches it from the **carved throne**, guarded by **2 Psoglav**.

19. AMBER CAVE. Atop the cliff is a **hollow stone** with **Amber Sorcerer** imprisoned in the **molten amber** and **cold-iron chains**. Sorcerer is still alive, though his personality is reversed to the type really kind, but cowardly "grandpa". Below lies **Primordial Amber** submerged in the **boiling mud**.

FACTIONS

Dwarves [1+1 HD]	Colorful nomadic sages and scalds of the Underworld. Descendants of the dwarves slaughtered by the Amber Sorcerer. They want to find lost Amber Shards and take all the lands surrounding the ruins as a compensation for the harm done to their ancestors.
Psoglav [2 HD]	Man with the dog heads and horse hooves. Cursed remains of some lost civilization and corpse-eating hunters of the Underworld. They sacrifice their prey to the Zmei Kadsha , believing, that she is a god and soon will bless them with ability to live in the sunlight.
Coal Hermits [1 HD]	Former bandits who escaped to the caves. They are addicted to the effects of Primordial Amber , which clears their troubled minds. Hermits spy for the Psoglav in exchange for the access to the cave with remaining Primordial Amber .
Fiery Snakes [3 HD]	Glowing, flying snakes made from the blue light. They lead fools to brutal deaths using illusions. Fiery Snakes want to kill Zmei Kadsha for stealing their egg.
Zmei Kadsha [6 HD]	Enormous, many-tailed snake queen. Ancient and proud, she lost her powers, when some peasant poisoned her with sulfur hidden inside the offering. She wants to be worshiped by others and stole Fiery Snakes egg to force them into obedience.

TREASURES

	Wyrms Eye	Detects all gems in 1 mile radius, but has distinct, irritating smell for all the dragons/wyrms
	Supplies	1d4 adventuring gear items and roll D6 : 1 - 3: Copper ore (worth 250 gp) 4 - 5: Silver ore (worth 600 gp) 6: Gold ore (worth 1000 gp)
	Amber Shards	Nonmagical shards of Primordial Amber worth 400 gp each. All parts can be melted together to create one gem of Primordial Amber.
	Sorcerer Treasure	Roll D4 : 1. Amber jewelery (worth 1000 gp) 2. Golden robes (worth 1200 gp) 3. Amber scepter (worth 1500 gp) 4. Amber crown (worth 1700 gp)
	Lost Grimuars	- Notes about Amber Cave and dwarves - Cold-iron Lockpick
	Fiery Snakes Egg	It needs enormous heat to hatch out.
	Primordial Amber	Priceless, Changes things and creatures into their opposites.