

perilous approach guarded by 5 Gargoyles (3)

collapsing guardroom, locked doors adhere to flesh

pit trap!

It cost them dearly, but your party of 4-6 starting **Risus** characters have acquired a map to an **ABANDONED** Scholomance, a foreboding chantry built in the **HOWLING** Karst Country west of Sanctuary. The map reveals tantalizing clues to the existence of a legendary **OBELISK** that bestows wondrous transformations of not-*entirely* dubious nature.

perilous approach guarded by 5 Gargoyles (3)

arrow slits grant entry

barracks (ruined)

font that enchants water placed within

statues of founders

played corpses on display

breath-taking vista

trail of blood

[a]

collapsing guardroom, locked doors adhere to flesh

pit trap!

desiccating fungus spores (smells like)

kitchen (ruined)

[b]

suspicious well

slight tear in reality

rotting stores

swarm of glowing noxious bugs (6)

wine cellar [c]

gallery of grand masters

tapestries of glorious Necromancy

3 Grunt Squads Flayed Hunters (3)

2 Flayed Guards (3)

[d]

moonbridge (visible and solid under light of moon)

Must be each

HOWL

Ca sac

Loot!

[a] Fine orichalcum telescope

[b] enchanted kitchen

- [a] Fine orichalcum telescope
- [b] enchanted kitchen appliances among rubbish
- [c] 12 exquisite and slightly magical wines and liquors (not counting preserved blood).
- [d] captured party's loot (make up as needed)
- [e] Codex Apocalypctica
- [f] massive loot and the Philosopher's Stone!

Moonbridge
(visible and solid
under light of moon)

Zog the Younger:
Ruthless Sorcerer (4),
Pedantic Know-it-all (2)
Captured and awaiting
sacrifice. May help party.

HOWLING winds (3)
Must be confronted anew on
each crossing between karsts

Jade OBELISK
(effect if PC touches)

1. Hideous 3rd Eye (sees all magical effects and spirits)
2. Charged w/ Magic (+1 die to spell casting but if that die made the difference the will spell results; vegetation withers at the touch)
3. Eldar Beauty (+1 die to charm/awe/leadership, slowly loses interest in sex)
4. Gift of Shadows (because invisible and intangible during daylight; can slip into shadows)
- 5-6. Make up something better

violet and
probing
a (6)

alchemy lab
(philosopher
stone absent)

petrified
head
(answers 3
questions)

HOWLING winds (4)

Force Barrier (4)

Somnolent Lich (5)
aided by Enslaved
Spirits (4) [f]

Skulls of the
Ancients (5)
assorted mundane loot

necrotic
vermin (4)

enervation
apparatus

Caged Victim -
Arien Fingalen:
Elven Knight of
the Crimson Wolf
(4), Sword-Mage of
the Sisterhood of
Galenteith [3].

ABANDONED
observatory



sacred pool
(counters
effects of
obelisk)

remains of
looter's camp

[e] arcane
libr

barrels
of
viscera

3 Squads of Played Cultists

Warning:
Sleeping
Gods Lie!"