

"Fane of the Fossilmancer"

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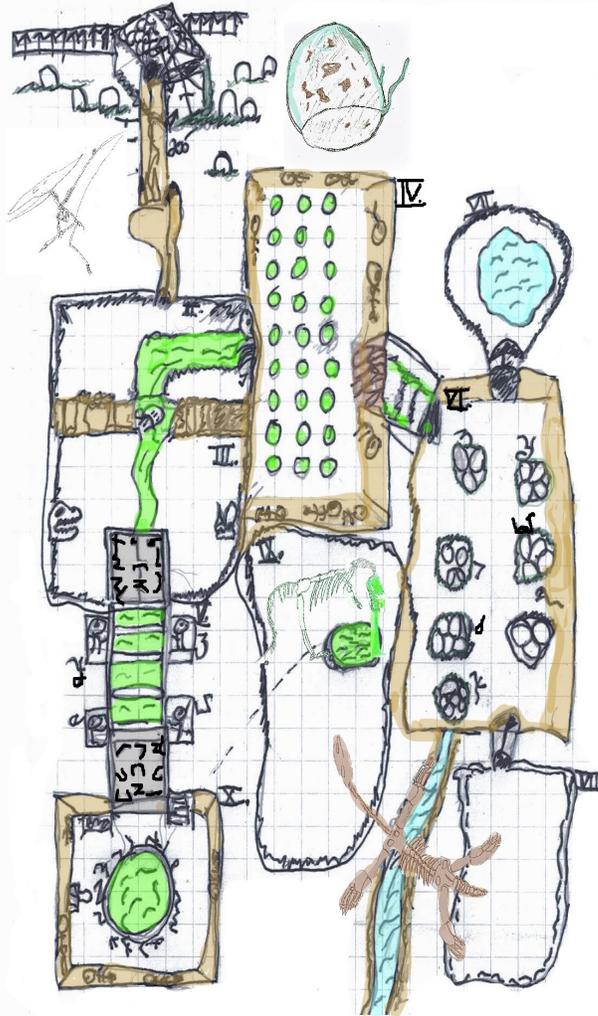
I. A 200' chute leading to a limestone cavern. As pc's descend, 4 pteragoyles fly up to harass them. They are vulnerable to crushing and try to knock pcs onto the stalactites below. There is a 3' hole that leads to II.

II. A glowing river of ooze flows from beneath the dimetrodon statue to the south. The ooze bends and flows beneath the ribs of a theropod entombed in the east doorway. Pcs can smash the statue to go south, or duck under the ribs (agility check to avoid damage) to go west. Contact with the ooze deals acid damage and affected area glows.

III. The river leads to a door with arcane sigils. It's locked. Each skull has a lever. A Pc must climb inside. Right is correct, Left has an ooze that drops down and chokes its victim and deals moderate acid damage. (Contact with dead beings reanimates them, ooze glowing and seeping out of wounds and orifices)

IV. Fossil skeletons of all kinds line the walls. A series of 'tites and 'mites has formed over the east doorway. 27 pits containing ooze and tiny fossils. 5D4 skele-gels form and attack en-masse. Atks: Acid spit and fire bones. (Acid spit creates more skele-gels if it comes in contact with a pit.)

"Under a tomb in an ordinary sepulcher, the gravedigger found a chute leading to a land of glowing ooze and living dragon bones. An alchemist has hired the party to investigate and retrieve any samples."



V. Below the bridge of ribs, the bright ooze river flows, its source, probably through the sealed door north. In 4 alcoves sit statues of reptoids, they clawed hands cradling a missing object. (eggs from VI must be placed and match the symbols to open the door.)

VI. A dissolved stair covered in slime serves as a dangerous slide (save dc 18 or take heavy damage.) depositing players into a petrified nesting ground. A sigil is carved in front of each unique nest. (each weighs 10lbs and can be sold for 400gp. *Fragile!

VII. A quiet pool with docile, blind catfish. Safe to rest, catfish are filling and worth 25gp each to a specialist.

VIII. An embedded elasmosaur skeleton serves as a bridge across the chasm. It is brittle, awkward to climb, and falling pc's must save or plummet 350' the river below. Wall may be scaled and if the river is followed to its source, a strange, tropical land beneath the earth can be found where these titans still live and the reptoids were never a rumor, but grim reality.

IX. A massive, partially preserved trex corpse spews a torrent of ooze into a floor grate. It animates and attacks doing severe damage, undead/ooze traits, can spew ooze in a line, which can animate the "bridge". A passage leads back to V. Once destroyed, the source of the ooze is stopped.

X. An arcane library, An arcane well of necro-ooze surrounded by runes. (dry if trex destroyed) Books' detail ooze properties, how to take a skele-gel as a familiar, and many spells. The fossilmancer was researching how to save his dying race. labgear can be sold and spells learned. Surviving reptoids will not forgive the intrusion and will hunt pcs down, doubly so if they disperse info about the necro-ooze!